

## Web Gallery Using Flash



**Title: Web Gallery Using Flash**  
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## Chapter 5 Properties, Library & Assets panel

### Learning Outcome

#### Objectives of this chapter are: -

- Properties panel
- Library panel
- Assets panel

## ANIMATE PROPERTIES

The Property inspector provides easy access to the most commonly used attributes of the current selection, either on the Stage or in the Timeline. You can modify the object or document attributes in the Property inspector without accessing the menus or panels that also control these attributes.

Depending on what is selected, the Property inspector displays information and settings for the current document, text, symbol, shape, bitmap, video, group, frame, or tool. When two or more different types of objects are selected, the Property inspector displays the total number of objects selected.

To display the Property inspector, Select **Window > Properties**, or press **Control+F3** (Windows) or **Command+F3** (Macintosh).

Animate 2020 release provides a modernized Property Inspector with four tabs as Tools, Object, Frame and Doc. Each tab corresponds to the properties for the current selection.

- **Tool** - Indicates the current tool that is selected. If a tool does not have a valid PI, Doc PI is shown, and Tool PI tab is disabled. This tab refers to the properties of the currently selected tool.
- **Object** - Indicates the current object that is selected on stage. If no object is selected, this tab is disabled. This tab refers to the properties for the currently selected Object.
- **Frame** - Indicates the current frame that is selected in timeline. If no frame is selected, this tab is disabled. This tab refers to the properties of the currently selected Frame.
- **Doc** - Indicates the current document you are working on. This tab outlines properties specific to the currently opened document.

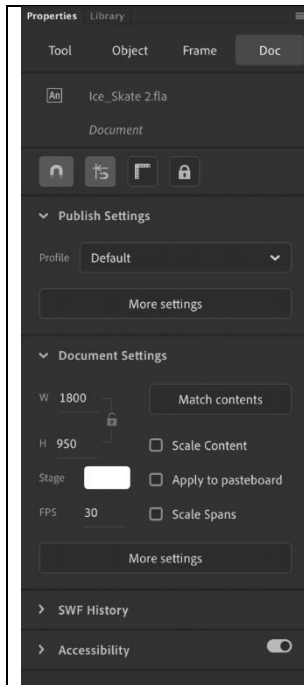


Figure 1 Doc Property Inspector

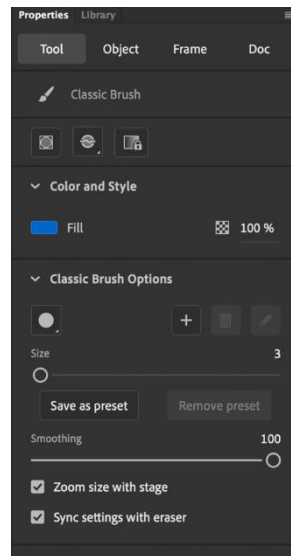


Figure 2 Tool Property Inspector

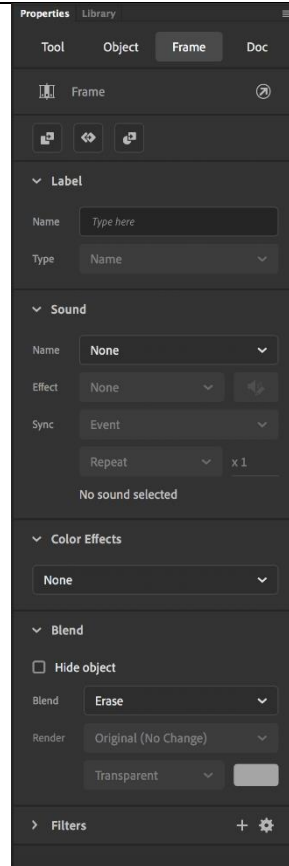


Figure 3 Frame Property Inspector

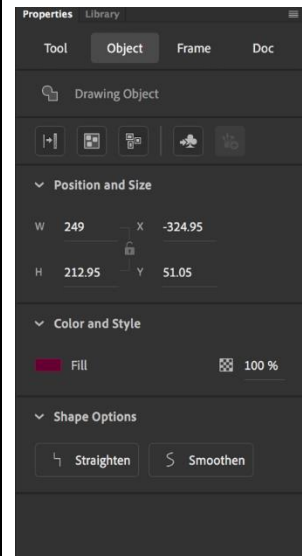


Figure 4 Object Property Inspector

## Additional properties of the Properties Panel

### DRAGGABLE SECTIONS

Sections of Property Inspector are now draggable and can be rearranged. A gripper is shown on hovering over the draggable section.

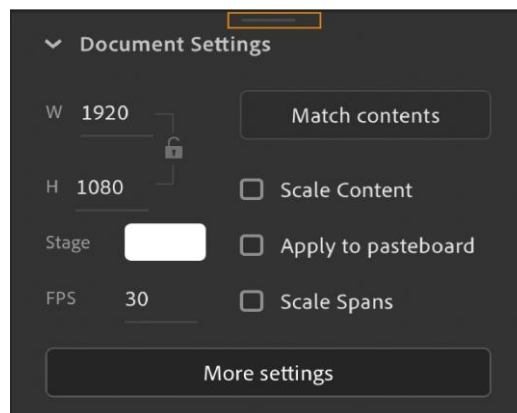
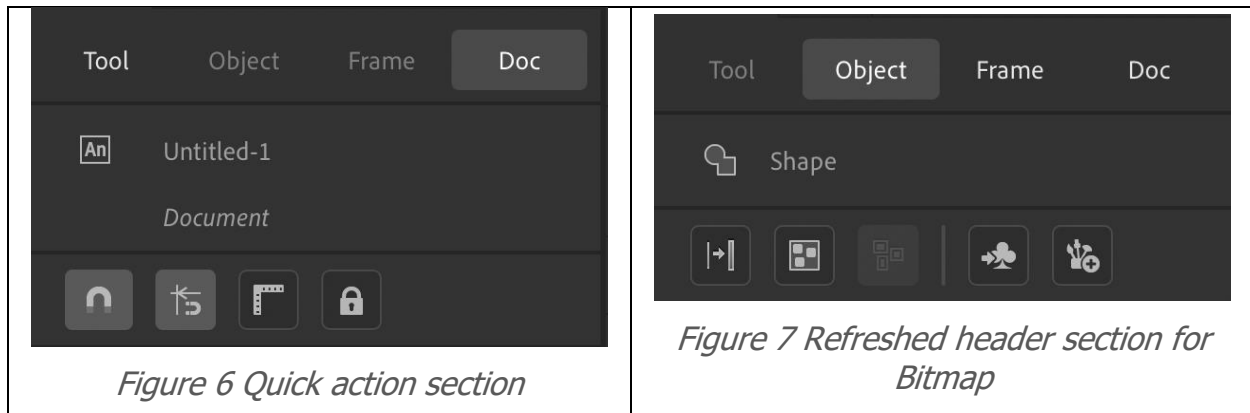


Figure 5 Draggable sections

## Quick Action Toolbar

The Property panel has a new Quick action section and a refreshed header sections to make modes and related functionalities discoverable and quickly accessible.



## Modernized Filter Settings

Filter section has been upgraded to make it easier to apply filter combinations. Also, order of filters can be changed by dragging one filter above or below the other filters.

