

Bonus Chapter

Installing Flash and Setting Your Preferences

Installing Flash is simple. Nevertheless, sometimes a few pointers can help. And after you're up and running, you might want to customize how Flash works. You can set quite a number of preferences. You can also create your own keyboard shortcuts.

Now, time to stop stalling and start installing.

Installing Flash

Installing Flash is a cinch, although you have a few options. Here's the lowdown on getting started. You can install Flash in four different ways:

- ✓ Install it from a DVD (onto a PC).
- ✓ Download it to a PC.
- ✓ Install it from a DVD (onto a Mac).
- ✓ Download it to a Mac.

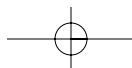
We discuss these methods separately in the next four sections.

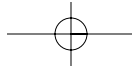
Installing Flash onto a PC from a DVD

So you went out and bought Flash in the box, and you have a DVD drive on your PC. To install Flash from the box, follow these steps:

- 1. Exit all Windows programs.**
- 2. Insert the DVD.**

In most cases, the setup program starts automatically. If it doesn't, choose Start→Run in Windows XP and click Browse. Then find and double-click `setup.exe` on your DVD drive. Click Run. In Windows Vista, choose Start and type **setup.exe** in the Start Search text box. Find the `setup.exe` file on your DVD drive and double-click it.





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3. Follow the instructions on the various screens that appear.

Unless you want to save space by not installing the lessons and samples, choose the typical installation. Other than that, the most significant choice that you have is where you install Flash. You can browse to change the location or accept the default, which is C:\Program Files\Adobe\Adobe Flash CS4.

4. When the setup program has finished copying files, click Finish.

5. Read the ReadMe file offered on the last screen.

Although we guarantee that most of the stuff in the file is irrelevant to you, sometimes this file has just the weird detail that applies to your situation, so take the two minutes to read it.

Installing Flash by downloading it to your PC

If you like, you can download the Flash trial directly from the Adobe Web site. You can then pay for it within 30 days or it stops working. Follow these steps:

1. Go to www.adobe.com/downloads.

2. From the list of Adobe products, select Flash CS4 Professional.

3. Follow the instructions on the screen for downloading the installation file.

When you download the file, you select a location on your hard drive. If you have a Downloads folder, you can use that. Another good option is the Desktop. Remember the location you choose.

4. When the download is complete, double-click the installation file.

Here's where you need to remember where you saved the file. The installation program guides you through the process of installing Flash.

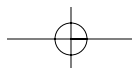
5. If you're given a choice of installation types, you probably want to choose the typical installation.

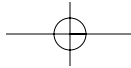
The only other significant choice you have is where you install Flash. You can browse to change the location or accept the default, which is C:\Program Files\Adobe\Adobe Flash CS4.

After you install Flash, you can play with it! You can buy it at any time by clicking Buy A Serial Number for Adobe Flash CS4 Online on the first screen you see when you open Flash. Clicking this link takes you to a Web site where you can buy a serial number for Flash. After you purchase the serial number, you can run Flash again if you closed it, and enter the serial number on that first screen.

Installing Flash onto a Mac from a DVD

If you bought Flash in a box, use your DVD drive to install the program. To install Flash on your Mac from a DVD, follow these steps:



**1. Insert the DVD.**

An installer icon appears on your desktop.

2. Double-click the Flash CS4 Installer icon.**3. When a window appears, displaying a software license agreement, click the Accept button so that you can continue the installation.**

Of course, being the responsible people we are, we recommend reading the license agreement.

4. Unless you want to save space by not installing the lessons and samples, choose the Easy Install option, which is the default.

Other than that, the most significant choice you have is where you install Flash. You can browse to change the location or accept the default location, which is in the Applications folder on the startup disc drive.

5. Click Install.

The installer program starts copying files. When it's finished, you see the Adobe Flash CS4 folder displayed on your computer screen, containing the Flash CS4 program, a few documents, and a bunch of other folders. One of the documents is the `ReadMe.htm` file. You can view the contents of this file by double-clicking it. Although most of the stuff in the file is irrelevant to you, sometimes the file has a detail that applies to your situation, so reading it can be worthwhile.

Installing Flash by downloading it to your Mac

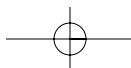
In this ultramodern day and age, you can install Flash on your computer without ever leaving your Web browser. To download Flash, follow these steps (or something like them, assuming that the Adobe Web site doesn't change too much):

1. Go to www.adobe.com/downloads.**2. From the list of Adobe products, select Flash CS4 Professional.**

You need to choose a geographic location, complete or create a password, and answer a few questions.

3. Follow the instructions on the screen for downloading the installation file.**4. When the download is complete, find and double-click the installation file.****5. Follow the instructions on the various screens that appear.**

The installation program guides you through the process of installing Flash. The most significant choice you have is where you install Flash. You can browse to change the location or accept the default, which is the Applications folder on the startup disk drive.



