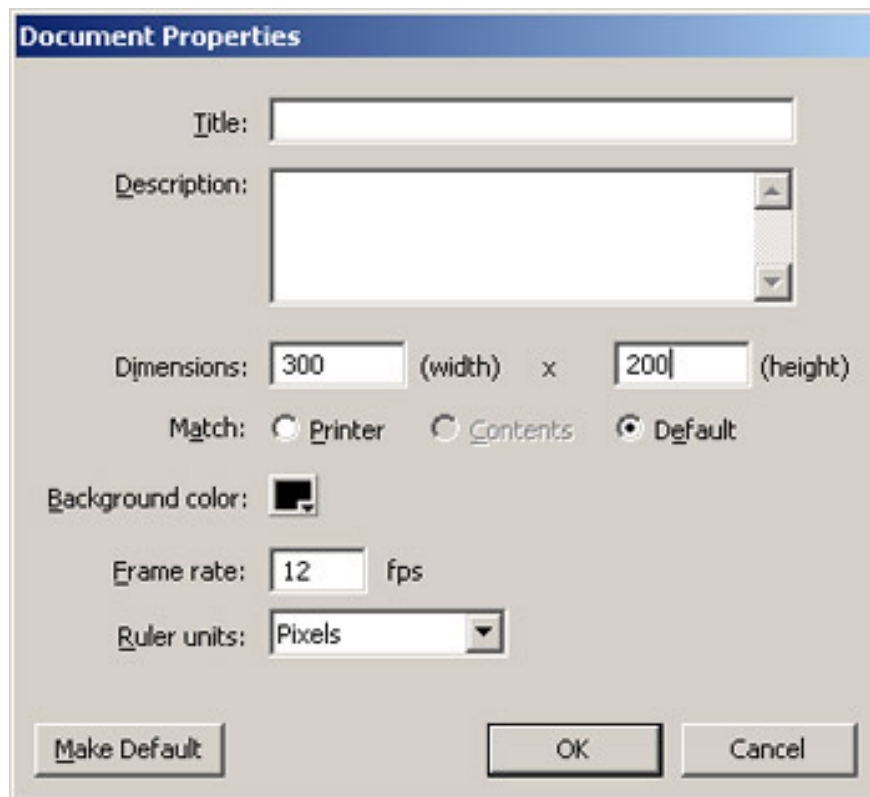


# Macromedia Flash - Text effect: light ball

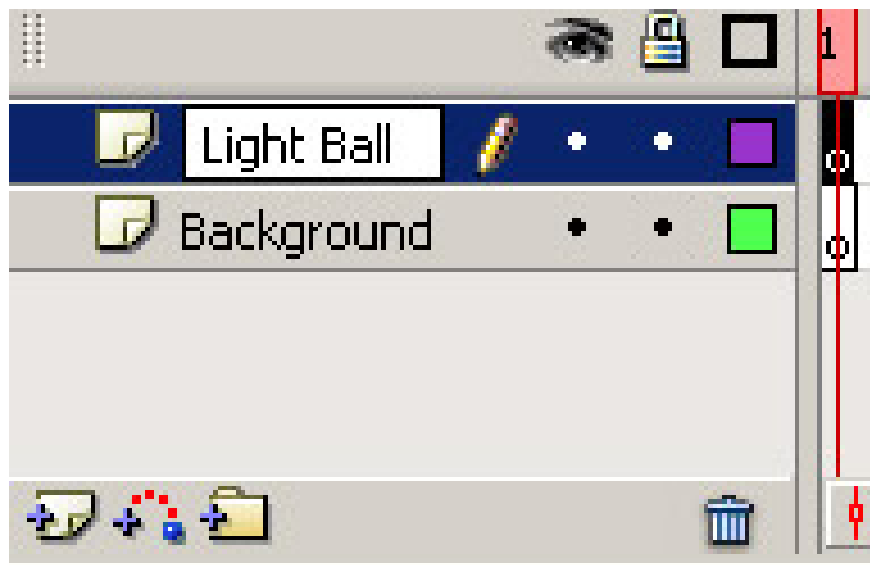
With this tutorial you will learn how to create a light effect for your text, using the 'light ball' and Action Script in Flash 8.

With this tutorial you will learn how to create a light effect for your text, using the 'light ball' and Action Script in Flash 8.

