

Flash - Simulating the windows startup process (P3)

This article shows you how to create a flash file that describes the boot process into Windows graphical interface.

1. Create a file with the parameters shown in Figure 1

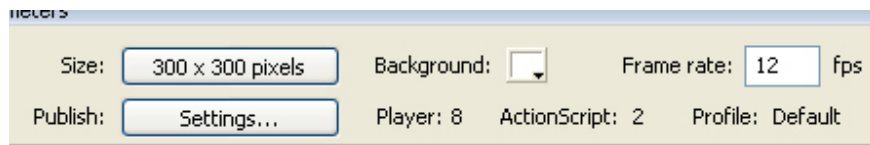


Figure 1

2. Rename the existing layer to a **background** and create a new layer named **square**

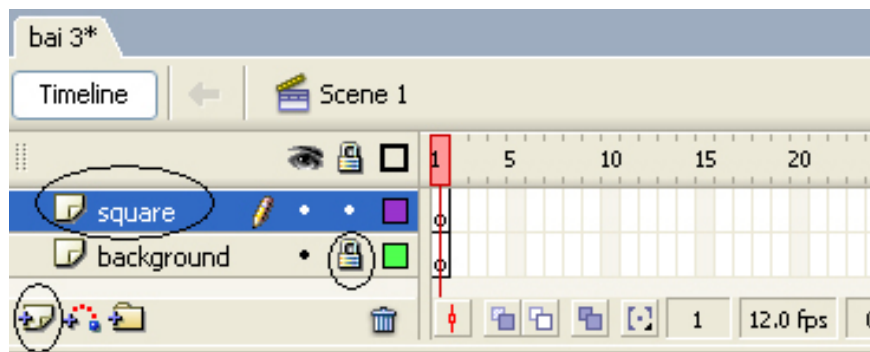


Figure 2

3. Using the Rectangle Tool set the fill color to green, remove the border color and draw a square that covers the **background**