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After you install Flash, you can play with it for 30 days before it stops working. You can buy it at any time by clicking Buy a Serial Number for Adobe Flash CS4 Online on the first screen you see when you open Flash. Clicking this link takes you to a Web site where you can buy a serial number for Flash. After you purchase the serial number, you can run Flash again if you closed it, and enter the serial number on that first screen.

Setting Your Preferences

Flash offers numerous ways to customize how you work. Why not make Flash suit you? The main location for setting preferences is the Preferences dialog box, shown in Figure BC-1, with the General category displayed by default. To open the Preferences dialog box, choose Edit ⇨ Preferences (Windows) or Flash ⇨ Preferences (Mac). The following sections describe how to use this dialog box.

All the figures in this chapter are Mac screenshots. The Preferences in Windows are quite similar.

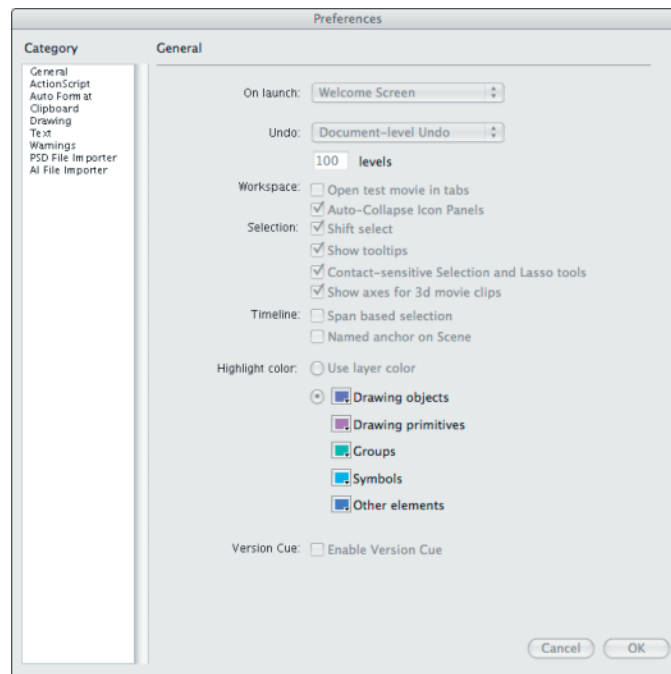
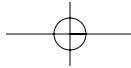


Figure BC-1: Use the Preferences dialog box to bend Flash to your will.



General category

Click the General category to set the following options:

- ✓ **On Launch:** When Flash opens, it can show a welcome screen that gives you options of opening an existing document or starting a new one. This is the default, but if you find the welcome screen useless, you can choose to always start a new document, open the documents that you were using the last time you used Flash, or start with no document and decide where to go from there.
- ✓ **Undo:** Here you choose whether you want to use object-level or document-level undo (as we explain in Chapter 4). Then choose the number of actions you want to keep. The text box is set to 100 by default; you can enter any value from 2 to 300. The higher the value, the more RAM Flash uses to remember all those steps. You might be surprised by how many commands you give in a short period of time, so 100 or more is probably a good setting. However, if you want to save commands from steps in the History panel, set the number of actions higher.
- ✓ **Workspace — Open Documents in Tabs:** (For Mac only.) This option is marked by default so that new documents open in a single window with tabs. Deselect this check box if you want each new document to open in a separate window.
- ✓ **Workspace — Open Test Movie in Tabs:** By default, Flash opens a new window to play your movie when you test it. Select this check box to instead open a new document tab (like the ones Flash creates for each open document).
- ✓ **Workspace — Auto-Collapse Icon Panels:** In the Flash workspace, you can collapse a panel to an icon by clicking the gray header bar at the top of a palette dock. Then clicking the icon makes the palette appear. The panel disappears automatically when you click anywhere outside the panel if the Auto-Collapse Icon Panels preference is enabled (which it is by default).
- ✓ **Selection — Shift Select:** This option is enabled by default. It means that you have to press Shift to select more than one object (by clicking). If you don't press Shift, the first object is deselected. Clearing this option means that you can click as many objects as you want to select them. This method is an efficient way to work, but most people aren't familiar with it. If you select something by accident, press Shift and click the object to deselect it.
- ✓ **Selection — Show Tooltips:** By default, this option shows short explanations of Flash interface features (such as toolbars and buttons) when you hover your cursor over them. You can make these tooltips go away by deselecting this check box.

