

Selteco
Alligator Flash Designer 7
User's guide

Welcome to Alligator Flash Designer

Alligator Flash Designer enables you to create interactive Flash content with graphics, animation, navigation and sound.

Frames

Alligator Flash Designer is similar to PowerPoint. Your animation will contain one or more frames. Frames are like scenes. By default each frame will appear for 3 second. The animation starts at the first frame "Frame 1" and loops after it's finished.

See also: [Working with Frames](#)

To preview your Flash animation

You can preview the animation by pressing F9 key (or choose "Movie" > "Play Animation")

If no content appears when you click the preview button or hit F9 key:

1. Run Internet Explorer and choose Tools > Internet Options.
2. Choose the Advanced tab, then scroll to the Security section.
3. Enable "Allow active content to run in files on my computer".
4. Click OK.

To export the Flash file

To publish the animation export it to a SWF file, and include it in your web page.

- › Choose "Export Flash SWF file" and specify a file name
- › Choose "File" > "View HTML Code" to copy the HTML code
- › Open your web page in HTML view and paste the HTML code

You can also export an entire HTML page, to do so choose "File" > "Export HTML Page" command.

See [Flash Export](#)

To create a slide show

If you want to use existing photos to create a slide show choose "File" > "Wizards" > "New Slide Show" command.

See [Slide Shows](#)

To insert a link to a web page

Select the item and choose "Item" > "Actions" > "OnClick". Check "Get URL" and type the link for example <http://www.selteco.com>.

See [Buttons and Actions](#)

To share items between frames

To optimize your Flash file create a master frame and place shared objects on this frame.

See [Frames](#)

To save and open Alligator Flash Designer projects

Choose File > Open and File > Save to open and save Alligator Flash Designer project files. Alligator saves project files in SFD file format. It is not possible to open and edit FLA or SWF files.

To import Flash files from other programs

To import Flash SWF file and place it on the frame choose Insert > SWF Clip. To load Flash SWF file and place it on the frame dynamically choose Movie > Insert External SWF File. (External SWF file must be available at specified path so Flash player can locate it and load it). It is not possible to edit external Flash files.

Tutorials

If you have no idea how to start we suggest that you complete these tutorials first.

See [Beginner Tutorials](#)



More tutorials online: www.flashdesignerzone.com/tutorials/

Tutorial 1

In this tutorial you will create your first Flash animation. It will display "Tutorial 1" message. You will learn how to:

- › Specify animation size and background color.
- › Create a text object.
- › Apply Intro and Outro effects.
- › Preview your Flash animation.
- › Export SWF file.

Tutorial 1

1. To launch the program double-click Alligator Flash Designer icon on the desktop.
2. Click on *Evaluate* button if you are running unregistered version.
3. Choose *Blank Document* in the Welcome dialog and click OK.
4. Alligator Flash Designer main window should open with "Untitled" document.
5. From the *Frame* menu choose *Frame Size* command.
6. Specify animation size. Put 300 as "Width" and 60 as "Height". Click OK to confirm.
7. From the *Frame* menu choose *Background Color* command.
8. Color selection dialog should appear.
9. Choose your favorite color. You can also click "Standard Colors" and choose one of the standard colors. Press OK to confirm your selection.
10. From the toolbox choose the "Text" tool:

11. Position the mouse cursor over the background rectangle and click left mouse button.
12. Text edit dialog should appear.
13. Enter "Tutorial 1" in the edit box.
14. Click *Font...* button.
15. Font selection dialog should appear.
16. Change the font size to "26".
17. Click OK twice to confirm font size and to draw the text.
18. You can move your text using the "Select" tool.

19. From the *Animation* menu choose *Quick Intro > Blink in* command.
20. From the *Animation* menu choose *Quick Outro > Span* command.

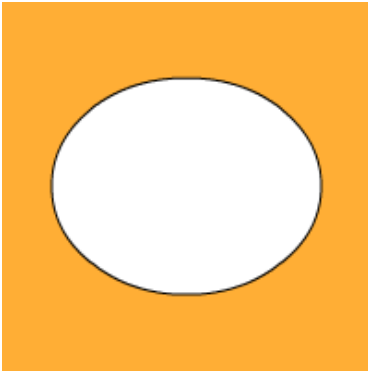
21. Press F9 to preview your animation.
22. Press "Alt+F4" key to quit preview window.
23. From the *Frame* menu choose *New* command. Observe a new frame (Frame 2) in the "Frame List". Press "Page Up" and "Page Down" keys to navigate between the frames.
24. From the *File* menu choose *Export Flash SWF File* command.
25. From the *Save In* dropdown list choose Desktop (or navigate to desktop using folder list).
26. Leave default file name and click *Save* button.
27. From the *File* menu choose *Export HTML Page* command, click OK to leave default options.
28. HTML page should popup in a browser window. Scroll the page down to view HTML code.
29. Activate Alligator Flash Designer minimized window and choose *Exit* command to quit the program. Click "No" in "Save changes" prompt dialog.


[Back](#)

"Button" Animation

In this tutorial you will create a button that will change when you drag your mouse over it. You will learn how to:

- › Use Master Frames.
- › Define "OnOver", "OnClick" and "OnOut" events.



1. To launch the program double-click Alligator Flash Designer icon on the desktop.
 2. Click on *Evaluate* button if you are running unregistered version.
 3. Choose *Blank Document* in the Welcome dialog and click OK.
 4. Alligator Flash Designer main window should open with "Untitled" document.
 5. From the *Frame* menu choose *Frame Size* command.
 6. Specify animation size. Put 200 as "Width" and 200 as "Height". Click OK to confirm.
 7. From the *Frame* menu choose *Frame Delay* command.
 8. Check "Stop at this frame" and click OK.
 9. Choose *Frame > New* to add Frame 2.
 10. Choose *Movie > Add Master Frame* to add Master Frame (1).
 11. From the *Frame* menu choose *Background Color* command.
 12. Color selection dialog should appear.
 13. Choose your favorite color. Press OK to confirm your selection.
 14. From the toolbox choose the "Ellipse tool"
- 
15. Click and drag to draw an ellipse. Center the ellipse with *Edit > Align > Center on Page*
 16. Press "Page Down" twice to go to Frame 2.
 17. From the toolbox choose the "Text" tool:

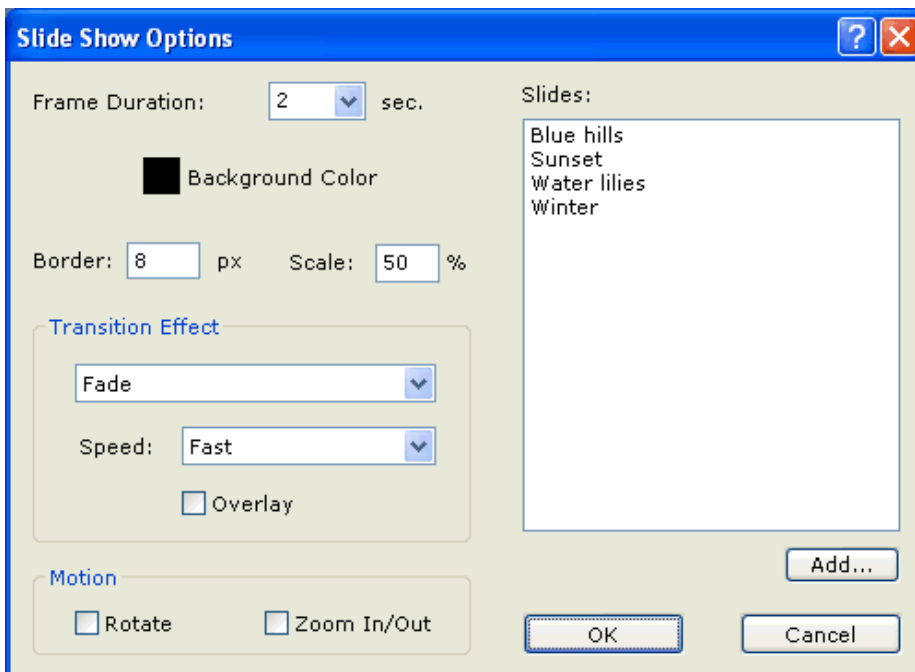


18. Click left mouse button inside the ellipse.
19. Text edit dialog should appear.
20. Enter "Click me" in the edit box and click OK.
21. Center the text with *Edit > Align > Center on Page*. You can also move the text by pressing arrow keys.
22. Press Page Up twice to go to the "Master Frame (1)" or select it in the "Frame List" box.
23. Make sure the ellipse is selected (handles visible). Select it with the selection tool if necessary.
24. From the *Item* menu choose *Actions* menu and choose *On Over* command.
25. In "On Over" dialog choose "Go to Frame", and select "Frame 2". Click OK.
26. From the *Item* menu choose *Actions* menu and choose *On Out* command.
27. In "On Out" dialog choose "Go to Frame", and select "Frame 1". Click OK.
28. From the *Item* menu choose *Actions* menu and choose *On Up* command.
29. In "On Up" dialog choose "Get URL".
30. Type the link to your web site (or you can type "http://www.selteco.com"). The link must begin with "http://". Select "_blank" as the target to open the link in a new window. Click OK.
31. Press F9 and observe your animation playing. Move the cursor over the ellipse.
32. Press "Alt+F4" key to quit preview window.
33. From the *File* menu choose *Export Flash SWF File* command.
34. From the *Save In* dropdown list choose Desktop (or navigate to desktop using folder list).
35. Leave default file name and click *Save* button.
36. From the *File* menu choose *Export HTML Page* command, click OK to leave default options.
37. HTML page should popup in a browser window.
38. Activate Alligator Flash Designer minimized window and choose *Exit* command to quit the program. Click "No" in "Save changes" prompt dialog.

Creating Slide Shows

To create a slide show from existing images choose "File" > "Wizards" > "New Slide Show" command. Select 2 or more images. Hold Shift to select multiple images. Click OK.

In the "Slide Show" options select desired transition effect "Fade", "Fly" etc. To add new frames click Add button. Click OK to create the slide show.



A new document will be created. Press F9 to preview the animation. If images are too large use lower scale for example 20% or 50%.

