

Creating an Interface


















Table of Contents

Starting your Interface and Tools	2
Shapes and Symbols.....	3
Adding and Changing Scenes.....	5

Starting your Interface and Tools

Open Flash and create a new iPhone OS scene. The white area is called the 'stage'. This is what will be shown on your screen during your game. You can add text, images, buttons, animations and symbols.

The Toolbar consists of many buttons, which you can use to make your interface. Here is a quick run down of what they do. Try to experiment with some of these to get some experience.

	- Used to select parts of a shape or symbols. Single click will select either the fill or the outline of a shape; double click to select both. Don't double click symbols (more on symbols later)
	- Used to select a shape and show corners so that you can change the shape by moving the corners
	-Used to resize shapes. You'll need to double click shapes to select the whole shape or single click to select either the fill or the outline.
	- Used in 3D mode. We won't need to use this tool
	- Used to select part of a shape by circling the parts that you want selected. This can be used to select a freehand drawing part of the shape
	- Used to make a line. Click to start the line then click at each corner. Clicking and hold adds twists and angles.
	- Used to add Text to your interface
	- Used to create straight lines
	- Used to create basic shapes. Click and hold to select the different shapes
	- Used to draw freehand lines. Flash automatically cleans and straightens up the line
	- Used to draw freehand lines with different options of colour and shape. Similar to the pen.
	- Used to create pattern fills.
	- Used in advanced symbols. We won't need to use this
	- Used to colour in the fill
	- Used to select a colour. Select the symbol then click anywhere that has the colour; you can get this colour from the stage, objects, toolbars, etc
	- Used to erase parts of a shape.
	- Used to move the stage around. This only changes your view and doesn't have any affect on the final product.
	-Used to zoom in. Hold alt and click to zoom out
	-Changes the colour of the lines in new shapes
	- Changes the colour of the fill in new shapes
	- Resets to black and white
	- Flips the line and fill colours
	- toggles snapping. This is a feature of flash which allows objects to be moved and kept in line with other objects.
	- Used to smooth curved lines
	- Used to straighten curved lines

Shapes and Symbols

Symbols are objects that can have animations or code. They can be made up of pictures, shapes or writing and can even include animation

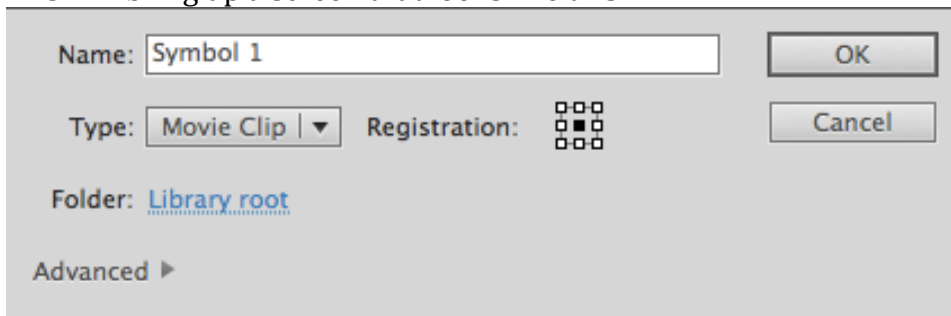
If you want to use animation in your program, make it within a symbol. Don't change the timeline of your scene as it can cause issues during coding.

There are two ways to create a symbol:

1
Select the objects on the stage
In the menu, select Modify > Convert to Symbol

2
In the menu, select Insert > New Symbol

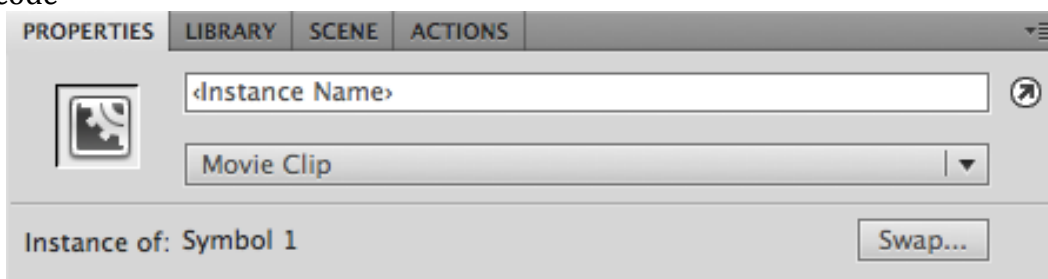
This will bring up a screen that looks like this:



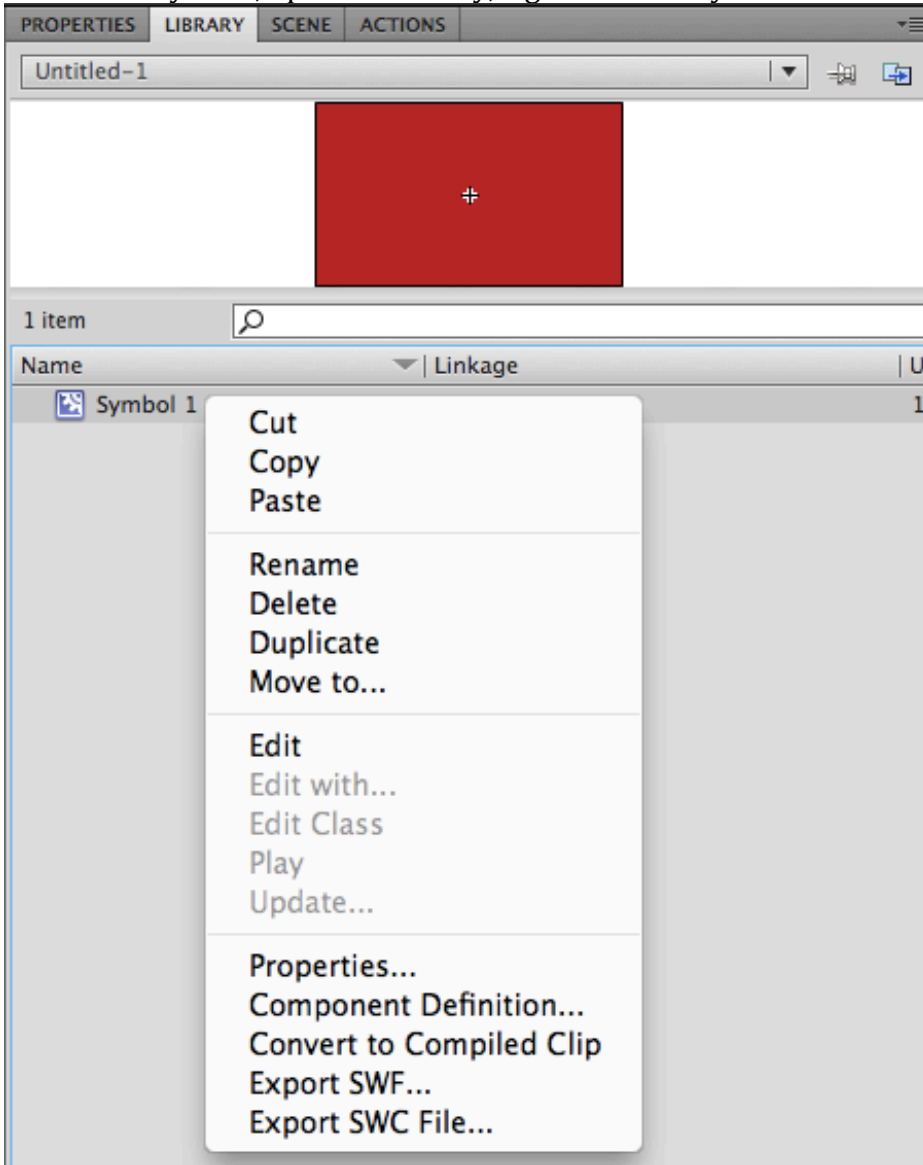
Give your symbol a name and change the type to Graphic. This name is not the name that you will use when you code.

Your symbol has now been added to the library. Flash keeps a collection of all of the symbols that you have created within a program so that you can use the same symbol more than once. Our programs will likely use each symbol only once, but larger programs use this as a way to keep the program smaller within the computer's memory.

