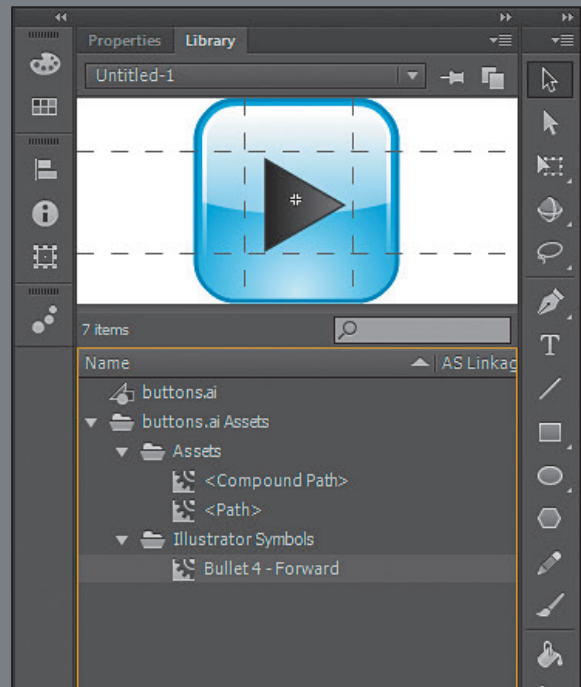


WORKING WITH SYMBOLS AND ADOBE FLASH® INTEGRATION

Lesson overview

In this lesson, you'll learn how to do the following:

- Work with Adobe Illustrator CC symbols and Adobe Flash CC integration.



You can move Illustrator artwork into the Flash editing environment or directly into the Flash Player. You can copy and paste artwork, save files as SWF, or export artwork directly to Flash. In addition, Illustrator provides support for Flash dynamic text and movie clip symbols.

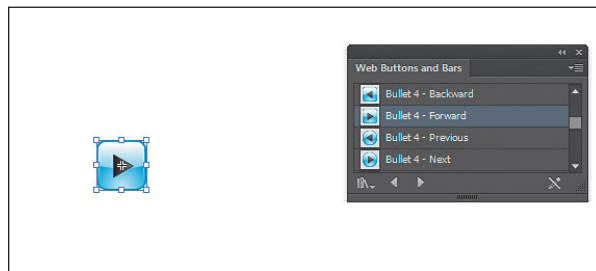
The following is a generic symbol workflow in Illustrator:

- Step 1: Symbol creation
When you create a symbol in Illustrator, the Symbol Options dialog box lets you name the symbol and set the following options, specific to Flash: Movie Clip symbol type (which is the default for Flash symbols), Flash registration grid location, and 9-slice scaling guides. In addition, you can use many of the same symbol keyboard shortcuts in Illustrator and Flash, such as pressing F8 to create a symbol.
- Step 2: Isolation mode for symbol editing
- Step 3: Symbol properties and links
- Step 4: Static, dynamic, and input text objects

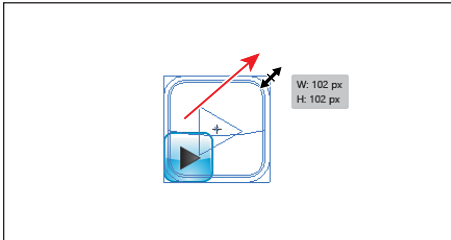
Next, you will create a button, save it as a symbol, and then edit the symbol options.

● **Note:** If you don't see "Reset Essentials" in the Workspace menu, choose Window > Workspace > Essentials before choosing Window > Workspace > Reset Essentials.