To export the animation choose "File" > "Export Flash SWF File". Name swf file and click OK. Then export sample HTML page to view the animation in the browser. Choose "File" > "Export HTML Page". The page will popup in a new browser window.



Items and Layout


Each frame may contain one or more items.

Shapes Images Texts Buttons Sprites

Selecting a single item

Click on an item to select it. To deselect the item click outside the item.

When one item is selected press TAB key to select the next item. Press SHIFT+TAB to select the previous item.

 Use the "Select" tool to select, move, align and duplicate items.

Selecting 2 or more objects

Choose the "Select" tool and draw a rectangle around items you want to select

or Hold SHIFT key and click the item to add it to (or subtract it from) the selection.

Duplicating Items

To duplicate item(s) hold CTRL and move the item to create a copy.

or

Select the item and choose Edit > Duplicate. Specify the position of the new item and click OK. Change count value to create more than one copy.

Positioning Items

Drag the item(s) with the "Select" tool. Observe the status bar to view the distance.

Moving an item vertically or horizontally

Start dragging the item and hold SHIFT key to move the object horizontally or vertically.

Precise Positioning

Select items and use arrow keys to move items by 1 pixel left, up, right or down. Hold SHIFT and press arrow keys to move items faster (by 10 pixels)

Use Edit > Move To command to place the item at x (horizontal) and y (vertical) coordinate. The top-left edge of the frame is at 0,0 coordinate.

Use Edit > Move By to move items by x (right) and y (down) pixels

Grid Positioning

Choose View > Grid and check "Enable Grid". The default grid is 10 x 10 pixels. When you move any item it will snap to the grid.

Aligning Objects

To align an item to the page edge

select the item and choose one of Edit > Align commands

To center the item on the page

select the item and choose Edit > Align > Center on Page

Inserting rulers

right click inside the frame area and choose Insert Horizontal Ruler or Insert Vertical Ruler or choose "Insert" > "Rulers" to add 2 rulers at the center of the page.

Moving rulers

choose the "Select" tool and drag the ruler or right click on the ruler and choose Move command.

Removing rulers

right click on the ruler and choose Delete command

Sizing Objects

Select the item and choose Item > Resize. Enter new size of the item. Uncheck Keep proportions to discard aspect ratio.

or

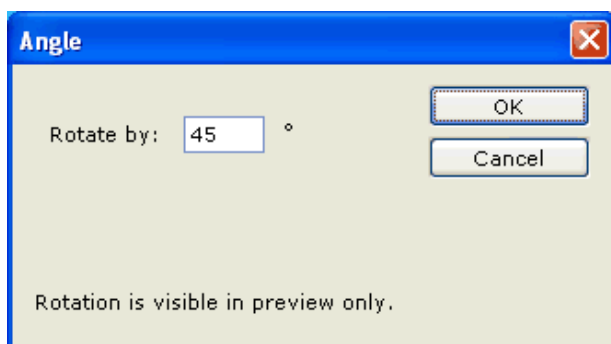
Select the item and drag one of its handles

To fit the item to frame

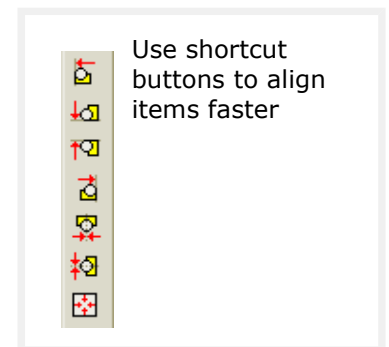
To resize the item to cover the entire frame select the item and choose Edit > Align > Fit to Frame

Rotating Objects

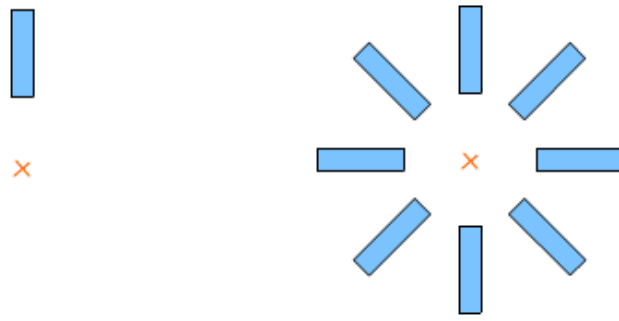
To specify the angle at which the item will be exported to Flash Player choose Item > Rotate > Angle. This rotation is not visible in the design mode. Press F9 to preview the item.



To rotate the item so you can edit it later select the item and choose one of the Item > Rotate > commands. Only bitmap and polyline objects can be rotated.

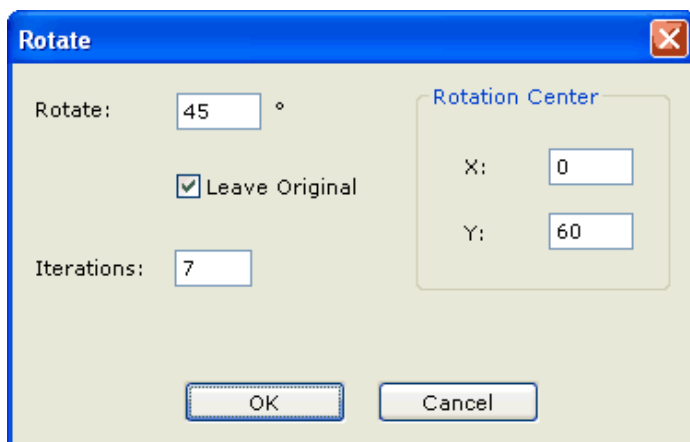


Rotation over a point



To rotate an item around a point select it and choose Item > Rotate > Rotate Arbitrary:

Check Leave Original and enter iteration count (the number of copies). Calculate necessary angle (full circle is 360 degrees so rotate = $360 / (\text{iterations} + 1)$). Enter positive Y to rotate around the point below the item or positive X to rotate around the point to the right. You can experiment with the following values:



Rotate: 90, Iterations: 3
Rotate: 72, Iterations: 4
Rotate: 60, Iterations: 5
Rotate: 51, Iterations: 6
Rotate: 45, Iterations: 7
Rotate: 40, Iterations: 8
Rotate: 36, Iterations: 9
Rotate: 33, Iterations: 10
Rotate: 30, Iterations: 11
Rotate: 28, Iterations: 12
Rotate: 26, Iterations: 13
Rotate: 24, Iterations: 14
Rotate: 22, Iterations: 15

Mirroring Objects

Select the item and choose Item > Placement Properties. Check Flip Horizontal or Flip Vertical option. Mirroring is exported to Flash Player and it is not visible in the design mode. Hit F9 to preview.

To mirror the item so you can edit it later select the item and choose Item > Rotate > Flip command. Only bitmap and polyline objects can be mirrored.

Grouping Items

When you group 2 or more items you can move them as a single unit. To group items select 2 or more items and choose Edit > Group.

Groups can be nested to any level so groups can be part of other groups.

To ungroup items select the group and choose Edit > Ungroup. Any settings specific to the group (for example actions) will be discarded.

Stacking Order and Overlapping

Stacking order defines how items overlap each other. Items on top will overlap other items.

Sending items behind

Select 1 or more items and choose Edit > Send to Back. The item will hide behind other items.

Bringing items to front

Select 1 or more items and choose Edit > Bring to Front. The item will be placed on top and overlap other items.

Master (Template) Frames and Items

To create a frame with shared objects choose "Movie" > "Add Master Frame" and place shared objects on the Master Frame. Master objects will appear beneath other items. To bring master items to front select the master item, choose "Item" > "Placement Properties" and change Layer to "Layer 1" or any layer above "Base layer".

Frames

Flash Designer is similar to PowerPoint. Each animation consists of one or more frames. By default the animation starts at the first frame, and goes from frame to frame until it reaches the end of the animation. Then it starts over.

To set movie size

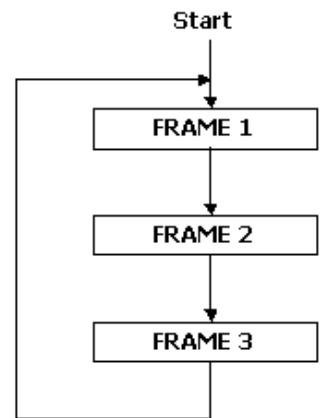
The frame size is defined in pixels. Choose "Frame" > "Frame Size" and enter new width and height.

To set frame duration

To define how long the frame will appear on the screen choose "Frame" > "Frame Delay" command.

To add a new frame

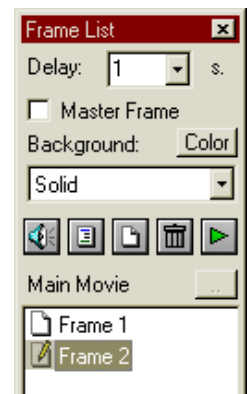
Choose "Frame" > "New"



To change the active frame

Click the frame in the "Frame List". Frames are labeled "Frame 1", "Frame 2", etc.

Use PageDown, PageUp keys to scroll between frames. Press Ctrl+PageDn to go to the last frame, press Ctrl+PageUp to go to the first frame.



To rearrange frames

To change the order of frames, select the frame in the "Frame List" and click move up or move down buttons:



To change the background

Choose "Frame" > "Background Color" and select a new color.

To add "Next Frame" and "Previous Frame" buttons

When the user clicks the button the movie will scroll to the next or to the

previous frame. To add navigation buttons choose "Insert" > "Navigation" and select "Next" or "Previous" command.

Master Frames

Master frame with acts as the background for other frames. For a simple document a single master frame is usually sufficient, for complex documents you can create multiple masters.