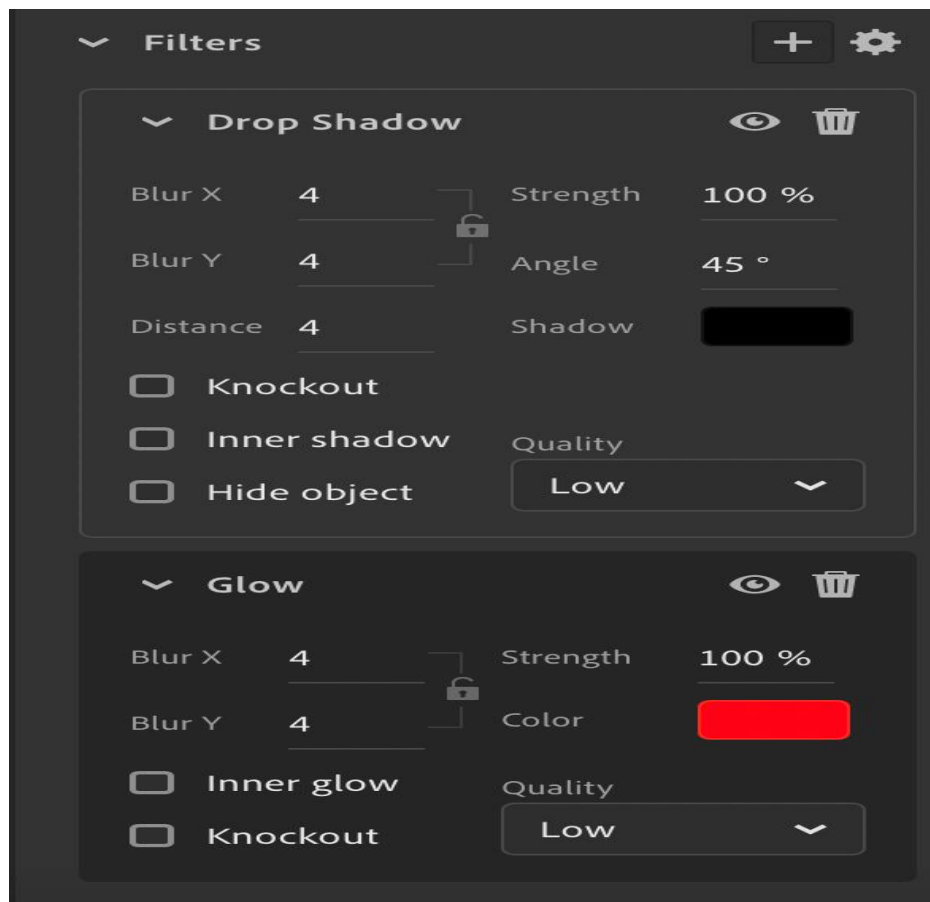


Figure 8 Modernized filter settings

## MODERNIZED FILL AND STROKE

Fill and Stroke section is renamed as Color and Style.

- Alpha option for Fill and Stroke colors are added upfront for easy accessibility.
- For a clutter free and hassle-free experience, relatively less used options in Stroke settings have been moved to the Ellipsis icon for both Style profile option and Width profile option. Click the Ellipsis icon to select these options.
- Cap and Joints options are accessible upfront.
- Stroke option or/and Fill option display(s) according to the part of the object that is/are selected.

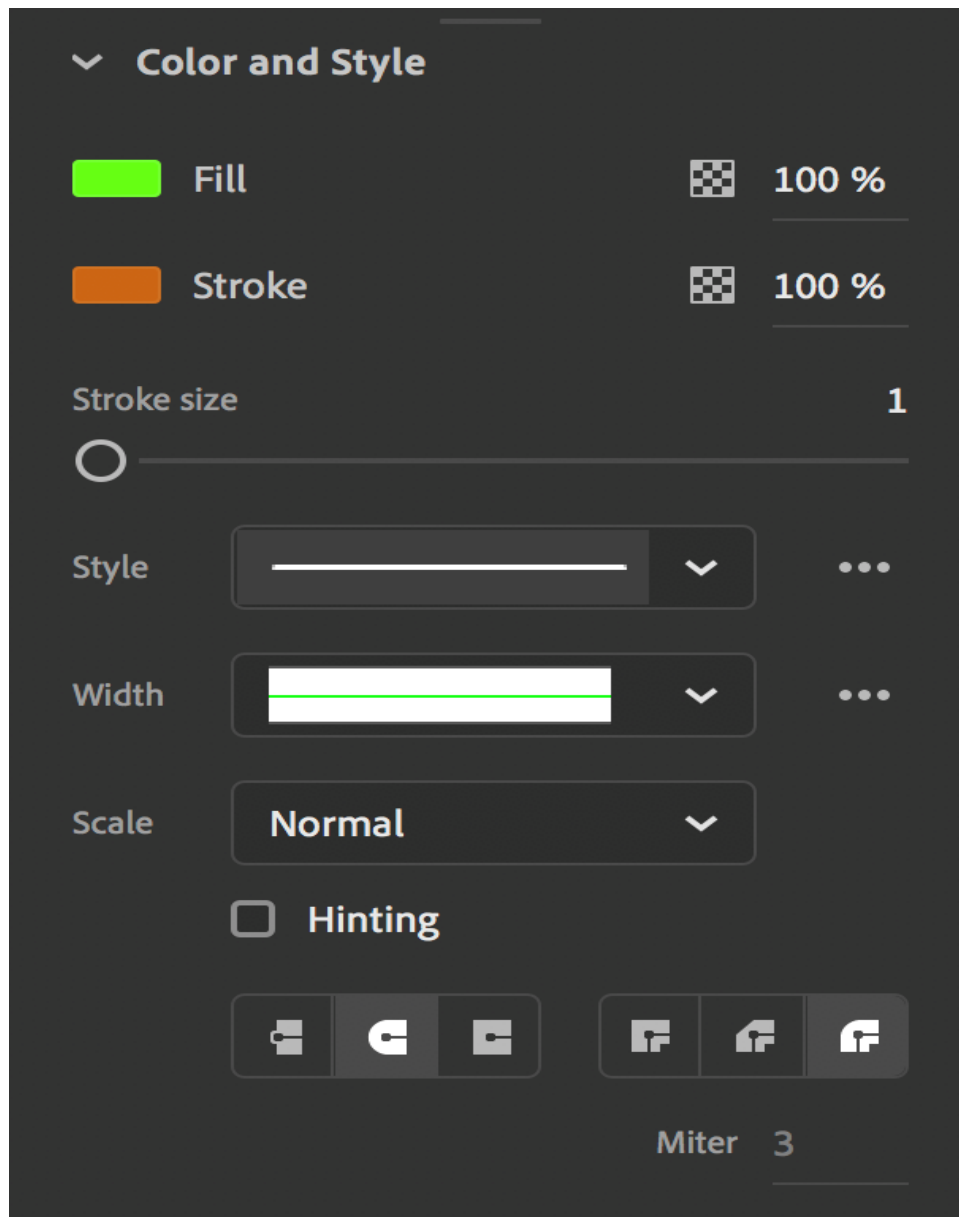


Figure 9 Color and style

## Remove Tween Option

Tweening section now has the option to remove tween within the Property Inspector.

