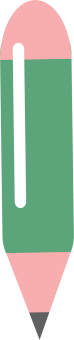
**FLASH WORK/NOTES**

**PEN WRITING**

1. First layer = blank.
2. Second layer = type any text
3. Third layer = copy/PASTE a pen and action on text
4. Fourth layer= text size rectangle and than give a action with the help of eraser.
5. In last == create a full size rectangle on first layer

Arrange layer as per following

From top

1. Pen layer
2. Eraser layer
3. Text layer
4. Full size rectangle

**MOTION TWEEN/GUIDE**

1. FIRST LAYER = Drag a car/bird/ or any object from ms word========= f6
2. C:\Program Files (x86)\Microsoft Office\MEDIA\CAGCAT10\j0212957.wmfRight Click on first layer == and than click ADD MOTION GUIDE
3. In ADD MOTION GUIDE draw a line===============f6
4. Adjust First point of object with line First point .
5. Adjust last point of object with line last point
6. Shape or motion tween on object layer

**MASKING**

1. FIRST LAYER == import a picture on first layer
2. SECOND LAYER == create movie through of box/rectangle == run shape or motion
3. Right click on layer and click on mask button

(work on minimum 5 mask layer for practice)

(Also MASK on Text)

**LOCK OBJECT WITH MOUSE**

1. Insert== new Symbol == button (box/circle)
2. Insert == new symbol= movie (Running anything work)
3. Click on scene 1
4. Ctrl+l (library) == drag all layer 1st.
5. Right clik on movie== properties== instance name

R

1. Right click on button == properties== action

Drag movie click== Target

Tick

R

Lock mouse to center

**HIDE/UNHIDE OBJECT**

1. Create a Button and 2 movie
2. Click on scene 1
3. Ctrl+l (library)----- drag all three in scene 1

R

1. Right click on first movie--- properties- instance name

S

1. RIGHT CLICK ON SECOND MOVIE --- PROPERTIES --- INSTANCE NAME
2. RIGHT CLICK ON BUTTON == go action and define

Set property == visibility == R == 0

Set property == visibility == S == 1

1. Create second layer and set action

Set property == visibility == R == 1

Set property == visibility == S == 0

**BUTTON SCENE**

1. Insert == new symbol === Create a button
2. Click on Scene 1 == ctrl +L (Library) == drag button on scene 1
3. Insert== scene 2 == create a movie == shape or motion
4. Open scene 1 == right click on button == PROPERTIES==ACTION

GOTO play (scene 2)

1. Open Scene 2 = right click on end of layer == PROPERTIES == go to action

GOTO STOP (Scene 1)

(Create 5 to 10 scene for practice)

F8 or ctrl+f8 = change simple box/circle into button (Button work on planet or all other ADD MOTION WORK

**OTHER WORK FOR FLAST**

1. Car Racing normal
2. Car running on road
3. Cinema Hall (Parde wala scene)
4. Break Apart Text
5. Puzzle/Bird Fly/balloon fly/
6. BOUNCING BALL (WITH ADD MOTION GUIDE)
7. MASK ON TEXT
8. Line draw by pencil
9. WORD CONVERT/object convert
10. Planet
11. Blinking text (onion+f7 function key)
12. Man jump (f7+onion key use)
13. Table tenis