Master Frame Example. Three laptops will appear on all frames:



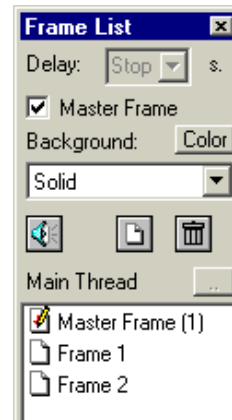
Master Frame



Frame 1



Frame 2

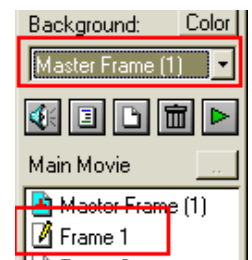


To create a Master Frame

Choose "Movie" > "Add Master Frame" and place shared objects on this frame. The frame will appear in the frame list as "Master Frame (1)"

To set a Master Frame as the background

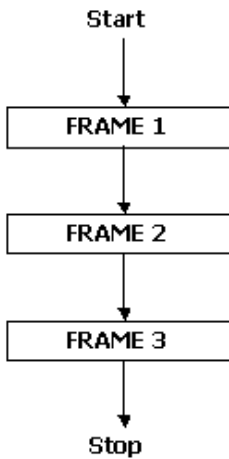
Create a master frame, then select the frame to have the master background and change the background to "Master Frame"



Stop

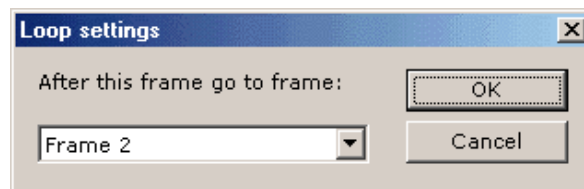
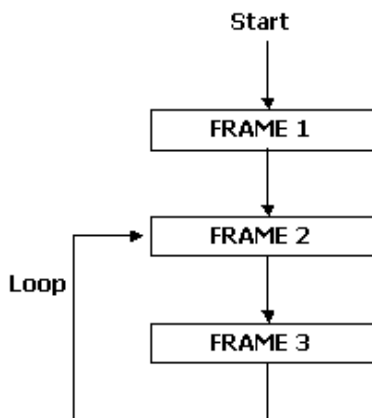
To stop the animation at specified frame choose "Stop" in the "Frames" toolbar.





Frame Loop

To change the default flow, you can specify a jump to other frame. To set the loop choose "Frame" > "Loop..." command.



Frame Appearance

To change frame background choose "Frame" > "Background Color", "Border Color" and "Border Width" commands.

Transparent Frame (No color)

Choose "Frame" > "Background Color" and check "No Color" option. The background should change to "chessboard" to indicate transparency, so other website elements will appear beneath the animation. You have to embed the swf file in **"windowless" mode**.

See also: [Starting Flash movie at a frame](#)

Instances and Clones

A clone is a copy of an item that you can put on another frame. To make a clone choose "Edit" > "Clone" > "Clone Item".

Item Name

You have to define item name (for example Rectangle1, Text2) so other items like clones can refer to the item. To rename the item name choose "Item" > "Placement Properties" or press F2.

You can optimize existing document by converting items to clones. To convert an item to a clone choose "Edit" > "Clone" > "Convert to Clone". You will have to select the original item for the clone. The new clone will replace the existing item.

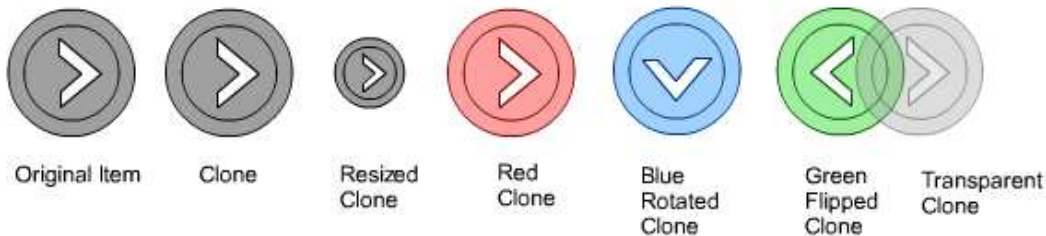
To change the original item for a selected clone choose "Edit" > "Clone" > "Change Original".

Placement Properties

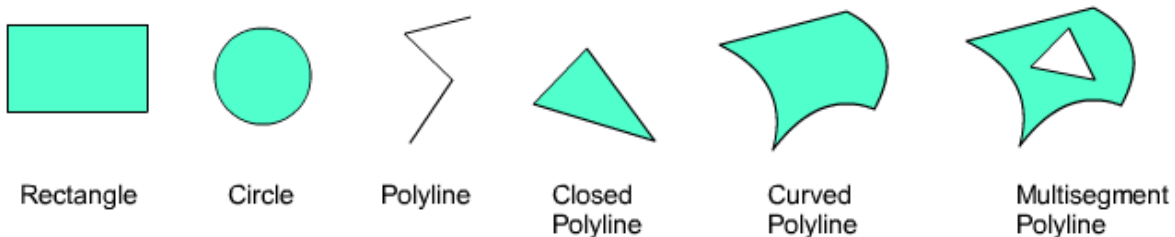
Placement properties define how the item appear in Flash Player. Choose "Item" > "Placement Properties" to change rotation or opacity of the item. These changes are not visible in the design view.

Color balance

Choose "Item" > "Color Balance" to apply RGB channel changes to an item, visible in Flash player only.




Shapes




Drawing Shapes


Rectangles

Choose the  tool, click on the frame and drag to draw a rectangle


Squares

Choose the  tool, hold SHIFT, click on the frame and drag to draw a square


Ellipses

Choose the  tool, click on the frame and drag to draw an ellipse

Circles

Choose the  tool, hold SHIFT, click on the frame and drag to draw a circle

Rounded Rectangles

Choose the  tool, click on the frame and drag to draw a rectangle. Choose "Item" > "Line and Fill" > "Edge Rounding" and enter the radius, click OK. The rectangle looks better if the outline is 2 or more pixels wide

To change the width and the color of the outline

Select the shape and choose "Item" > "Line and Fill" > "Line Width" and "Line Color"

See also: [Gradient Fill](#)


See also: [Bitmap \(Texture\) Fill](#)

Drawing Lines


Straight Lines

Choose the  tool, click on the frame and drag to draw a straight line

Horizontal or Vertical Lines

Choose the  tool, hold SHIFT, click on the frame and drag to draw a straight line

Curves

Draw a straight line as above, select the  tool, right click on the end node and choose "To Curve". The control node should appear, drag the handle to shape the line. You can also hold Ctrl when adding lines to existing shape.


Stars, Hexagons and other shapes

Choose "Insert" > "Shape or Line" and select one of the items to insert

Creating Text Shape

Choose "Item" > "Create Text Shape", enter the text and click OK


Node Editing

To edit existing polyline nodes choose the  tool. Select a polyline to edit. Right click on a node so one of the segments gets bolder. Then choose "Insert", "Delete", "To Curve" or "Straighten" command from a popup menu.

Converting a line to a curve

Right click on the node ending the line and choose "To Curve"

To shape a curve

Choose the  tool and drag the control node of the curve.

Straightening a curve

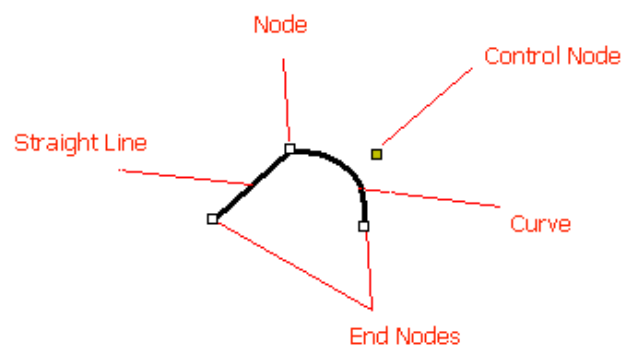
Right click on the node at the end of the curve and choose "Straighten"

To remove a node

Right click on the node and choose "Delete"

To add a node


Right click on the node at the end of the line where a new node should appear and choose "Insert"




Breaking the node

Right click on the node and choose "Break". Drag the broken node to a new position.

Moving the node

Choose the  tool and drag the node

Moving multiple nodes

Choose the  tool and drag a rectangle around nodes to select multiple nodes. Drag one of the selected nodes to move them.



Removing the node

Right click on the node and choose "Delete"

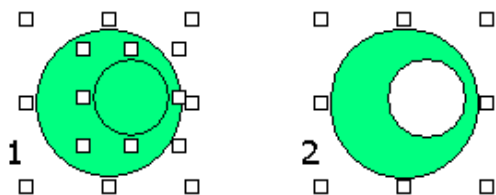
To close an open line

Select the line with the  tool, choose the  tool and draw a line between the end nodes.

To join 2 separate lines

Select both segments with  tool and choose "Edit" > "Combine" command. Select the  tool and draw a line between the end nodes of each subpath.

To combine segments




Select 2 or more shapes (1) and choose "Edit" > "Combine" to create combined shape (2).


To break multisegment line

Select the line and choose "Edit" > "Break Apart" command.

Drawing freehand shape

Choose the  tool, click on the frame and drag the mouse to draw a shape.

Tracing

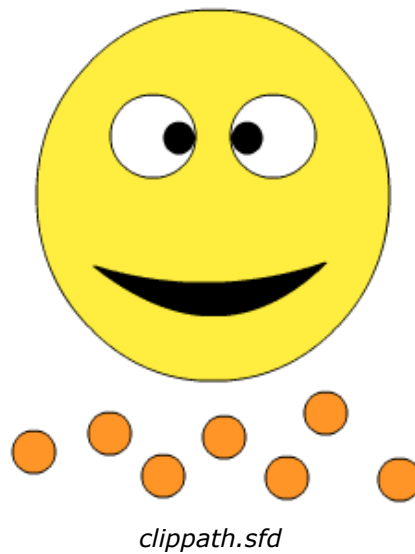
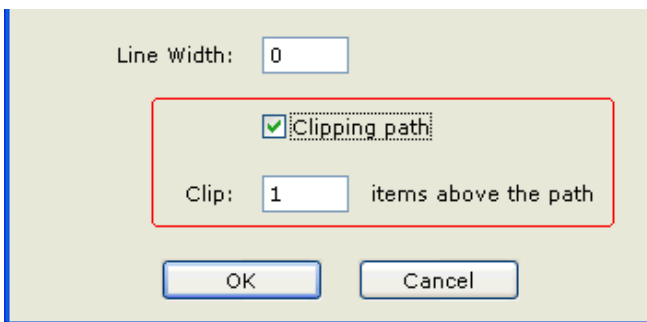
Import a bitmap to trace. Choose the  tool and click inside a solid area of the bitmap to create a vector shape. The magic wand tool has a tolerance of 1 pixel.