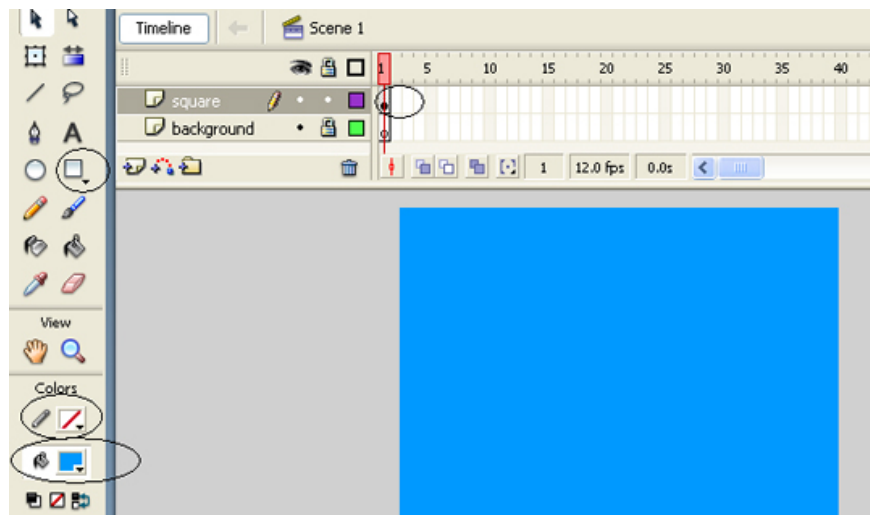


Figure 3

4. Lock the existing layer and create a new layer named *lines*

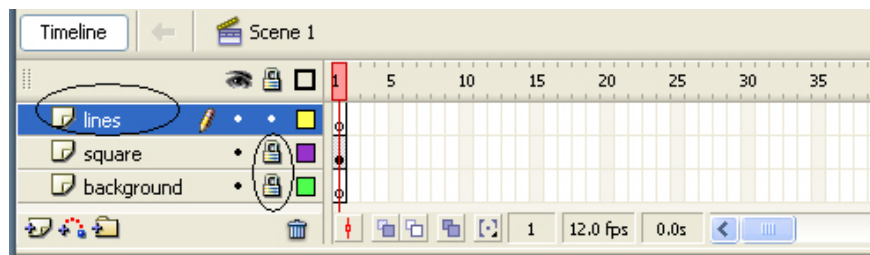


Figure 4

5 Using the **Rectangle Tool** , remove the border color, set the fill color to white and draw two straight lines

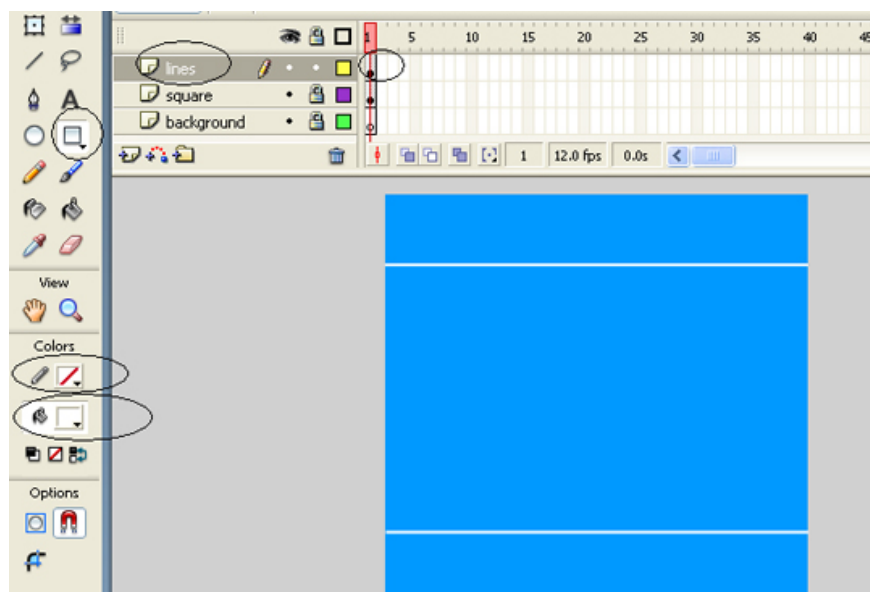


Figure 5

6. Lock the *lines* layer and create a new layer named *text*

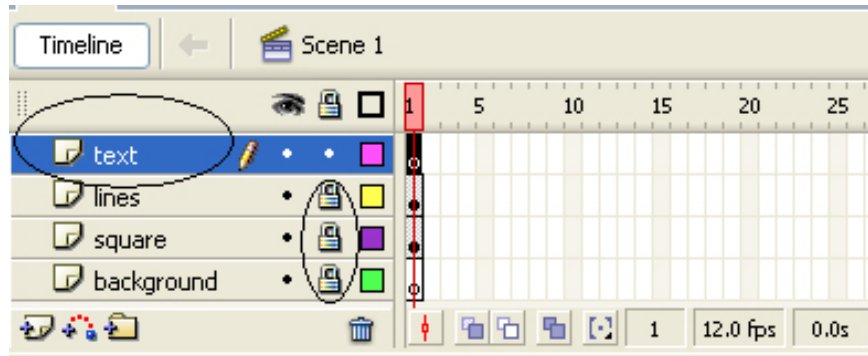


Figure 6

7 Select the **Text Tool** and type the words ' *Windows is starting up .* ' and adjust the size accordingly

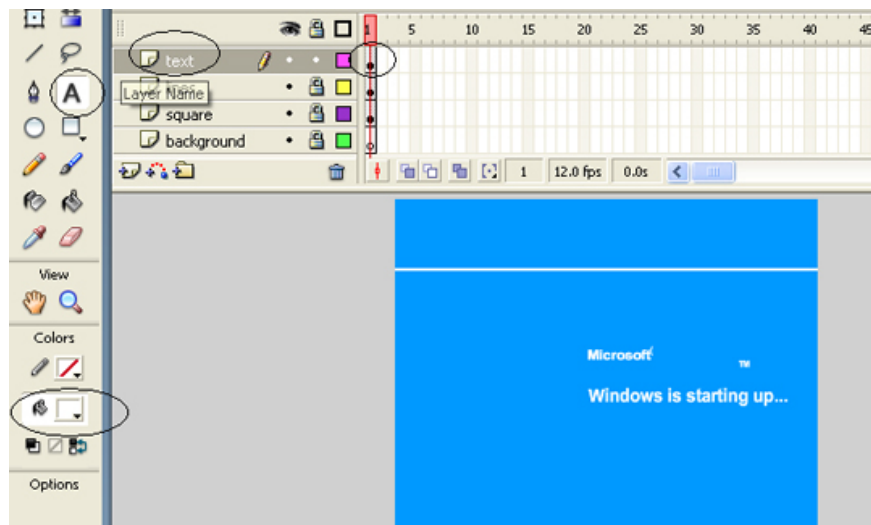


Figure 7

8. Lock the *text* layer and create a new layer named *flag*

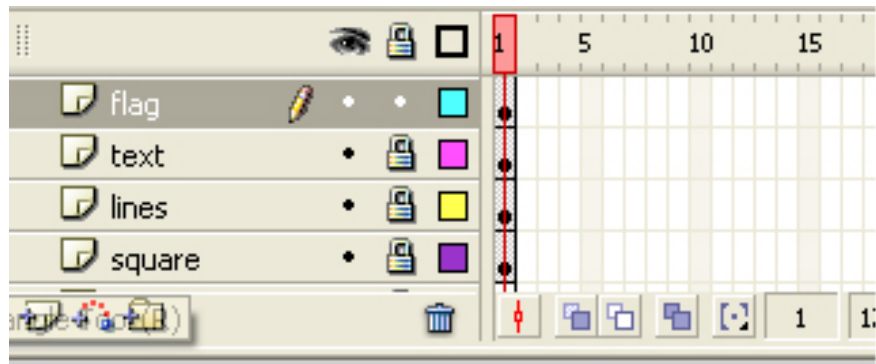


Figure 8

9. Use the **Rectangle Tool** , adjust the colors accordingly and draw the windows flag image (you can also copy from lesson 2).