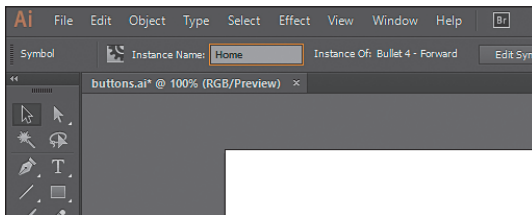
- 1 Choose Window > Workspace > Reset Essentials.
- 2 Choose File > New.
- 3 In the New Document dialog box, choose Web from the New Document Profile menu. Keep the rest of the options at their default settings, and then click OK.
- 4 Choose File > Save As. In the Save As dialog box, name the file **buttons.ai** and navigate to the Lesson_extras folder. Leave the Save As Type option set to Adobe Illustrator (*.AI) (Windows) or the Format option set to Adobe Illustrator (ai) (Mac OS), and then click Save. In the Illustrator Options dialog box, leave the Illustrator options at their default settings and then click OK.
- 5 Choose Window > Symbol Libraries > Web Buttons And Bars.
- 6 Choose Small List View from the Symbols panel menu (☰).
- 7 Drag the blue Bullet 4 - Forward symbol from the Web Buttons And Bars panel onto the artboard. Close the Web Buttons And Bars panel menu group.



- 8 With the Selection tool (⬚), Shift-click the upper-right corner of the button and drag to make it roughly twice its original size, releasing the mouse button and then the key.

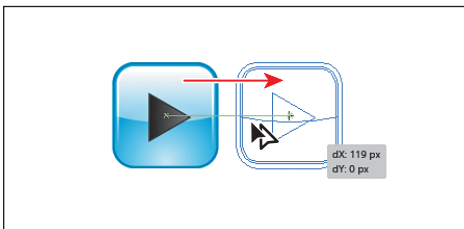


- 9 With the button still selected, change the Instance Name in the Control panel to **Home** and press Enter or Return.



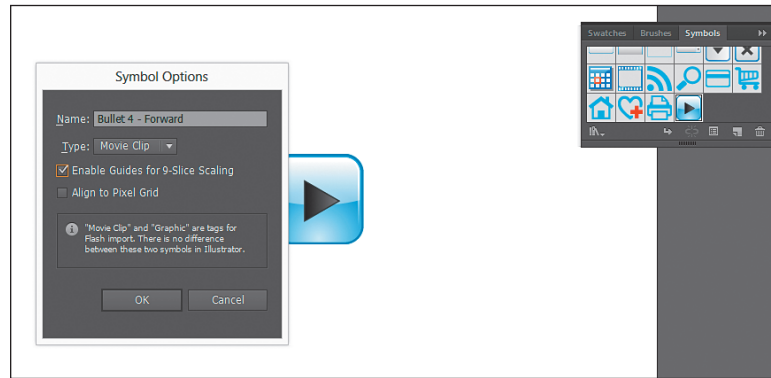
The Instance Name is optional when working in Illustrator and is used to identify one symbol instance from another. Entering an instance name for each button is useful if you choose to import the Illustrator content to the stage in Flash (File > Import > Import To Stage).

- 10 With the button selected, begin dragging it to the right. As you drag, press Shift+Alt (Windows) or Shift+Option (Mac OS) to create a copy. Release the mouse button first and then the modifier keys.



- 11 With the new button selected, change the Instance Name to **Info** and press Enter or Return, in the Control panel.

- 12 With one of the buttons still selected, click the Symbols panel icon (📁) to open the panel. Click the Symbol Options button (⚙️) at the bottom of the panel. Make sure that Movie Clip is chosen from the Type menu, select Enable Guides For 9-Slice Scaling, and then click OK.

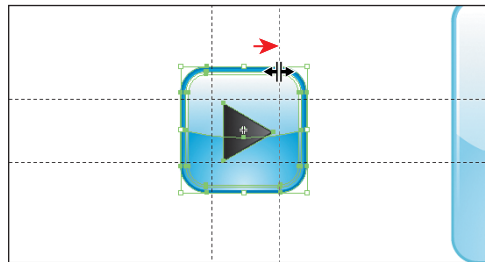


Next, you'll adjust the 9-slice scaling guides.

- 1 With the Selection tool, double-click the leftmost button to enter Isolation mode. When the warning dialog box appears, click OK.
- 2 Select the Zoom tool (🔍) in the Tools panel, and click three times, slowly, on the leftmost button to zoom in. Choose Select > All.

Choosing Select > All allows you to see the anchor points in the shapes. When you adjust the 9-slice scaling guides, you want to try to position them to indicate the scalable part of the object (usually not the corners).

- 3 With the Selection tool, drag the rightmost dotted line to the right so that it lines up approximately with the anchor points, as shown in the figure.