Clipping Path



A clipping path creates a mask and masks items ABOVE it (to clip an item put the clipping path below the item to clip with Edit > Send to Back)

The following example shows 7 circles clipped by mouth shape.



To change clipping options double click the shape, check "Clip Shape" and specify how many items above the path should be clipped.



no clipping



clip count: 1



clip count: 2


Working with Text

Flash supports vector (anti-aliased) fonts and raster (system) fonts.


Anti-aliased text

Screen-font text

To add vector text


To draw anti-aliased text choose the  tool. Click on the document, enter the text in the dialog and click OK.

To add a text paragraph


To add a text paragraph choose the  tool. Click and drag a

rectangle enclosing the text. Enter the text and click OK to draw the text.

To change the text

Choose the  tool and double click the text to modify


To change the font

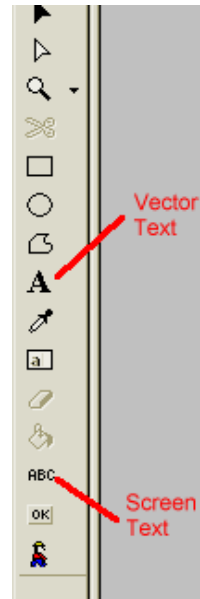
Choose the  tool, right-click on the text and choose "Set Font"

To change text color

Choose the  tool, right-click on the text and choose "Text Color" or click one of the palette colors.

To enlarge or decrease the text by 10%

Choose the  tool, select the text and click one of the buttons:



HTML Text can be formatted with basic HTML tags like (bold) or <U> (underlined):

The following tags are allowed for HTML text:

This is bold text

This is italic text

This text is underlined

Font face: Times New Roman

Font color: Red text

Font resized: 16 pixels font

HTML tags:

The following tags are allowed for HTML text:

This is bold text

<i>This is italic text</i>

<u>This text is underlined</u>

Font face: Times New Roman

Font color: Red text

Font resized: 16 pixels font

Textures

To create a text shape choose "Item" > "Create Text Shape", enter the text and click OK.

To fill the text with gradient fill

Choose "Item" > "Create Text Shape", enter the text and click OK. Select the text shape and choose "Item" > "Line and Fill" > "Gradient Fill"

See also:
[Gradients](#)

To fill the text with a texture

Choose "Item" > "Create Text Shape", enter the text and click OK. Add master frame and import or paste the bitmap. Select the text shape and choose "Item" > "Line and Fill" > "Bitmap Fill"


See also: [Bitmap Fill](#) | [Animating Text - Glyph Animations](#)



Sprites

A sprite (known also as MovieClip) is a sub movie inside the main movie. Sprites can be nested to any depth. Each sprite has own frames and plays the same way as the main movie, but in its own timeline.

Creating a Blank Sprite

Choose the  tool and draw a rectangle enclosing the sprite. Alligator Flash Designer will show the first frame of the sprite thread so you can add new frames, objects and animations.



To exit sprite thread choose "Movie" > "Go to Main Thread" command or hit Esc. To enter sprite thread double-click the sprite.

To start the sprite

The sprite will start playing once it appears on the screen.

To play the sprite through entire movie

To play a sprite through several frames place the sprite on a master frame. Choose Movie > Add Master Frame and draw or insert the sprite on this frame.

Inserting Video, Flash or GIF movies

Choose "Insert" > "SWF Clip" to insert a sprite in SWF format. External clip can not be edited and it appears as a blank rectangle. You can see it in Flash preview only. Press F9 to preview the animation.

Loading External SWF File

Choose "Insert" > "External SWF File" to insert a sprite loader. The file will be loaded dynamically when the frame is displayed. Use this command to load a large part of the movie. The movie will load when the frame is about to show.

Loading Video Files

Convert video file to SWF format (with third party converter) and use "Insert" > "External SWF File".

Inserting GIF Animation

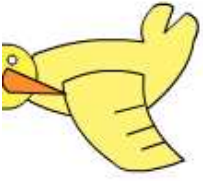
Choose "Insert" > "GIF Animation" to create a sprite from animated gif.

Loading Existing Flash Designer Clip

Choose "Movie" > "Insert Flash Designer Clip" to create a sprite from existing Flash Designer file.

Sprite Example

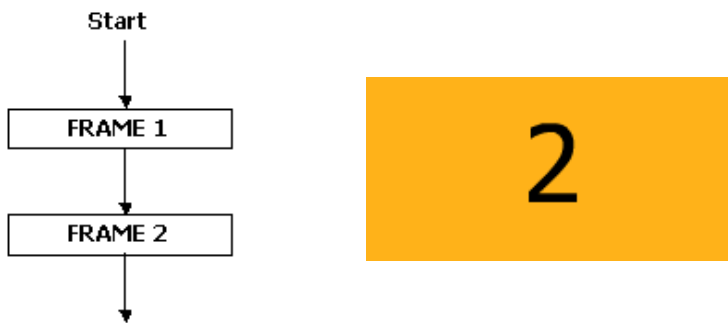
In the following example 3 sprites are defined - the bird, shaking egg and blinking question mark.



bird-egg.sfd

Animating Objects

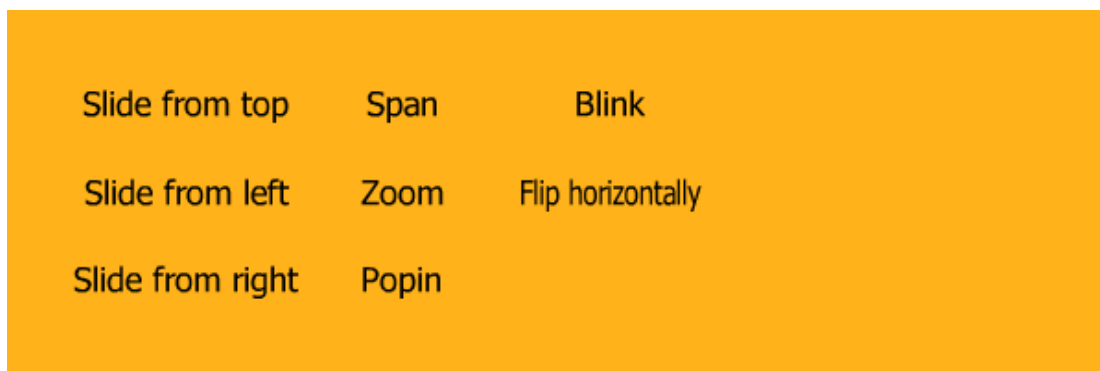
When no animation is defined, each frame is static. In the following example the movie consists of 2 frames, 1 second each:



Intro Animation

The Intro effect defines how the item appears on the frame.

To add intro animation, select the item and choose "Animation" > "Quick Intro" menu and select one of the effects:



intro-animations.sfd

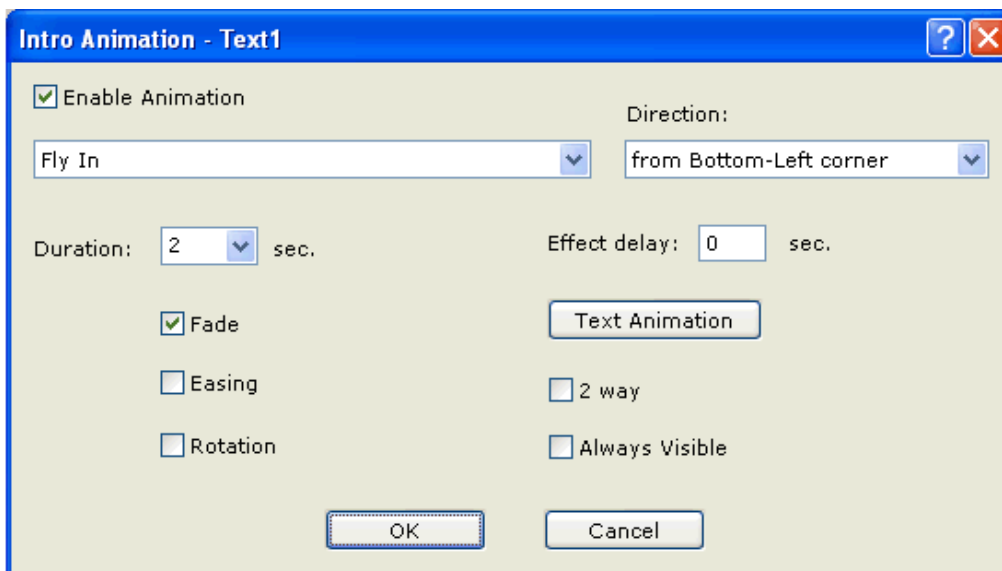
Outro Animation

The outro effect defines how the item disappears.

To add outro animation, select the item and choose "Animation" > "Quick Outro" command.

To create more advanced effect and to control animation speed and order choose "Animation" > "Intro Animation" command. Select one of the effects "Fly", "Stretch", "Peek", "Cover" or "Rotate" and click OK. Press

F9 to preview the animation.



By default the animation takes 0.5 second.

To speed-up the animation

Decrease the duration time, increase to slow-down

Fade

This option causes the item to appear as transparent

Easing

The motion is accelerated (soft start)

Rotation

The item will rotate during the animation

2 way

This option creates back and forth movement

Always Visible

The item will be visible before the animation starts

Effect delay

The time after Intro animation and before the frame. Use delay time to control the order of animations. The item with longer delay will appear before items with shorter delay.

Motion (In-frame) animation

Motion settings define how the item moves during the frame, between intro and outro animation.

To define in-frame animation for an item

Select the item and choose "Animation" > "Motion" command. Select the speed and direction of the movement, rotation, rotation direction (CW or CCW) and scaling of the item (whether it should

enlarge or decrease)

To combine motion with intro and outro animation of the item

Select the item and choose "Animation" > "Motion" command. Make sure "Intro" and "Outro" options are checked.



Move on Path



To move an item on a path choose Animation > Motion and select the path from the drop down list. You have to draw a path first. To hide the path select it and apply 0 line width to it.

