10 PUBLISHING—SUPPLEMENT

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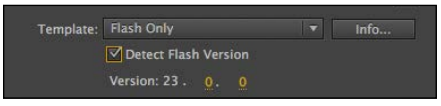
Detecting the version of Flash Player

You can automatically detect the version of Flash Player on a viewer's computer; if the Flash Player version detected is not the one required, a message will prompt the viewer to download the updated player.

1. If necessary, choose File > Publish Settings, or click the Publish Settings button in the Publish section of the Properties panel.
2. Select the HTML Wrapper format on the left side of the dialog box.
3. Select Detect Flash Version.



4. In the Version fields, enter the earliest version of the Flash Player to accept.
5. Click Publish, and then click OK to close the dialog box.

   Animate publishes three files.

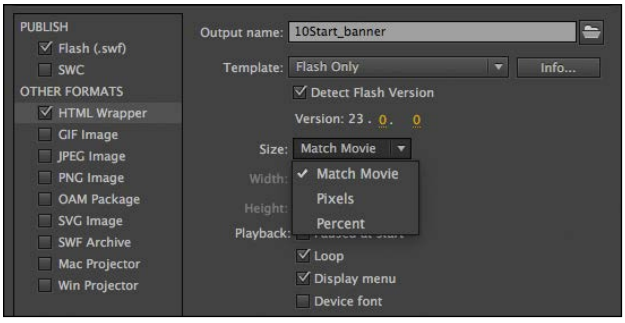
   Animate creates a SWF file, an HTML file, and an additional file named swfobject.js that contains extra JavaScript code that will detect the specified Flash Player version. If the browser does not have the earliest Flash Player version you entered in the Version fields, a message is displayed instead of the Animate movie. All three files need to be uploaded to your web server to play your movie.

Changing display settings

You have many options for changing the way your Animate movie is displayed in a browser. The Size and Scale settings for the HTML Wrapper work together to determine the movie's size and amount of distortion and cropping.

1. Choose File > Publish Settings, or click the Publish Settings button in the Publish section of the Properties panel.

2 Select the HTML Wrapper format on the left side of the dialog box.



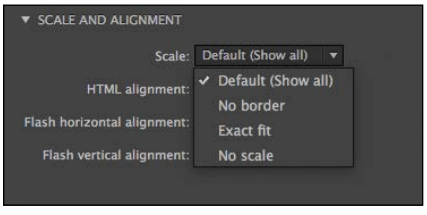
3 To set the size at which the movie will play in the user's browser, choose one of these items from the Size menu:

Match Movie, to play the Animate project at the exact Stage size set in Animate. This is the usual setting for almost all your Animate projects.

Pixels, to enter a different size in pixels for your Animate movie.

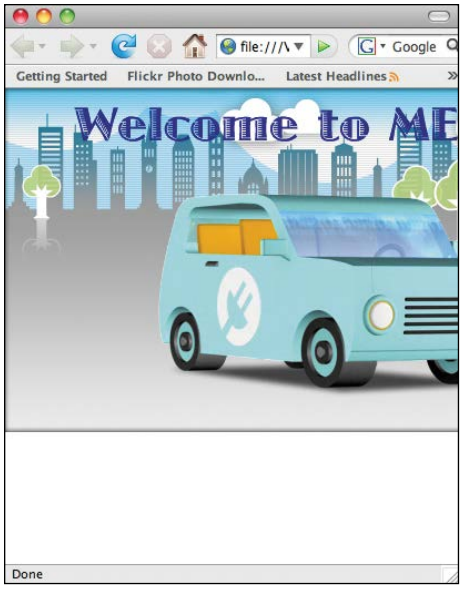
Percent, to enter a different size for your Animate movie as a percentage of the browser window.