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- ✓ **Selection — Contact-Sensitive Selection and Lasso Tools:** By default, you need to completely surround objects with the selection or lasso tools to select them. Select this check box to select any object that is just partly within the selection or lasso selection border.
- ✓ **Selection — Show Axes for 3D Movie Clips:** When this check box is selected (the default) and you select a 3D movie clip, Flash displays the x-, y-, and z- axes for the movie clip to give you an idea of how the movie clip is oriented in 3D space.
- ✓ **Timeline — Span Based Selection:** Lets you click between two keyframes to select the entire section between them, à la Flash 5.
- ✓ **Timeline — Named Anchor on Scene:** Automatically creates a named anchor at the beginning of each scene. (*Named anchors* enable viewers to use the Web browser's Back button effectively while navigating within a Flash movie. This would be a great feature if it worked, but many browsers don't support it.)
- ✓ **Highlight Color:** Lets you specify the color of the box around selected symbols and groups. You can select Use Layer Color to use the layer's outline color. Or click the color swatch to display all the available colors and choose a different color for each kind of element listed (drawing objects, drawing primitives, groups, symbols, and other elements).
- ✓ **Version Cue — Enable Version Cue:** Select this option to use Adobe Version Cue in Flash CS4. Version Cue is a version control and file-sharing utility that lets you track and manage different versions of your files.
- ✓ **Printing — Disable PostScript:** (For Windows only.) Selecting this check box disables PostScript output when you print to a PostScript printer. Select this check box only if you have trouble printing to a PostScript printer.

ActionScript category

The ActionScript category (shown in Figure BC-2) offers settings relating to the ActionScript Editor so that you can customize how ActionScript looks and functions on the Actions panel:

- ✓ **Editing:** By default, any ActionScript that you type is automatically indented. The tab size (amount of indentation) is four spaces. You can remove the automatic indentation or change the tab size. Code hints help you complete your code by providing pop-up text in the Actions panel. You can remove these hints by deselecting the Code Hints check box.
- ✓ **Delay:** You can drag the slider to set a delay before code hints are displayed.

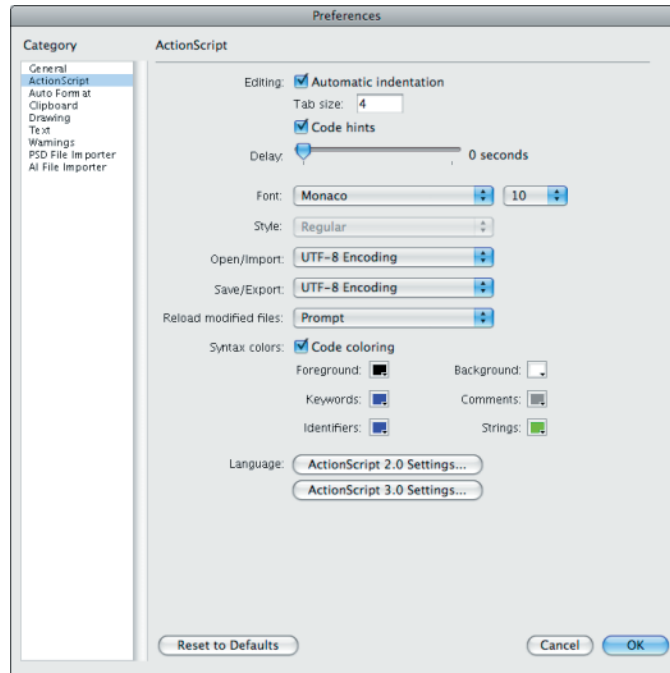
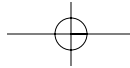
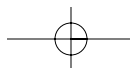


Figure BC-2: Customize your preferences for formatting ActionScript.

- ✓ **Font:** You can set the font type, size, and style in the ActionScript Editor. For Windows only: Select the Use Dynamic Font Mapping check box to have Flash substitute a font if the selected font family doesn't have the required *glyphs* (character shapes). Dynamic font mapping is generally useful if you're working with multilingual text.
- ✓ **Open/Import:** This specifies the encoding used for fonts when opening or importing ActionScript (.as) files. The default, UTF-8, provides Unicode encoding that supports multiple languages.
- ✓ **Save/Export:** This specifies the encoding used for fonts when saving or exporting ActionScript (.as) files. The default, UTF-8, provides Unicode encoding that supports multiple languages.
- ✓ **Reload Modified Files:** You can have Flash prompt you to reload modified ActionScript files or choose Never or Always options. Reloading files keeps your ActionScript up to date.
- ✓ **Syntax Colors:** By default, ActionScript code is colored based on its syntax. For example, comments are displayed in gray. You can remove coloring or change the colors for each syntax type.



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✓ **Language:** You can put ActionScript in frames and in multiple separate ActionScript text files, and you can also put ActionScript 2.0 in buttons and movie clips. If you click the ActionScript 3.0 (or 2.0) Settings button here, you can modify the places that Flash searches when your ActionScript 3.0 (or 2.0) in one place references certain kinds of ActionScript (called *classes*), which might be elsewhere. If you're just starting out with Flash, you almost certainly are not defining new class definition files in ActionScript — in which case, you don't have to worry about this.