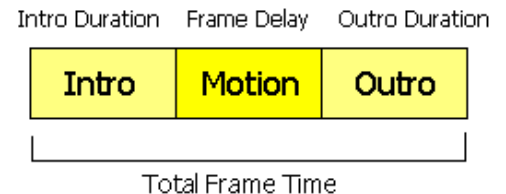
Timing Animations

To change the length of the motion phase

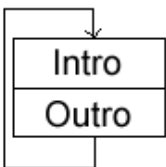
Change the duration of the frame with "Frame" > "Frame Delay"

To change the length of the intro or outro phase

Change the duration of the intro or outro effect with "Animation" > "Intro Animation" or with with "Animation" > "Outro Animation"



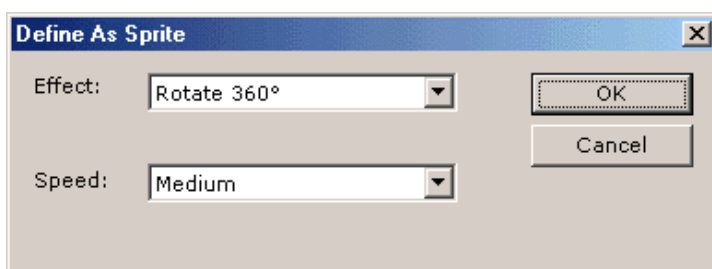
Creating an Intro/Outro Loop Sprite



Use Intro/Outro Loop Sprite to create items that play infinitely. The item will use current Intro and Outro animation effect. Place the item on the frame to start the loop. Intro and Outro animation for the item will loop infinitely until the item disappears.

To create a loop

To define an "Intro/Outro Loop Sprite", select the item and choose "Sprite Animation/Loop" command located under "Item" menu. If no intro or outro effect exists you have to choose one of the predefined animations or set other intro and outro transformation.



Adjusting Intro/Outro Loop Sprite

Select the item and choose "Animation" > "Intro Animation" to adjust the first phase of the animation. Choose "Animation" > "Outro Animation" to adjust the second phase of the animation.

To specify the angle, zoom or movement of the Intro/Outro sprite

Select the item and choose "Animation" > "Advanced Intro Animation" to adjust the first phase of the animation. Choose "Animation" > "Advanced Outro Animation" to adjust the second phase of the animation.

Enter values in the "Transformation Details" area. Delta X,Y is the start or the end offset of the movement (in pixels), Scale X,Y defines if the item should be resized (in percents), Control X,Y is added to the "control point" of the item to rotate or scale the item around a point. Default control point is the center of the item.

To speed up or to slow down Intro/Outro sprite

Select the item and choose "Animation" > "Intro Animation", then change Duration value to change the speed of the first phase. Choose "Animation" > "Outro Animation" then change Duration value to change the speed of the second phase. Use low value to speed up the phase or high value to slow down. Duration defines how long the phase should take.

To create a sprite that loops back and forth

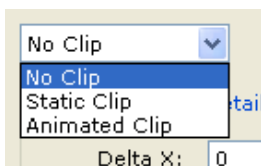
After you create the sprite select the item and choose "Animation" > "Intro Animation" and check "2 way" option.

To create a sprite that fades in and out

Select the item and choose "Animation" > "Intro Animation" and check "Fade" and "2 way" option. Then make sure "Item" > "Sprite Animation / Loop" is checked (check if necessary)

Clipping Path for the Animation

Intro or Outro animation effect can use additional clipping path. To change clipping options select the item and choose "Animation" > "Advanced Intro Animation"



Move your mouse over "No Clip", "Static Clip" and "Animated Clip" to see the difference.

No Clip

No clipping path is used

Static Clip

Alligator will add static clipping path around the item bounding box. It clips the object being animated.

Animated Clip

Flash Designer adds a clipping path around the item and animates the clipping path instead of the item.



clipeffects.sfd

See also: [Text Animations](#) | [Effect synchronization](#) | [Tweening](#) | [In-frame animation](#)

Tweening

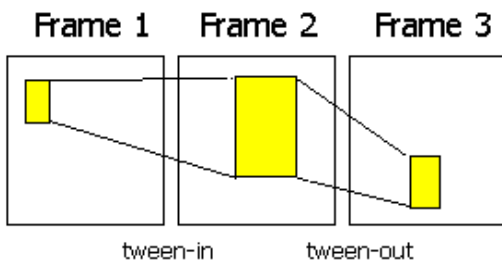
Tweening moves an item to a new position and size. Unlike regular intro or outro animation, tween does not remove the item after finished.

The item may either "tween-in" during the intro phase or "tween-out" during the outro phase. When creating the tween-out effect you have to select the "destination item" on the next frame. When creating tween-in effect you have to select the "source item" on the preceding frame.



This is small picture.

To create a tween effect you need at least 2 frames. The tween animation will play between frames.



To create a simple tween effect

Select the item and use "Edit" > "Clone" > "Clone to Frame" command. Check tween option and click OK. Move the clone on the next frame to other position (and/or resize) and choose "Movie" > "Play Animation" to see the tween effect.

To create a tween-in effect

Select the item and choose "Animation" > "Tween In". Select the "source" item and click OK.

To create a tween-out effect

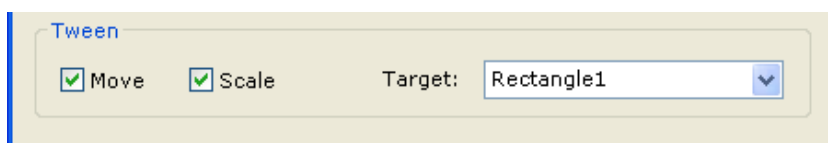
Select the item and choose "Animation" > "Tween Out". Select the "destination" item and click OK.

Timing tween effects

Select the item and choose "Animation" > "Advanced Intro/Outro Animation". Change duration time (how long the animation should play) and click OK.

To create a tween effect manually

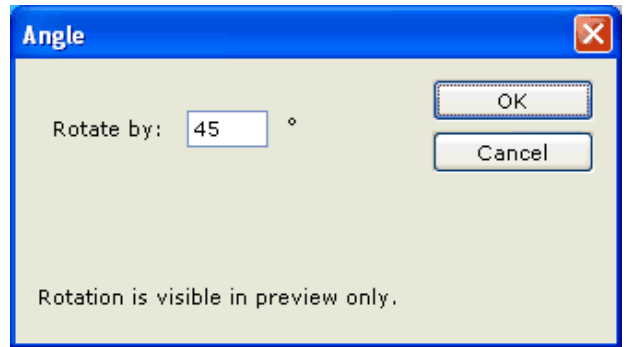
Duplicate or clone the item on 2 different frames. Select the second item (duplicated or cloned) and choose "Animation" > "Advanced Intro Animation". Select the first item from a list (in the tween options area), check both or one of tween delta and scale options.



Tween with rotation

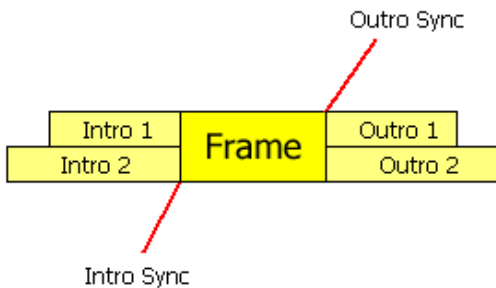


Select the item and choose Edit > Clone > Clone to Frame. Check Tween option. Select the clone and choose Item > Rotate > Angle. Put an angle for example 45 degrees. To tween the item back choose Animation > Tween Out and select the original item on the preceding frame.

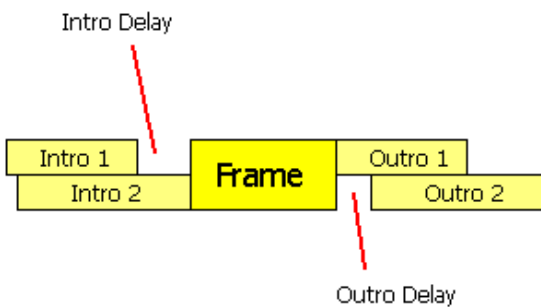


Effect Synchronization

By default all intro animations end at the same time and all outro animations start at the same time.



Specify intro and outro delay time to get effects out of sync.

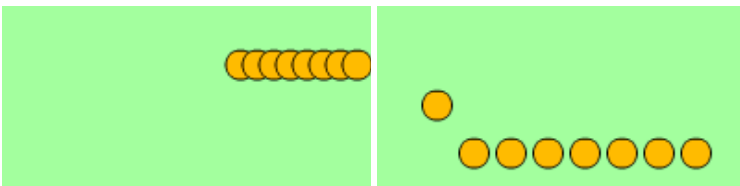


To set global delay for all items

In the following example each circle has intro and outro animations defined:

Intro Animation: *Fly from Top*

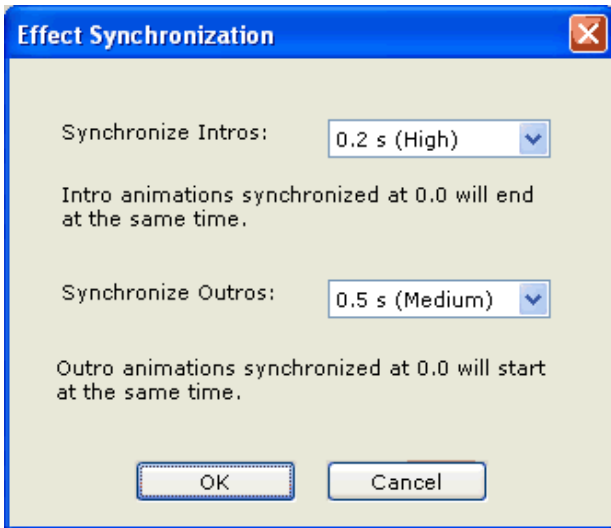
Outro Animation: *Fly to Top-Left*



Synchronous Animation

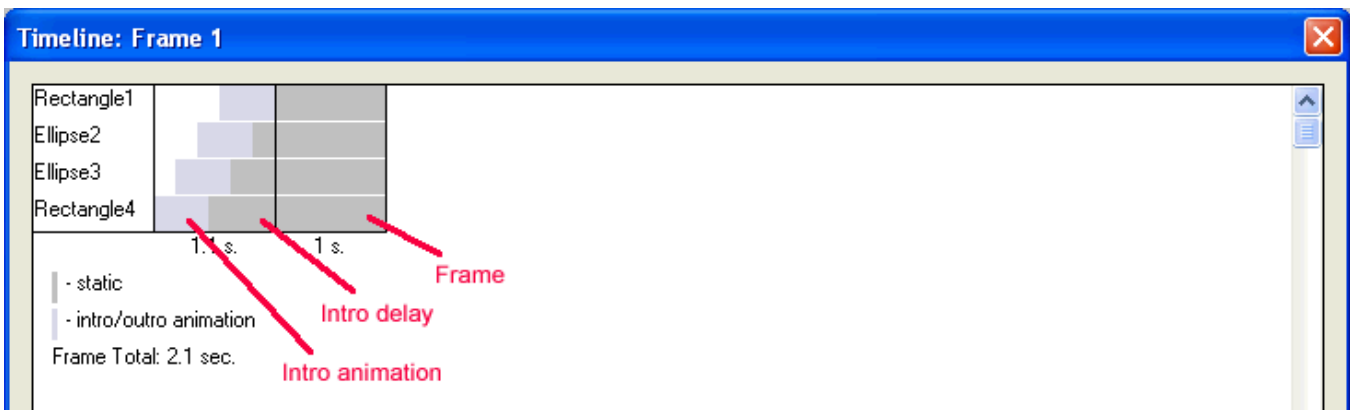
Asynchronous Animation

Choose "Animation" > "Effect Synchronization" and specify Animation Intervals in seconds. This is a delay between the end of each intro animation or between the start of each outro animation.



