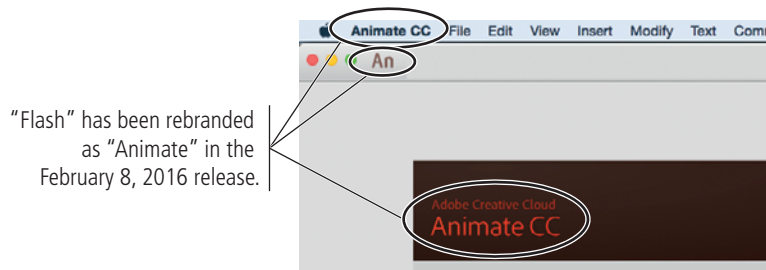


INTERFACE PROJECT

On February 8, 2016, Flash Professional was rebranded as “Animate CC.” Any location formerly labeled “Flash” now appears with the new product name, including the Welcome screen and the Animate CC menu on Macintosh OS:





Page 153, Step 5

Because of the product rebranding, Macintosh users must now choose **Animate CC>Preferences**.

Page 155

Animate CC adds two new tools to the Tools panel, bringing the total number of available tools to 33. The new tools are:

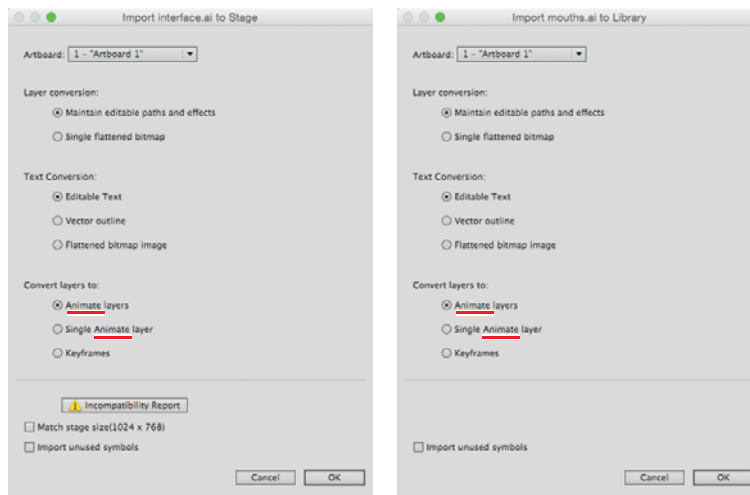
Tool	Location	Keyboard shortcut
 Paint Brush tool	Main Tools panel	Y
 Rotation tool	Nested under Hand tool	H

PROJECT 3

Page 166, Step 3 and

Page 168, Step 1

Because of the product rebranding, options in the “Convert Layers To” section now refer to Animate instead of Flash:



Page 186, Step 6

The correct menu command is now **Control>Test Movie>In Animate**.

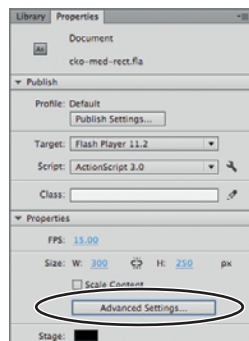
PROJECT 4

Page 209, Step 7

Because of the product rebranding, you must now choose **Animate Layers** in the Convert Layers To section of the Import to Stage dialog box.

Page 238, Step 2

The Edit Document Properties button in the Properties panel has been replaced with the Advanced Settings button.



Page 239, Step 4

The Anchor options become unavailable when the Scale Content option is active. You should choose the bottom-center anchor before checking the Scale Content option.

Page 240, Step 2

You must now check the **Advanced Settings** button to open the Document Settings dialog box.

Page 240, Step 3

You should choose the top-center anchor before checking the Scale Content option in the Document Properties dialog box.

PROJECT 5

Page 299, Steps 9–10 and

Page 301, Step 10

In our testing, we experienced inconsistent and unpredictable results when trying to cut, copy, and paste code in the Actions panel.

Rather than cutting and pasting, you can highlight the code you want to move, then click-and-drag the highlighted code to a new location in the panel.