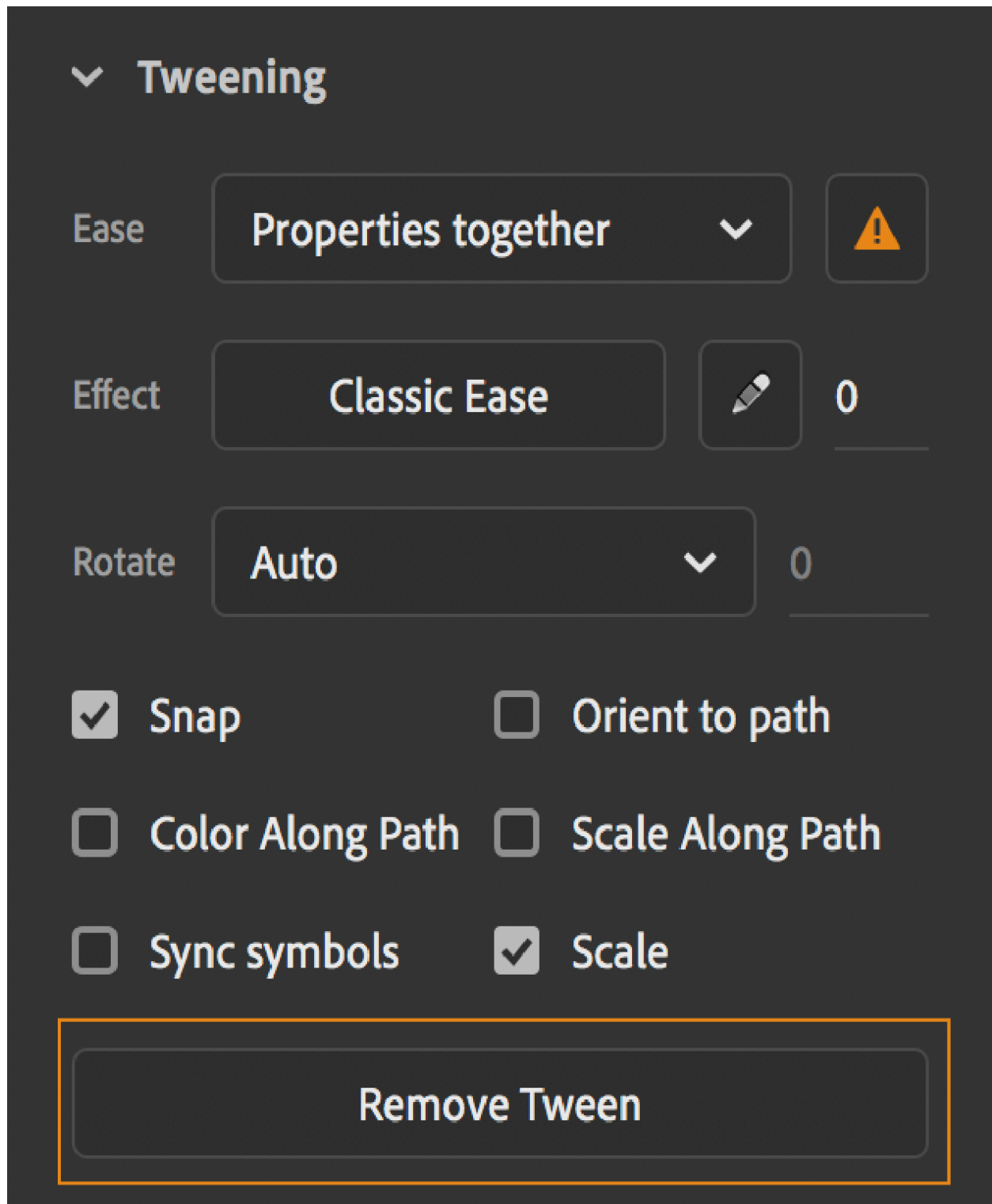
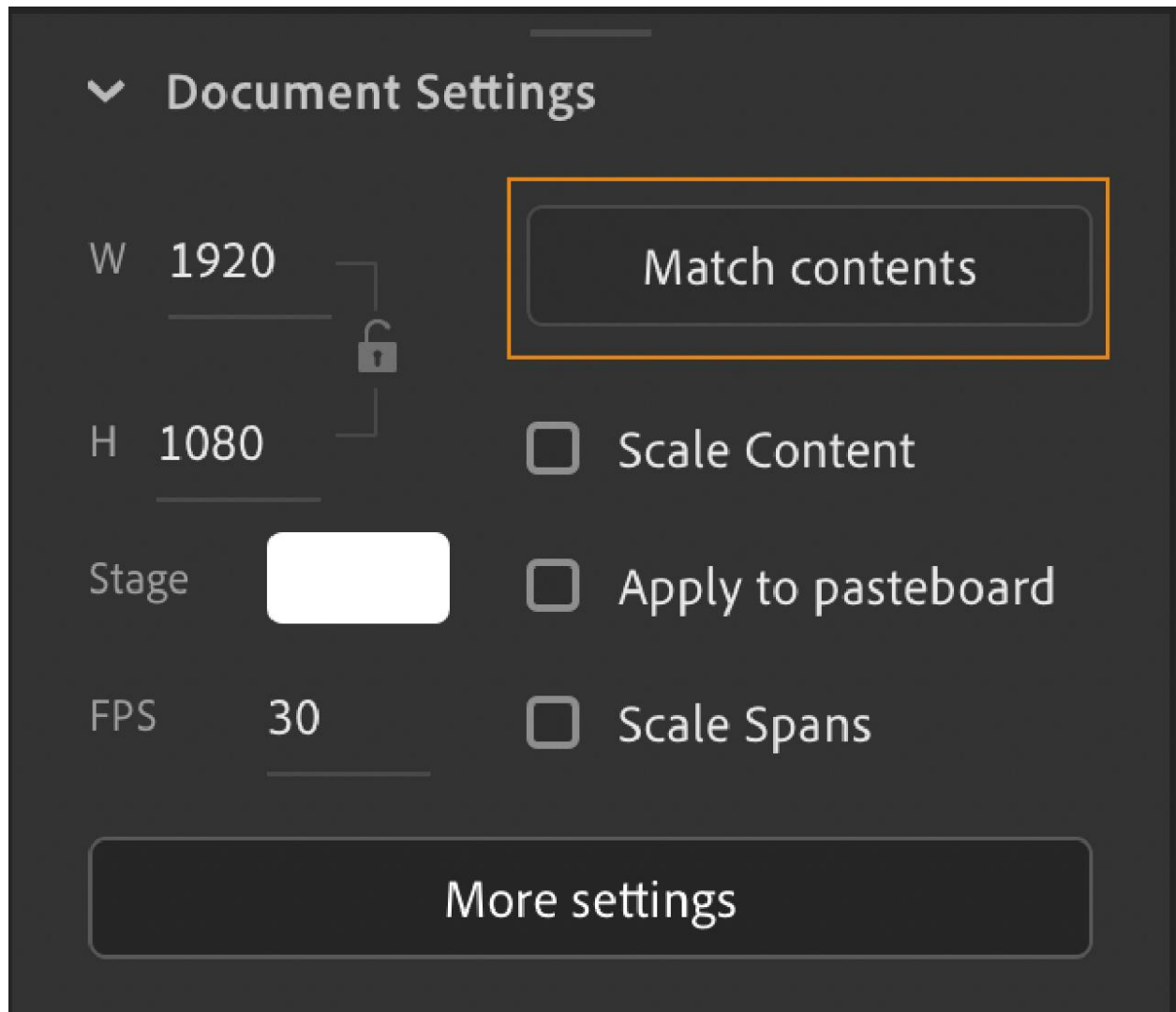


Figure 10 Remove tween

### Match Content option

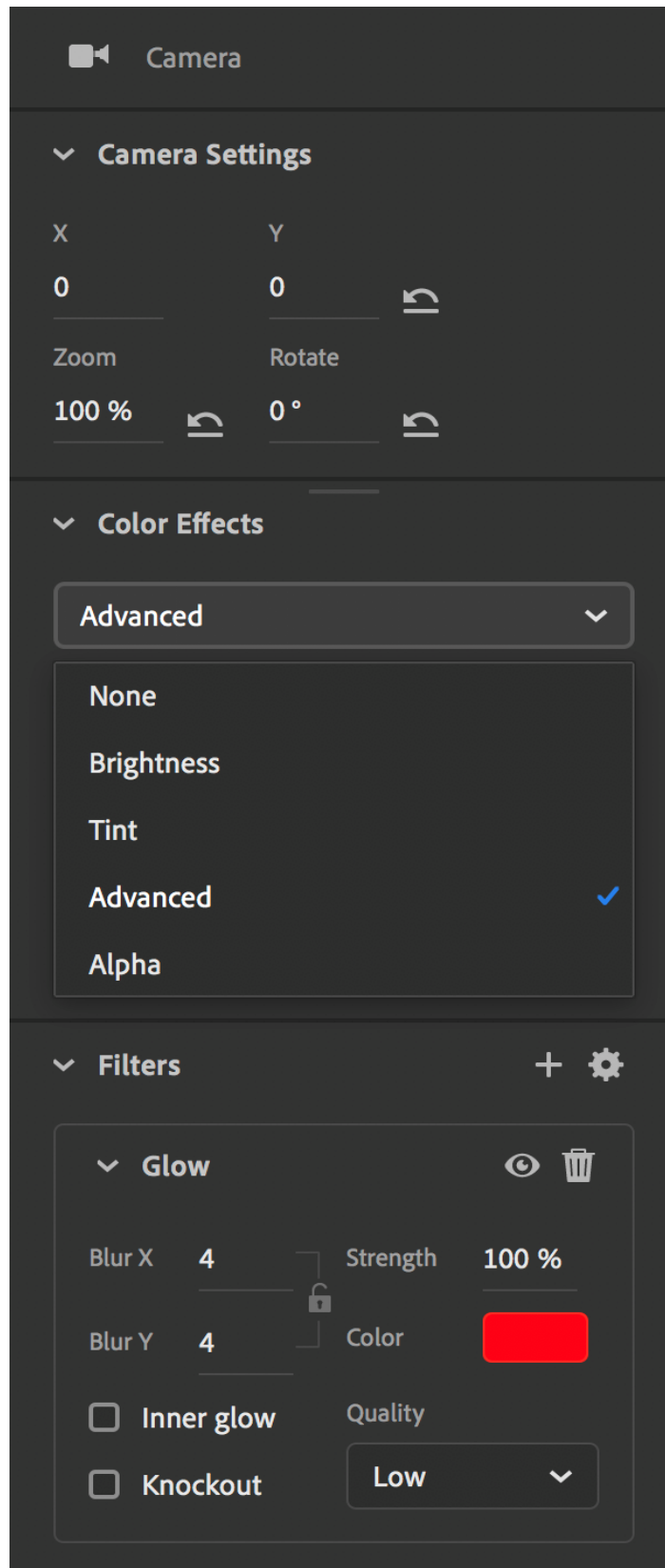
Match Content option is now available on a single click in document setting section.



