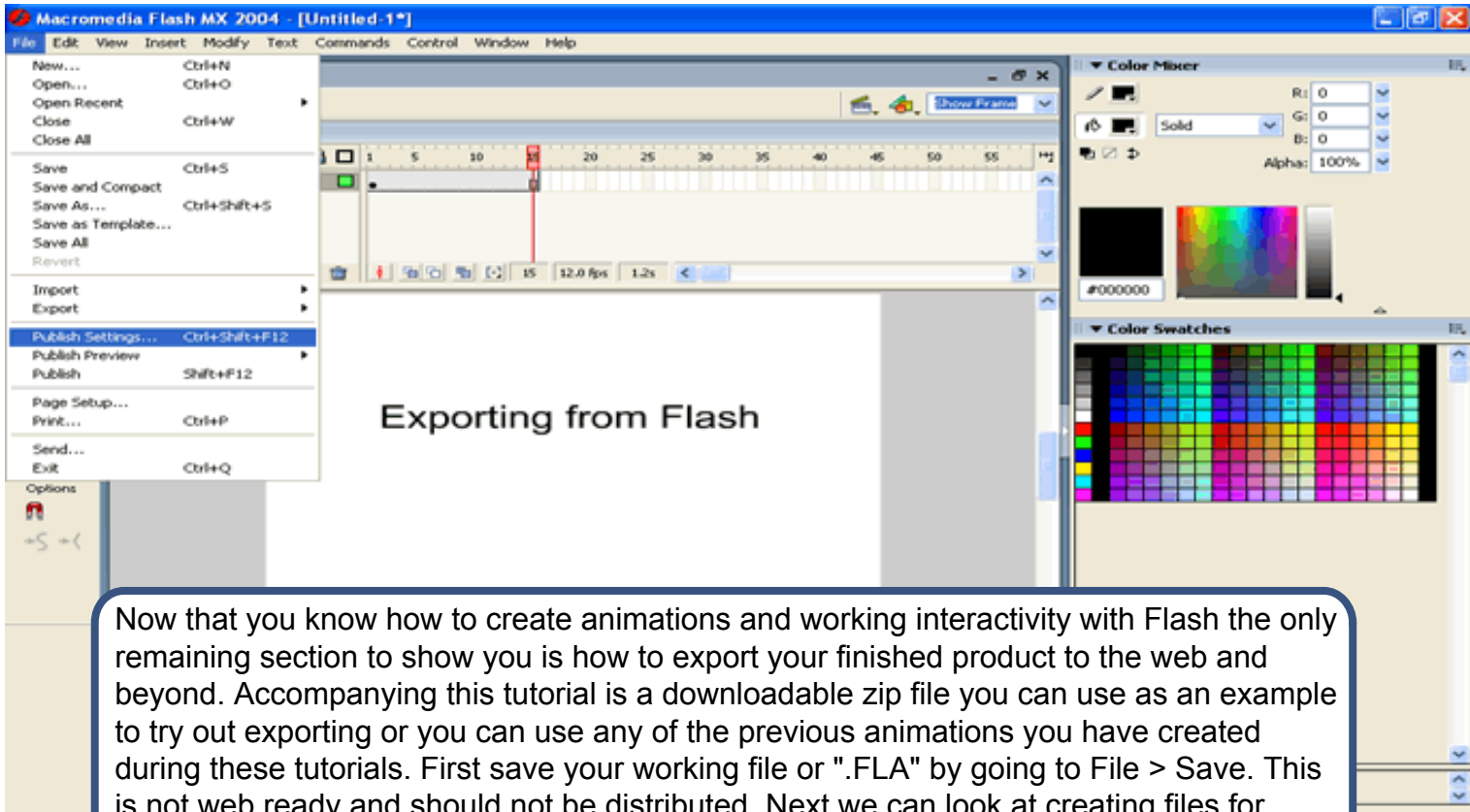
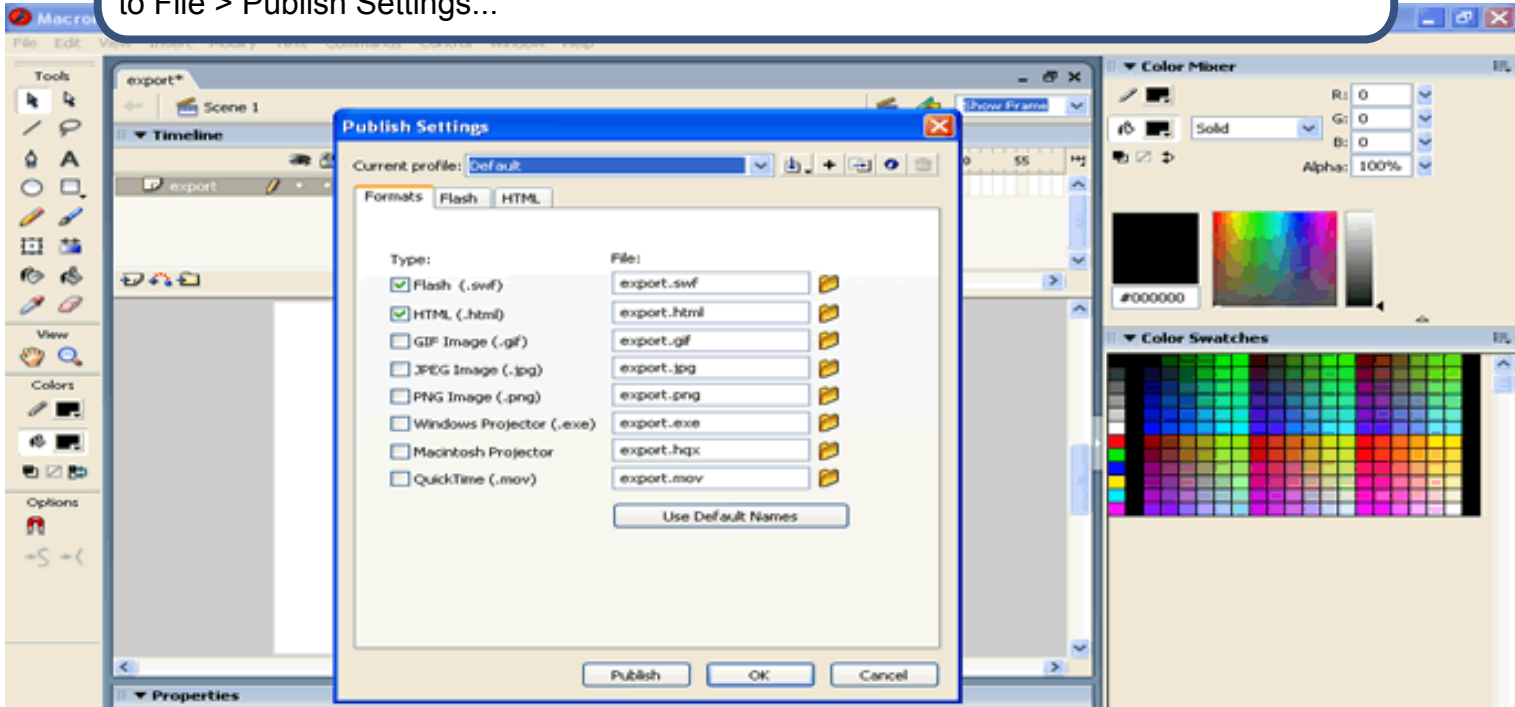


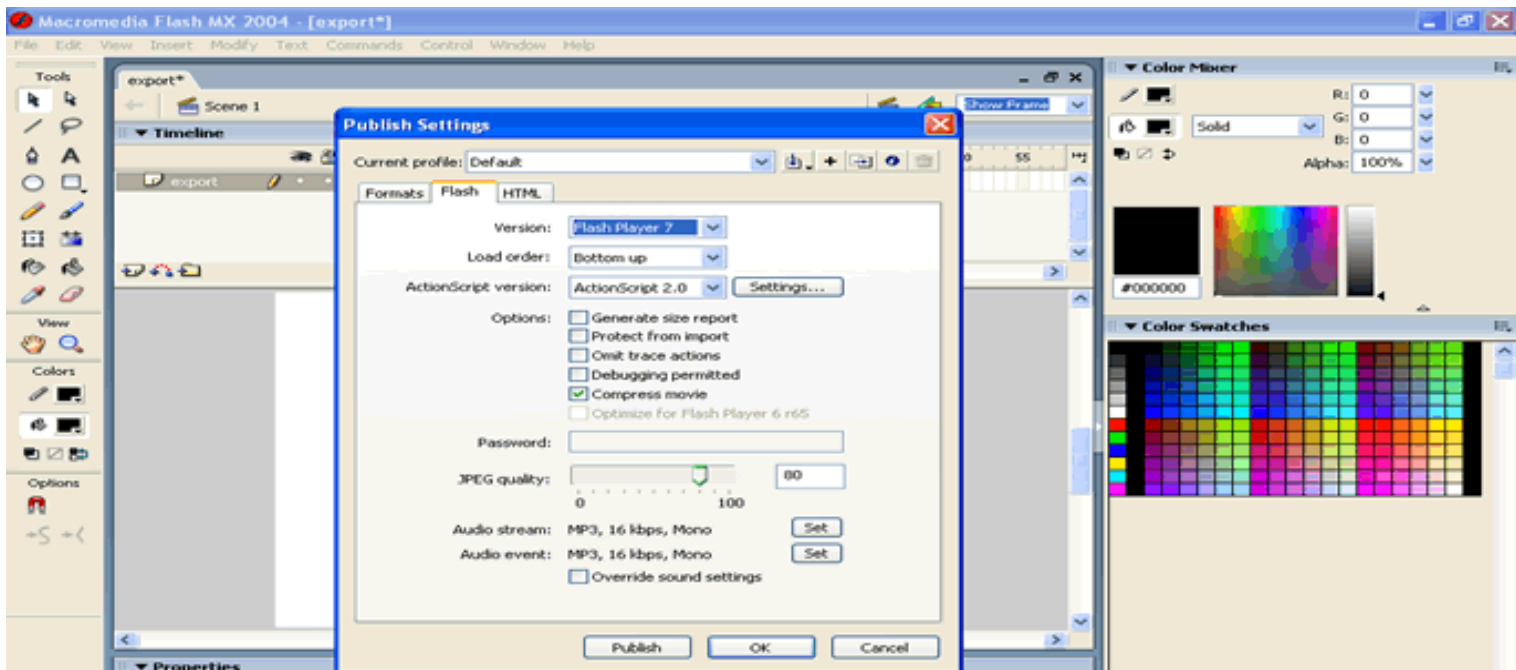
Introduction to Flash - Exporting from Flash



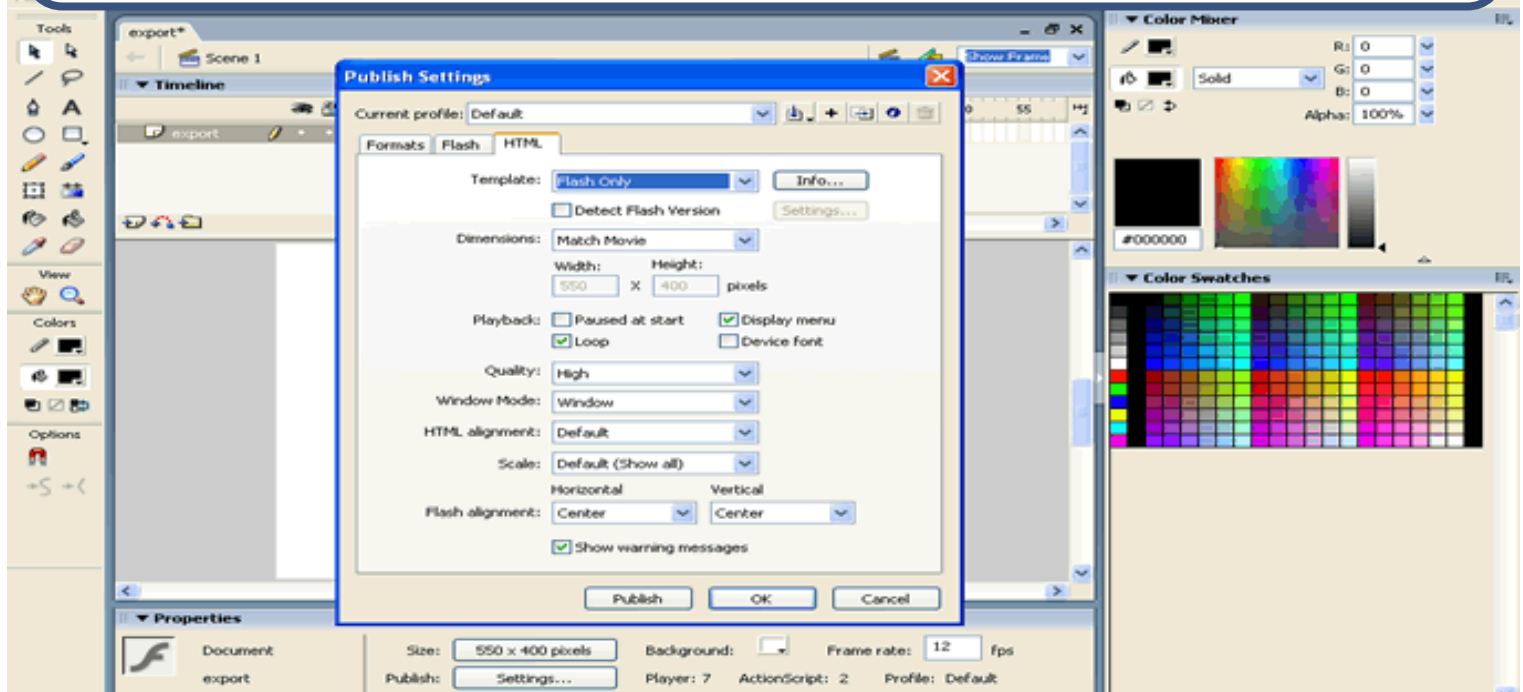
Now that you know how to create animations and working interactivity with Flash the only remaining section to show you is how to export your finished product to the web and beyond. Accompanying this tutorial is a downloadable zip file you can use as an example to try out exporting or you can use any of the previous animations you have created during these tutorials. First save your working file or ".FLA" by going to File > Save. This is not web ready and should not be distributed. Next we can look at creating files for distribution to the web and CDROM. The procedure is