
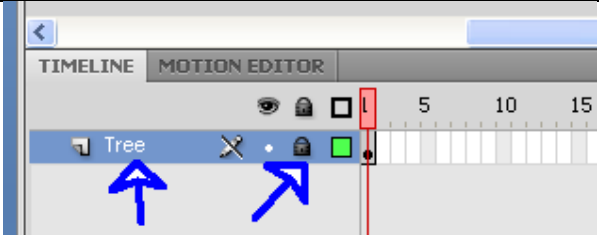
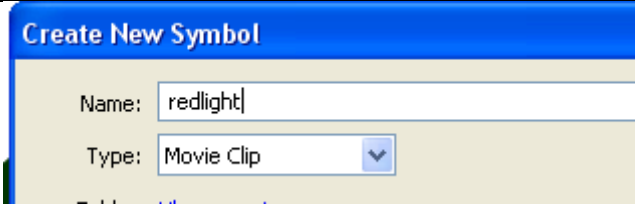

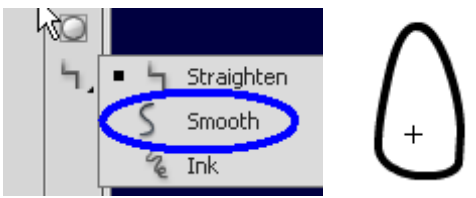
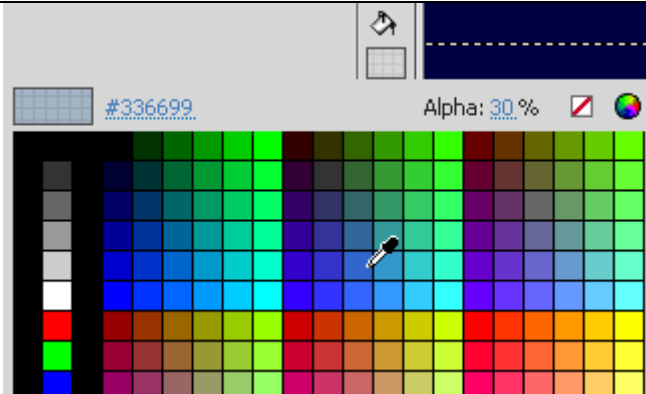
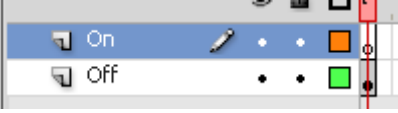
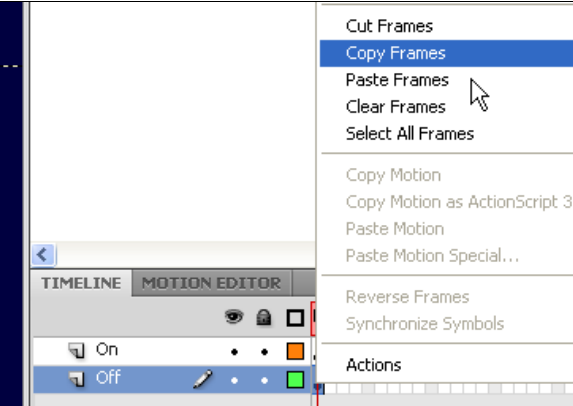


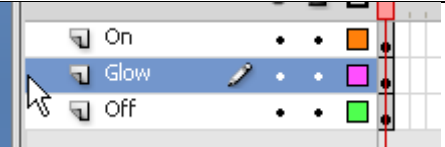
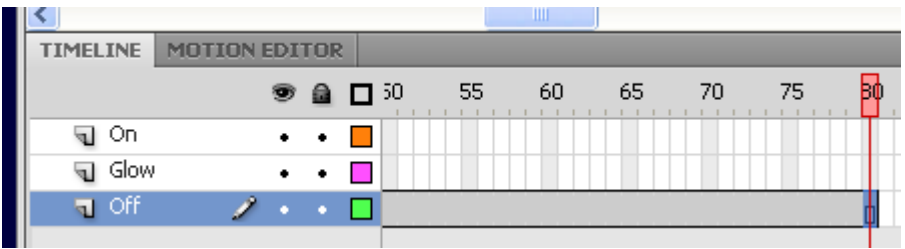
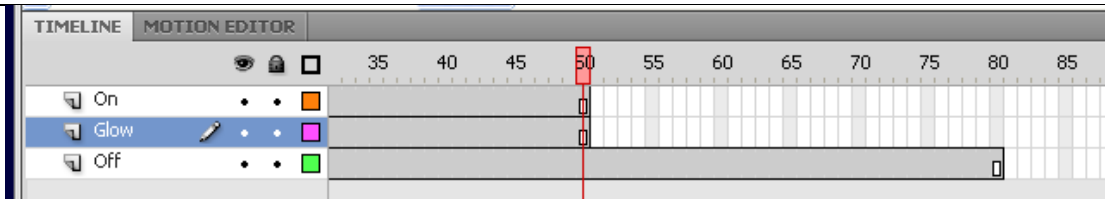