*Figure 11 Match content option*

### Updated Camera Tool PI

Camera has all the color effects and Filters now



*Figure 12 Updated camera options*



Updated Polystar, Rectangle, Oval, Text and Magic Wand Tool Properties

Property Inspector panel have been modernized for the Polystar Tool, Rectangle Tool, Oval Tool, Text Tool and Magic Wand Tool to promote accessibility and clutter free user interface.

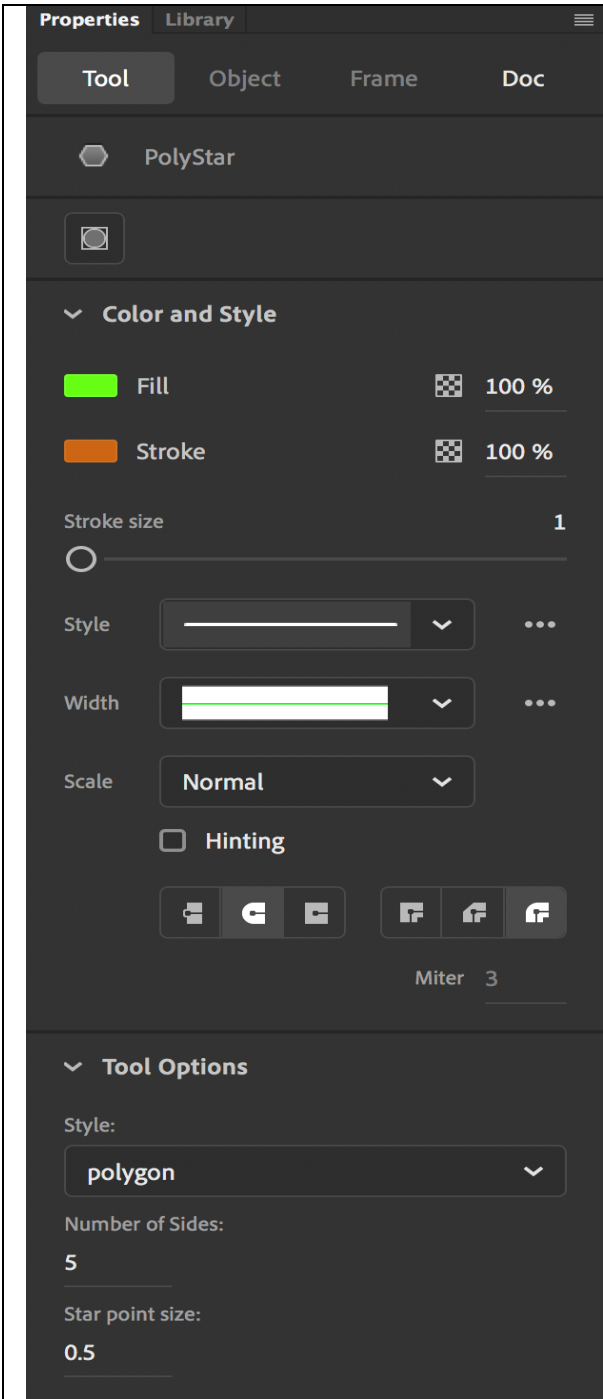


Figure 13 Polystar

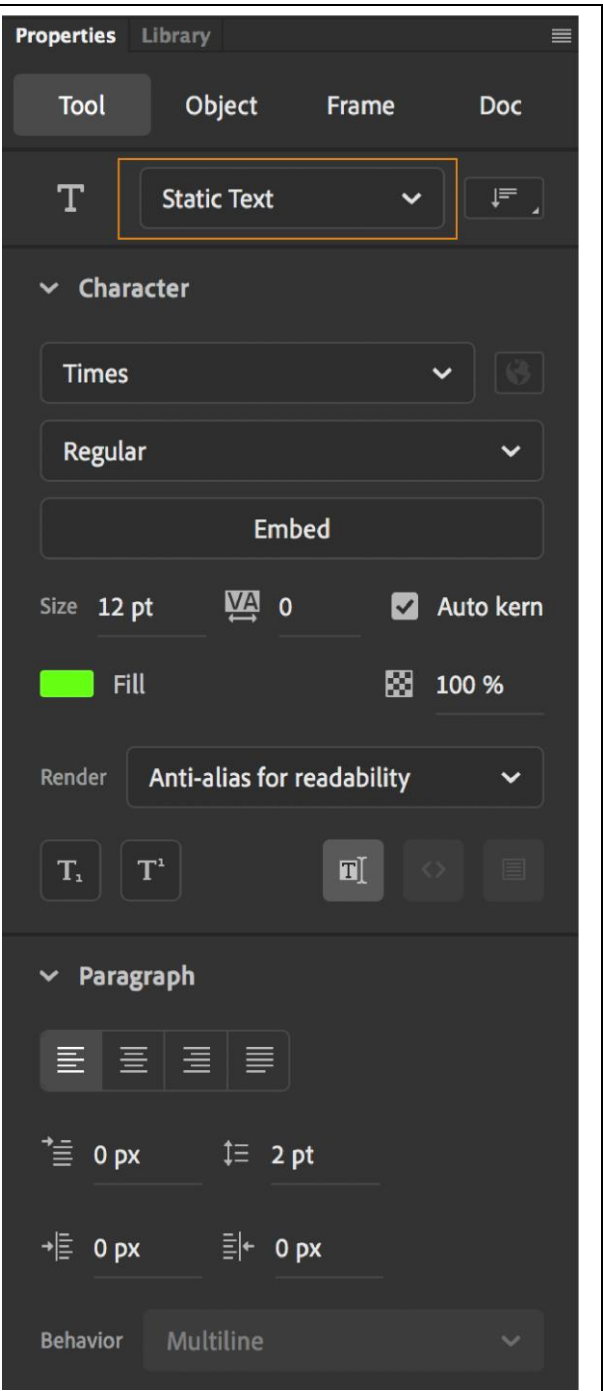


Figure 14 Static Text

## ABOUT THE LIBRARY PANEL

The Library panel is where you store and organize symbols created in Animate. You can also store imported files, including bitmap graphics, sound files, and video clips.

The Library panel lets you organize library items in folders. Also, see how often an item is used in a document, and sort items by name, type, date, use count, or ActionScript® linkage identifier. For example, when you import an animated GIF, it creates a folder named GIF under the root folder and places the file. You can also search the Library panel by typing in a symbol name or linkage name in the search field. You can also set properties on most multiple-object selections.

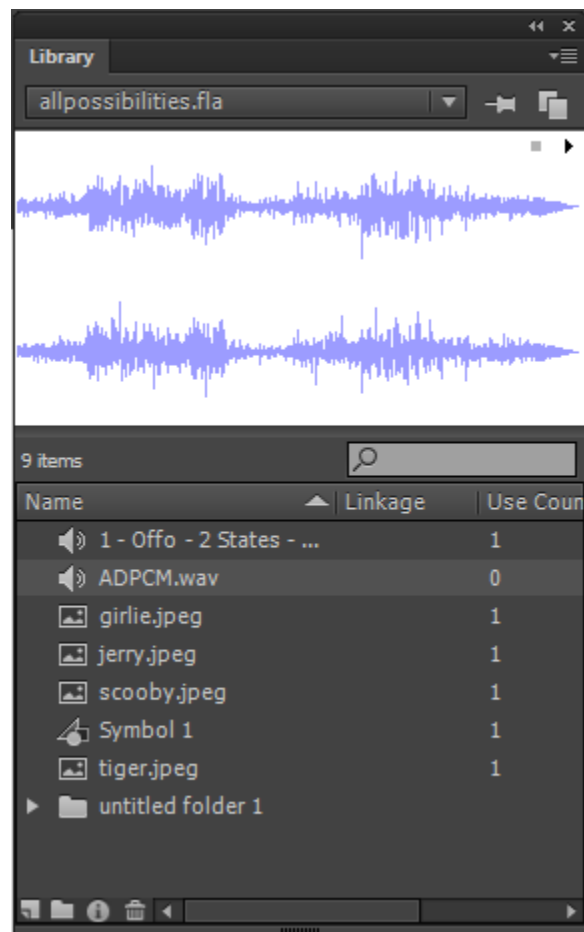
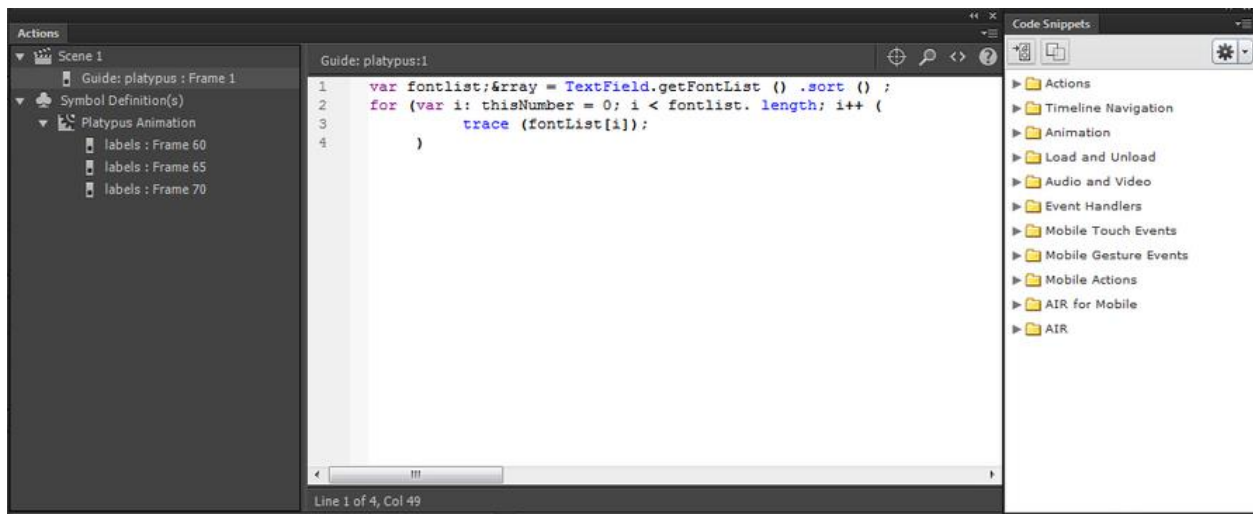