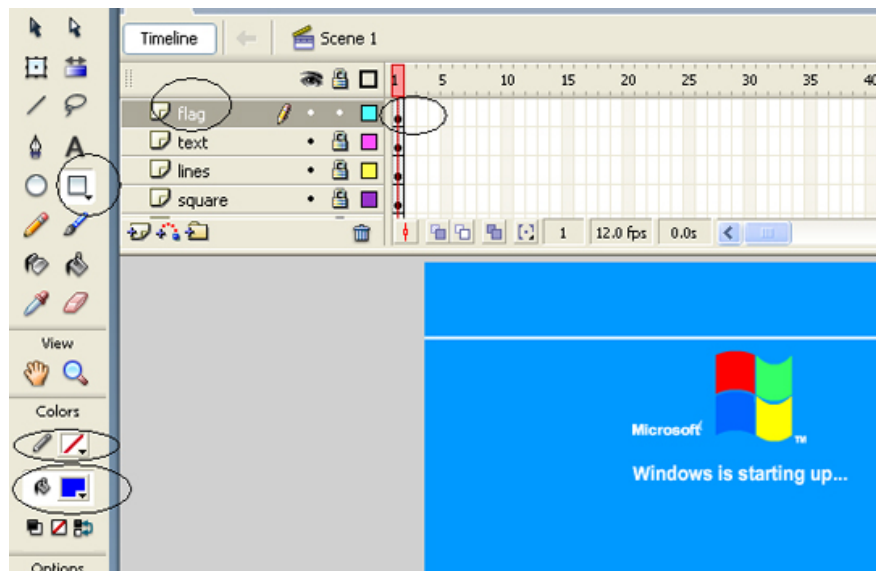


Figure 9

10. Lock the *flag* again, unlock the *text* layer, right-click Frame 15 of the *text* layer and select **Insert KeyFrame**

