

# Slide Show and Screen Saver in Flash 5

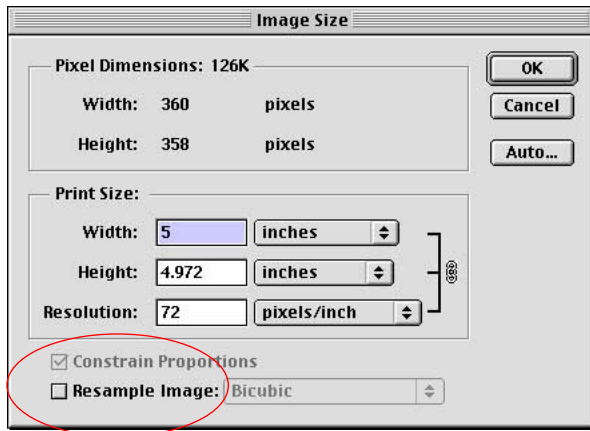


Image > Image Size in Photoshop  
with resample off and resolution set to 72 dpi

To simplify things, we will use images that are all the same size. If your images are different sizes and you don't wish to resize them, you will have to determine which is the biggest image and then adjust your movie to accommodate that image. Remember that it is best to keep your movie at the default size since it will fit in smaller monitors (550 w X 400 h).

## Preparing the images:

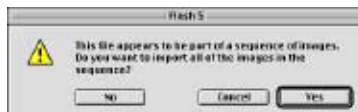
1. Check your images using **Image > Image Size** in Photoshop to make sure they are set to **72 dpi resolution**. If not, turn off resampling and change the resolution to 72 dpi. Click OK.



Images named as a  
sequence

2. **Name the images so that they form a sequence** in the order that you wish them to play. For example: 01.jpg, 02.jpg, 03.jpg... That way Flash will import the complete sequence and add all the keyframes for us.

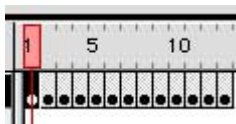
\*\* Your images should be PICT, JPEG or GIF format and you should not have more than 10 -20. If your images are large or you have a large number of them, you may have to increase the memory allocated to Flash in order to import them without errors.



Import sequence dialog box

## Creating the slide show:

1. Open Flash and select the first keyframe. Choose **File > Import**. Select the first image in the sequence and click **Add**, then click **Import**. Flash will recognize that this image is one of a sequence and will prompt you to import the rest of the sequence. Click **Yes**. Flash will import all the images in the sequence and add keyframes for each.

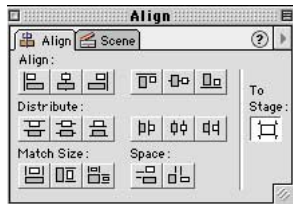


Timeline with sequence  
of images imported

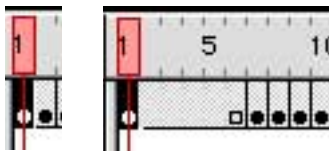
2. Hit **return** to play the slide show. The images race by too fast so let's slow things down. Choose **Modify > Movie**. Set the frame rate to **1 frame per second**.



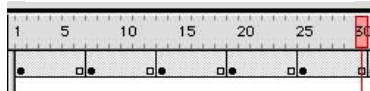
Modify > Movie



Align Panel



Timeline before and after adding frames (F5)



Layers renamed



Editing mode for play button

You can also change the background color of the movie here if you wish. In this example, we won't change the background color, but we will change the movie size to **400 x 420 pixels** since all of our images are around 360 by 360 pixels. The extra 20 pixels on the height dimension will give us room for some buttons which we will add later. If your images are no longer centered on the canvas, use the Align panel, **Window > Panels > Align** to align them to the canvas.

3. Next play the movie with the **return** key again. You will notice that it still plays a little too fast. We will **add frames** to the timeline **to slow down** the slide show. Place the pink play head over the first keyframe and press **F5 four times** to add four frames. Move the pink play head over the second keyframe and **repeat**. Do the same with the rest of the keyframes until they are all five frames long. Each image now stays on screen for five seconds.

4. Save the project as **screensaver.fla** and then save it again as **slideshow.fla**. We will come back to screensaver.fla file later on. \*\* The slide show is complete, but I'd like to add some buttons so that the viewers can pause and play the animation.