The order of animations is determined by the stacking order. Items in front start first. To change stacking order select the item and choose Edit > Bring to Front or Send to Back.

Timeline View



Choose "Animation" > "Timeline" to view effect synchronization.

White color - the object invisible, blue - the object is moving, gray - the object is static.

To modify object timings in the timeline view

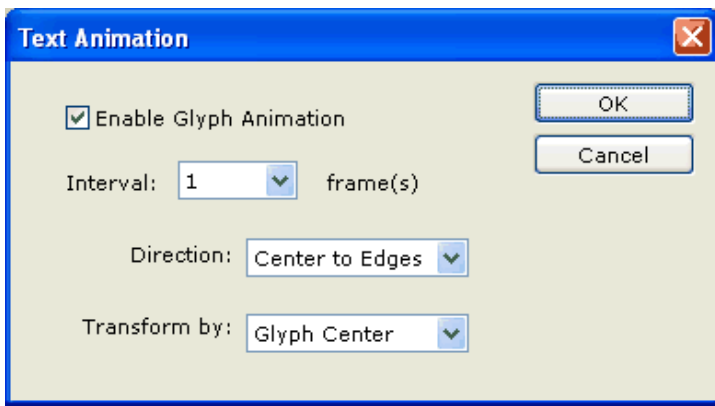
- Select the item and change:
 - Intro or Outro duration (how long the item the object will move)
 - Intro delay (the time between the end of the animation and the frame)
 - Outro delay (the time between the frame and the start of the outro)
 - Intro or Outro Intervals (desynchronization for intro or outro effects)

To set individual delay for an item

Select the item and choose "Animation" > "Intro Animation" or "Animation" > "Outro Animation" and change "Delay" value

Animating Text Objects

To animate letters separately select the text item and choose "Animation" > "Text Intro Animation". Select options and click OK. Then apply the effect for example "Animation" > "Quick Intro" > "Span"



text animations

text animations

The above example demonstrates different Transform By options.

Actions

Actions will execute on one of the following events:

- › Mouse Click (when the user clicks an item)
- › Mouse Over (when the mouse cursor is moved over the item)
- › Mouse Out (when the mouse cursor leaves the item area)
- › Mouse Up (when the button is released after mouse click occurs)

Creating web links

Select the item and choose "Item" > "Actions" > "Edit Action" or press Ctrl+K. Select GetURL option and type the link. The link should start with http://

To popup the link in a new window

Change the target to "_blank". If the link is blocked by pop-up blocker use On Up action (On Click may trigger the pop-up blocker).

To open the link in the same window

Change the target to "_self"

To create an email button

Draw or create a button (you can choose "Frame" > "Insert Symbol" and select the envelope symbol), choose "Item" > "Actions" > "OnClick". Select GetURL option, delete "http://" and type the link:

`mailto:support@selteco.com`

To open the link in a HTML frameset

Type the name of the HTML frame under the Target: field

To popup a PDF file in a new window

Change the target to "_blank" and type the path to your PDF file. The PDF file must be available online. See also: <http://www.flashdesignerzone.com/tutorials/t1047.php>

OnUp Action

To define an action when the user clicks and releases the button, select the item and choose "Item" > "Action" > "On Up"

OnClick Action

To define an action when the user clicks the button, select the item and choose "Item" > "Action" > "On Click".

OnOver Color

To define how the color should change when the user moves the mouse over the button, select "Item" > "Action" > "On Over Color". Uncheck "No Color" box and select the new color.



OnOver and OnOut Actions

OnOver and OnOut actions will execute when the mouse enters and leaves the item respectively.



4-example-button.sfd

More Actions

Click More Actions to add more actions to On Over, On Click, On Up and On Out handlers:

- › Show Sprite to make a Sprite or Group visible
- › Hide Sprite to make a Sprite or Group invisible
- › Toggle Sprite to show and hide a Sprite or Group like a check box
- › Stop Sprite to end playing a sprite
- › Play Sprite to start playing a sprite
- › Rewind Sprite to move the sprite to the first frame
- › Stop Sounds to mute all playing sounds
- › Message to write a text in an edit field
- › Set to initialize a variable
- › Move Sprite to change Sprite or Group position
- › Jump & Stop to scroll a sprite to desired frame
- › Jump & Play to start a sprite from desired frame

ActionScripts

To control the main movie from a sprite select the item inside the sprite, choose "Item" > "Actions" > "On Click", choose ActionSript and type for example:

```
_root.gotoAndPlay("Frame 2");
```

To jump to Frame 2 of the main movie.

The following actions are ActionScript equivalents:

- › On Mouse Click = on(press) { ... }
- › On Mouse Over = on(rollover) { ... }
- › On Mouse Out = on(rollout) { ... }
- › On Mouse Up = on(release) { ... }

When copying other scripts you don't have to enter on(press) definition, enter the content of the event only, for example instead of:

```
on(press) { movieclip1._visible = true; }
```

enter

```
movieclip1._visible = true;
```

To create a clickTag action

The clickTag action is necessary to prepare the banner for ad tracking system. Add a master frame with Movie > Add Master Frame. Choose Item > Actions > Add Clickable Area, select ActionScript option and enter the code:

```
getURL(clickTag, "_blank");
```

Resize the area to fill entire frame with Edit > Align > Fit to Frame.

Buttons

To add a button

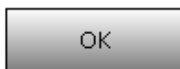
Choose the Button tool and draw a button on the frame

To change the text label

Double click the button with the Select tool, or press Enter key when the button is selected and edit the text.

To customize the button

To change button fill color, line color and line width, font color and name choose "Item" > "Line and Fill" commands and "Item" > "Set Font" and "Text Color" commands.



glass-button.sfd

To apply a style to a new button do the following:

- › Double click the button and type "OK" as the label
- › Choose Item > Text Color and set R:255 G:255 B:255, click OK
- › Choose Item > Line and Fill > Line Width > 4px
- › Choose Item > Line and Fill > Edge Rounding and put 6 as the radius, click OK
- › Press Ctrl+L and set line color to R:188 G:115 B:42
- › Choose Item > Line and Fill > Gradient Fill and select "Vertical" gradient style
- › Click Top Color and set R:255 G:255 B:255, click OK
- › Click Bottom Color and set R:255 G:102 B:0, click OK
- › Click Add Colors, select Point 4 and click Color 4, set R:182 G:75 B:0, click OK
- › Click OK and press F9 for a preview

To change the shape of a button

Double click the button and change the "shape" option.



To change the over color

Select the button and choose "Item" > "Actions" > "OnOver Color", uncheck "No Color" and choose desired color.

To change button appearance on mouse events

Select the button and choose "Item" > "Actions" > "On Click Matrix" and "On Over Matrix".

PRODUCTS PRODUCTS PRODUCTS PRODUCTS

To change the click color

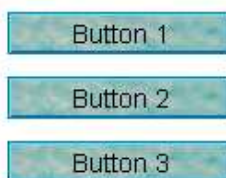
Select the button and choose "Item" > "Edit Properties", click "Click Color", uncheck "No Color" and choose desired color.



simple-buttons.sfd

Image Background Button

This example shows a clipart image used as button background.



button-background.sfd

To create image background button:

1. Import the image on a master frame
2. Draw the button on the next frame
3. Select the button and choose "Item" > "Edit Properties"
4. Click "More"
5. Set button background, set the bitmap in the "Custom Background" field and click OK
6. Set Over Color (the button with change the color if the user moves mouse over it)

Sprite Background Button

The following example demonstrates how to use a sprite as button background.

To create custom background button:



button-sprite.sfd

1. Create a new project and add master frame
2. Create a sprite background object on a master frame
3. Add a new frame inside the sprite so you have Frame 1 and Frame 2, set them to Stop
4. Draw a rectangle on Frame 1 and copy it to Frame 2
5. On Frame 2 change the color of the rectangle so you can see the difference between frames
6. On Frame 1 set OnOver action as Go to Frame 2
7. On Frame 2 set OnOut action as Go to Frame 1
8. Exit the Sprite back to the Main Movie
9. Clone the Sprite to the Next frame
10. Duplicate the clone several times to create more buttons
11. Add description text over each clone (Home, Products etc)

Bitmaps

To paste a bitmap choose "Edit" > "Paste". To import an image choose "File" > "Import Image".

Screenshots

Press Print Screen key (press Alt+Print Screen to capture active window only). Paste the image into Alligator with Edit > Paste

Web images

Right click on the image in the browser window and choose Copy from the pop-up menu. Paste the image into Alligator with Edit > Paste

Rotating Images

Select the image and choose Item > Rotate > Angle. Click OK. Press F9 to preview rotated image.

or

Select the image and choose Item > Rotate > Rotate Arbitrary.