Click the Reset to Defaults button to return all the settings in this category to their defaults.

Auto Format category

This category, shown in Figure BC-3, offers specific options for formatting ActionScript. Programmers are picky about how their code looks, and this category lets you format your code the way you like. Select the various check boxes; the preview pane shows the result.

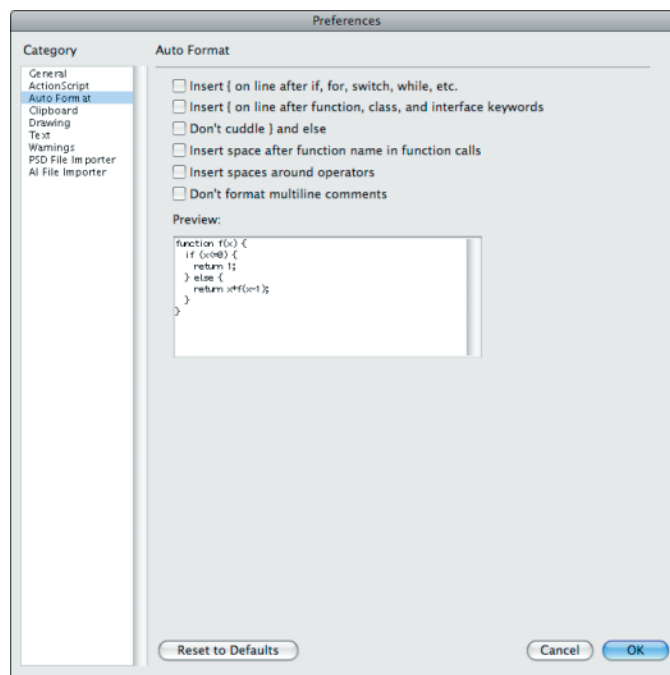
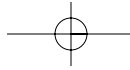


Figure BC-3: Here you can dig into the details of how your ActionScript looks.



Clipboard category

The Clipboard category enables you to set preferences for displaying, exporting, and importing certain objects. Here are your choices, as shown in Figure BC-4:

- ✓ **Bitmaps — Color Depth:** (For Windows only.) Specifies the color depth for bitmaps copied to the Clipboard. You can choose to match the screen or set a color depth from 4-bit to 32-bit with Alpha. You can use this setting to reduce the size of bitmaps that you paste into Flash from the Windows Clipboard.
- ✓ **Bitmaps — Resolution:** (For Windows only.) Sets the resolution of bitmaps copied to the Clipboard. Select Screen to match your screen resolution or select 72, 150, or 300. You can use this setting to reduce the size of bitmaps you paste into Flash from the Windows Clipboard.
- ✓ **Bitmaps — Size Limit:** (For Windows only.) Lets you specify a size limit in kilobytes for the amount of RAM (memory) used for a bitmap on the Windows Clipboard. If you have large images, you might need to increase this number, which is set to 250K by default.

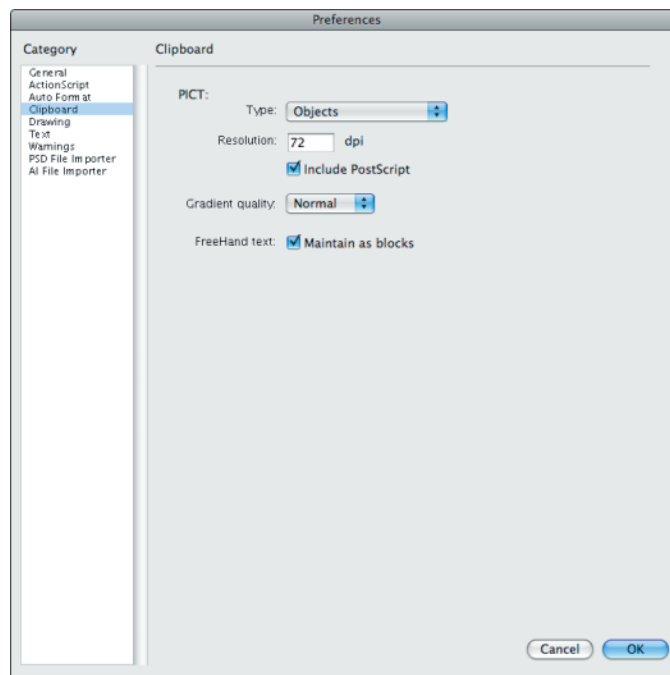
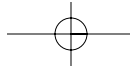


Figure BC-4: Specify settings for item copying and display on your computer's Clipboard.