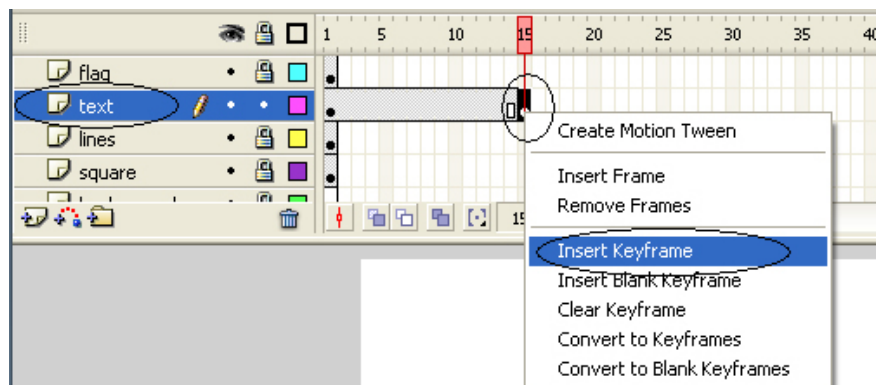


Figure 10

11. Unlock the *background* layer, right-click on its Frame 15 and select **Insert Frame**

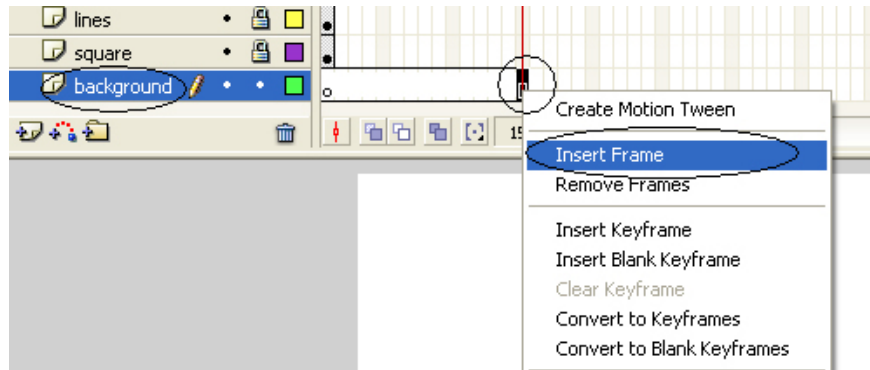


Figure 11

12. Do the same step 11 for the *square* layer

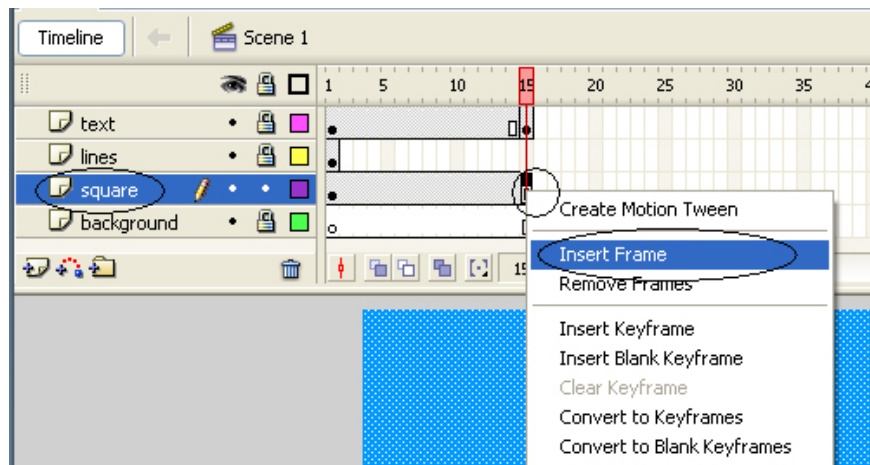


Figure 12

13. Do the same step 10 for the *lines* layer

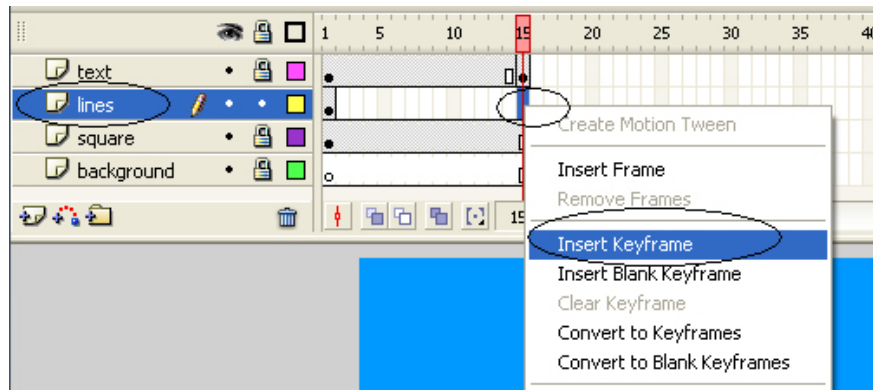


Figure 13

14. Do the same step 10 for the *flag* layer

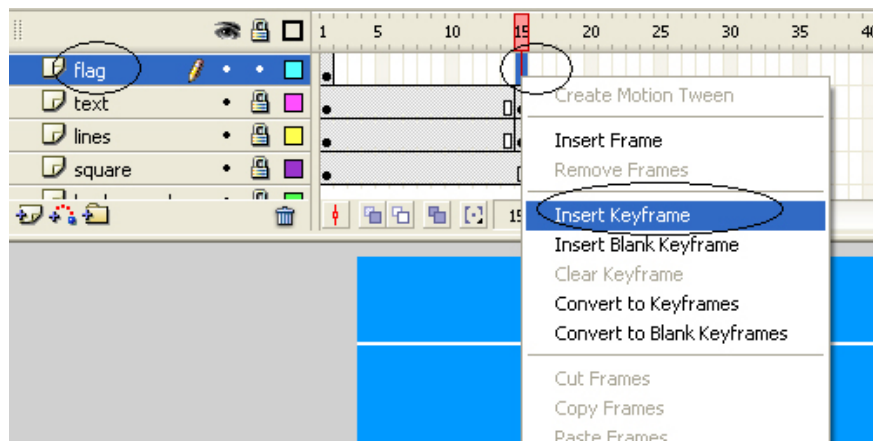


Figure 14

15. Unlock the *text* layer, click its Frame 1 to select the text box. Select **Windows > Color Mixer** to open the color palette, in **Alpha** , set to **50%**.

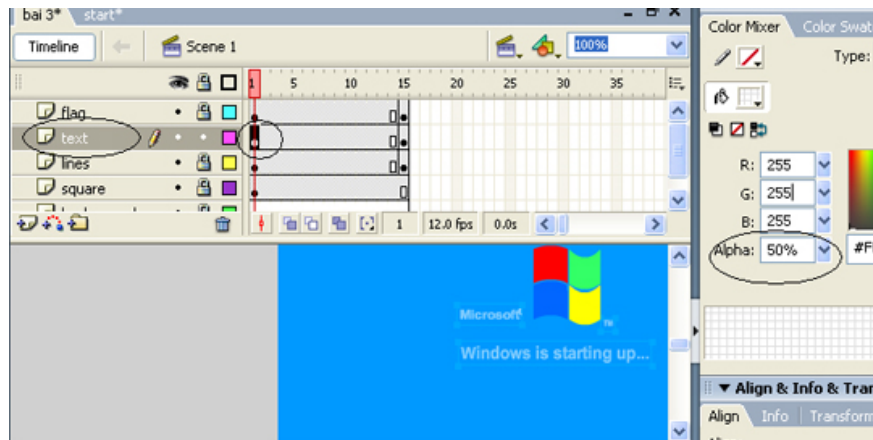


Figure 15

16. Do the same step Step 15 for the *lines* layer

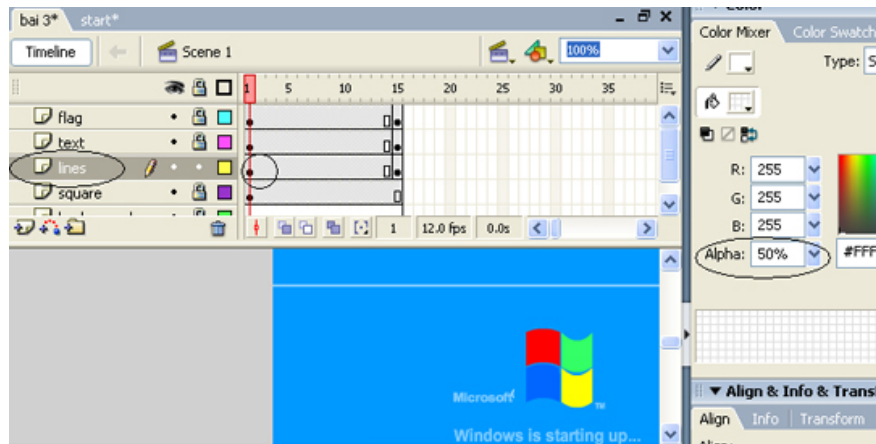


Figure 16

17. Unlock the *flag* layer, click Frame 1, right-click on the flag on the canvas and select **Convert to Symbol . .** , in the pop-up panel select **Movie Clip**

