Chapter *1*

Introduction to Adobe Flash Professional CS5.5

Learning Objectives

After completing this chapter, you will be able to:
- *Understand the Adobe Flash Professional CS5.5 interface*
- *Work with various panels in Adobe Flash Professional CS5.5*
- *Import images and sounds*
- *Undo and redo steps in Adobe Flash Professional CS5.5*
- *Save and preview artwork*
- *Find online resources for Adobe Flash Professional CS5.5*

INTRODUCTION

Adobe Flash Professional CS5.5 is a multimedia platform for creating digital animation, rich web applications, websites, movies as well as content for mobile phones and other embedded devices. It is frequently used for creating advertisements and games. Some of the most popular games made in Flash are Minesweeper, Pac Man, Tetris, and Bejewelled. Flash has also been used to create many popular movies and series such as Off-Mikes, Gotham Girls, CrimeTime, and Homestar Runner.

In this chapter, you will learn to start Adobe Flash Professional CS5.5, create a new Flash CS5.5 document, and get familiar with Adobe Flash Professional CS5.5 interface. You will also learn how to work with various panels.

STARTING Adobe Flash Professional CS5.5

To start Adobe Flash Professional CS5.5, choose the **Start** button on the taskbar; the **Start** menu will be displayed. Next, choose **All Programs > Adobe Master Collection CS5.5 > Adobe Flash Professional CS5.5** from the **Start** menu , as shown in Figure 1-1; the **ADOBE FLASH PROFESSIONAL CS5.5** welcome screen will be displayed, as shown in Figure 1-2. To create a new Flash CS5.5 document, choose **ActionScript 3.0** from the **Create New** area of the welcome screen. Alternatively, choose **File > New** from the menubar; the **New Document** dialog box is displayed. In this dialog box, choose **ActionScript 3.0** from the **General** tab and then choose the **OK** button, refer to Figure 1-3; a new flash file will be created.
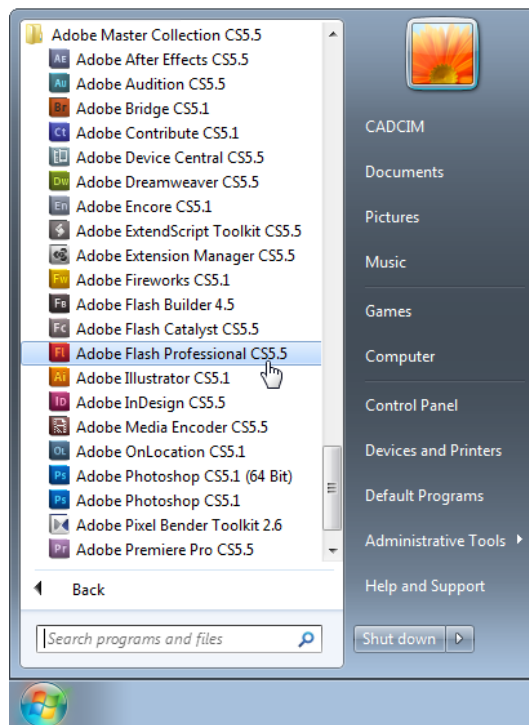

Figure 1-1 *Starting* ***Adobe Flash Professional CS5.5*** *using the* ***Start*** *menu*

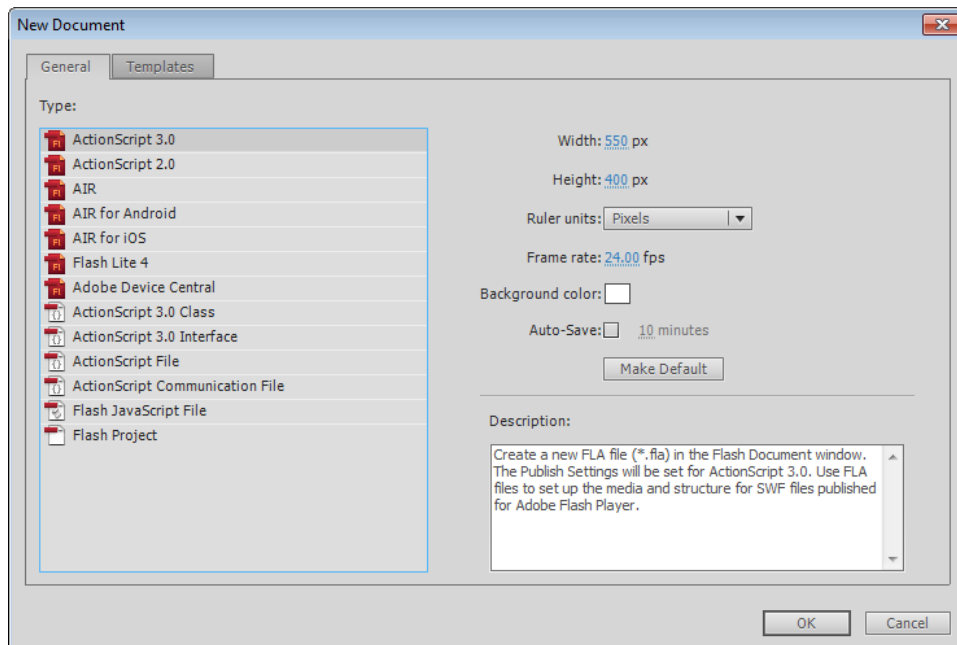**Figure 1-2** *The **ADOBE FLASH PROFESSIONAL CS5.5** welcome screen*

Figure 1-3 *The **New Document** dialog box*

EXPLORING THE Adobe Flash Professional CS5.5 INTERFACE

The interface of Flash CS5.5 consists of a Stage, **TOOLS** panel, **TIMELINE** panel, **PROPERTIES** panel, menubar, and application bar, as shown in Figure 1-4. Using the tools in this interface, you can create interactive websites and digital animations as well as edit and add elements to your movie. You can also import files from Adobe Illustrator, Adobe Photoshop, and Adobe After Effects in Flash CS5.5. Various components of Flash CS5.5 interface are discussed next.
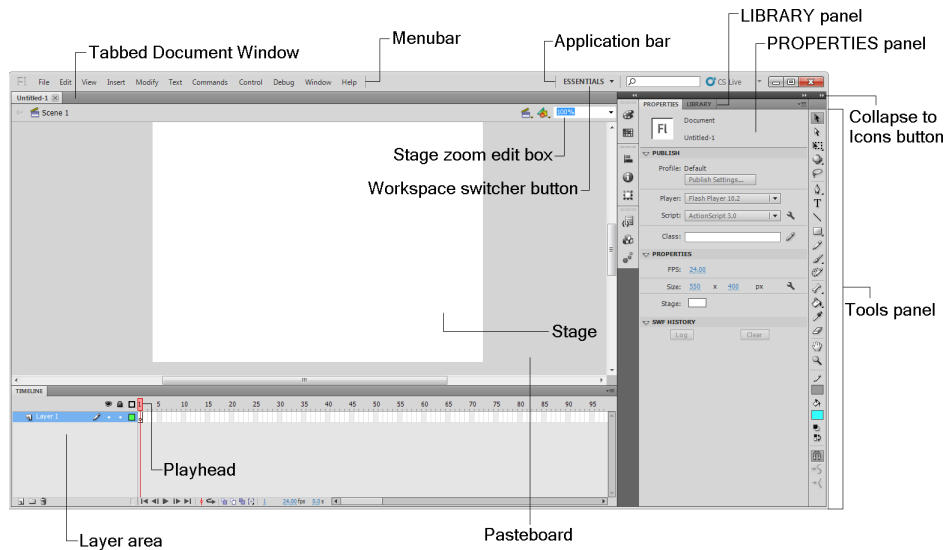

