

DMT110 MULTIMEDIA

SHORTCUTS FOR FLASH MX

General

Enter = Play movie

Ctrl & Enter = Test movie

Ctrl & ALT & R = Rewind movie

Ctrl & Shift & V = paste in place

(pastes object in exact XY position from where it was copied or cut)

Ctrl & Alt & S = Scale and rotate

Alt & Ctrl X = cut frames and contents

Alt & Ctrl & C = copy frames and contents

Alt & Ctrl & A = select all frames and contents

Symbols (graphic, button & movie clips)

- Make things into symbols in order to apply action script

- Puts them in the library

- Each time you use one it is an instance

- Movie clips can have button actions and be nested into other movies

F8 = Convert to symbol

Ctrl & 8 = New symbol

Ctrl & B = Break apart

Ctrl & G = Group

Ctrl & Shift & G = Ungroup

Panels

F11 = Library

F9 = Actions

Ctrl & T = Transform Panel

Ctrl & K = Align Panel

View

Ctrl & 3 = Show all of stage

Ctrl & 1 = 100% view

Ctrl & + equals sign to zoom in

Ctrl & - to zoom out

Frames

F5 = Make frame

Shift & F5 = Remove frame

F6 = Keyframe

F7 = Blank keyframe

Shift & F6 = Clear keyframe

Alt & backspace = Clear frame content

Tweening

Shape tweens are green

break apart and can not be symbols

Motion tweens are purple

works best with graphic symbols

- Select and drag frames on timeline
- **Ctrl** and select end of frame (gives double arrow icon) to shorten and extend frames
- **Alt** key duplicates a selection while dragging
 - Select multiple frames with the shift key and duplicate them all while dragging
 - Click on the dot in the keyframe while holding down the alt key
- Reverse frames by selecting and then **MODIFY>FRAMES>REVERSE**
 - Need to have the keyframe selected with the frames in order to reverse
- Center view of timeline click on red ball on line by trash can on timeline