1. **Question** Related to: Textbook Chapter 3

Flash’s Text rendering engine, named FlashType, was dramatically changed in Flash 8 and has been present in Flash since. The characteristics of FlashType include…

**Answer**

Customizable anti-aliasing, more legible small text, does not handle animated text well.

2. **Question** Related to: Textbook Chapter 3

The text in Flash is highly customizable and from the Text (Tool) Properties tab authors can control most every property of their Flash text. From the application menu, these Flash text properties can be modified…

**Answer**

Font (including device fonts), Font Size, Style, Paragraph Alignment, and Letter Spacing

3. **Question** Related to: Textbook Chapter 4

When the Contact-Sensitive Selection and Lasso Tools preference is enabled, touching objects with a selection outline will select the entire object. This setting affects the following object types…

**Answer**

Graphic-object, Text Field, Grouped Shape, and Symbol Instance

4. **Question** Related to: Textbook Chapter 4

Line segments and curve segments are similar and can be edited in many ways with many different tools. The tools that can be used to edit either the path or points of a line segment or curve segment are…

**Answer**

Selection Tool, Subselection Tool, Pen Tool, Add Anchor Point Tool, Delete Anchor Point Tool, Convert Anchor Point Tool.

5. **Question** Related to: Textbook Chapter 5

Merge-shapes can be arranged into any of the following elements in order to prevent interaction with other merge-shapes or elements…

**Answer**

Drawing-Objects, Primitive-Objects, Groups, Symbols, Layers

6. **Question** Related to: Textbook Chapter 5

Breaking Apart is a command that can convert any of the following elements into ultimately into Merge-shapes

**Answer**

Text Fields, Drawing-Objects, Primitive-Objects, Groups, Symbols