known as Publishing as the term Export in Flash refers to other graphical optimisation processes. To view your options go to File > Publish Settings...



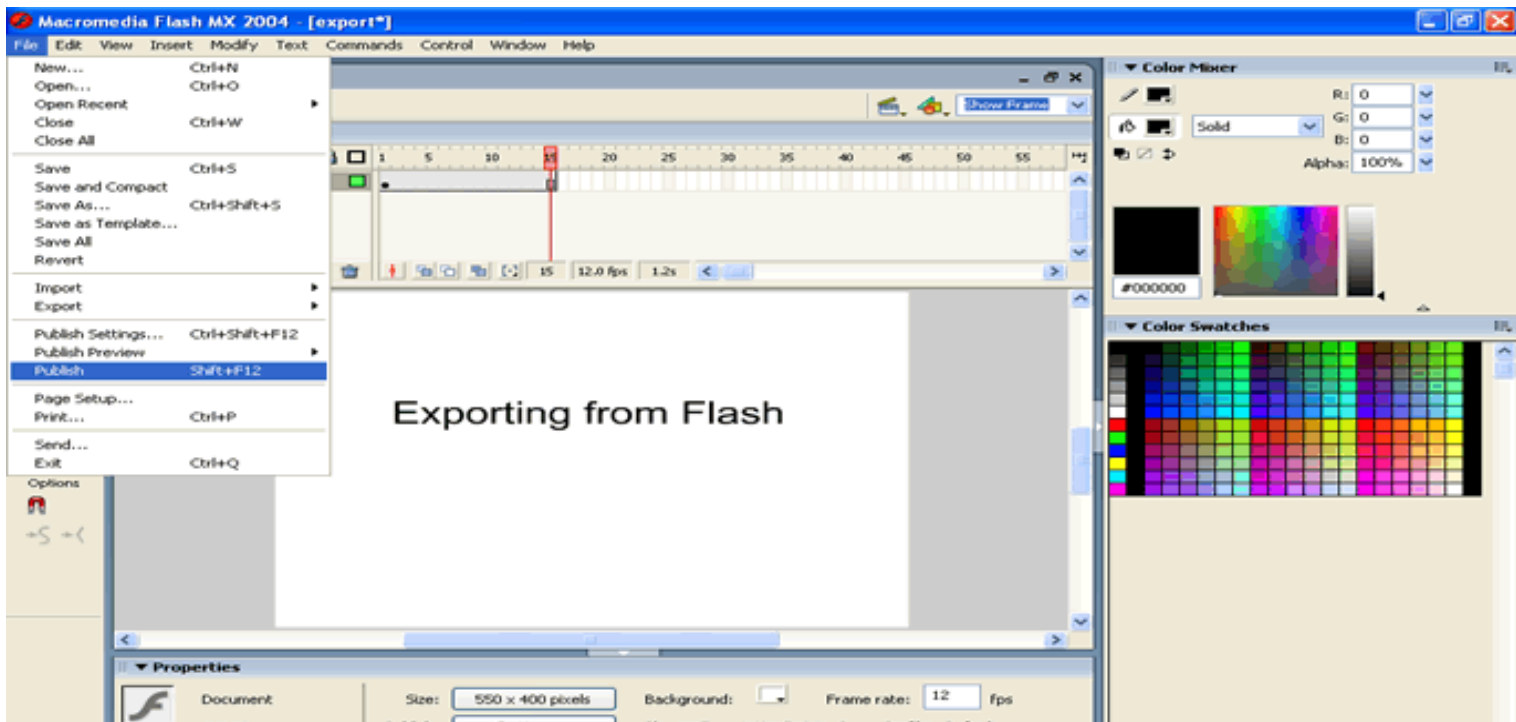
This opens the Publish Settings box and reveals a number of options to you. As you can see by default Flash only wants to export as its native format types, "swf" and "html". These are the web ready animation file and the web page ready for further Dreamweaver editing if you want to. However, you are able to create lots of other file types in one go using this method. As you will see you can create alternative image types such as an animated gif of the whole Timeline or a jpeg / png of the first Keyframe possibly for use elsewhere or to be worked further in Fireworks. Even more excitingly