Figure 15 The Library panel with an audio clip selected

## ABOUT THE ACTIONS PANEL

The Actions panel lets you create and edit ActionScript code for an object or frame. Selecting a frame, button, or movie clip instance makes the Actions panel active. The Actions panel title changes to Button Actions, Movie Clip Actions, or Frame Actions, depending on what is selected.



*Figure 16 The Actions panel showing a stop () action in a frame.*

To display the Actions panel, select Window > Actions or press F9.

### **Using the movie explorer (deprecated with Animate)**

The Movie Explorer lets you view and organize the contents of a document and select elements in the document for modification. It contains a display list of currently used elements, arranged in a navigable hierarchical tree.

Use the Movie Explorer to perform the following actions: -

- Filter which categories of items in the document appear in the Movie Explorer.
- Display the selected categories as scenes, symbol definitions, or both.
- Expand and collapse the navigation tree.
- Search for an element in a document by name.
- Familiarize yourself with the structure of an Animate document that another developer created.
- Find all the instances of a particular symbol or action.
- Print the navigable display list that appears in the Movie Explorer.

The Movie Explorer has a Panel menu and a context menu with options for performing operations on selected items or modifying the Movie Explorer display. A check mark with a triangle below it in the Movie Explorer panel indicates the Panel menu.

#### **Note:**

The Movie Explorer has slightly different functionality when you are working with screens.

### **View the Movie Explorer**

- Select Window > Movie Explorer.

### **Filter the categories of items that appear in the Movie Explorer**

- To show text, symbols, ActionScript, imported files, or frames and layers, click one or more of the filtering buttons to the right of the Show option. To customize which items to show, click the Customize button. To view those elements, select options in the **Show** area of the **Movie Explorer Settings** dialog box.
- To show items in scenes, select **Show Movie Elements** from the Movie Explorer Panel menu.
- To show information about symbols, select Show Symbol Definitions from the Movie Explorer Panel menu.

#### Note:

The Movie Elements option and the Symbol Definitions option can be active at the same time.

Search for an item using the Find box

- In the Find box, enter the item name, font name, ActionScript string, or frame number. The Find feature searches all items that appear in the Movie Explorer.

#### Select an item in the Movie Explorer

- Click the item in the navigation tree. Shift-click to select more than one item.
- The full path for the selected item appears at the bottom of the Movie Explorer. Selecting a scene in the Movie Explorer shows the first frame of that scene on the Stage. Selecting an element in the Movie Explorer selects that element on the Stage if the layer containing the element is not locked.

#### Use the Movie Explorer Panel menu or context menu commands

- Do one of the following: -
  - ❖ To view the Panel menu, click the Panel menu control in the Movie Explorer panel.
  - ❖ To view the context menu, right-click (Windows) or Control-click (Macintosh) an item in the Movie Explorer navigation tree.
- Select an option from the menu:
  - ❖ Go to Location - Jumps to the selected layer, scene, or frame in the document.

#### Go to Symbol Definition

Jumps to the symbol definition for a symbol that is selected in the Movie Elements area of the Movie Explorer. The symbol definition lists all the files associated with the symbol. (The Show Symbol Definitions option must be selected. See its definition in this list.)

#### Select Symbol Instances

Jumps to the scene containing instances of a symbol that is selected in the Symbol Definitions area of the Movie Explorer. (The Show Movie Elements option must be selected.)

### **Show In Library**

Highlights the selected symbol in the document's library. (Animate opens the Library panel if it is not already visible.)

**Rename** - Lets you enter a new name for a selected element.

**Edit In Place** - Lets you edit a selected symbol on the Stage.

**Edit In New Window** - Lets you edit a selected symbol in a new window.

**Show Movie Elements** - Shows the elements in your document organized into scenes.

**Show Symbol Definitions** - Shows all the elements associated with a symbol.

**Copy All Text To Clipboard** - It copies selected text to the clipboard. For spell checking or other editing, paste the text into an external text editor.

**Cut, Copy, Paste, And Clear** - Performs these common functions on a selected element. Modifying an item in the display list modifies the corresponding item in the document.

**Expand Branch** - Expands the navigation tree at the selected element.

**Collapse Branch** - Collapses the navigation tree at the selected element.

**Collapse Others** - Collapses the branches in the navigation tree that do not contain the selected element.

**Print** - Prints the hierarchical display list that appears in the Movie Explorer.

### **Using Animate components and components panel**

A component in Animate is a reusable, packaged module that adds a particular capability to an Animate document. Components can include graphics and code, so they are pre-built functionality that you can easily include in your Animate projects. For example, a component can be a radio button, a dialog box, or a preload bar. It can also be something that has no graphics at all, such as a timer, a server connection utility, or a custom XML parser.

If you are less experienced with writing ActionScript, you can add components to a document and set their parameters in the Property inspector or Component inspector. Use the Behaviors panel to handle their events. For example, you could attach a Go To Web Page behavior to a Button component. Button can open a URL in a web browser when it is clicked without writing any ActionScript code.

If you are a programmer who wants to create more robust applications, you can create components dynamically. Use ActionScript to set properties and call methods at runtime, and use the event listener model to handle events.

### **Insert a component using the component panel**

When you first add a component to a document, Animate imports it as a movie clip into the Library panel. You can also drag a component from the Components panel directly to the Library panel and then add an instance of it to the Stage. In any case, you must add a component to the library before you can access its class elements.

- Select Window > Component panel.
- Select an instance of a component in the Component panel, and drag it to the Stage or Library panel. After a component is added to the library, you can drag multiple instances to the Stage.
- Configure the component as needed using either the Property inspector or the Components inspector. For information on the parameters the component uses, refer to the appropriate component documentation for the version of ActionScript you are using in the Animate document.

### **Using the component parameters panel**

- Animate designers can import their external components to Animate and use them to build their animations. To make this workflow easier, Animate provides component parameters section as a panel. This feature lets you resize or move this panel around in Animate staging environment. You can also lock the panel in place by clicking the hamburger icon at the upper-right corner of the panel. Select the lock option from the menu.
- You can open this panel by using Show Parameters button in the Property inspector or by using Window > Component Parameters. You can add values for the parameters in the dialog.