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- ✓ **Gradient Quality:** (For Windows only.) Lets you specify the quality of gradients that you copy to the Clipboard for use in other applications. Your options range from None to Best.
- ✓ **PICT Settings:** (For Mac only.) Lets you specify the method and resolution used to copy art to the Clipboard. From the Type menu, select Objects to copy art as vector graphics, or select one of the bitmap settings to copy art as a bitmap. In the Resolution input box, type the resolution you want in dots per inch. If you want to include PostScript data, select the Include PostScript check box. In the Gradients menu, select the Gradient quality you want when you paste the Clipboard into a document outside Flash. (When pasting within Flash, this setting is ignored, and you always get the full gradient quality.)

Drawing category

Click the Drawing category (shown in Figure BC-5) to set the following items:

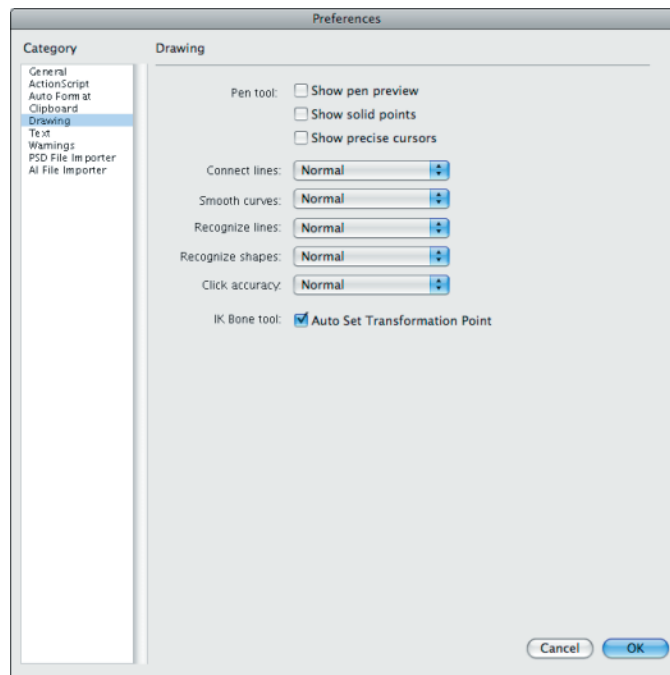
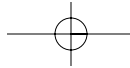


Figure BC-5: Customize how your drawing tools work in Flash.



- ✓ **FreeHand Text:** By default, the Maintain Text as Blocks check box is selected so that text pasted from FreeHand can be edited in Flash.
- ✓ **Pen Tool — Show Pen Preview:** Displays a preview of the line or curve segment before you click the next point. Recommended!
- ✓ **Pen Tool — Show Solid Points:** When marked, shows filled points at vertices.
- ✓ **Pen Tool — Show Precise Cursors:** Displays a small crosshair rather than the pen-shaped cursor, for more precise placement of points.

We cover the rest of the drawing settings in this category in Chapter 3.

Text category

The Text category, shown in Figure BC-6, allows you to specify your text preferences, as follows:

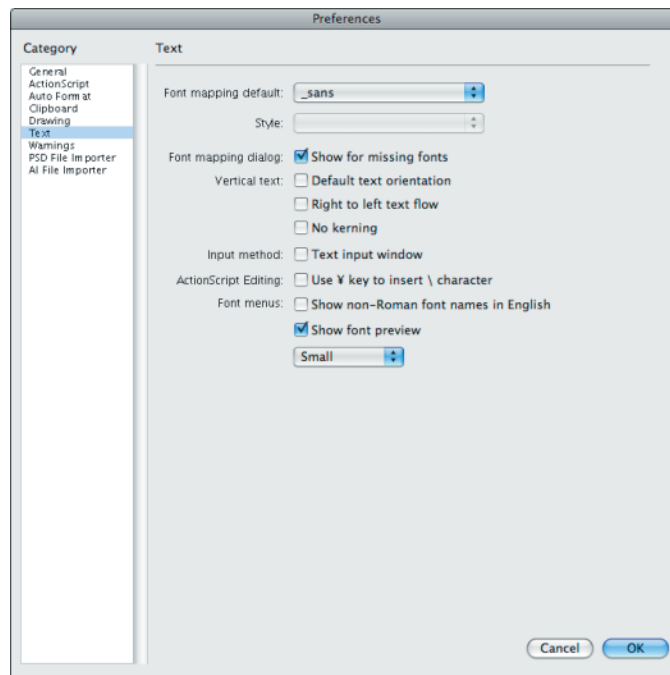


Figure BC-6: Specify various text preferences here.

