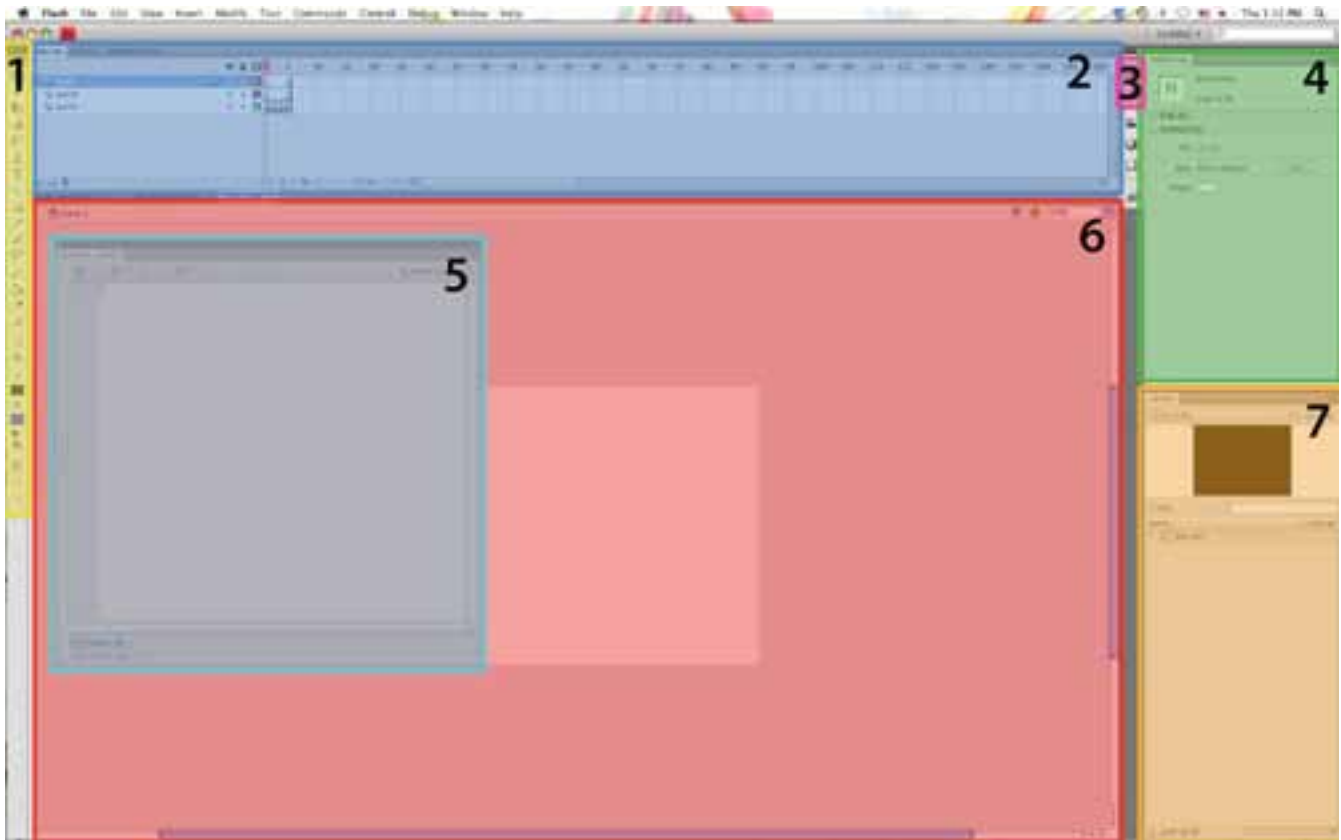


The Adobe Flash Screen



1. Toolbar - contains all of the drawing, transformation, and text tools.
2. Timeline - shows where you are in your movie. Displays Keyframes and also contains layers for organizing your document.
3. Color Palettes - allows you to chose from pre-determined color swatches, or mix your own.
4. Property inspector. This allows you to manually change any and all properties of what you have selected, or the document itself if you have nothing selected.
5. Actions - This is where we type in our programming instructions. Commands must be entered using the Actionscript language, or Flash will not recognize them.
6. The Stage - this is where all artwork is laid out and positioned. The white area in the center shows the area that will be displayed in the final movie. The gray area around the outside is a work area, and place to store objects off-screen.
7. The Library - this is where bitmaps, movie clips, and buttons are stored for later use.