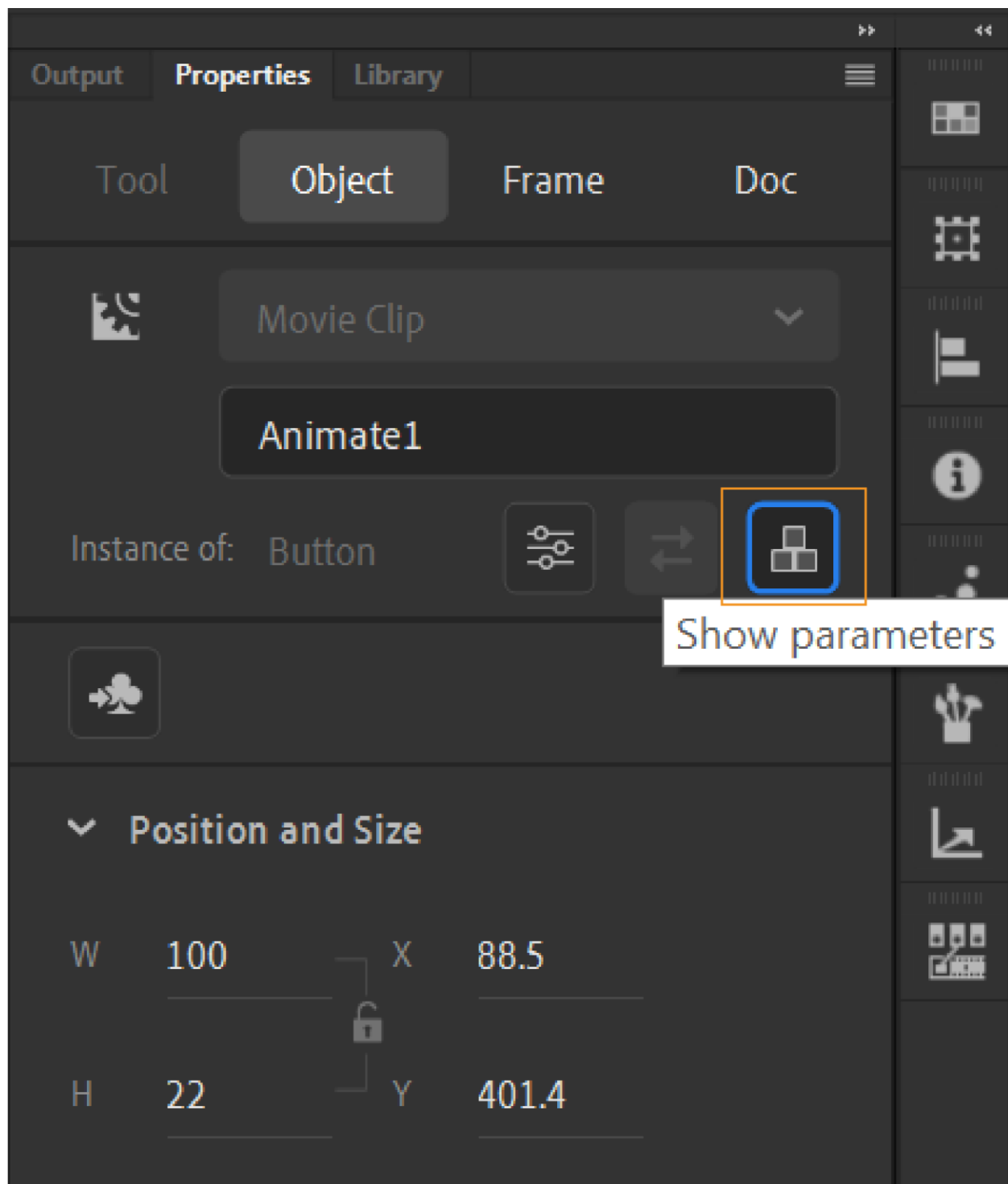
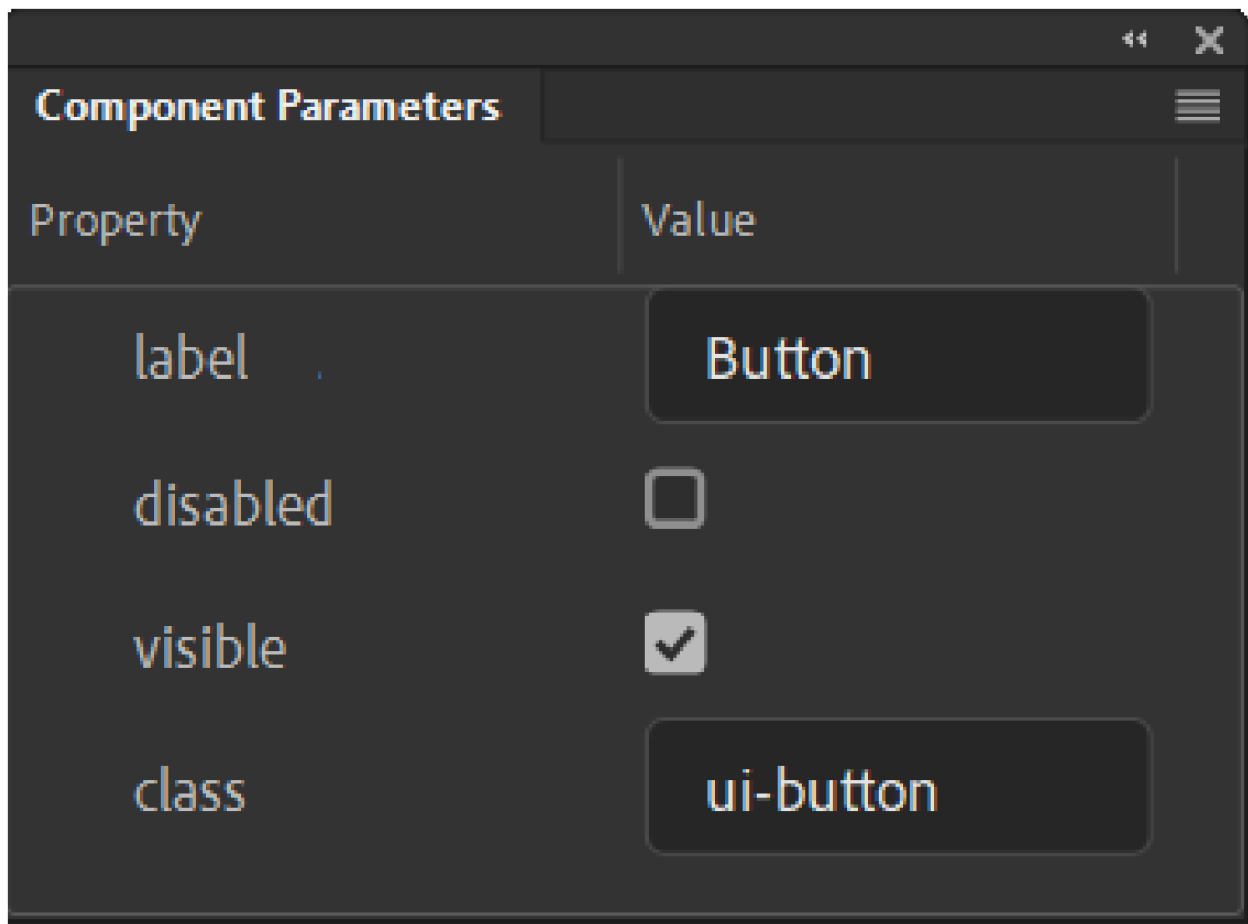


Figure 17 Show parameters button



*Figure 18 Component parameters panel*

In addition, HTML5 custom component developers can use HTML/CSS based user interface for its parameters.

## WHAT IS ASSETS PANEL?

Assets panel contains ready to use assets, which can be used in your animation projects. You can find Assets Panel in the tab group at upper-right corner in most workspaces, along with Properties Panel.

If Assets Panel is not visible, you can enable it by selecting Windows>Assets. To use assets from Assets Panel, drag-and-drop asset to the stage.