Figure 1-4 *The default Flash CS5.5 screen with various panels*

Workspace

In Flash CS5.5, the main screen is called the Application screen. You can arrange panels based on your requirement and save the current interface as your workspace. To save the current arrangement of panels as your workspace, choose the Workspace switcher button from the Application bar; a flyout will be displayed. In this flyout, choose the **New Workspace** option, as shown in Figure 1-5. The **New Workspace** dialog box will be displayed. Next, type the name of the workspace in the **Name** text box and then choose the **OK** button; the current arrangements of panels will be saved with the name that you specified in the dialog box and it becomes the active workspace. You can also choose the preset workspace from the workspace flyout.
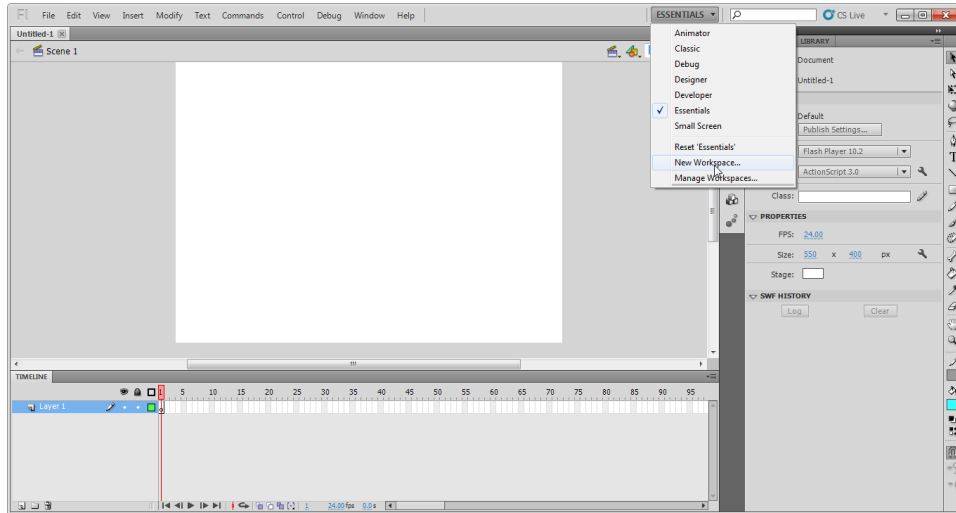
*Figure 1-5 Choosing **New Workspace** from the workspace flyout*

Stage

Stage is an area where all activities are performed that the viewers see when a movie is being played. The gray area surrounding the Stage is called Pasteboard. Anything in the Pasteboard is not visible in the final output. You can change the color and size of the Stage by using the options in the **New Document** dialog box and the **PROPERTIES** panel, refer to Figures 1-6 and 1-7.
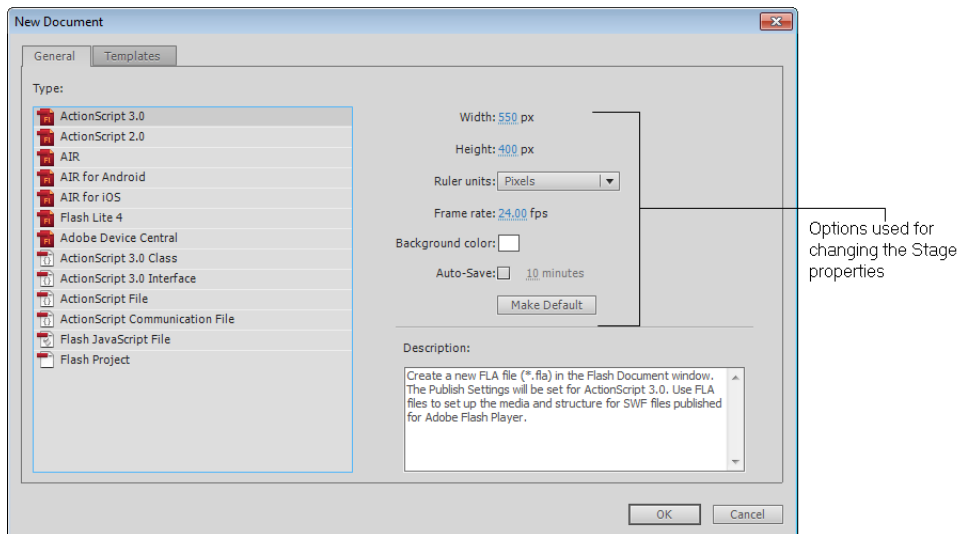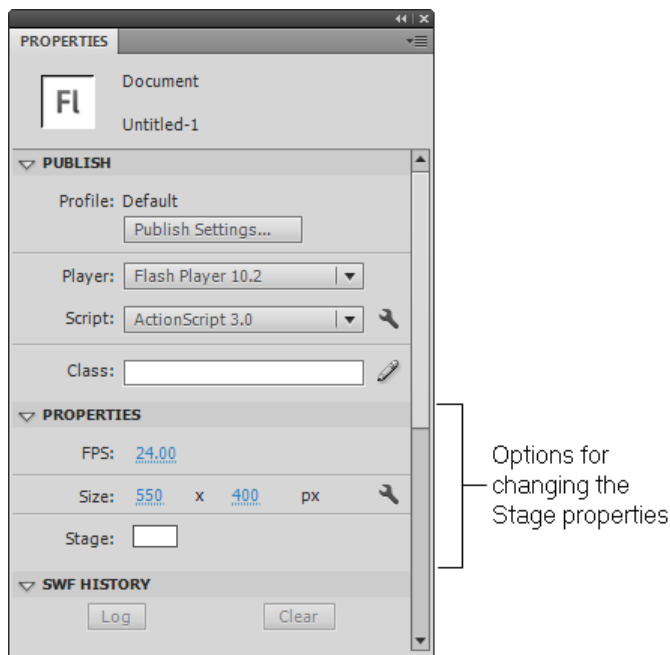

*Figure 1-6 Options for changing the Stage properties in the **New Document** dialog box*

*Figure 1-7 Options for changing the Stage properties in the **PROPERTIES** panel*

TOOLS Panel

The **TOOLS** panel is divided into four sections, refer to Figure 1-8. The top section consists of the selection, drawing, painting, typing, and editing tools. The other sections consist of view tools, color tools, and option tools. The Options section of the **TOOLS** panel displays the options for the selected tool. The Color section consists of tools that are used to specify the color of the border and fill inside an object.