To name the symbol for coding, select your symbol on the stage (if it's not there, you will need to drag the image from the library). Open the properties and name it what you are going to call it within your code

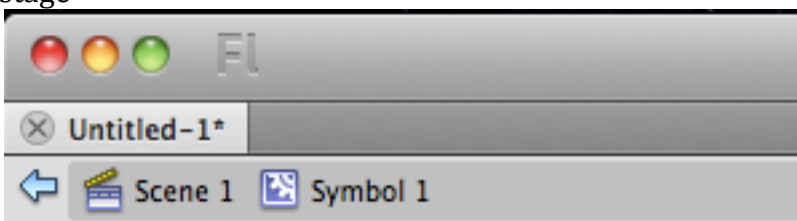


To Edit the symbol, open the library, right click the symbol and select edit



This will change the stage to your symbol. You can make animations and timelines here. If you have an already made .gif from the internet, you can insert it here by clicking File > Import > Import to Stage. This creates the symbol complete with the original animation from the gif. You may notice that your library has many new items in it. This is just how Flash remembers the different parts of the .gif so don't delete them.

To go back to the original scene, click Scene 1 (or whatever you've named your scene) just above the stage

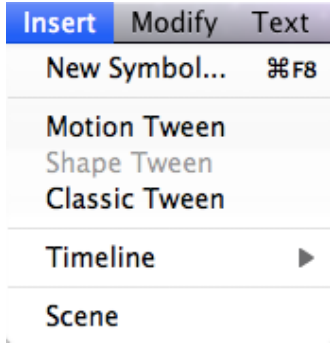


Drag your new symbol in from the library

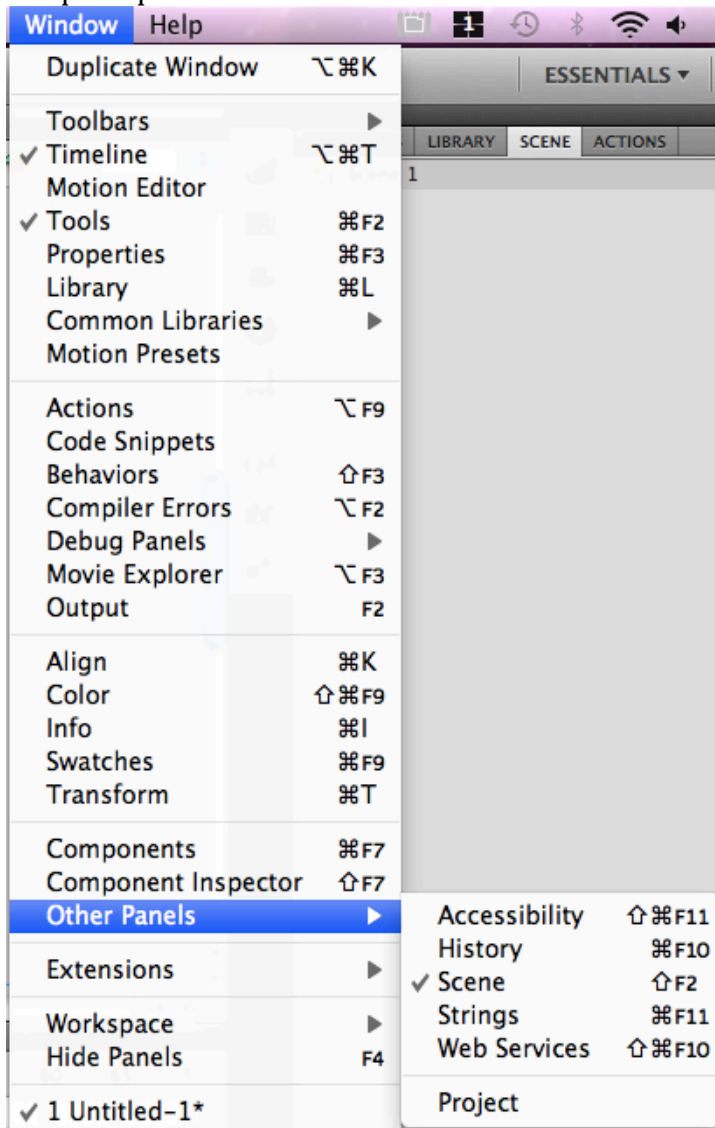
To check whether it is working, press command+enter to test the program.

Adding and Changing Scenes

To add a scene, click Insert > Scene



To open up the scene window Select Window > Other Panels > Scene



This window allows you to select which scene you want to work on and also allows you to rename the scenes.

Testing your program with multiple scenes will cause it to flash between the different scenes. You will need to add Actionscript Code to stop it doing this.

More information about Actionscript can be found in the videos

The code to stop the timeline so that it doesn't immediately go to the next scene is `stop();`