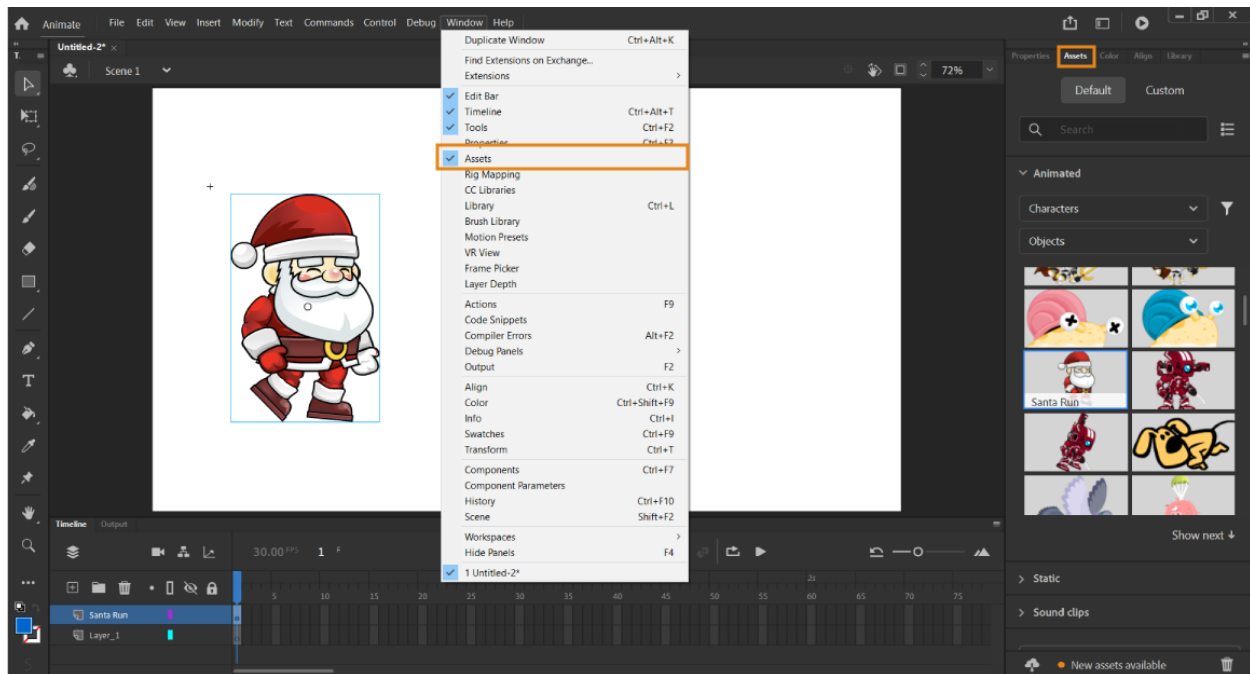


Figure 19 Location of Assets Panel

## SECTIONS IN ASSETS PANEL

Assets Panel has two tabs: -

- **Default:** Contains assets packages with Animate
- **Custom:** Contains assets exported by you

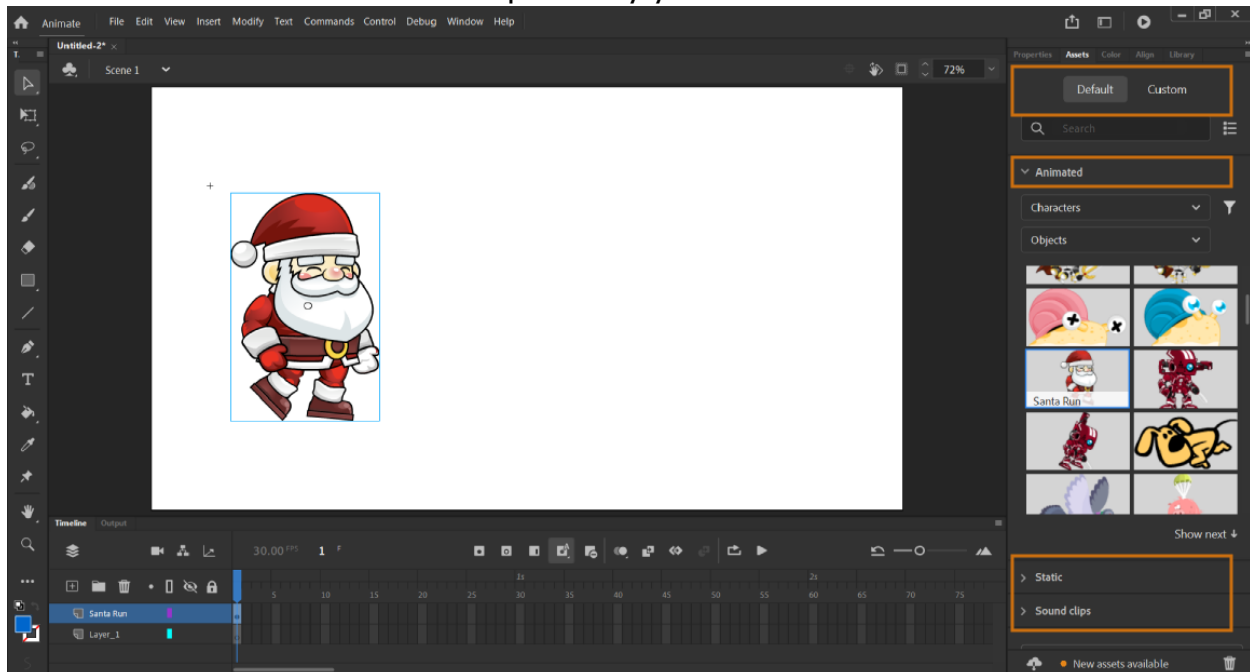


Figure 20 Tabs and Sections in Assets Panel

**Default** tab has three sections - Animated, Static, and Sound clips.

**Custom** tab has two sections - Animated and Static.

**Animated** section contains symbols having more than one frame. **Static** section contains symbols with one frame and images. **Sound clips** contain sample background and event sounds.

## Search Assets

Type search text in the text box just below **Default** and **Custom** tabs. Animate searches for assets with names matching the search text. Search results could be across multiple sections, so make sure you expand all the sections to view search results.

## Filter Assets

Assets in **Animated** and **Static** sections can be filtered for quick search. The main filter allows you to filter assets by categories such as Characters, Props, and Background. The second filter is useful if you are looking for rigging assets. It allows you to filter assets as Rigs, Rigs with Motion, or Objects.

**Sound clip** section allows you to filter assets based on types: -

- Background Sound
- Event Sound

Background sounds are typically longer than event sounds.

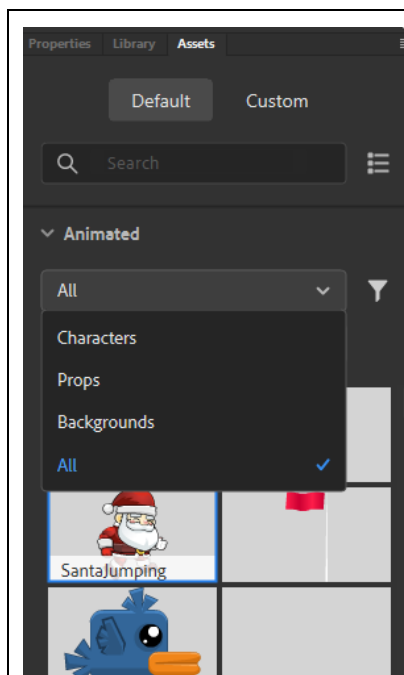


Figure 21 Filtering Assets

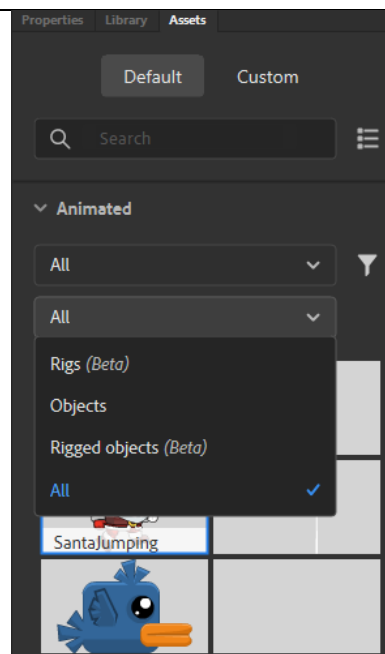


Figure 22 Filtering for Rigging

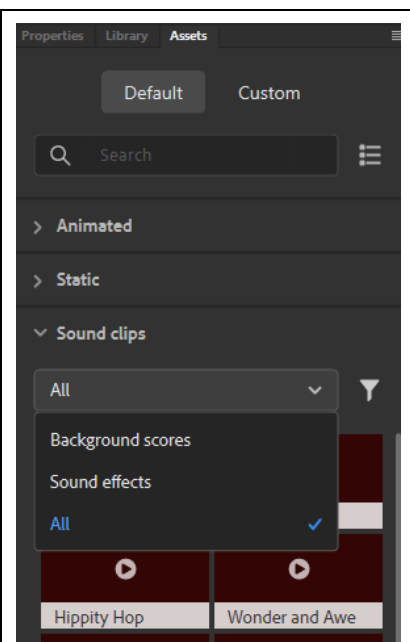


Figure 23 Filtering Sound clips

## Export Assets

There are two ways you can add assets to the panel. In the **Libraries** panel, select a symbol you want to convert to asset. Right-click the asset, and then select either **Export Asset** or **Save As Asset** option.