Image Outline

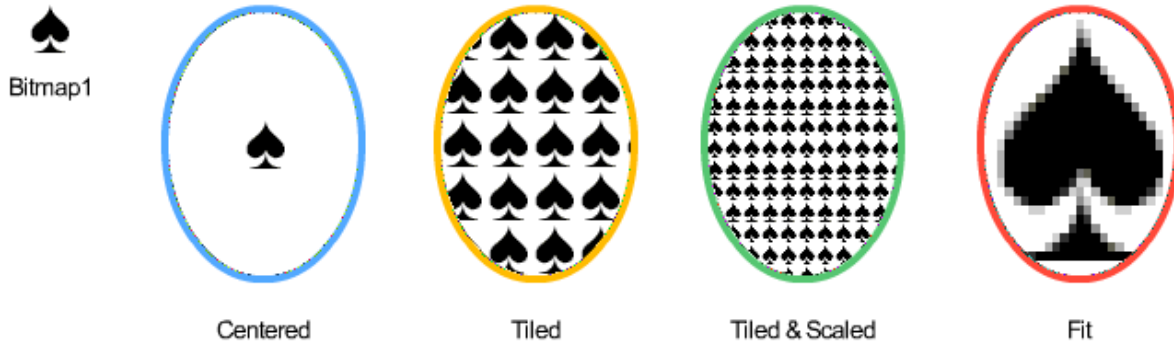
Double click the image and enter Line Width. You can also click Line Color button to change the color.

Importing JPEG files

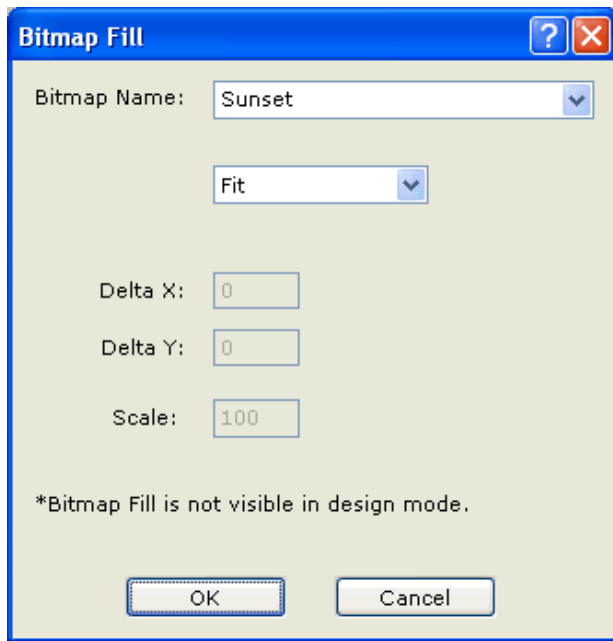
Choose "File" > "Import Image". Flash Designer will export JPEG images in compressed JPEG format.

Bitmap Fill


To fill a shape with a bitmap or texture choose "Item" > "Line and Fill" > "Bitmap Fill" and choose the bitmap item. In no bitmap is available you will have to import it.




bitmapfill.sfd

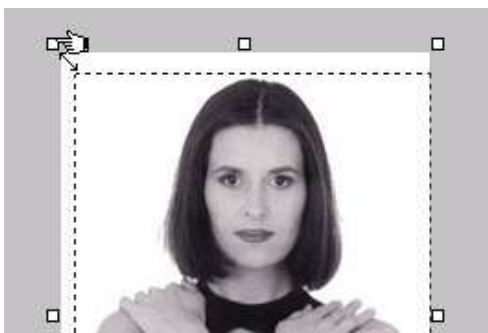


Resizing & Cropping

To resize a bitmap choose the  tool

To crop a bitmap choose the  tool:

Select the bitmap and drag a handle to resize or to crop.




Bucket Fill



Use bucket fill tool to fill pixels having the same color. Bucket fill has threshold = 1 (all pixels must be the same).

Removing the background

Erasing part of the bitmap manually

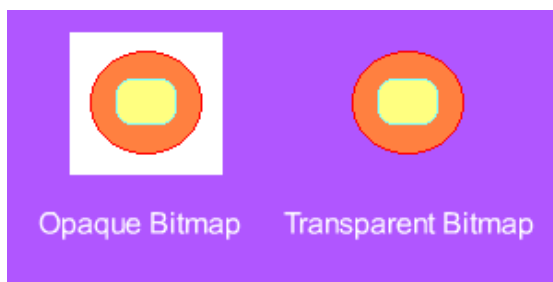
Use the  tool to make part of the bitmap transparent. Click inside the bitmap to remove pixels beneath the cursor.

To avoid sharp edges

If possible work on high-resolution bitmaps. When finished - downsample the image to lower resolution. For example if your target size is 400 x 400 pixels, you should work on at least 800 x 800 bitmap. Then choose "Item" > "Resize" to downsample the image to the final size.

Erasing in bucket fill mode

To erase a bitmap area of the same color hold CTRL key and click inside the area. It will erase pixels in "bucket fill" mode. In the following example white border was made transparent by using the "Eraser" tool in bucket fill mode.



Transparent graphics

Alligator is able to import transparent GIFs.



Loading External JPEG File

Choose "Insert" > "External SWF File" to insert a JPEG loader. The file will be loaded only if the frame is displayed. Use this command to optimize the Flash file.

Troubleshooting

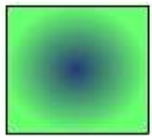
By default image has no border. If a thin line appears around the image despite no border is specified you have to define neutral border line, for example use 1 pixel white line around white background image.

Gradients

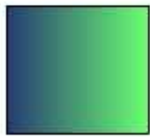
Gradient is a transition between 2 or more colors or between a color and transparency.

Gradients may be applied to shapes or to buttons only.

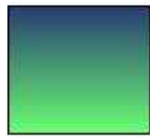
Gradient Styles



radial



horizontal



vertical



diagonal



diagonal



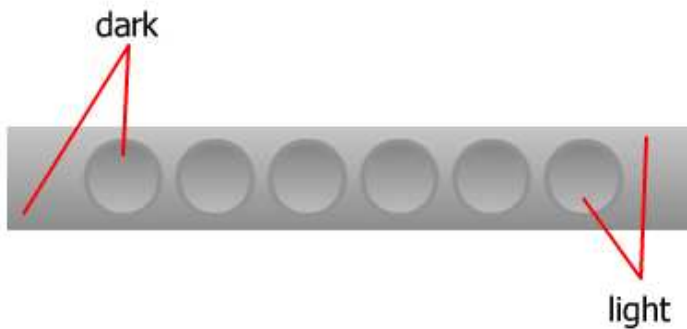
rotated 15°

To apply a gradient fill to a shape

Select the shape and choose "Item" > "Line and Fill" > "Gradient Fill". Select a gradient style and modify both colors.

Creating 3D look with vertical gradients

To create 3D look apply vertical gradients to all items. Use light to dark and dark to light gradients.



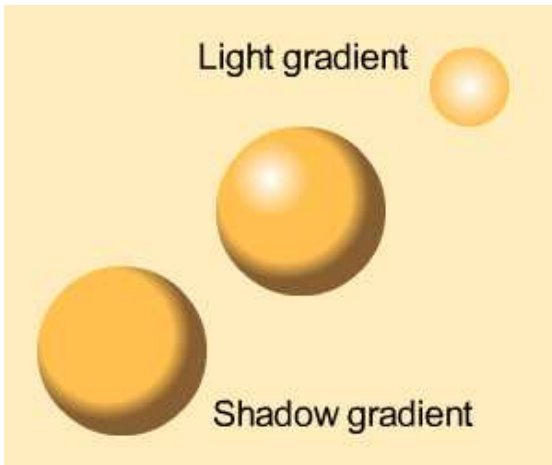
Creating glows with transparent gradient:



candle-gradient.sfd

To create a glow draw an ellipse and apply a radial gradient to it. Click Outer color and select "No color" option to define opaque to transparent gradient.

Simulating 3D look with 2 gradient circles:



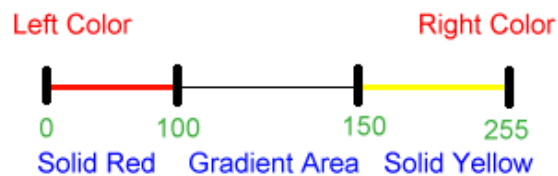
radial-gradient.sfd

Gradient Distances

Gradients are defined from left to right or from top to bottom or from the center to the edge:

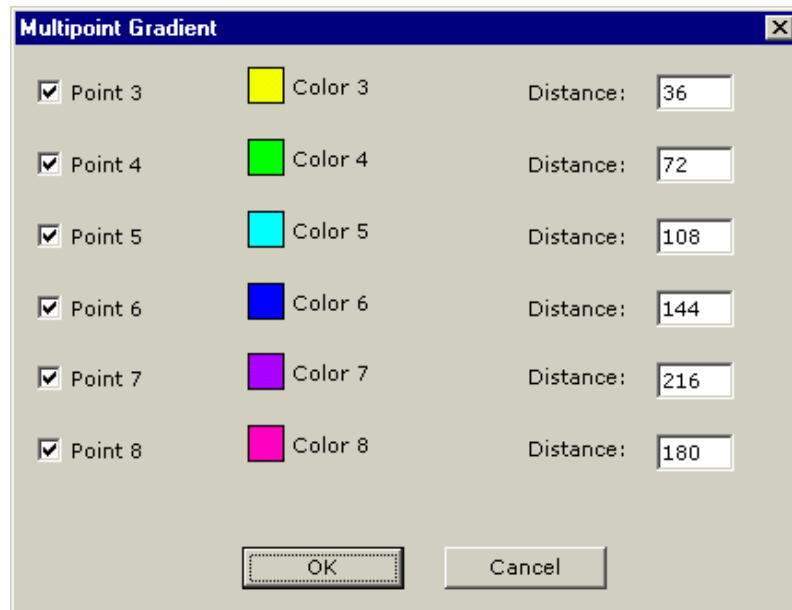


Distance values control the position of the color in the gradient. By default gradient spans from 0 (left) to 255 (right). To reduce gradient area click Advanced option and modify distance values so they are closer to each other.



To add more colors to the gradient click Add Colors. Multipoint gradients can have up to 8 control points.