In Flash, the outline of an object is called stroke and the color filled inside an object is called fill. The black triangle next to a tool indicates that there are some more hidden tools in the respective tool category. These tools are called hidden tools. To display the hidden tools, press and hold the left mouse button on that tool; a flyout will be displayed with all hidden tools. The various tools in the **TOOLS** panel are discussed next.

Selection Tool

The **Selection Tool** is used to select an object, group of objects, strokes, and fills. To select an object, choose the **Selection Tool** and then click on the object. Alternatively, invoke the tool and marquee select the object. The options displayed in the Options section of the **TOOLS** panel on invoking the **Selection Tool** are discussed next.

Snap to Objects

On choosing the **Snap to Objects** option, the objects that you move in the Stage jump to the edge of the nearest object.

Smooth

The **Smooth** option is used to smoothen the outlines of the selected object.

Straighten

The **Straighten** option is used to straighten the outlines of the selected object.

Subselection Tool

The **Subselection Tool** is used to change the shape of an object.

Free Transform Tool

The **Free Transform Tool** is used to rotate, move, skew, and distort an object. The options displayed in the Options section of the **TOOLS** panel on invoking the **Free Transform Tool** are discussed next.

Rotate and Skew

The **Rotate and Skew** option is used to rotate and give an oblique direction to the selected object.

Scale

The **Scale** option is used to scale the selected object.

Distort

The **Distort** option is used to deform the shape of an object by dragging individual transform points. Each transform point can be moved individually in all directions.

*Figure 1-8 The **TOOLS** panel*

Envelope

The **Envelope** option is used to manipulate the shape of an object. It creates an envelope of transform points around the object. Each transform point can move independently with respect to other transform points.

Gradient Transform Tool

The **Gradient Transform Tool** is used to scale, rotate, and change the direction of the gradient fill in an object.

3D Rotation Tool

The **3D Rotation Tool** is used to create an impression of 3D in Flash CS5.5. With the help of this tool, you can position the object at an angle and rotate it about any axis, refer to Figure 1-9. Note that the **3D Rotation Tool** and **3D Translation Tool** work only on a movie clip symbol. You will learn about symbols in detail in later chapters.
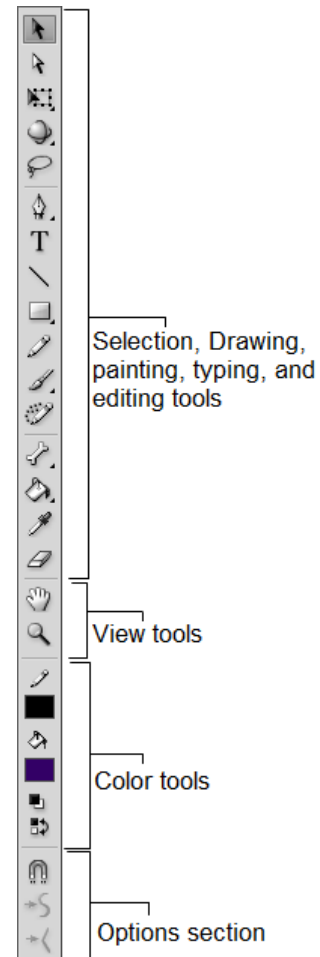
3D Translation Tool

The **3D Translation Tool** is used to create a 3D perspective view and depth. You can create the depth by manipulating the distance between the object and the viewer by moving the object about the Z axis, as shown in Figure 1-10. The option displayed in the Option section of the **TOOLS** panel on invoking the **3D Rotation Tool** and **3D Translation Tool** are the **Global Transform** (default) and the **Local Transform**.
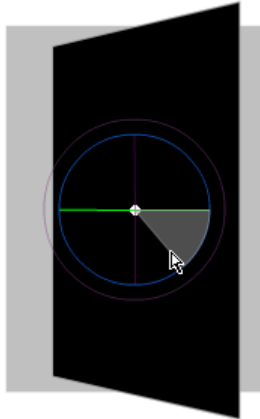
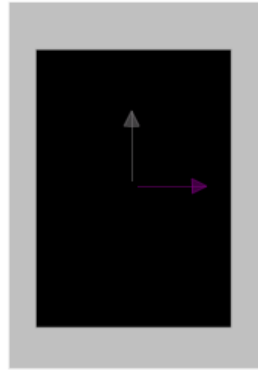*Figure 1-9 Rotating the movie clip about the Y-axis*

Figure 1-10 Translating the movie clip about the Z-axis

Global Transform

The **Global Transform** button toggles between **Global Transform** option and **Local Transform** option. **Global transform** make transformations that are relative to the Stage coordinate system and **Local Transform** make transformations relative to the object itself. To switch to **Local Transform** option, choose the **Global Transform** button (button raised). You will learn the usage of the 3D tools in the later chapters.

Lasso Tool

The **Lasso Tool** is used to select an object or a part of it by creating outlines. The options displayed on invoking the **Lasso Tool** are discussed next.

Magic Wand

The **Magic Wand** option is used to select the areas that contain the similarly colored areas.

Magic Wand Settings

The **Magic Wand Settings** option is used to specify the values for the **Threshold** and **Smoothing** options of the **Magic Wand** option.

Polygon Mode

The **Polygon Mode** option is used to select an object or an area by creating linear and interconnected lines.

Pen Tool

The **Pen Tool** is used to draw shapes and paths. All the path and shape objects are built from a series of anchor points. You can modify the path by clicking on the path and then manipulating the anchor points.

Add Anchor Point Tool

The **Add Anchor Point Tool** is used to add an anchor point to the path. For adding a new anchor point on a path, select the path and then choose the **Add Anchor Point Tool**. Next, click on the point in the path where you want to add a new anchor point.

Delete Anchor Point Tool

The **Delete Anchor Point Tool** is used to delete anchor points. To delete an anchor point, choose the **Delete Anchor Point Tool** and then click on the anchor point that you want to delete.

Convert Anchor Point Tool

The **Convert Anchor Point Tool** is used to break the handle of an anchor point into two handles that can be moved independently with respect to each other. To do so, choose the **Convert Anchor Point Tool**. Next, select the anchor point and then click on the endpoint of the handle to convert it into two independent handles.