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- ✓ **IK Bones Tool — Auto Set Transformation Point:** If this check box is selected (the default), Flash automatically positions the transformation point for your IK Bone when you create one.
- ✓ **Font Mapping Default:** This is the default that Flash uses when you open a movie that contains a font that you don't have on your computer. Select an option from the drop-down list.
- ✓ **Font Mapping Dialog:** If you enable this option, when you open a movie that references fonts that aren't on your computer, a dialog box appears that lets you replace the missing fonts with fonts that you do have.
- ✓ **Vertical Text — Default Text Orientation:** Sets vertical text as the default. Use this option for some Asian fonts.
- ✓ **Vertical Text — Right to Left Text Flow:** Sets text lines to flow from right to left by default. This option is usually used for Arabic and Hebrew.
- ✓ **Vertical Text — No Kerning:** Removes kerning from vertical text.
- ✓ **Input Method:** For Windows, if you're working in Japanese, Chinese, or Korean, select the appropriate language. For Mac, if you select the Text Input Window check box, a separate text input window appears when entering text in languages with very large character sets, such as Japanese, Chinese, or Korean.
- ✓ **ActionScript Editing:** (Mac only.) Some Japanese Mac keyboards have no \ (backslash character). If you have a Japanese Mac keyboard, you can select this check box to use the ¥ key to type a \ (backslash character) when you're editing ActionScript.
- ✓ **Font Menus — Show Non-Roman Font Names in English:** Non-roman fonts are for languages such as Japanese, Chinese, Korean, and Arabic, which don't use the familiar Roman alphabet of A to Z. You can enable this option to make font names easier to read if you can't read non-Roman alphabets.
- ✓ **Font Menus — Show Font Preview:** When this option is enabled, the font menus in Flash show a sample of each font, which can make it much quicker for you to figure out which font you want to select. This option is enabled by default.

Warnings category

As shown in Figure BC-7, the Warnings category lists 20 situations in which Flash displays a warning message. All are enabled by default, so you're safe. If you find these warnings annoying or unnecessary, deselect the appropriate check boxes.

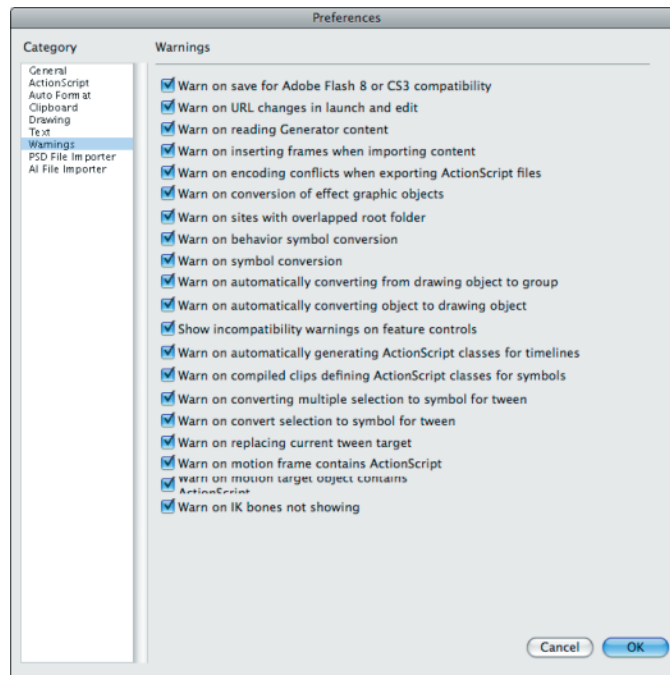
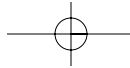
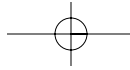


Figure BC-7: You can turn on or off the display of assorted warning messages in Flash.

PSD File Importer category

In the PSD File Importer category, shown in Figure BC-8, you can set preferences for the default settings for importing Photoshop documents:

- ✓ **Import Image Layers:** You can choose to import image layers as bitmaps with editable layer styles or as flattened bitmaps. You can also choose whether to create movie clips to contain each imported image layer.
- ✓ **Import Text Layers:** You can import text layers as editable text, vector outlines, or flattened bitmaps. And you can choose whether to create movie clips to contain each imported text layer.
- ✓ **Import Shape Layers:** You can choose to import shape layers with editable paths and layer styles, or as flattened bitmaps. And again you can choose whether to create movie clips to contain each imported shape layer.
- ✓ **Layer Groups:** You can choose whether to create movie clips to contain each layer group.



