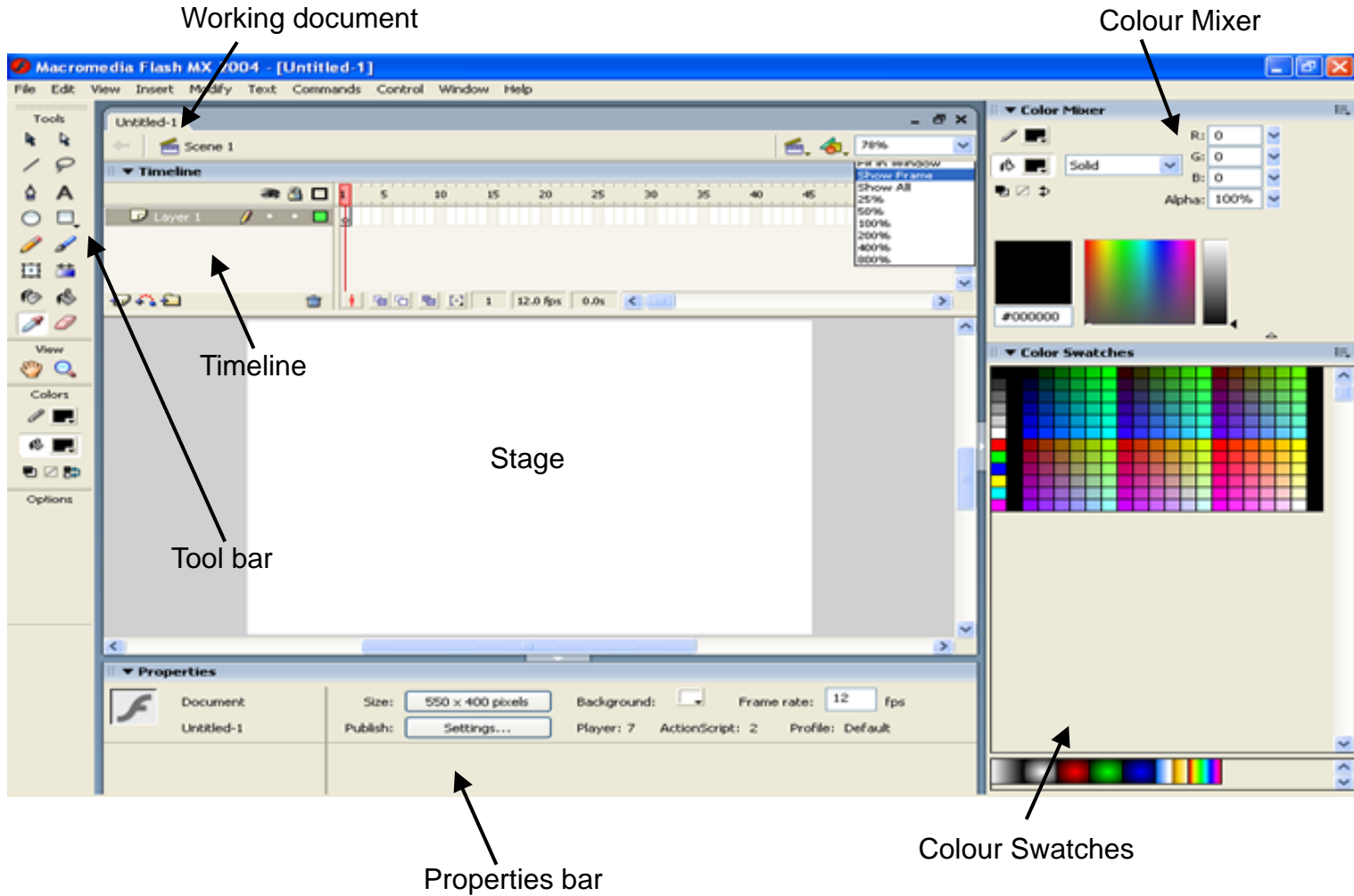


Introduction to Flash - First look at the Interface



Welcome to Flash. To start with it is important that you are familiar with the interface. Flash can be unnerving the first time you open it but once you are happy with all the areas shown you disregard all other windows or boxes until they are introduced. As with the rest of the Macromedia Suite you can set up and customise the interface to suit, this is the most standard version shown here. If your version shows extra menus and palettes click to the left of the box title, where you will find a series of dots, keeping the left mouse button down drag the box out into the middle of the screen and let go. Now it is loose it can be closed with the top right "x". Certainly for these tutorials I will aim to keep the interface looking much like this one above so spend a bit of time moving boxes out until yours looks the same.

By default your window should then show all the drawing and selection tools to the left of the screen, the document window, which is sometimes referred to as the Stage in the centre, and extra tools and boxes to the right of the screen.

The Properties box at the bottom contextualises with the tools and elements selected in the document window.

As Flash is an animation package the only extra element is the Timeline which allows you to create animated movies and presentations.