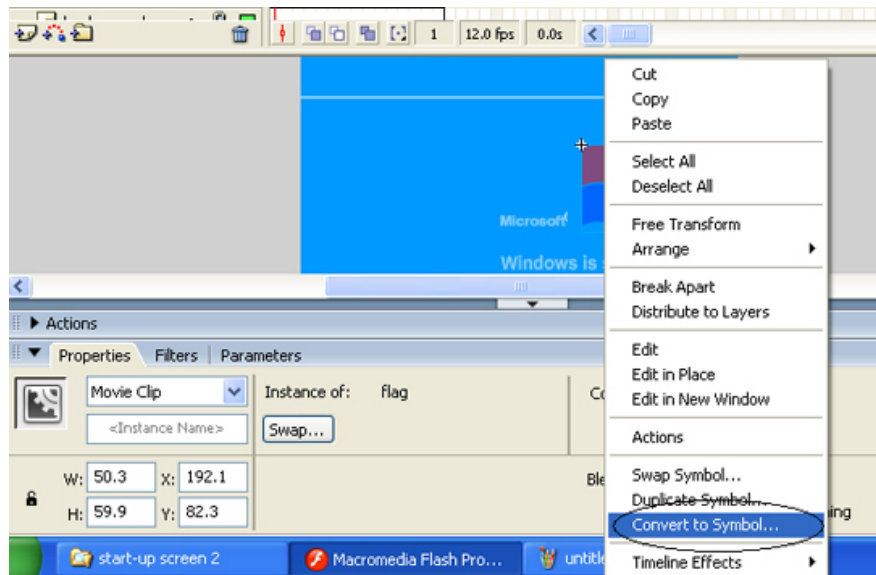


Figure 17

18. Open the **Properties** panel, in the **Color** section, select **Alpha** and set it to **50%**.

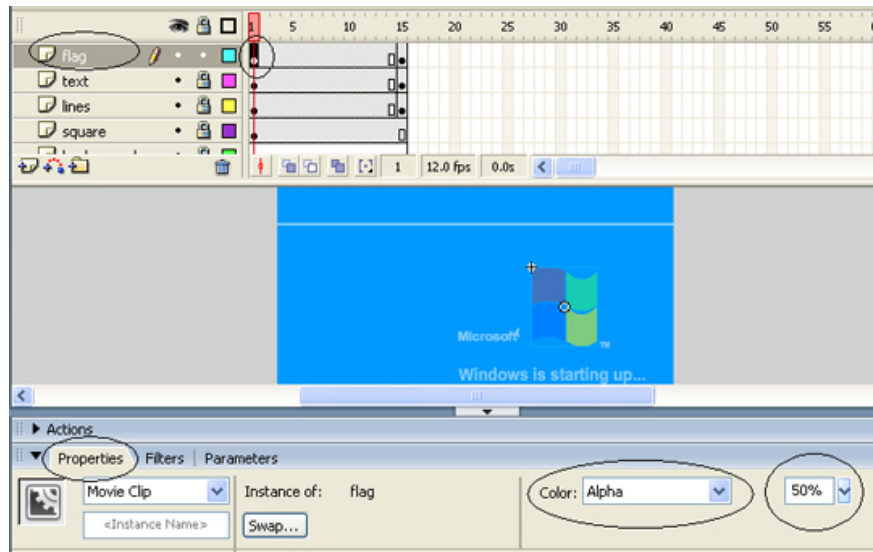


Figure 18

19. Right-click Frame 7 of the *flag* layer and select **Insert KeyFrame** , then adjust **Alpha** parameter to **75%**.

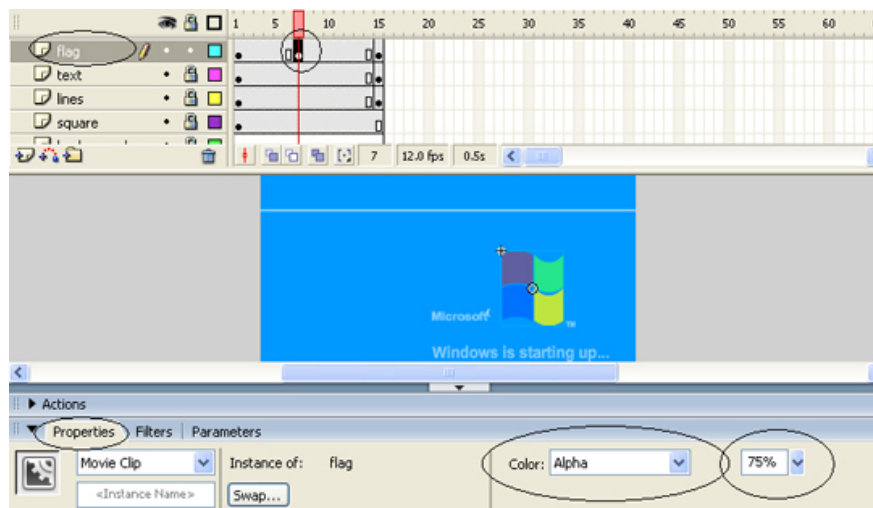


Figure 19

20. Do the same step 19 for the *lines* layer, and the *text* layer