4 Click Scale And Alignment to expand the advanced settings below it.



5 To tell Animate how the size of the movie should be adjusted to fit in the user's browser window, choose one of these items from the Scale menu:

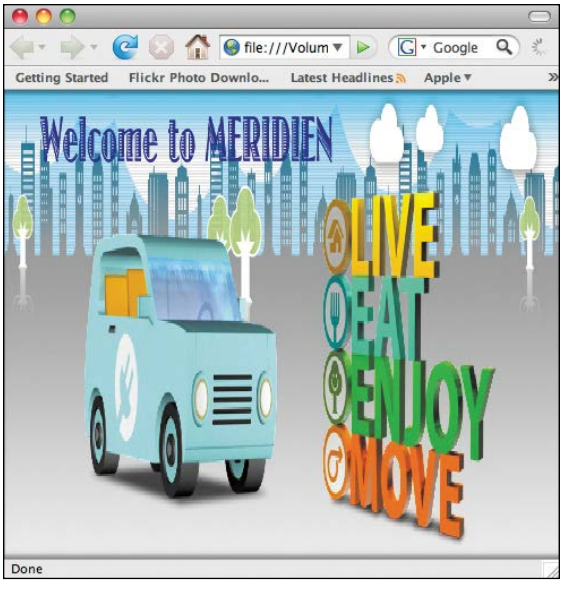
Default (Show All), if you want the Scale option to fit the movie in the browser window without any distortions or cropping to show all the content. This is the usual setting for almost all Animate projects. If a user reduces the size of the browser window, the content remains constant but is clipped by the window.



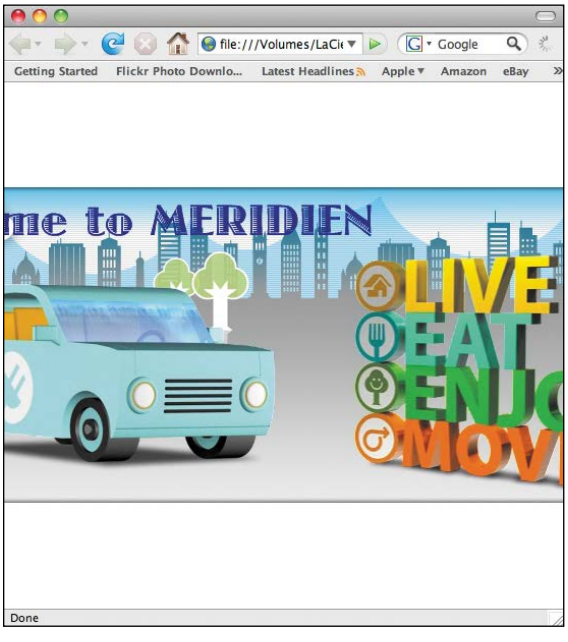
For the following options, choose Percent from the Size menu:

No Border, to scale the movie to fit the browser window without any distortions while cropping the content to fill the window.

Exact Fit, to scale the movie to fill the browser window on both the horizontal and vertical dimensions. With these options, none of the background color shows but the content can be distorted.



No Scale, to keep the movie size constant no matter how big or small the browser window is.



Changing Playback settings

You can change several options that affect the way your Animate movie plays within a browser.

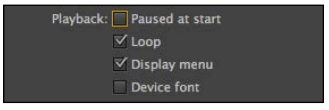
1 Make sure the HTML Wrapper format is still highlighted in the Publish Settings dialog box.

2 Select or deselect one or more of the following Playback options:

Select Paused At Start to have the movie pause at the very first frame.

Deselect Loop to have the movie play only once.

Deselect Display Menu to limit the options in the context menu that appears when you right-click an Animate movie in a browser.



Understanding the HTML5 output files

The default settings create two files: a JavaScript file that contains code that drives the animation, and an HTML file that displays the animation in a browser.

Animate publishes the two files in the same folder as your Animate file.

1 Open the HTML file named 10_workingcopy_build.html in a text editor, such as Adobe Dreamweaver.

```
<!DOCTYPE html>
<!--
    NOTES:
    1. All tokens are represented by '$' sign in the template.
    2. You can write your code only wherever mentioned.
    3. All occurrences of existing tokens will be replaced by their appropriate
    4. Blank lines will be removed automatically.
    5. Remove unnecessary comments before creating your template.
-->
<html>
<head>
<meta charset="UTF-8">
<meta name="authoring-tool" content="Adobe_Animate_CC">
<title>10_workingcopy_build</title>
<!-- write your code here -->
<script src="https://code.createjs.com/createjs-2015.11.26.min.js"></script>
<script src="10_workingcopy_build.js"></script>
<script>
var canvas, stage, exportRoot, anim_container;
function init() {
    canvas = document.getElementById("canvas");
    anim_container = document.getElementById("animation_container");
    handleComplete();
}
function handleComplete() {
    //This function is always called, irrespective of the content. You can use t
    exportRoot = new lib._10_workingcopy_build();
```

The HTML file loads the required JavaScript libraries from http://code.createjs.com, which hosts the code. The file also loads the JavaScript code for your animation at 10_workingcopy_build.js. The HTML file initializes and displays the animation in an HTML5 canvas tag.