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- ✓ **Merged Bitmaps:** You can choose whether to create movie clips to contain each merged bitmap.
- ✓ **Movie Clip Registration:** Click one of the nine dots that form the small rectangle to specify the location of the registration point of any movie clips that you create when importing the Photoshop document.
- ✓ **Publish Settings — Compression:** You can specify whether to use lossy or lossless compression (for potentially smaller file size or better image quality, respectively) for the default Publish setting in the Photoshop document importer. This Publish setting controls how the layers in the Photoshop file are compressed when you publish your Flash file. (See Chapter 13 for more on publishing your Flash files.)
- ✓ **Publish Settings — Quality:** If you choose Lossy as the Compression preference, you can specify the default quality of that compression in this setting. If you choose Use Publish Setting, Flash uses the level of JPEG quality specified in the Flash tab of the dialog box that appears when you choose File→Publish Settings. If you instead choose Custom, you can specify a custom setting of JPEG quality, from 0 to 100.

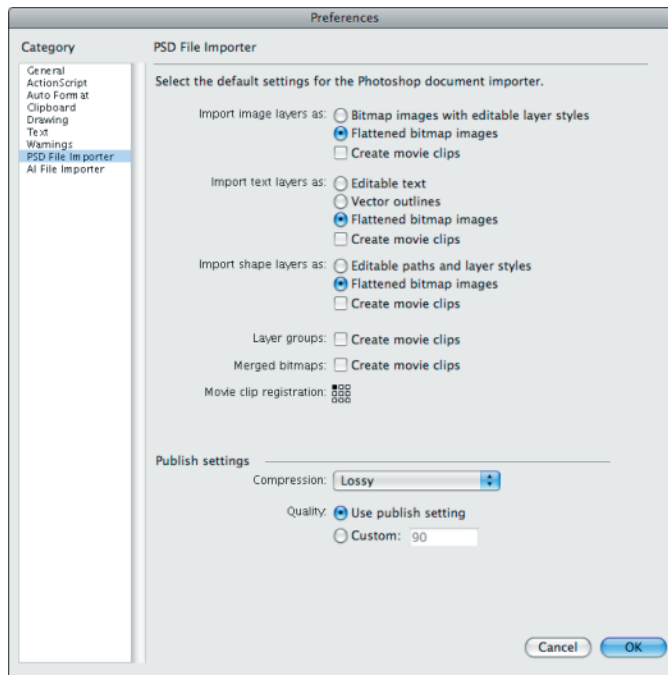
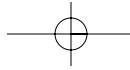


Figure BC-8: Set your preferences for how Photoshop files are imported into Flash.



AI File Importer category

As shown in Figure BC-9, your choices for the defaults for the Adobe Illustrator (AI) file importer are similar to the choices you have for the defaults for the Photoshop file importer, described in the preceding section. In addition, you can choose whether to show the Import dialog box before importing the Illustrator file, whether to exclude objects outside the crop area of the file, and whether to import hidden layers that are in the file.

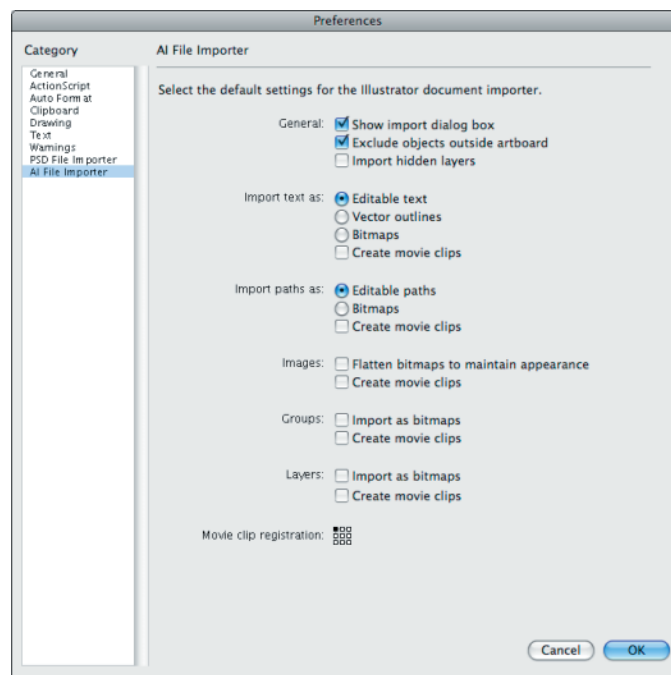
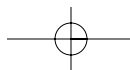


Figure BC-9: You can specify how you import Adobe Illustrator files into Flash.

Customizing Keyboard Shortcuts

You can create a shortcut for any menu item and change existing shortcuts. (See the Cheat Sheet at the front of this book for commonly used keyboard shortcuts.) Besides the standard set of shortcuts, Flash CS4 comes with some built-in shortcuts based on other programs, including FreeHand 10, Illustrator 10, and Photoshop 6 so that you can use those same familiar shortcuts in Flash CS4.



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To create shortcuts, choose **Edit**⇨**Keyboard Shortcuts (Windows)** or **Flash**⇨**Keyboard Shortcuts (Mac)** to open the Keyboard Shortcuts dialog box. In Figure BC-10, the dialog box is displayed with the Drawing Menu Commands option displayed in the Commands drop-down list.



