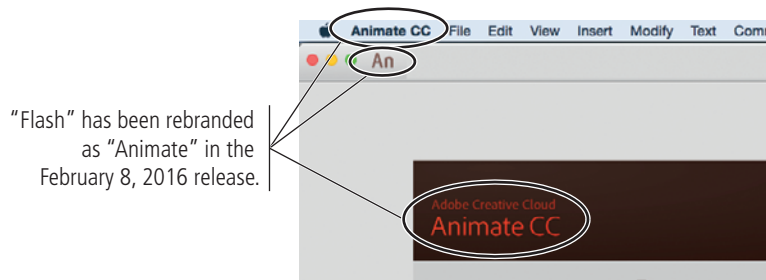


INTERFACE PROJECT

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 3, Step 6

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



Page 8, Step 13

The default workspace in Animate CC now includes the CC Libraries panel in the left column of docked panels. To make your workspace match what appears in the exercises here, Step 13 should include the following instruction:

Repeat Step 12 again to close the CC Libraries panel group.

Page 9

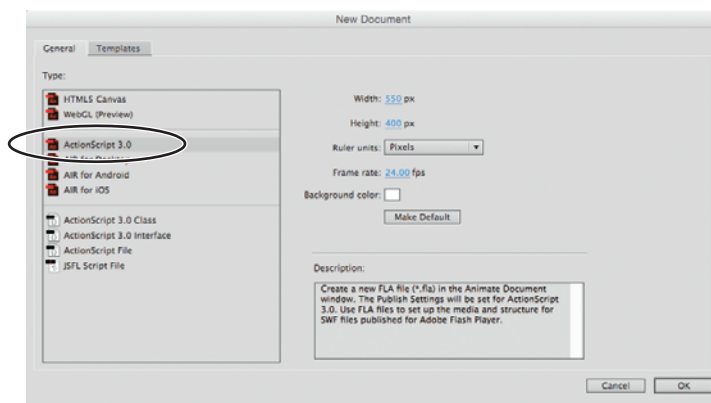
Animate CC adds two new tools to the Tools panel, bringing the total number of available tools to 33. The new tools are:

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

PROJECT 1

Page 22, Step 4

ActionScript 3.0 is now the third option in the General tab of the New Document dialog box.

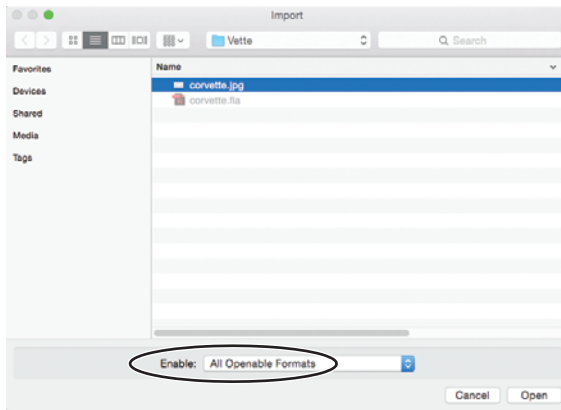


Page 22, Step 7

Due to the software rebranding, you should now make sure that “Animate Document (*.fla)” is selected in the Format/Save As Type menu.

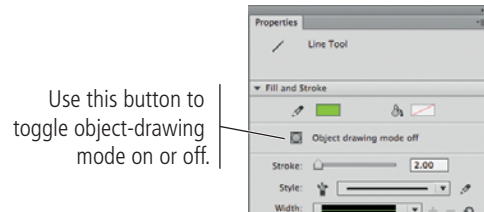
Page 24, Step 2

You might need to manually choose All Openable Formats in the Enable menu before you can select the corvette.jpg file in the Import dialog box.