You can use 9-slice scaling (scale-9) to specify component-style scaling for graphic style and movie clip symbols. To maintain the visual integrity of the symbol, corners are not scaled, while the remaining areas of the image are scaled (as opposed to being stretched) larger or smaller, as needed.

- 4 With the Selection tool, double-click away from the buttons to exit Isolation mode.

- 5 Choose View > Fit Artboard In Window and then File > Save.

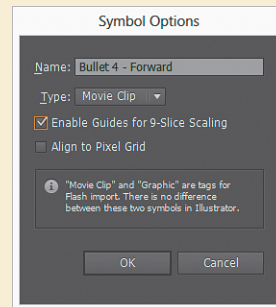
Understanding symbol options for Flash

Movie Clip: Use movie clip symbols to create reusable pieces of animation (in Flash). Movie clips have their own multiframe Timeline that is independent from the main Timeline—think of them as nested inside a main Timeline that can contain interactive controls, sounds, and even other movie clip instances. You can also place movie clip instances inside the Timeline of a button symbol to create animated buttons. In addition, movie clips are scriptable with ActionScript®.

Align to Pixel Grid: To create a pixel-aligned symbol, select the Align to Pixel Grid option from the Symbol Options dialog box. Symbols aligned to the pixel grid remain aligned to the pixel grid at all locations of the artboard, in their actual size.

9-slice scaling: You can use 9-slice scaling (scale-9) to specify component-style scaling for graphic style and movie clip symbols. This type of scaling lets you create movie clip symbols that scale appropriately for use as user interface components, as opposed to the type of scaling typically applied to graphics and design elements.

The symbol is conceptually divided into nine sections with a grid-like overlay, and each of the nine areas is scaled independently. To maintain the visual integrity of the symbol, corners are not scaled, while the remaining areas of the image are scaled (as opposed to being stretched) larger or smaller, as needed.



—From Illustrator Help

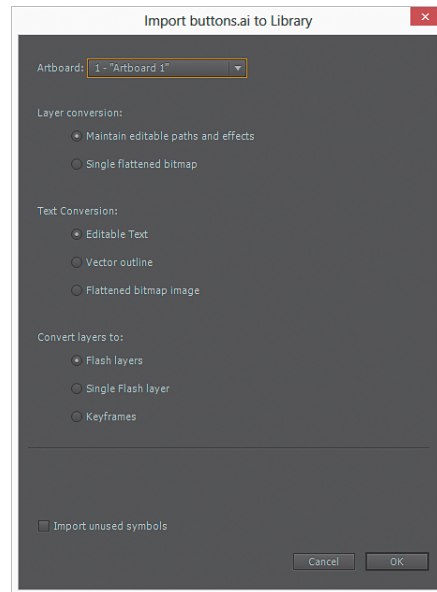
● **Note:** If you don't own Adobe Flash CC, you can install a free trial version from Adobe.com for 30 days, here: <http://www.adobe.com/downloads/>

For the next section, you need to have Adobe Flash CC installed on your machine.

- 1 Open Adobe Flash CC.
- 2 Choose File > New. In the New Document dialog box, make sure that the General tab is selected and that ActionScript 3.0 is also selected as the Type. Click OK.

- 3 Choose File > Import > Import To Library in Adobe Flash. Navigate to the buttons.ai file you just saved in Illustrator, and then click Open. The Import "buttons.ai" To Library dialog box appears.

In this dialog box, you can select which artboard to import, which layers to import, how to import the content, and more. The Import Unused Symbols option at the bottom of the dialog box brings all the symbols in the Illustrator Symbols panel into the Flash Library panel. This can be very useful if, for instance, you are developing a series of buttons for a site but they are not on the artboard in Illustrator.



- 4 Click OK.
- 5 Open the Library panel by clicking the Library panel tab on the right side of the workspace. Click the arrow to the left of the folder names to reveal the assets as well as the Bullet 4 - Forward symbol in the Illustrator Symbols folder.
- 6 Drag the Bullet 4 - Forward symbol onto the stage.
- 7 Choose File > Close to close the Flash file, and don't save changes. Close Flash, and return to Illustrator. Close all open files in Illustrator.