Text Tool

The **Text Tool** is used to write text as a vector object. To create a text object, choose the **Text Tool** and then drag the cursor in the Stage; a text box will be displayed in the Stage. Now, you can write the text in the text box.

Line Tool

The **Line Tool** is used to draw a straight line segment. To create a line, choose the **Line Tool**, press and hold the left mouse button, and drag the cursor in the Stage; a straight line segment will be created in the Stage.

Rectangle Tool

The **Rectangle Tool** is used to draw a rectangular shape. To draw a rectangular shape, choose the **Rectangle Tool**, press and hold the left mouse button, and then drag the cursor in the Stage; a rectangle will be created in the Stage.

Oval Tool

The **Oval Tool** is used to draw an oval shape. To draw an oval shape, choose the **Oval Tool**, press and hold the left mouse button, and then drag the cursor in the Stage; an oval shape will be created in the Stage.

Note
*When you invoke a tool, the properties of that tool are displayed in the **PROPERTIES** panel.*

Rectangle Primitive Tool

Similar to the **Rectangle Tool**, the **Rectangle Primitive Tool** is also used to draw a rectangular shape with the only difference the corner radius of the rectangular shape drawn by this tool is modifiable. To draw a rectangle, choose the **Rectangle Primitive Tool**. Next, press and hold the left mouse button and then drag the cursor in the Stage; a rectangular shape will be created in the Stage. You can change its corner radius by specifying values in the **Rectangle corner radius** edit box in the **RECTANGLE OPTIONS** area of the **PROPERTIES** panel, as shown in Figure 1-11.
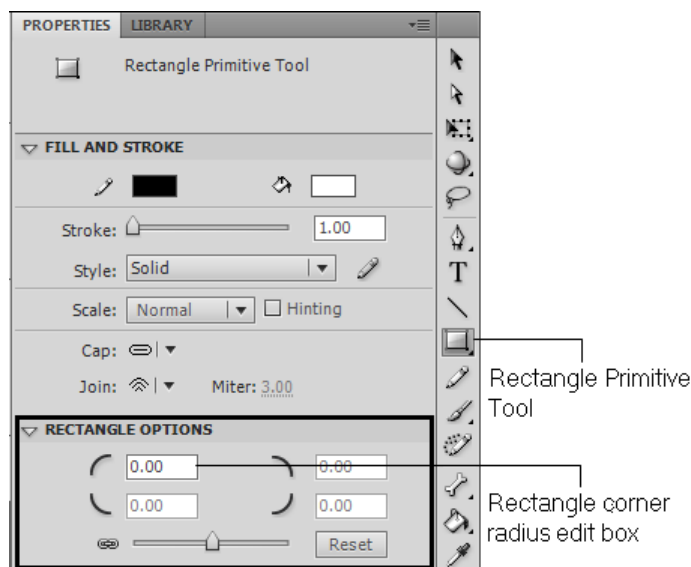

*Figure 1-11 The **RECTANGLE OPTIONS** area of the **Rectangle Primitive Tool***

Oval Primitive Tool

The **Oval Primitive Tool**, like the **Oval Tool**, is also used to create an oval shape with the only difference that you can change the start angle, end angle, and inner radius of the oval shape by specifying the options in the **OVAL OPTIONS** area of the **PROPERTIES** panel.

Polystar Tool

The **Polystar Tool** is used to draw the polygon and star shaped objects. On invoking this tool, the **Options** button is displayed in the **PROPERTIES** panel. On choosing the **Options** button, the **Tool Settings** dialog box will be displayed, refer to Figure 1-12. Using the options in this dialog box you can change the style, number of sides, and star point size of the polygon and star shaped objects.
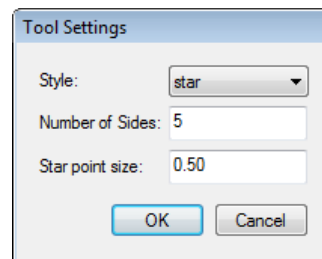

*Figure 1-12   The **Tool Settings** dialog box*

Pencil Tool

The **Pencil Tool** is used to draw lines and shapes. The options displayed in the Options section on invoking the **Pencil Tool** are discussed next.

Straighten

The **Straighten** mode is used to draw straight lines.

Smooth

The **Smooth** mode is used to draw smooth curved lines.

Ink

The **Ink** mode is used to draw freehand lines.

Brush Tool

The **Brush Tool** is used to draw brush-like strokes. The options displayed on invoking the **Brush Tool** are **Brush Mode**, **Brush Size**, and **Brush Shape**. You can change the mode, size, and shape of the brush by using these options, refer to Figure 1-13.
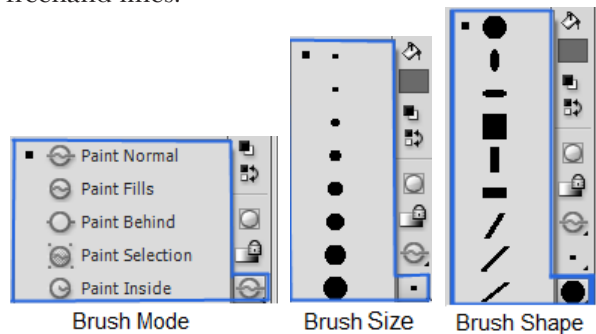
Figure 1-13 *The **Brush Tool** options*

Spray Brush Tool

The **Spray Brush Tool** is used to spray a pattern of shape in the Stage. By default, a dot pattern is sprayed. You can also choose other shapes in the form of **Movie clip** or **Graphic** symbols from the **LIBRARY** panel. The **Spray Brush Tool** will be discussed in detail in the later chapters.

Deco Tool

The **Deco Tool** is used to create complex patterns and decorations easily and quickly. You will learn the usage of the **Deco Tool** in the later chapters.

Bone Tool

The **Bone Tool** is used to create bones for objects so that the complex movements of the objects look natural when they are animated. You can easily make smooth character animations with the help of this tool.

Bind Tool

The **Bind Tool** is used to edit and control the connections between bones.

Paint Bucket Tool

The **Paint Bucket Tool** is used to apply the fill (solid, gradient, or bitmap) in a closed path or area.

Ink Bottle Tool

The **Ink Bottle Tool** is used to change the color, width, and style of the stroke.

Eyedropper Tool

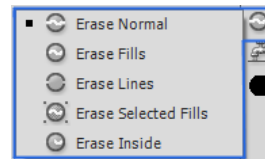The **Eyedropper Tool** is used to pick the fill and stroke hexadecimal values.