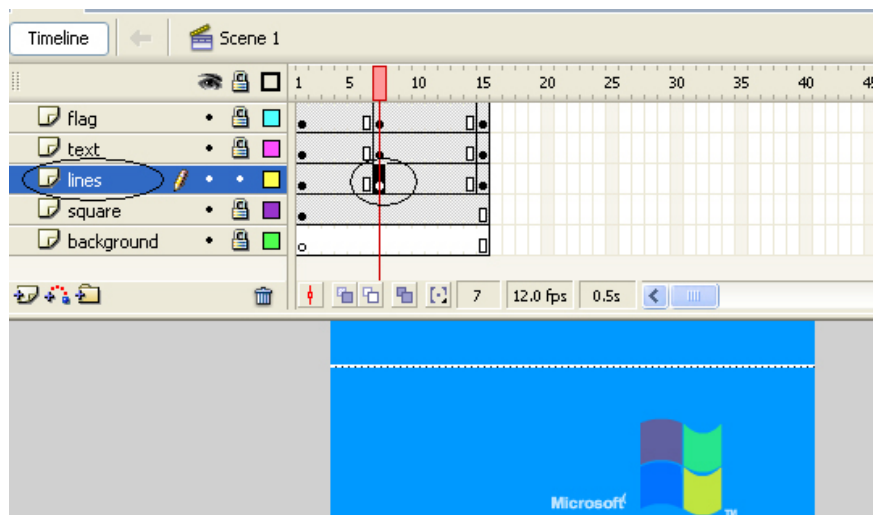


Figure 20

21. Click on the *flag* layer and create a *welcome* class right on it

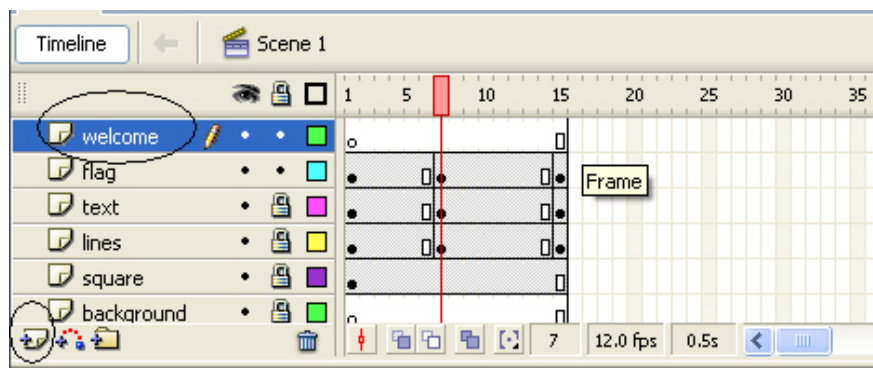


Figure 21

22. Right-click Frame 16 of the *welcome* class and select **Insert KeyFrame**

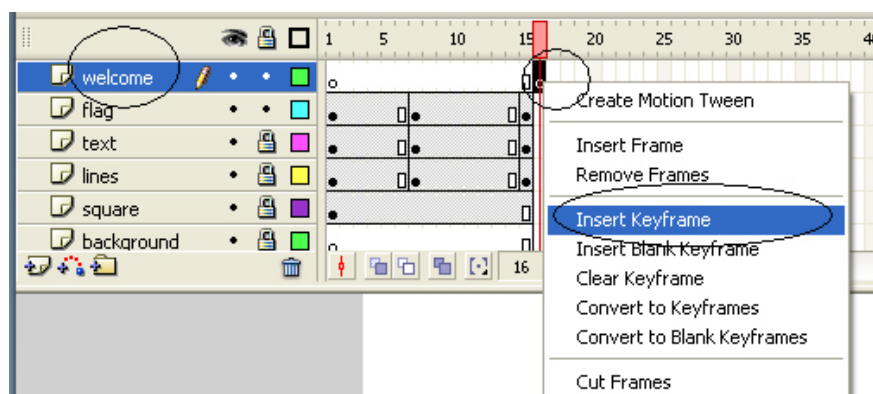


Figure 22

23. Copy pictures on *square* and *lines* layer and select **Edit > Paste in place** to create the same image, right on Frame 16 of *welcome* layer.