you can create a Windows projector or Mac projector, these are actually programmes that will run your animation or presentation you have created anywhere from CDROM or via email even if the other user has never even heard of Flash and does not have it installed this is very powerful. Lastly you can create a Quicktime movie of your animated sequence if you want to...



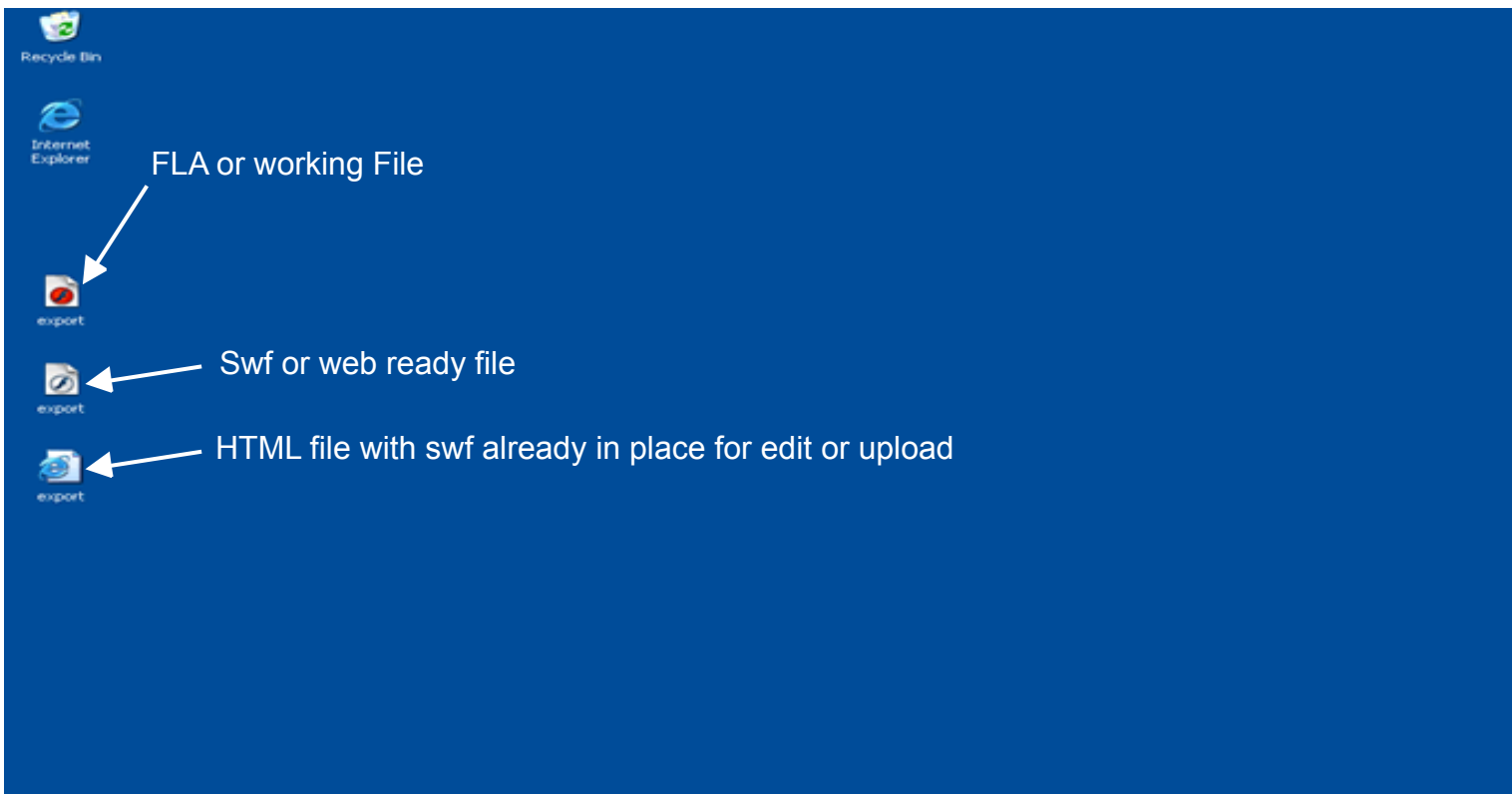
Lets focus on the web ready version of the animation you have created or the "swf" file. Click on the Flash tab which by default appears next to the Format tab to the top of the window. By clicking here all the options for exporting the "swf" are visible. Not all of these are required all the time, but it is worth showing you what is there. For example you may wish to protect