Eraser Tool

The **Eraser Tool** is used to erase a section of the artwork in the Stage. There are several options of the **Eraser Tool**, refer to Figure 1-14.
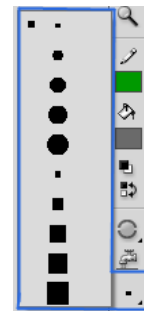
Note

*When the **Faucet** ( ) option of the **Eraser Tool** is selected, then on clicking even on a part of the stroke or fill, the entire stroke or fill is erased. So, make sure the **Faucet** option is not selected unless you want to delete entire fill or stroke.*

*Figure 1-14 The **Eraser Tool** options*

Hand Tool

The **Hand Tool** is used to move the Stage in all directions without changing the magnification. This tool allows you to pan the Stage along the X and Y axes.

Zoom Tool

The **Zoom Tool** is used to magnify (zoom in) and demagnify (zoom out) the Stage. The options displayed on invoking the **Zoom Tool** are discussed next.

Enlarge

The **Enlarge** option is used to zoom in the Stage.

Reduce

The **Reduce** option is used to zoom out the Stage.

Stroke Color

The **Stroke Color** swatch is used to define the color of the stroke. In Flash, the outline of an object is called stroke. To define the color of the stroke, select the stroke by using the **Selection Tool** and then select the required color from the flyout that is displayed on choosing the **Stroke Color** swatch. You can also select the color first and then draw the stroke.

Fill Color

The **Fill Color** swatch is used to define the color of the fill. In Flash, the color filled inside an object is called the fill. To define the color of the fill, select the color from the flyout that is displayed on choosing the **Fill Color** swatch and then apply it in the required area. To change the color of the fill of a shape, select the entire fill using the **Selection Tool** and then select the required color.

Black and white

The **Black and white** tool is used to redefine the stroke color as black and the fill color as white.

Swap colors

The **Swap colors** tool is used to swap the stroke color to fill color and vice-versa.

TIMELINE Panel

The animations and drawings in the Stage or Pasteboard reflect automatically in the Timeline. The **TIMELINE** panel consists of layers, frames, Playhead, and few other components, as shown in Figure 1-15.
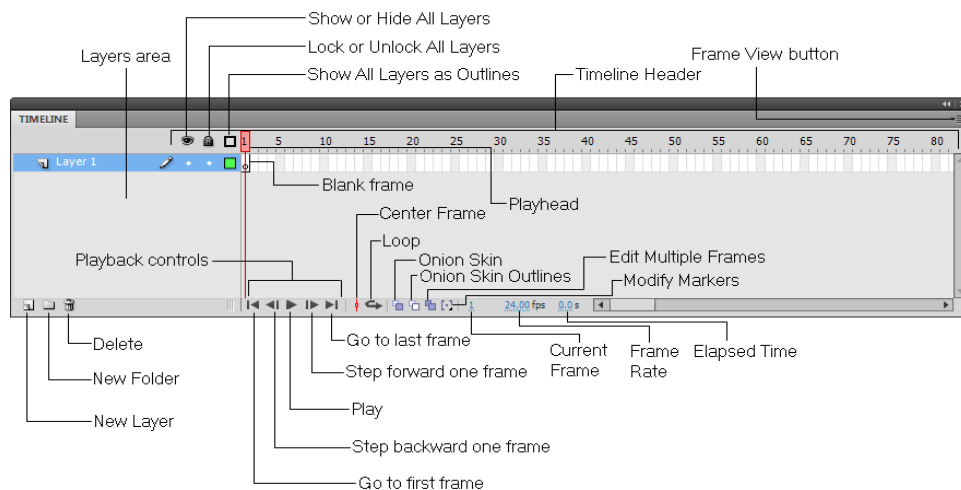

*Figure 1-15 The **TIMELINE** panel*

The Timeline Header in the **TIMELINE** panel displays the frame numbers and the Playhead indicates the current frame displayed in the Stage. Various options in the **TIMELINE** panel are discussed next.

New Layer

The **New Layer** button is used to create a new layer.

New Folder

The **New Folder** button is used to create a new folder that can be used to organize layers.

Delete
The **Delete** button is used to delete the selected layer.

Go to first frame
The **Go to first frame** button is used to place the Playhead on frame **1** in the **TIMELINE** panel.

Step backward one frame
The **Step backward one frame** button is used to move the Playhead backward by one frame from the current frame.

Play
The **Play** button is used to play the animation in the Stage.

Step forward one frame
The **Step forward one frame** button is used to move the Playhead forward by one frame from the current frame.

Go to last frame
The **Go to last frame** button is used to place the Playhead on last frame of the animation in the **TIMELINE** panel.

Center Frame
The **Center Frame** option is used to center the Timeline on the current frame.
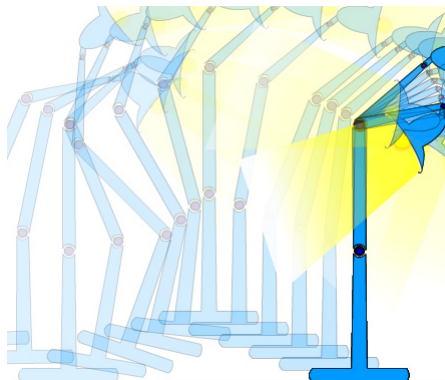
Loop
The **Loop** button is used to specify a range of frames to play repeatedly during animation.
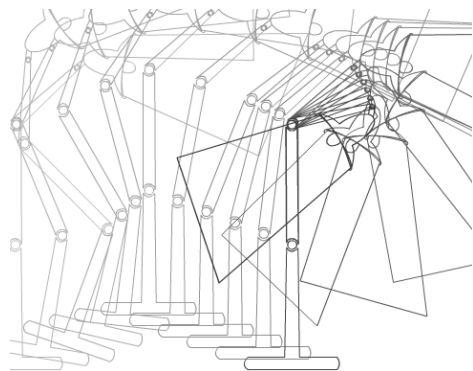
Onion Skin
The **Onion Skin** button is used to view the number of frames simultaneously in the Stage. By default, you can see the contents of only the current frame in the Stage. The button is also used to view the progress of an animation. All the frames between Start Onion Skin and End Onion Skin markers are superimposed as one frame, refer to Figure 1-16.

Onion Skin Outlines
The **Onion Skin Outlines** button is used to display the objects on the frames between Start Onion Skin and End Onion Skin markers as outlines, refer to Figure 1-17. The **Onion Skin Outlines** mode is used for long and detailed animations.

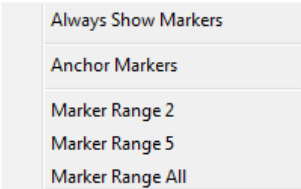***Figure 1-16*** *The frames in the **Onion Skin** mode*

Figure 1-17 *The frames in the **Onion Skin Outlines** mode*

Edit Multiple Frames

The **Edit Multiple Frames** button is used to enable editing of all frames between Onion Skin markers.