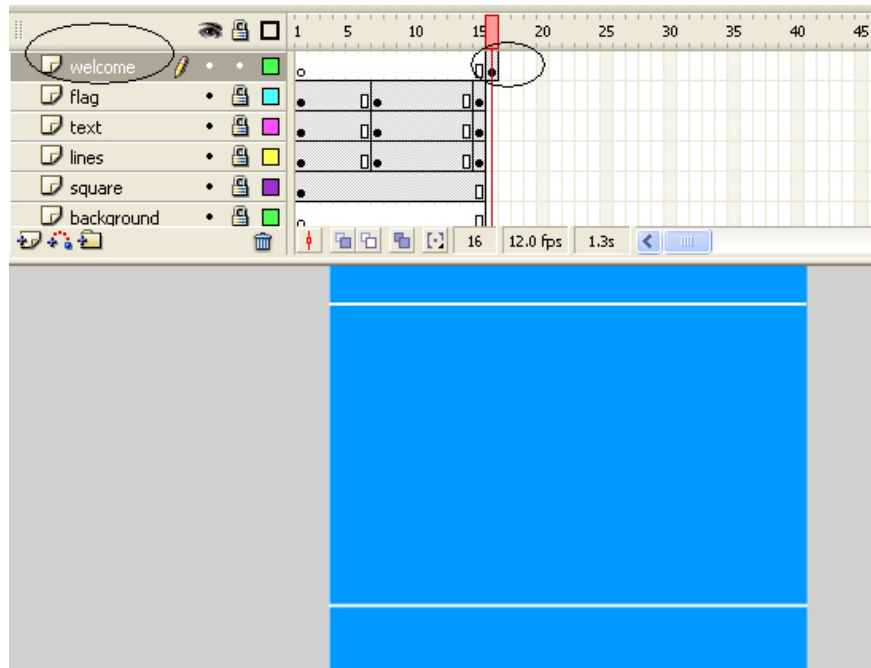


Figure 23

24. Use the **Text Tool** to create a *welcome* text

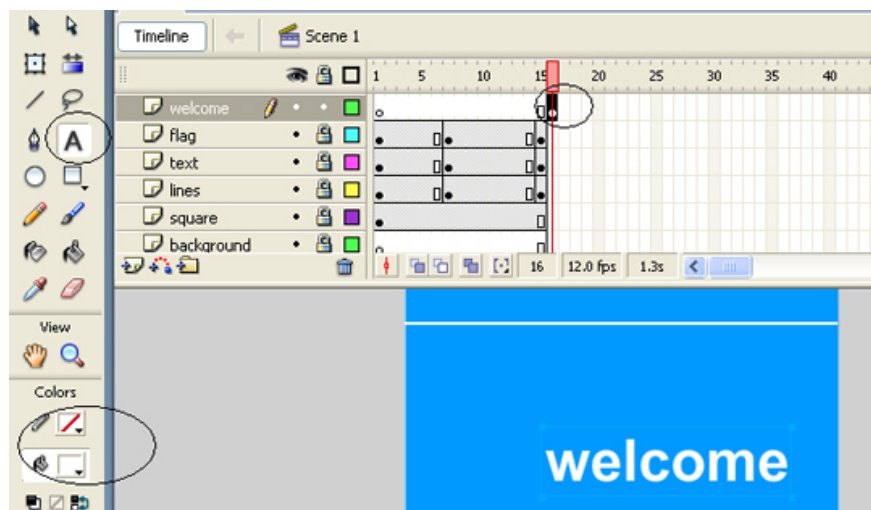


Figure 24

25. Right-click Frame 30 of the *welcome* class and select **Insert KeyFrame**

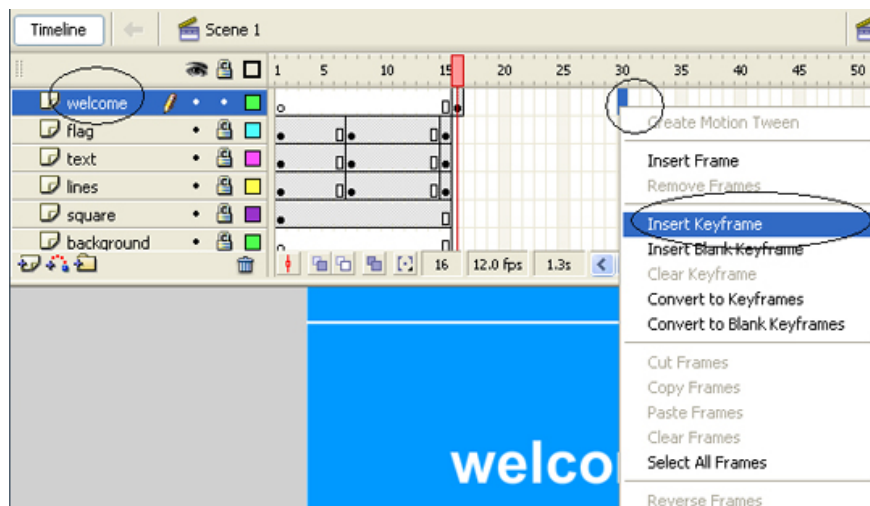


Figure 25

26. Click again Frame 16 of the *welcome* layer, click on the welcome text on the canvas and set its **Alpha** parameter to **0%**.