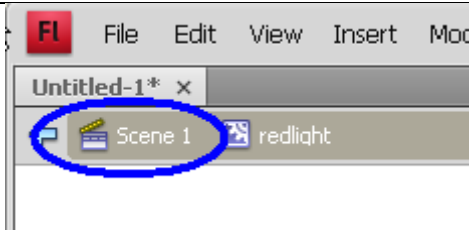
Make a Christmas Tree with Flashing Lights Using Flash CS4

	<p>Start by drawing a large Christmas tree without decorations.</p>
	<p>Name your first layer Tree and lock the layer.</p>
	<p>From the menus, choose Insert > New Symbol > Movie Clip. Name it redlight</p>
	<p>In the symbol editor, name your first layer 'Off'. This layer is for the light when it is Off.</p>
	<p>Zoom in to 400%, then draw a small bulb using the pencil tool, set to Smooth.</p>
	<p>Open up the color mixer, and choose a light blue, with alpha set to 30%. Use the bucket fill to fill the bulb. This is what the bulb will look like when off.</p>

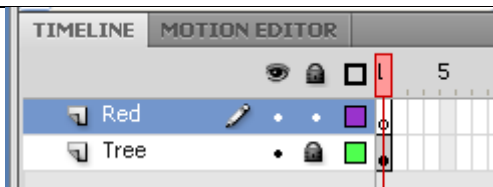
	<p>Insert a new layer, name it On.</p>
	<p>Right click on the first frame of your Off layer, choose Copy Frames.</p> <p>Right click on the first frame of the On layer and choose Paste Frames.</p>
	<p>Click on the first frame of the On Layer. Using the paint bucket, fill your bulb with a bright red colour. (Make sure you set the Alpha back to 100%)</p>
	<p>Insert a new layer, name it glow. Using the same red, but with alpha set to 10%, paint a glow around your light. (Note that it will look bright red until you finish painting)</p>
	<p>Drag the glow layer below the On layer. Off should be the bottom layer, then glow, then light.</p>
<p>Now for your 'Off' layer, right click on frame 80, and insert a frame (not a keyframe).</p>	
	
<p>On your light and glow layers, insert a frame at frame 50.</p>	



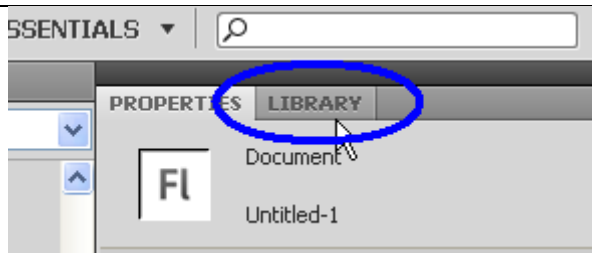
Press Enter to see your light On, then Off.



Go back to your main scene.



Add a new layer. Name it Red.

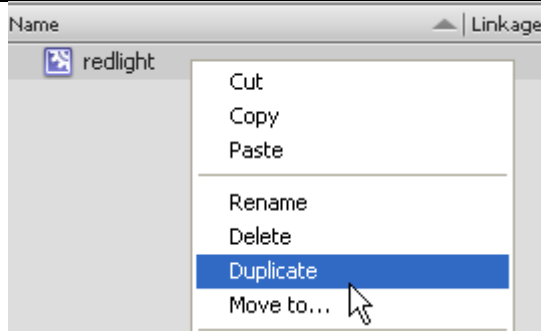


Click on the library.



Drag some red lights onto your tree. Resize them if needed.

When you are happy with it, lock your Red layer.



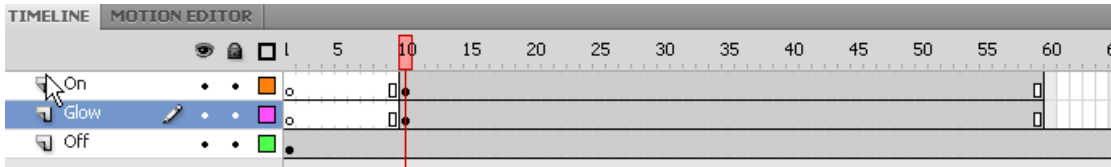
In the library, right click and duplicate your redlight symbol.



Name it bluelight, then double click and open it for editing.

Click on the first frame of the On layer. Click on the bulb fill and change its colour to bright blue. Do the same for the glow.

On the timeline, double click the On frames and drag them so that they start at frame 10. Do the same for the glow frames. So now they extend from frame 10 to 60.



Go back to your main scene.

Add in a blue layer, and decorate it with blue lights. They will be in the Off state at the moment.

Press Control-Enter to see what your tree looks like.

Add in More Coloured Lights:

Repeat this process for yellow and green lights, each time shifting the frames 10 further along. So the yellow lights will go from frame 20 to 70 and the green lights will go from frame 30 to 80.

When you are finished, choose File > Export Movie to export it as a .swf and send it to a friend.