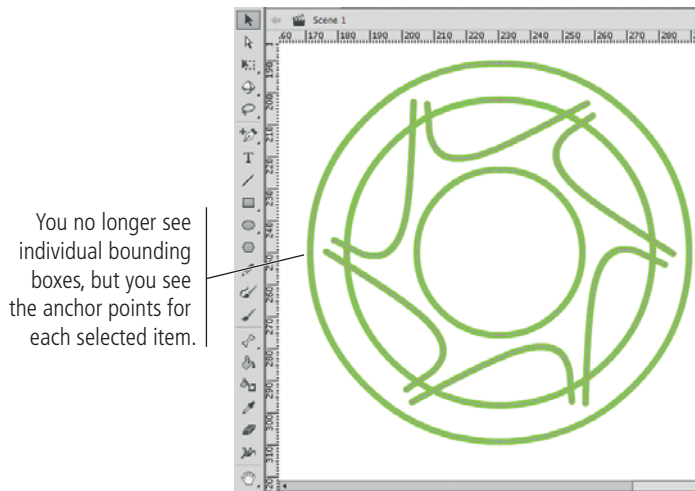
Page 31, Step 2

You can also use the Properties panel to toggle object-drawing mode on or off:



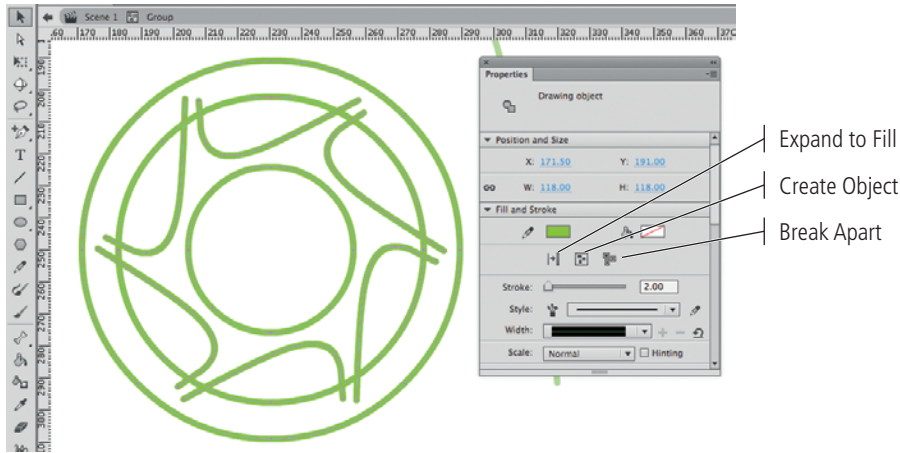
Page 54, Step 2

You no longer see bounding boxes for individual selected items on the Stage. Instead, you see the anchor points for each individual item:



Page 55, Step 5

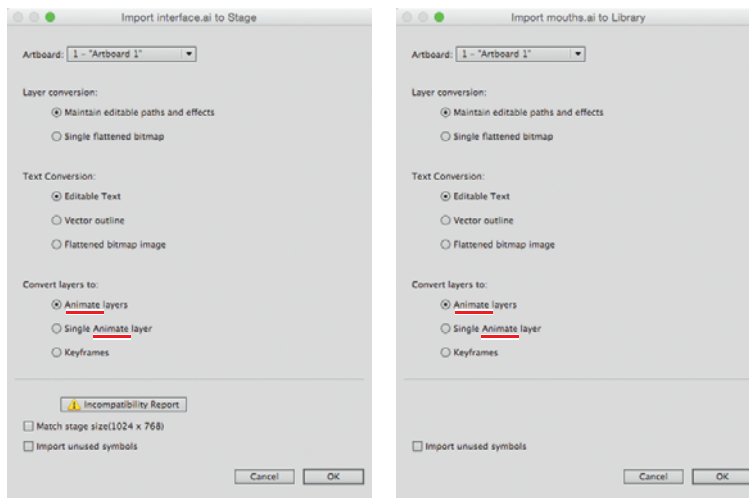
You can now also use the Break Apart button in the Properties panel to accomplish this task:



PROJECT 2

Page 85, Step 3 and
Page 86, Step 1

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



Page 104, Step 6

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

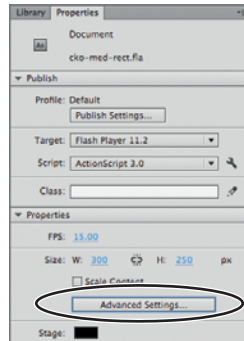
PROJECT 3

Page 127, 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 156, Step 2

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



Page 157, 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 158, Step 2

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

Page 158, Step 3

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

PROJECT 4

Page 217, Steps 9–10 and
Page 219, 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.