your animation or lesson material being poached so if you want to you can password protect the animation. This does not stop people viewing your work but if they download it they cannot open it in flash without your password. Another useful tool is the jpeg quality bar, as you start adding imported images of your own you can control the overall quality of them centrally a bit like optimising in Fireworks. Now we need to look at the settings for the Dreamweaver file or HTML.



Click on the HTML tab, again by default next to flash at the top of the window. As shown in the Flash tab this window offers you alternatives to the standard settings for the web page. Most of these are best left untouched until you have experimented a bit. By default the settings place the "swf" file on to a web page at the same quality and size you set it in the Flash Properties at the start of your animation. This allows you to open Dreamweaver and maybe place other elements around it or incorporate your animation into a more complicated website. However, a neat trick that is worth a try is to play around with the Dimension Settings, choose Percent from the options and when you look at the finished work it will scale to fit any size browser window! Because your animation is in Flash it will not loose quality either, fantastic. Now click Ok and lets finalise the process.



Go to File > Publish and the process will take a moment to check the settings you have applied and create the web ready material plus any extra versions of the animation and save them in the same location as the FLA or working file. That is almost it.



As you can see this example shows you the default file publish. The working file or FLA is represented with the red Flash logo, do not give people this file as it holds all your animation wizardry. The swf file or web ready version of the animation is a compressed and clever little file that shows your skills but does not reveal your secrets and the HTML or Dreamweaver file. Because you can create whole web sites in flash you might not need Dreamweaver in which case just place the swf and html file on your web server or intranet and hey presto you have a fully interactive animated website / presentation / animation that everyone can admire. This is the end of the tutorial please select another or go and practice the skills you have been given.