Modify Markers

The **Modify Markers** option are part of the Onion Skin. It is used to control the number of frames before and after the current frame that will be displayed in Onion Skin overlay. On choosing this button, a flyout is displayed, as shown in Figure 1-18. In this flyout, choose the required range of markers. The options in this flyout are discussed next.

Figure 1-18 *The **Modify Markers** flyout*

Always Show Markers

The **Always Show Markers** option is used to display the Onion Skin markers whether or not the **Onion Skin** is on.

Anchor Markers

The **Anchor Markers** option is used to lock the Onion Skin markers to their current position in the Timeline Header.

Marker Range 2

The **Marker Range 2** option is used to apply markers on two frames on either side of the current frame.

Marker Range 5

The **Marker Range 5** option is used to apply markers on five frames on either side of the current frame.

Marker Range All

The **Marker Range All** option is used to apply markers to all frames.

Current Frame
The **Current Frame** option displays the frame on which the Playhead is placed. You can also scrub the **Current Frame** option to place the Playhead on the required frame.

Frame Rate
The **Frame Rate** option is used to specify the speed at which the movie will be played. By default, the frame rate is set to 24 frames per second. You can change the frame rate from the **PROPERTIES** panel, **TIMELINE** panel and **New Document** dialog box.

Elapsed Time
The **Elapsed Time** option is used to display the time that has elapsed in your animation at the frame that you have selected.

Show or Hide All Layers
The **Show or Hide All Layers** button is used to display or hide the contents of the layers.

Lock or Unlock All Layers
The **Lock or Unlock All Layers** button is used to freeze or defreeze the layers.

Note
*If a layer is frozen in the **TIMELINE** panel, no changes can be made in that layer.*

Show All Layers as Outlines
The **Show All Layers as Outlines** button is used to display only the outline of the contents of the layers. You can also change the layer properties using the **Layer Properties** dialog box, refer to Figure 1-19. To open the **Layer Properties** dialog box, double-click on the layer icon (⬜) located on the left of the layer name in the Layer area of the **TIMELINE** panel.
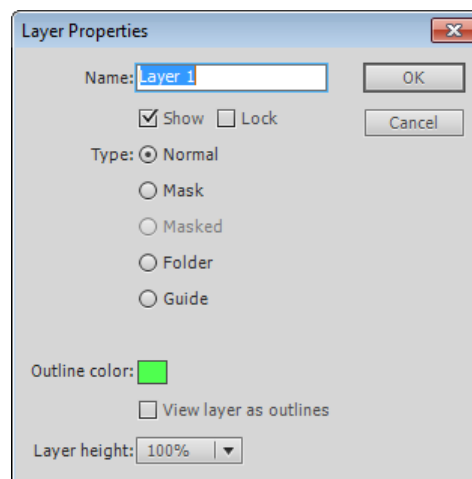

*Figure 1-19 The **Layer Properties** dialog box*

Working with Library

The library in Flash stores all the media files such as bitmaps, graphics, sound files, and video clips that you import and symbols that you create in a Flash document. You can organize items in the library into folders and sort them by their type. You can also open the library of the other Flash documents in the current document to make the library items available from that file.
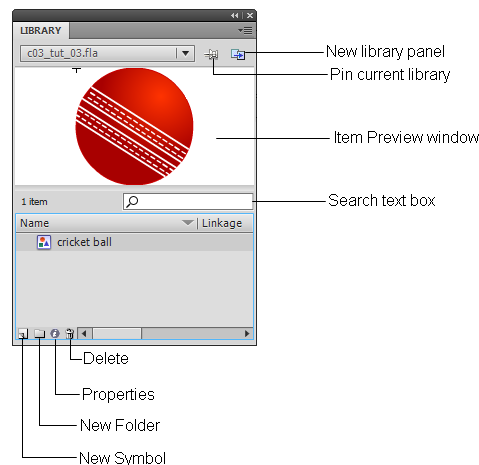
LIBRARY Panel

By default, the **LIBRARY** panel is located next to the **PROPERTIES** panel in the **ESSENTIALS** workspace.

Note
In Flash CS5.5, every workspace has its own settings of panels.

To display the **LIBRARY** panel, choose **Window > Library** from the menubar. The various parts of the **LIBRARY** panel, as shown in Figure 1-20, are discussed next.

*Figure 1-20 The **LIBRARY** panel*

Item Preview window

The Item Preview window displays the selected item in the **LIBRARY** panel.

Pin current library

The **Pin current library** button is used to pin the **LIBRARY** panel to make it stay active across multiple Flash documents.

New library panel

The **New library panel** button is used to create a new **LIBRARY** panel that will stay across multiple Flash documents but is active only in the document in which it is created.

New Symbol
The **New Symbol** button displays the **Create New Symbol** dialog box that is used to create a new symbol.

New Folder
The **New Folder** button is used to create a new folder in the **LIBRARY** panel.

Properties
The **Properties** button displays the **Symbol Properties** dialog box of the selected symbol.

Delete
The **Delete** button is used to delete the selected symbol or folder.

IMPORTING IMAGES
You can import images of different formats such as PNG, GIF, JPG, JPEG, and so on in Flash CS5.5 with filename extensions. To import an image in the Stage, choose **File > Import > Import to Stage** from the menubar; the **Import** dialog box will be displayed. In this dialog box, browse and select the required image and then choose the **Open** button. If you choose **File > Import > Import to Library** from the menubar, the image will be saved in the **LIBRARY** panel. You can drag and drop images from the **LIBRARY** panel to the Stage.

IMPORTING SOUND
To import sound in Flash CS5.5, choose **File > Import > Import to Library** from the menubar; the **Import to Library** dialog box will be displayed. Browse and select the sound and choose the **Open** button. To add a sound to the Timeline, choose **Insert > Timeline > Layer** from the menubar, as shown in Figure 1-21; a new layer is added in the **TIMELINE** panel to import sound. Drag and drop the sound from the **LIBRARY** panel in the Stage; the sound will be added to the current layer.
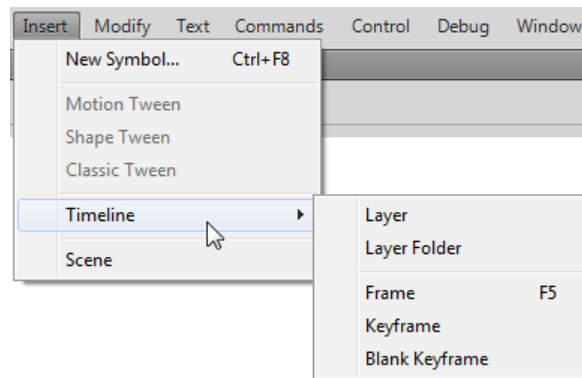
*Figure 1-21 The **Timeline** submenu*

Flash CS5.5 consists of a sound library containing different sounds that can be used for sound effects. To open the sound library, choose **Window > Common Libraries > Sounds** from the menubar. The sound formats that Flash CS5.5 supports are ASND, WAV, mp3, AIFF, Sun AU, and Sound Only QuickTime movies.