**Export Asset:** allows you to save the asset as a file, which can later be imported in Assets Panel.

**Save As Asset:** allows you to directly save to Assets Panel without saving to a file.

Choose **Export Asset** option if you want to use the asset in another instance of Animate, or if you want to share the asset with others.

Both options open **Export Asset** dialog box.

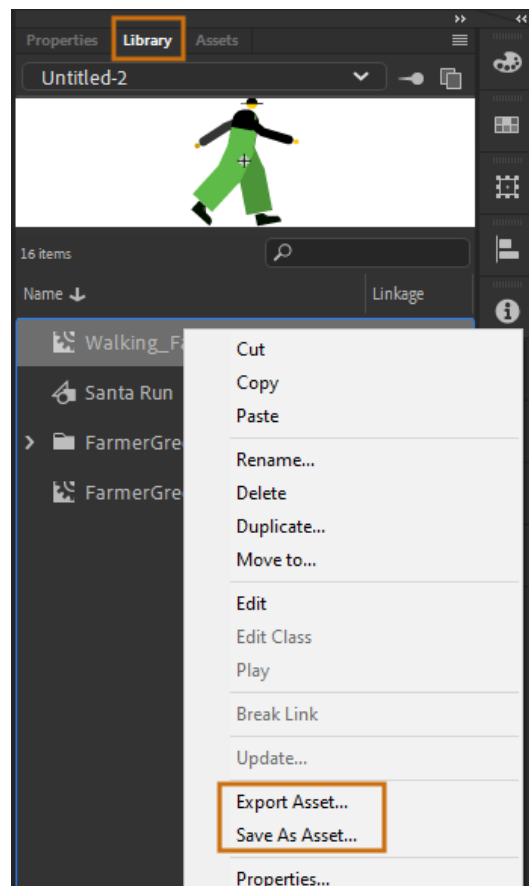
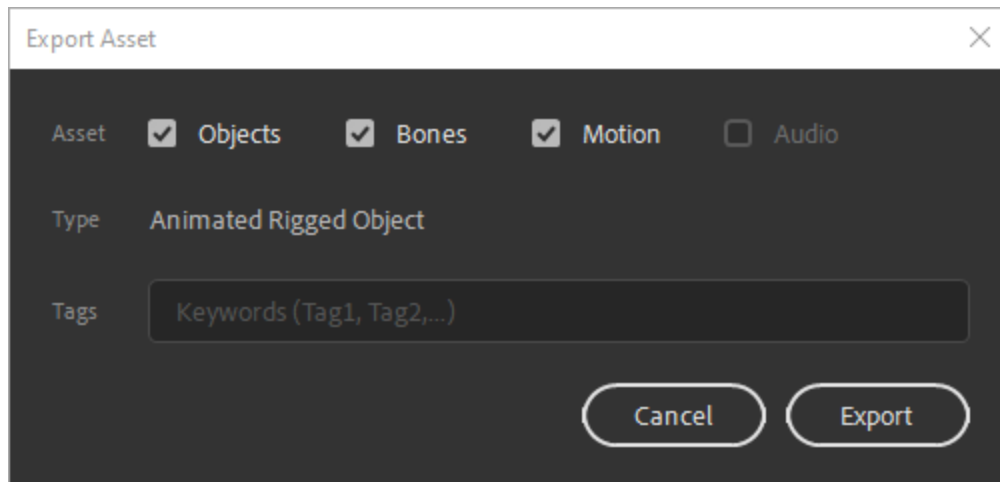


Figure 24 Export from Library



*Figure 25 Export Asset*

You have number of options available when exporting Symbol as asset. You can choose to export with combination of different attributes of the Symbol.

You can export Bones with or without motion and object, if the Symbol has an armature layer.

You can export Object with or without Audio, if it is a not-rigged Symbol.

Motion and Audio can't be selected independently.

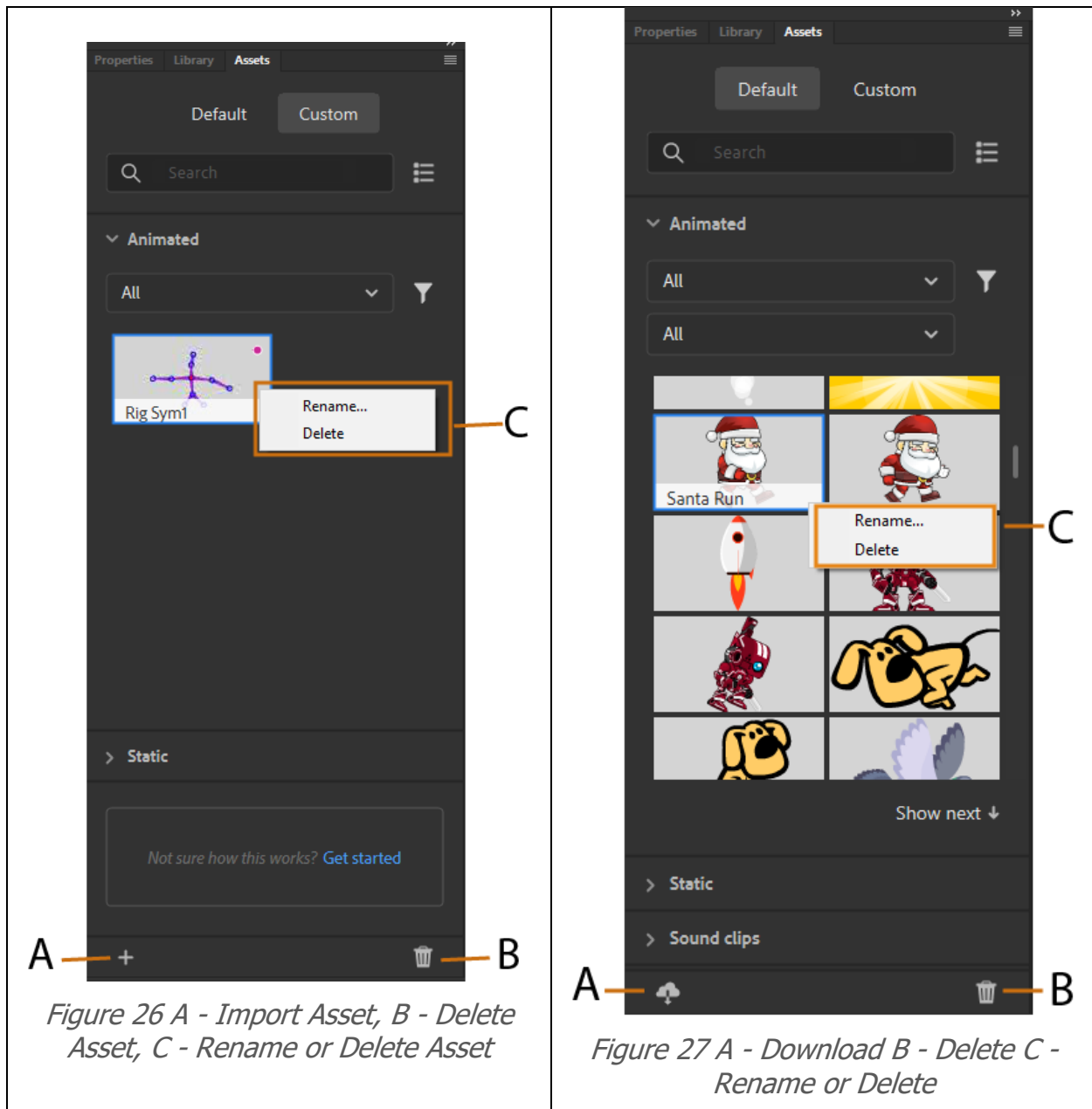
Depending on the options you select, **Type** field shows section of the Asset Panel where Asset would be placed. Also note that exported assets are saved in the **Custom** tab.

You can also specify comma-separated tag names, which are used during search operation.

If you have selected **Export Asset**, click **Export** to open the **File Save** dialog box. If you have selected **Save As Asset**, then exported asset is added to the **Custom** tab.

## Import, Rename, and Delete Assets

Assets can be imported to the **Custom** tab of **Assets** Panel. Click the **+** button at lower-left corner of the panel to choose a file. Select asset files **.ana** format.



To delete an asset, select the asset and click the icon at lower-right corner of the panel. You can also right-click the asset, and choose **Delete**. Rename the asset by choosing 'Rename' option from the menu.

## Download Assets

You can download assets from Animate server by clicking Cloud icon at the lower-left corner of Default tab. Assets are downloaded in small batches. Click the Cloud icon multiple times to download more assets. Once all assets from the server are downloaded, the cloud icon is disabled.