

HOME

SMBOLS & EDIT SYMBOLS

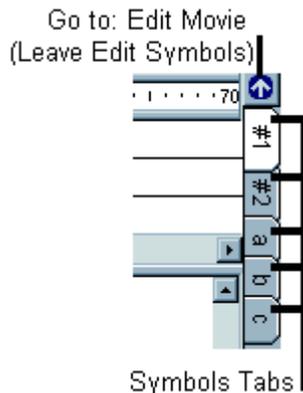
Basics of Symbols | [Edit Symbols](#) | [Scenes](#)

By using symbols in Flash you create a 'Library' of symbols that you can drag onto your movie at any time. Instead of re-creating graphics over and over again, you will have access to them at any time.

To create a symbol all you need to do is HIT F8. If you have an object selected at the time it will make that object a symbol. If you have no object selected you will have a blank symbol to work with.

There are three different types of symbols: graphic, button, and movie clip.

When working with symbols you will get taken to the 'Edit Symbols' screen. You can use the shortcut CTRL + E to get to this screen. The screen looks exactly the same as the Edit Movie screen except for a small bar on the right hand side that looks similar to the one below.



You work in the 'Edit Symbols' mode just as you would your movie.

- **To leave the Edit Symbols** and return to your movie just hit the arrow above the symbols tabs.
- **The symbols tabs** allow you to switch back and forth between your symbols to edit them. They automatically are alphabetized into the tabs on the side when you make a symbol (F8).
- **TIP:** When you update a symbol it will automatically update all those symbols that you have put into your movie. You don't need to go back and put them over the old ones in other words.

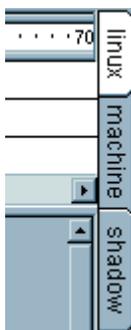
SCENES

Scenes are used to organize your movie into sections. You use them at your own disgression. Flash starts you out with one scene default named Scene 1.

You can insert a scene by choosing 'Insert', 'Scene' from the menu. Flash will default the names to Scene 2, Scene 3, and so on.

When you have more than one scene, a section of tabs will pop up to the right side of you movie like in Ex. 1. Your movie will play the top tab (scene) first, then the next tab down second, etc. You can move your scenes around by draggin your tabs up or down just like you would with a layer 😊

You can work within scenes just like you would anything else. Copy and paste frames, whatever you want. It's simply there to break up the content a little and help to organize.



Ex. 1



Ex. 2

To change the name of a scene you can use either of 2 methods:

- Choose 'Modify', 'Scene' from the menu (Ex. 2) and change its name, or....
- Double click on the scene tab (Ex. 1) and change its name

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