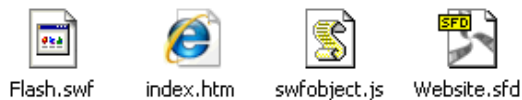




See *linear-gradient.sfd* file in examples folder

Exporting Flash Movies

Alligator Flash Designer exports Flash movies in SWF format.



SWF contains images, sounds and other data necessary to play the movie under Flash Player

HTM file tells the browser to load and display the movie

SFD is the source project file

JS is an optional file to prevent a warning message "click to activate this control" under Internet Explorer

Testing your Flash file

Choose File > Export Web Page, save your SWF file if not saved yet. Select "Test page with HTML instructions" (default option). The web page should pop-up in a new browser window.

To publish Flash as a website

To create a Flash website you need 2 files. The Flash file (SWF) and the HTML file. The SWF file contains all images, sounds and vector data necessary to play the movie. The HTML file contains commands to load and display the movie. You have to upload both files to your Web server.

Choose File > Export Web Page, save SWF file as index.swf. Select "Website HTML page". The web page (index.htm) should pop-up in a browser window.

Upload all files to your web server with FTP client or with Internet Explorer.

Uploading files with Internet Explorer

Open a new browser window. Type ftp://www.yourwebsite.com in the address bar. Internet Explorer will login to your website.

If you get an error click OK to close the error message. Choose File > Login As and enter your FTP username and password. Click OK.

If the website opens, browse to the folder where your HTML files are located and drag your HTML file and your

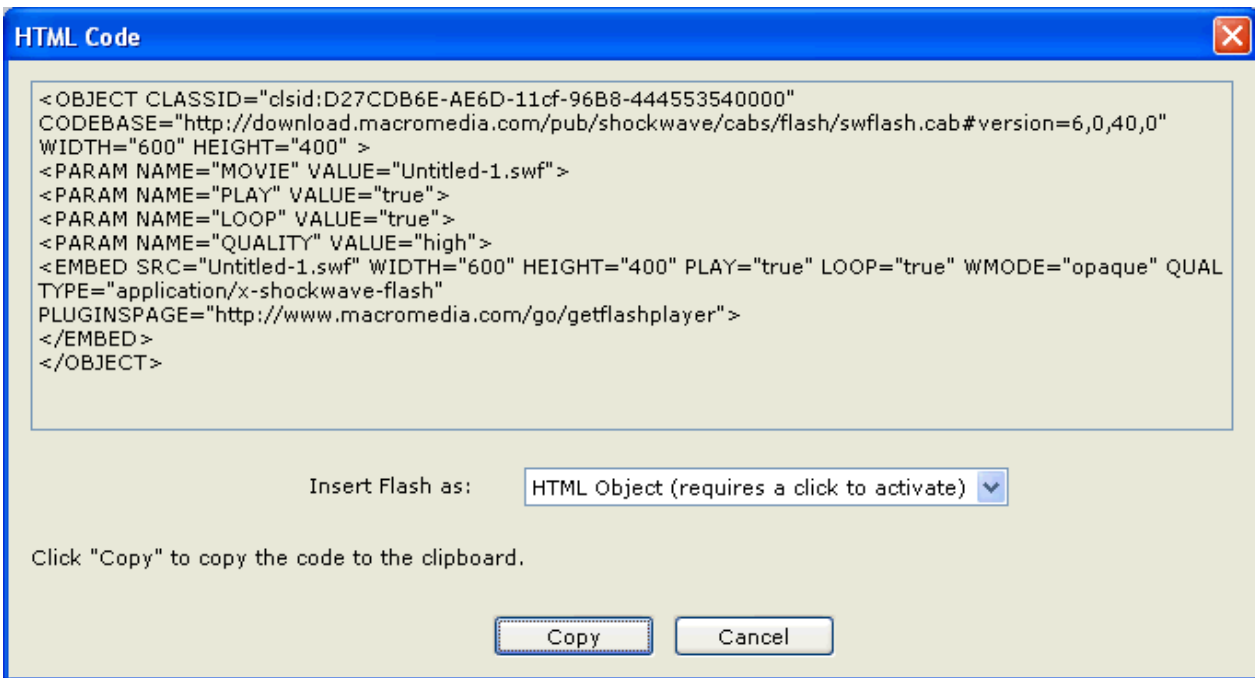
Flash file into the window.

Uploading files with Selteco FTP Client

Download [Selteco FTP Client](#), install and launch it. Choose "Connection" > "New". Provide user name and password (obtain it from your hosting company). Upload both files (HTML and SWF) to the remote server.

To add your Flash animation to existing web page

1. Export your Flash file.
Choose "File" > "Export Flash SWF File". Save the file in the folder with your html page.
2. Generate HTML code.
Choose "File" > "View HTML Code". Click Copy to copy the code to clipboard.



3. Paste HTML code.
Open your html page with your web editor and paste the code.
4. Preview.
Preview your page in your browser to make sure the animation is visible.
5. Upload.
Upload both html page and SWF file to the web server.

To pre-activate the Flash movie

Internet Explorer will prompt to activate the control. To avoid this message change the option "Insert Flash as" and choose "JavaScript Object". Make sure you will upload the JS file with your Flash file.

Sounds

Before a sound can be used it must be imported. Choose "Movie" > "Import Sound" or drag sound file into Flash Designer document. Flash Designer supports WAV and MP3 sounds. To display currently loaded sounds choose "Movie" > "Sounds" command.

Frame Sounds

Frame sound starts playing when Flash player displays the frame. To define the sound choose "Frame" > "Frame Sound" command. By default the sound starts before the frame is displayed (after intro animations). To change this choose "Frame" > "Animation Properties" and change "Start Sound On" option.

To add a background sound

Choose "Movie" > "Import Sound" and select loop1.mp3 file (or your own soundtrack). Click OK to import it. Click OK in the Sounds list. Select the first frame of the movie (for example "Frame 1") and choose "Frame" >

"Frame Sound" command. (If "Frame Sound" is grayed out you have to select the first non-Master frame in the Frame List). Select the sound file and click OK. Hit F9 to test the sound.

Exclusive sound mode

Exclusive sound mode will stop other sounds playing and prevent playing 2 sounds simultaneously. Choose "Frame" > "Animation Properties" and change "Start Sound On" option to "Exclusive mode".

Adjusting frame duration to the length of the sound

Choose "Movie" > "Sounds" command, select the sound and read sound duration in seconds. Click Cancel. Choose Frame > Frame Delay and adjust "Show Frame for" to the length of the sound so the sound and the frame will finish at the same time.

Event Sounds

Event sounds will play when the user clicks an item. To define an event sound choose "Item" > "Sounds" commands.

To assign a sound to a button

Choose "Movie" > "Import Sound" and select one of the sound files (for example AIP.wav). Click OK to import it. Click OK in the Sounds list. Select the button and choose "Item" > "Sounds" > "OnClick". Select the sound file and click OK. Hit F9 to test the click.

To remove the sound from the button

Select the button and choose "Item" > "Sounds" > "OnClick". Select option and click OK.

To stop the sound on click

Select the button and choose "Item" > "Sounds" > "OnClick". Select the sound to stop and click "Stop" checkbox. Click OK.

To create a button that stops all sounds (mute button)

Draw or import a button. Select the button and choose "Item" > "Actions" > "OnClick". Select ActionScript and type the command:

```
stopAllSounds();
```

Click OK.

Streaming Soundtracks

You can use WAV format sound files and place them in your Flash movie as streaming sound, music that plays in the background when movie is displayed. The WAV file must be saved in PCM compressed format.

To add the sound to the movie in Flash Designer:

1. Open your animation in Flash Designer
2. Choose "Movie" > "Export Options"
3. Click "Browse" in streaming sound to browse for WAV file
4. Specify how many times the sound should be played (default is 1)
5. Click OK to confirm

Specifying the iteration count

By default each sound is played once. If the animation loops after it comes to the end, the sound starts every time the animation loops. If you specify iteration count greater than one, the sound will play continuously during the movie.

File Optimization

You can achieve better compression results by using lower sample rates of your sound file. If you choose stereo sound instead of mono the file will grow respectively. If your sound is 44kHz Stereo and you want to keep your SWF file small, use Sound Recorder to resample your sound to lower rate, for example 11kHz mono.

To verify compression format:

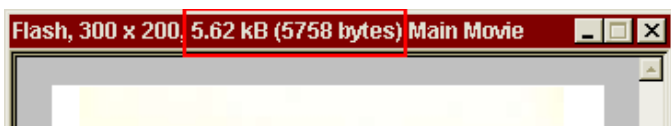
1. Open Sound Recorder from Start menu > All programs > Accessories.
2. Open the WAV file in Sound Recorder.
3. Choose File > Properties.
4. The file should be compressed in PCM format.
5. If not, click "Format Now" and choose PCM as the format.

File Optimization - How to keep your Flash file small

If it takes too long to load your Flash movie try the following:

To check the size of the Flash file

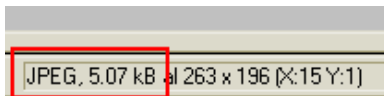
Press F9 and read the size:



If the Flash file is too large (for example over 1MB) try to optimize it:

1. Use JPEG format for photos. Flash Designer can export JPEG in native format saving a lot of space. Import photos in JPEG not in GIF or BMP format. If you paste a photo using clipboard it will be exported in bitmap format. You can convert it to JPEG using "Item" > "Image" > "Resave JPEG" command.

To verify if the image is in JPEG format select it and read the message on the status bar:



2. Try to decrease frame rate. Higher frame rates produce larger files. Default frame rate is 20 FPS (frames per second). If you are not using sound you can reduce frame rate to 12 FPS. To change the rate choose "Movie" > "Frame Rate".
3. Try Image Optimization. If you turn it on Flash Designer will convert all non-JPEG images to 8 bit images and reduce the number of colors. To use image optimization switch it on in "Movie" > "Image Optimization".
4. Use clones wherever you can. If you duplicate a bitmap you should use a bitmap clone instead.
5. Use MP3 sounds instead of WAV. If you use WAV sound try downsampling it to lower frequency using Windows Sound Recorder. Use mono sound instead of stereo wherever you can. Choose "Movie" > "Sounds" and review all sounds used in the project. Remove unused and unwanted sounds. Choose "Movie" > "Sounds", review all sounds and delete unnecessary files.