You can't change the original set of shortcuts. Instead, create a duplicate set of shortcuts and modify the duplicate. Give the duplicate a new name, such as *MyWay*, and then use these shortcuts:



To duplicate a shortcut set, click the Duplicate Set button at the top of the Keyboard Shortcuts dialog box.



To rename a set of shortcuts, click the Rename Set button at the top of the Keyboard Shortcuts dialog box. (This option is not available until you duplicate a shortcut set.)



To export a set of shortcuts as a Web page, click the Export Set as HTML button at the top of the Keyboard Shortcuts dialog box. Then you can use the Web page as a reference, to view your list of keyboard shortcuts.



To delete a set of shortcuts, click the Delete Set button at the top of the Keyboard Shortcuts dialog box.

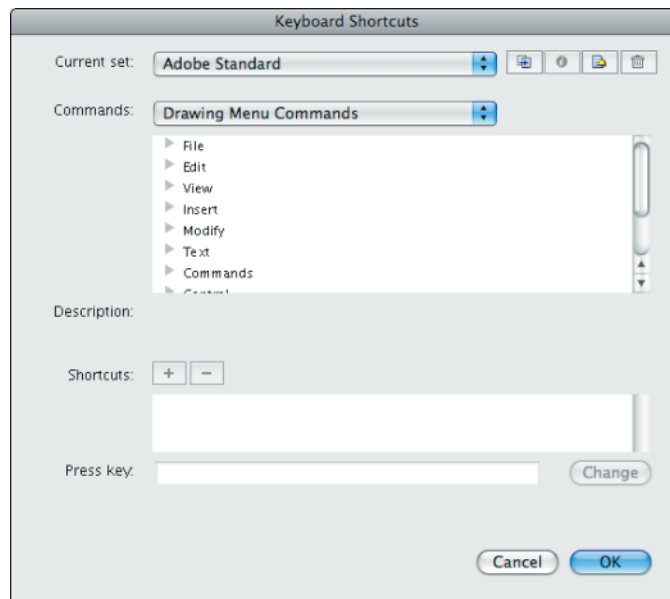
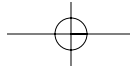


Figure BC-10: The Keyboard Shortcuts dialog box enables you to use your fingers the way *you* want.



When you have a new set of shortcuts, select from the Commands drop-down list the types of commands that you want to change. You can change all eight types of commands, but only one at a time:

- ✓ **Actions Panel Commands:** Changes shortcuts for working in the Actions panel.
- ✓ **Debug Movie Commands:** Changes shortcuts for commands from the menus that appear when you are in a debugging session.
- ✓ **Drawing Menu Commands:** Changes shortcuts for commands from the default menus (the menus that appear when you are drawing, working in the Timeline, and so on).
- ✓ **Script Edit Commands:** Changes shortcuts for commands from the menu that appears when you are using the Script window. This is the editor window that appears when you choose File→New (or File→Open) and then choose a script file to edit, such as an ActionScript (.as) file or a Flash JavaScript (.jsfl) file.
- ✓ **Test Movie Menu Commands:** Changes shortcuts for commands from the menu that appears when you choose Control→Test Movie.
- ✓ **Timeline Commands:** Changes shortcuts for commands that move and select frames on the Timeline.
- ✓ **Tools Panel:** Changes shortcuts for the tools in the Tools panel.
- ✓ **Workspace Accessibility Commands:** Changes shortcuts for commands that change the focus to the Stage or the Timeline, select panels, and select objects within a panel.

For each type of command set, click the plus sign (+) in Windows or the right-pointing arrow on the Mac on the list to display all the commands and their current shortcuts. Here's how to create a new shortcut:

1. Select the command that you want to customize.



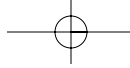
2. Click the Add Shortcut button.

Flash adds a new shortcut, named `empty`.

3. Press the keyboard combination that you want to use.

You must include Ctrl (Windows)/⌘ (Mac), Alt (Windows)/Option (Mac), or Shift before the second key. Flash tells you whether that combination is already assigned to another shortcut.

- If you want to use that shortcut, click Change. Flash alerts you if the shortcut is already taken and lets you reassign the shortcut.



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- If you don't want to use that shortcut, select the empty shortcut from the Shortcuts list and click the Remove Shortcut button.

4. Repeat Steps 2 and 3 to change as many shortcuts as you want.

5. Click OK when you have finished changing shortcuts.



Until you get accustomed to your new shortcuts, create a list by clicking the Export Set as HTML button, at the top of the Keyboard Shortcuts dialog box, to save the list of new shortcuts in a Web page. Then print the Web page listing your shortcuts and tape it to the side of your monitor or place it nearby for easy reference.

