



## MACROMEDIA FLASH – ADVANCED

*A One Day Course Covers*

### 1. An Animation Review

### 2. Symbols and Behaviors

- Understanding Symbols and Behaviors
- Editing Symbols and Behaviors
- Creating a Shared Symbol Library
- Creating Buttons

### 3. Interactivity in Flash

- Introduction to Interactivity
- Adding Actions
- Web-native Printing with Flash

### 4. Working with Sound

- Adding Sounds to a Flash Movie
- Triggering Sounds
- Importing and Editing Sounds
- Sound Optimization

### 5. Advanced Interactivity

- Forms
- Variables and Expressions

### 6. Object Properties

- Dynamically Setting Properties
- Evaluating the Position of an Object

### 7. Navigating, Testing, and Publishing a Flash Movie

- Using the Movie Explorer
- Evaluating Download Performance
- Importing, Exporting, and Publishing Movies