2 Open the JavaScript file named 10_workingcopy_build.js in a text editor, such as Adobe Dreamweaver.

```
429
430 (lib.bird_flight = function(mode,startPosition,loop) {
431     this.initialize(mode,startPosition,loop,{});
432
433     // wing_right
434     this.instance = new lib.wing_right("synched",0);
435     this.instance.parent = this;
436     this.instance.setTransform(269.6,435.7,1,1,0,0,0,269.6,411.9);
437
438
…   this.timeline.addTween(cjs.Tween.get(this.instance).wait(1).to({regX:
…   157.6,y:443.8,startPosition:1},0).wait(1).to({y:442.5,startPosition:2
…   439.6,startPosition:3},0).wait(1).to({y:436.8,startPosition:4},0).wai
…   startPosition:5},0).wait(1).to({regX:269.6,regY:411.9,x:269.6,y:426.9
…   wait(1).to({regX:157.6,regY:420.3,x:157.6,y:435.5,startPosition:7},0)
…   startPosition:8},0).wait(1).to({y:438.3,startPosition:9},0).wait(1).t
…   startPosition:10},0).wait(1).to({y:443.1,startPosition:11},0).wait(1)
…   startPosition:12},0).wait(1).to({regX:269.6,regY:411.9,x:269.6,y:435.
…   ).wait(1));
439
440     // body_feathers
441     this.instance_1 = new lib.body_feathers("synched",0);
442     this.instance_1.parent = this;
443     this.instance_1.setTransform(254.1,563,1,1,0,0,0,37,57.1);
444
445
…   this.timeline.addTween(cjs.Tween.get(this.instance_1).wait(1).to({y:5
…   y:554.5},0).wait(1).to({y:539.2},0).wait(1).to({y:524.2},0).wait(1).t
…   ).to({y:516.2},0).wait(1).to({y:517.3},0).wait(1).to({y:521.9},0).wai
…   wait(1).to({y:547.5},0).wait(1).to({y:557.5},0).wait(1).to({y:561.9},
…   ,0).wait(1));
446
```

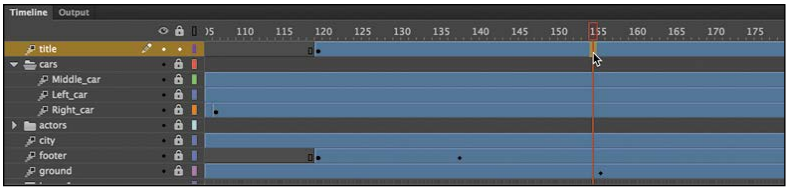
The code contains all the information to create the graphics and put them in motion, using the CreateJS JavaScript libraries. Scanning the code, you'll find coordinates and all the specific values required for your content.

Editing the converted HTML5 Canvas

To make the animation work as an HTML5 project, you'll fix the 3D rotation of the title, which is not supported. Instead of making the title rotate in 3D, you'll have the title make a dramatic appearance with a change in scale.

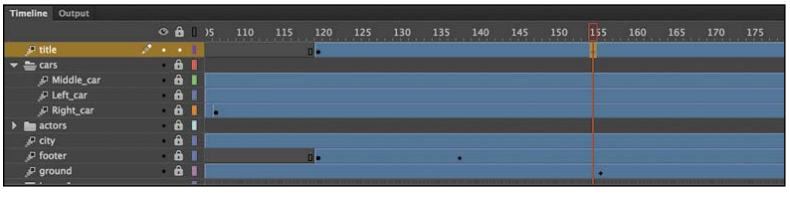
1 Unlock the title layer at the top of the layer stack in the Timeline, if it isn't unlocked already.

