

Glossary



Flash CS5

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3D Transform Tool	An image editing tool which allows a user to alter an image to give it the appearance of a 3D object.
ActionScript	An object-oriented programming language based around events and used to write interactive features in Flash.
Art Deco Tool	A Flash drawing tool which can create complex patterns based on user input.
Blend Mode	A setting that can be applied to an object in order to adjust its appearance when it is being layered on top of or beneath another object.
Bone Tool	A Flash tool which allows the user to create armatures to assist in animation.
Boolean Object	A data type used in Flash CS5 which may have either a true or a false value and is used for logical operations.
Brush Tool	A drawing tool which gives the user the ability to draw freely using a variety of styles.
Components	A set of prebuilt objects in Flash CS5 which can easily create various interactive items, such as CheckBoxes, Buttons, and TextFields.
Easing	An animation tool which creates the illusion of weight to an object.
Event Listener	An ActionScript function that searches for a certain event to occur in order to start another event.
Eyedropper Tool	A color selection tool which gives the user the ability to choose a color by grabbing it from an image.
Filter	A setting that can be applied to movie clips, buttons, and text fields in order to adjust their appearance.
Flash CS5	A multimedia application used to create multimedia documents, interactive features used for Web sites, video, games, and animations.
Function	An event added in ActionScript.
Gradient	A gradual transition of colors which may create the illusion of depth.
Hit Test Point	A function used to lock an object into place when it aligns with specific coordinates.
Hit Test Target	A function used to lock an object into place when it hits a specified target location.
Instance	The use of a symbol from the Flash Library.
Lasso Tool	A selection tool which allows users to freely select irregularly shaped objects.
Layer	A segment of a file in Flash which may be modified separately from other segments.
Library	An organizational feature of Flash CS5 which allows symbols to be conveniently stored for use in a project.
Loader	A container used in ActionScript to load and display a SWF or JPEG file.
Mask	A Flash tool which allows an image to be seen through another specified object, such as text.
Merge Drawing	A method of drawing within Flash which separates all elements of an object, such as fill and individual edges of an outline.
Motion Tweening	The act of taking an instance of a symbol and defining start and end properties, such as size, position, or rotation. Motion is used to create smooth transitions between objects.
Nesting	The act of placing one animated object within another animated object.
Object Drawing	A method of drawing within Flash which allows the user to draw complete shapes which may be moved as a single object.
Onion Skin	A Flash tool which displays a transparent image of previous frames on the stage to assist in frame animation.
Pen Tool	A drawing tool which allows the user to create anchor points in order to control the shape of the drawing.
PolyStar Tool	A Flash drawing tool which allows a user to create polygon or star shapes through a dialog box with fields for number of sides and points.

Predefined Class	A class provided by Flash that can be added to a file to increase scripting features and functionality.
Preloader	A loader component used to begin loading data for a SWF file before the user actually starts interacting with the file.
Raster	An image type which creates images based on an arrangement of colored pixels.
Shape Tweening	The act of morphing an instance of a symbol into a different instance of a symbol by adding frames between the start and end.
Stage	The area of the screen within Flash where the current working document is displayed.
Subselection Tool	A tool which allows users to view and edit paths and points on a Flash object.
Swatches	A panel within Flash which allows a user to keep track of colors used within a file.
Symbol	An object which has been added to the Flash Library.
Trace Bitmap	A Flash tool which can convert a bitmap image, such as a photo, into a vector image.
Variable	A feature used as a container to store information in ActionScript.
Vector	An image type which creates images based on mathematical shapes.
Workspace	The customizable layout of panels and menus within Flash.

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