Note
The ASND (Adobe Sound Document) is the native sound format of Adobe Soundbooth.

UNDO AND REDO IN FLASH CS5.5

In Flash CS5.5, you can undo and redo the actions performed by using the **Undo** and **Redo** commands. To undo an action performed earlier, choose **Edit > Undo** from the menubar or press CTRL+Z. Similarly to redo an action, choose **Edit > Redo** from the menubar or press CTRL+Y. You can also use the **History** panel to undo multiple steps. To display the **History** panel, choose **Window > Other Panels > History** from the menubar, as shown in Figure 1-22. You can set the number of maximum undo commands based on your requirement. To do so, choose **Edit > Preferences** from the menubar; the **Preferences** dialog box will be displayed. You can set the undo levels from 2 to 9999 in the **levels** edit box of the **Undo** area. Next, choose the **OK** button.
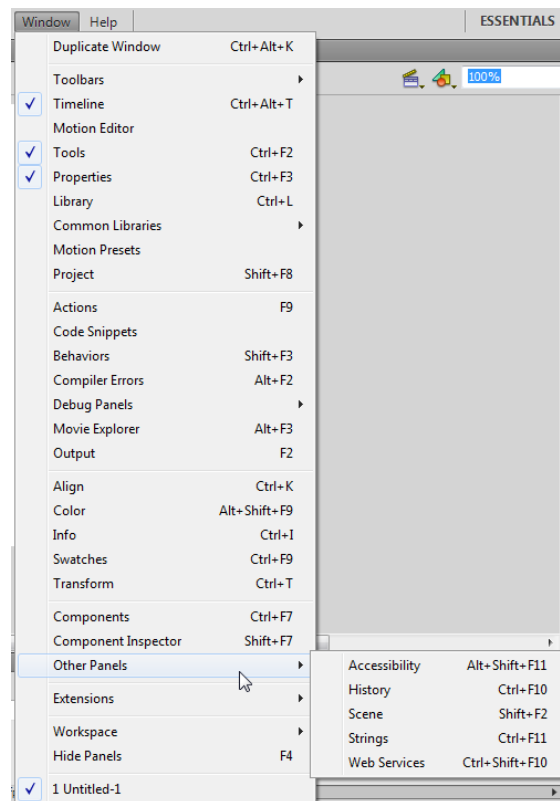

Figure 1-22 The Other Panels submenu

SAVING FLASH DOCUMENT

To save a Flash file, choose **File > Save** or **Save as** from the menubar; the **Save As** dialog box will be displayed. Next, specify the name for the file and choose the **Save** button, refer to Figure 1-23. The default format for saving a flash file is *FLA*. However, you can change it to the *XFL* format.
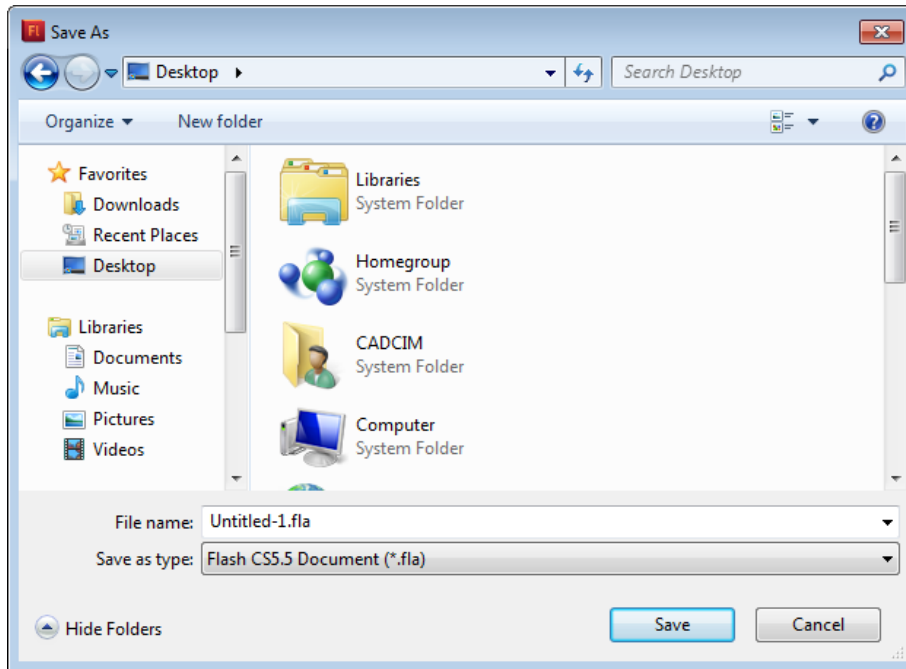

*Figure 1-23 The **Save As** dialog box*

Note
The XFL file format is used to represent a flash document as XML document. You can open and work on XFL file in Flash CS5.5. After working on XFL file in Flash Professional CS5.5, you can save it in the FLA or XFL file format.

You can also save a Flash file by using the **Save as Template** option. To do so, choose **File > Save as Template** from the menubar; the **Save As Template Warning** message box will be displayed with a message that the SWF history data will be cleared if the file is saved as template, refer to Figure 1-24. In this message box, choose the **Save as Template** button; the **Save as Template** dialog box will be displayed, as shown in Figure 1-25. The **Save as Template** option is useful when you have created a file such as a website that you want to use later. It does not save the undo/change history of a file. As a result, the size of the file saved on your system is reduced.