2 Select frame 155 of the motion tween in the title layer.



3 Insert a new keyframe (Insert > Timeline > Keyframe, or right-click and choose Insert Keyframe > All).

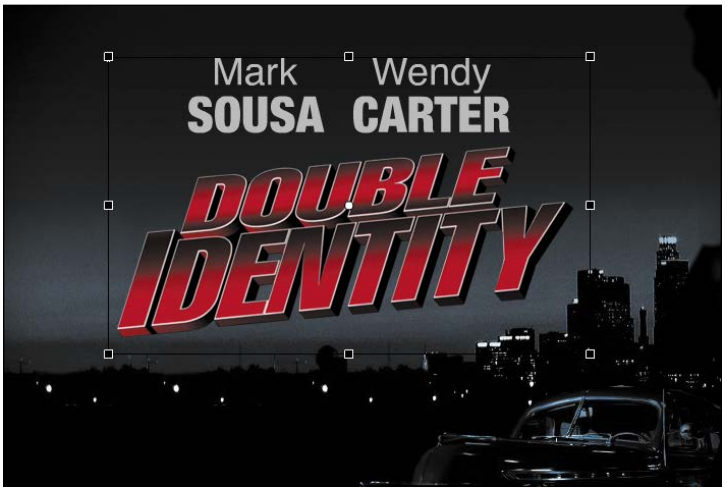
Animate inserts a new keyframe at frame 155 in the title layer.



4 Move the playhead to the beginning of the motion tween, at frame 120.

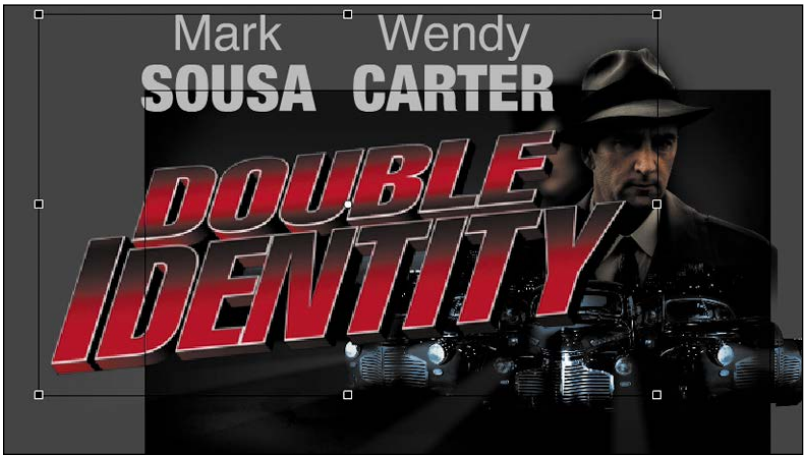
5 Select the Free Transform tool, and select the title graphic on the Stage.

A bounding box with transformation handles surrounds the title graphic.

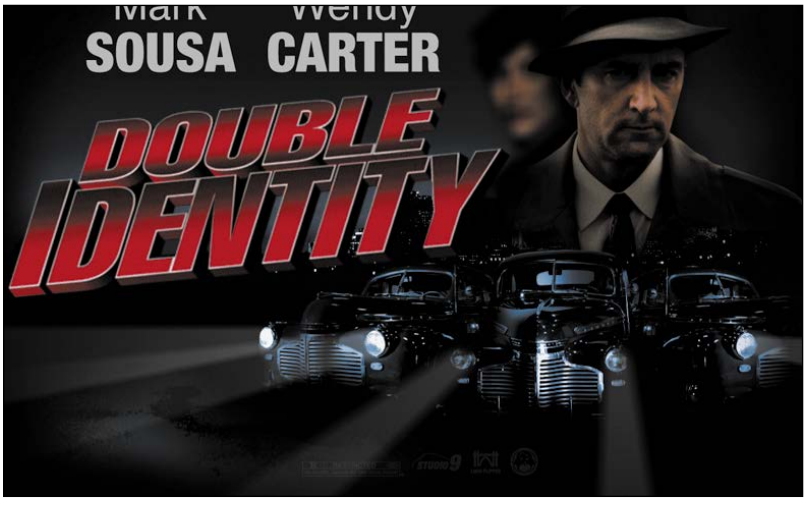


6 Shift-drag one of the corners of the bounding box outward.

The title graphic enlarges while keeping its original aspect ratio. Make the graphic cover about half the Stage. The end width should be about 1100 pixels.



7 Choose Control > Test to test the converted content.



The animation plays in your browser. Near the end of the sequence, the title graphic appears large and shrinks dramatically, settling into place to complete the cinematic presentation. While not the same as the 3D rotation, the animation is as effective at making an impact.