#### Adding buttons to the slideshow:

1. In slideshow.fla, choose **Insert New > Layer**. Click on the layer's names and rename them **images** and **buttons**.

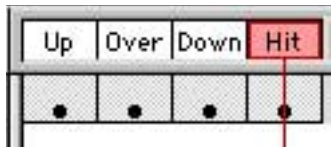
2. Select the buttons layer and create the words **play** and **pause** on the canvas with the text tool at **12 points** in size and **medium grey** in color.

3. Select the word **play** with the **arrow tool**, choose **Insert > Convert to Symbol**. Name it **play button**. Give it the behavior of **button** and click **OK**. Repeat these steps for the pause text and name it **pause button**.

4. **Double click** the play button. The rest of the movie canvas will be greyed out and you will notice in the upper left hand corner that you are now in editing mode.



Button frames before



And after adding Keyframes



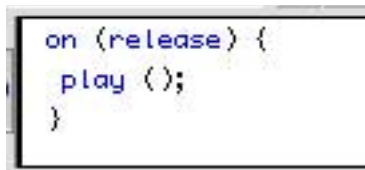
Play button's Hit frame before deleting text



Return to Scene 1



Actions Panel



Play action applied

5. With the **Up** frame selected, press **F6** three times to add three keyframes.

6. Select the **Over** frame, change the text color to **dark grey**.

7. Select the **Down** frame, change the text color to **dark grey**. Choose **Modify Transform > Scale and Rotate...** Set the scale to **85%** and click **OK**. This makes the button look as though it is being depressed when clicked.

8. Next select the **Hit** frame and **draw a box around the text** with the rectangle tool to make a larger hot spot for the viewer to click on. Don't worry how the Hit frame looks because the viewer will never see it. **Delete the text** from the Hit frame since it is no longer needed.

9. Click on **Scene 1** to return to the main scene.

10. Double click the **pause button** and repeat steps 4-8 for the pause button. When you're done, go back to Scene 1.

11. Next, we need to extend the buttons visibility to the end of the animation. Select the frame number of the **button layer** that corresponds to the **last frame** of the **images layer** and insert a frame, **Insert > Frame (F5)**. The button layer should now end on the same frame as the images.

#### Adding actions to the buttons:

1. Select the **play button** on the movie canvas. With the button selected, choose **Window > Actions**. Double click **play** in the Actions panel.

2. Repeat for the pause button, double clicking on **stop** instead of play.

That's it! Be sure to save. Choose **Control > Test Movie** to view your slide show. To slow the animation, **position the play head** and add frames, **F5**. To speed up the animation, **position the play head** and delete frames, **Shift F5**.



Publish Settings

### Publishing your slide show:

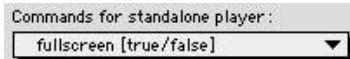
1. Choose **File > Publish Settings** and check the files you wish to publish, such as HTML, Mac and PC projector. To learn more about the different files refer to the *Portfolio in Flash* handout. If you are going to upload your slide show to the web and it is a large file, you may wish to add a loading scene to your slide show, refer to the *Loading Animation for Flash Movies* handout.

2. Choose **File > Publish**.



FSCCommand

Full screen action step 1



Full screen action step 2



Full screen action applied

### Making a screen saver:

1. Open **screensaver.fla**. Choose **Insert > Layer**.

2. Rename the new layer **fullscreen**.

3. Let's add an action to make the movie stretch to completely fill the screen. Click on the first frame of the fullscreen layer to select it and choose **Window > Actions**.

Step 1: Double click **FSCCommand** in the left side of the Actions panel.

Step2: Choose **fullscreen [true/false]** from the pop up menu "Commands for standalone player" at the bottom of the Actions panel. Be sure to save.



slideshow Projector

Mac projector



Choose projector in Screentime for Flash

4. Choose **File > Publish Settings** and check the appropriate projector for the platform you wish to create, either Mac or PC projector. We will choose Mac Projector. You can deselect any other options since we only need to publish a projector file. Click **OK**. Choose **File > Publish**.

5. Download the demo or purchase the appropriate version (Mac/PC) of **Screentime for Flash** from **cinemac.com**.



screen saver

Mac screen saver

6. Open Screentime for Flash and choose **File > Convert Projector**. Select your projector and click **open**. Save your screen saver. You can customize your screen saver's About box and Control panel by choosing **Customize** in the full version. Drag and drop the screen saver onto the System folder, click OK and then restart the computer to view it!