Flash lets you save the file as a template that can be used later in other Flash documents. In the **Save as Template** dialog box, specify a name for the file and select the category. You can select the preset categories or create your own category. Next, give the description of the category (optional) and then choose the **Save** button.
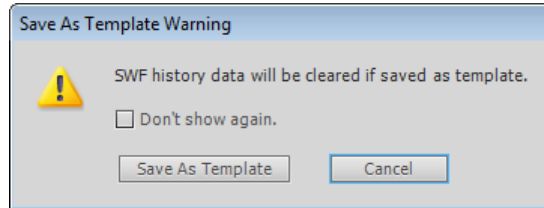

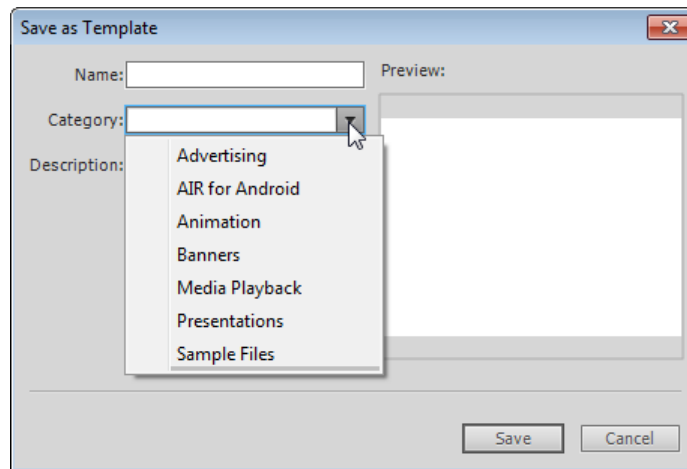*Figure 1-24 The **Save As Template Warning** message box*

*Figure 1-25 The **Save as Template** dialog box*

PREVIEWING YOUR WORK

You can preview your work in Flash CS5.5 to check whether you are getting the required output. To see how the final output will appear to viewers, choose **Control > Test Movie > in Flash Professional** from the menubar or press CTRL+ENTER; the **Untitled-1** output window will be displayed, refer to Figure 1-26. The **Untitled-1** file has the .swf extension and is the rendered output of the Flash document. When you press CTRL+ENTER, the SWF file is created and saved.
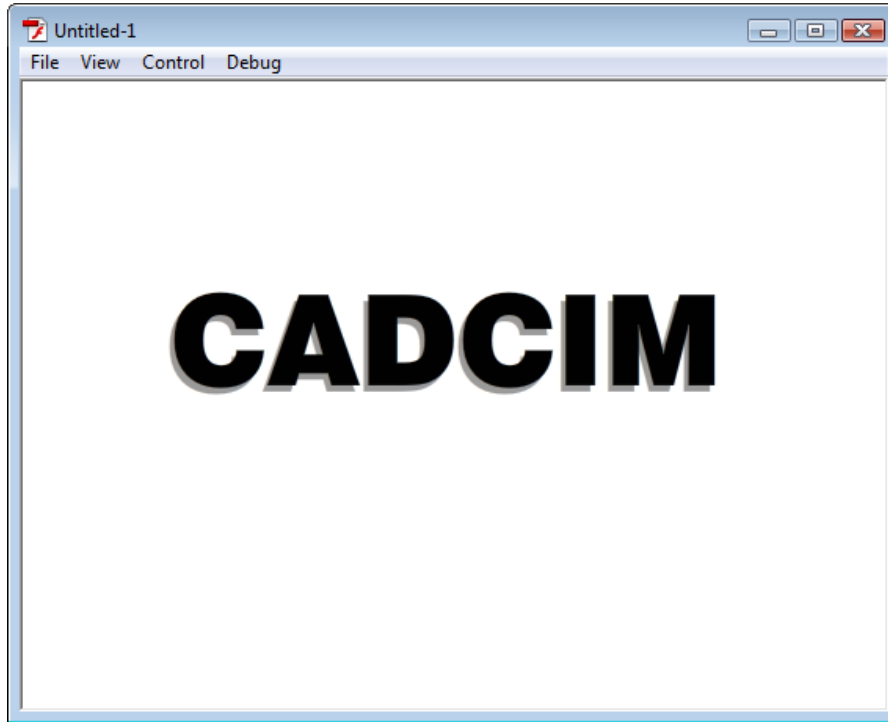
*Figure 1-26 The **Untitled-1** preview window*

Note

*For complete information about using Flash CS5.5, choose **Help > Flash Help** from the menubar, refer to Figure 1-27 or press the F1 key. On doing so, you will be connected to Adobe Community Help. Make sure that you have access to the internet. With Adobe Community Help, you can search Flash Help and support documents.*
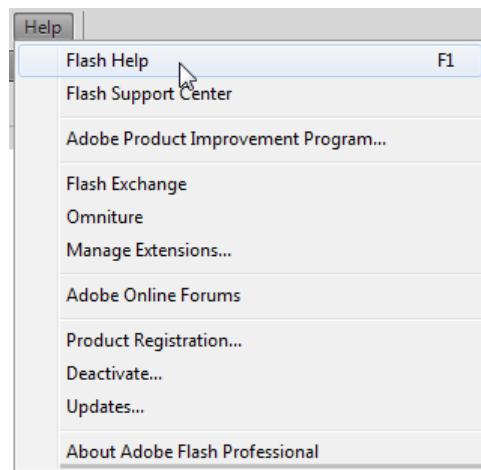

*Figure 1-27 Invoking the **Help** menu from menubar*

Self-Evaluation Test

Answer the following questions and then compare them to those given at the end of this chapter:

1. The _____ is used to create complex patterns and decorations quickly and easily.

2. The _____ is used to scale, rotate, and change the direction of gradient fill in an object.

3. The gray area surrounding the Stage is called _____.

4. _____ is the keyboard shortcut for previewing the work.

5. The _____ is the native sound format of Adobe Soundbooth.

6. The **Zoom Tool** is used to pan the Stage along the X and Y coordinates. (T/F)

7. The color filled inside an object is called stroke. (T/F)

8. The Color tools consists of the tools that are used to change the color of the stroke and fill inside an object. (T/F)

9. The **Ink Bottle Tool** is used to pick the attributes of the fill and stroke from an object to apply on another object. (T/F)

10. The **Magic Wand Settings** option is used to specify the value for the **Threshold** and **Smoothing** options of the **Magic Wand** option. (T/F)

Review Questions

Answer the following questions:

1. Which of the following options is displayed on invoking the **Lasso Tool**?

    (a) **Magic Wand**   (b) **Magic Wand Settings**
    (c) **Polygon Mode**   (d) All of these

2. The _____ is used to draw a rectangular shape in which you can change the corner radius of the rectangular shape.

3. The _____ key is the keyboard shortcut for accessing **Flash Help**.

4. The _____ displays the frame numbers.

5. The _____ window displays the selected item in the **LIBRARY** panel.

6. The _____ option in the **TIMELINE** panel represents the current frame that is displayed in the Stage.

7. The **Bind Tool** is used to create bones. (T/F)

8. The **Pen Tool** is used to draw shapes and paths. (T/F)

9. The **Subselection Tool** is used to change the shape of an object. (T/F)

10. The **Pin current library** button is used to pin the **LIBRARY** panel to make it stay active across multiple Flash documents. (T/F)

Answers to Self-Evaluation Test
1. Deco Tool, **2. Gradient Transform Tool**, **3.** Pasteboard, **4.** CTRL+ENTER, **5.** ASND, **6.** F, **7.** F, **8.** T, **9.** F, **10.** T