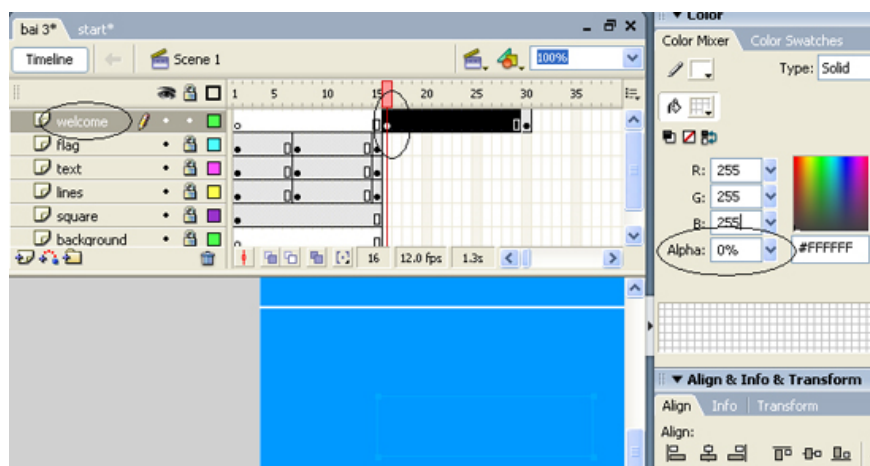


Figure 26

27. Create an *action* class right above the *welcome* class

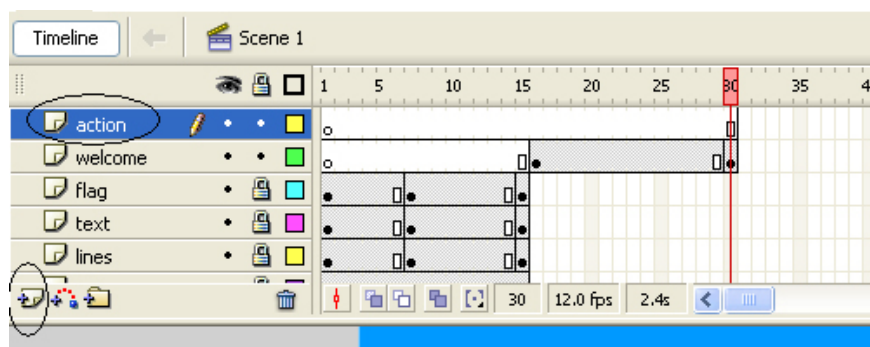


Figure 27

28. Right-click Frame 30 of the *action* class and select **Insert KeyFrame**

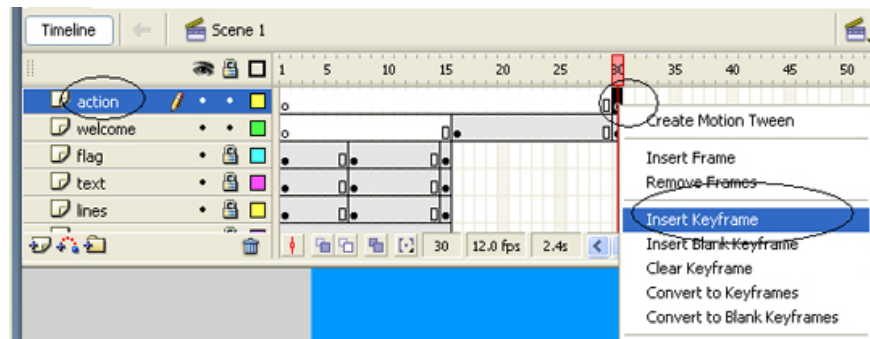


Figure 28

29. Select **Windows > Actions** to open the Actions panel, in this panel enter the command line

stop ();

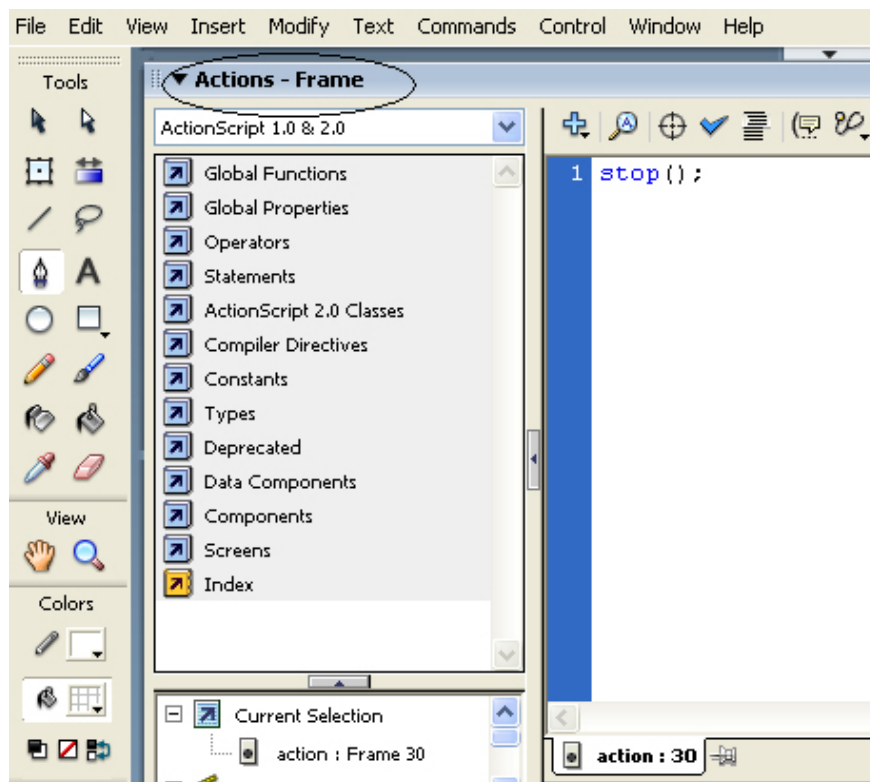


Figure 29

30. Press Ctrl + Enter to check the result. Download the source file [here](#) .

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