**Step 1 :** Open a new Flash file with the size of 300 x 200px and the background color is black.

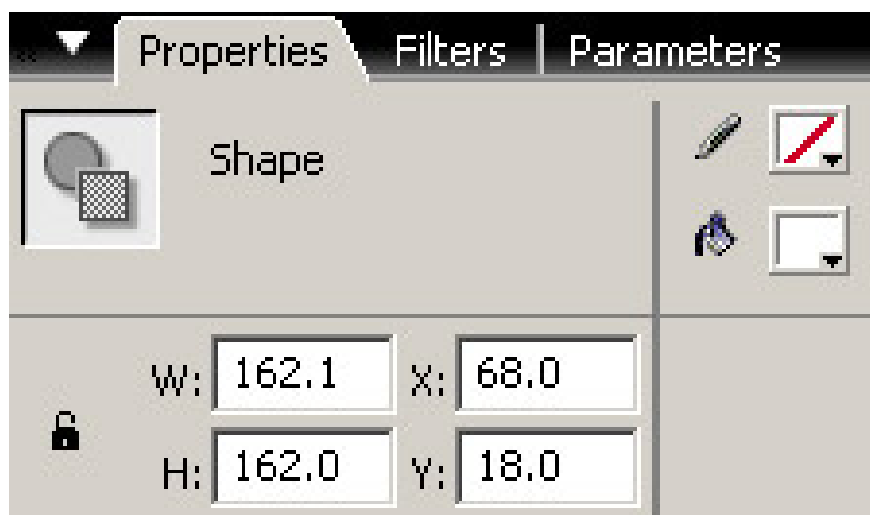


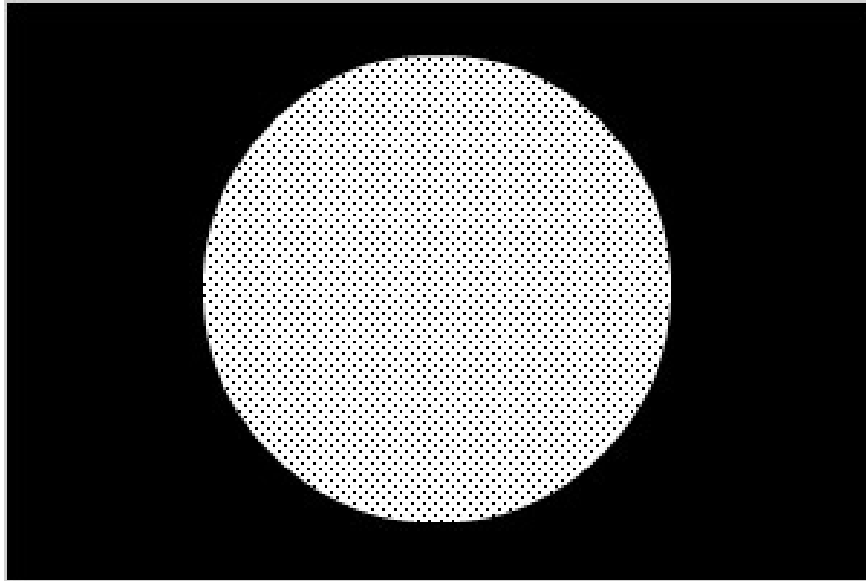
**Step 2 :** Double-click Layer1 to rename the *Background* layer. Then *Insert* a new layer named *Light ball* .



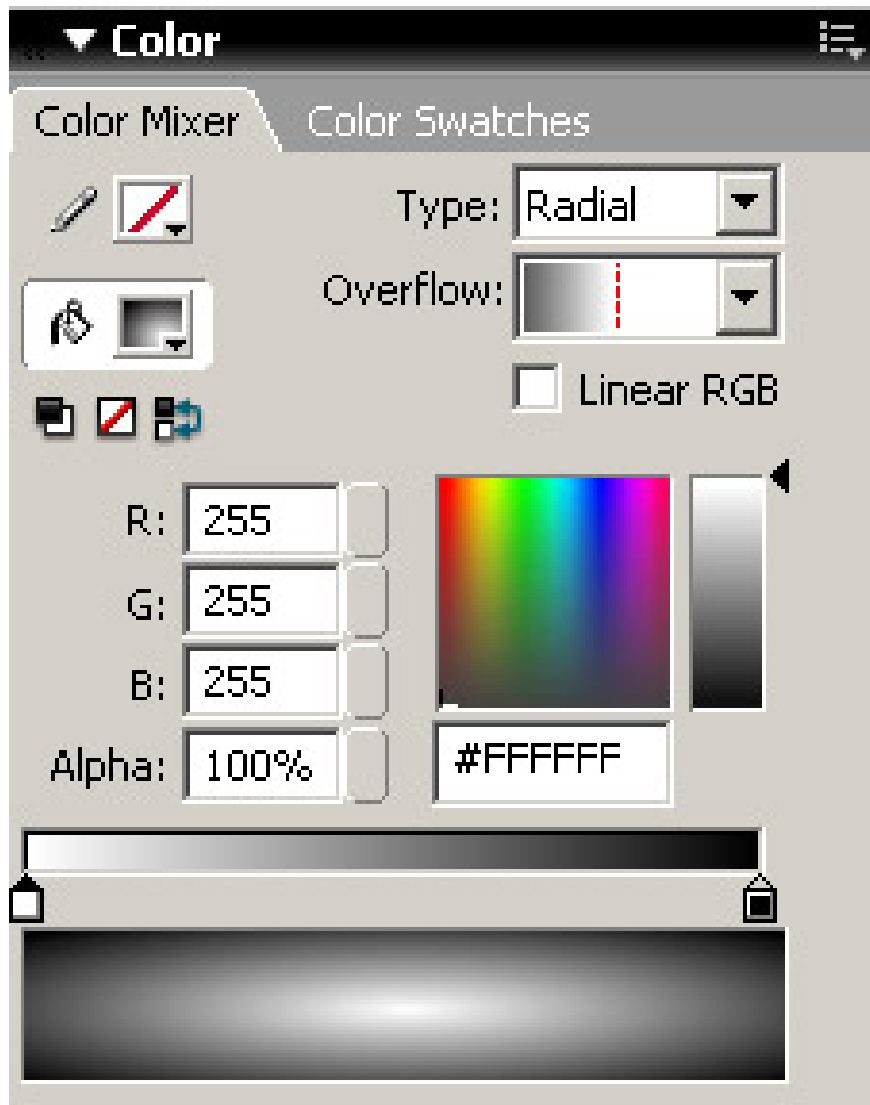
**Step 3** : Select the *Oval Tool (O)* and select the following properties

- *Stroke col* or: must choose colorless mode
- *Fill color* : select white color
- Hold Shift and drag the background to the circle and resize the circle to 162x162px

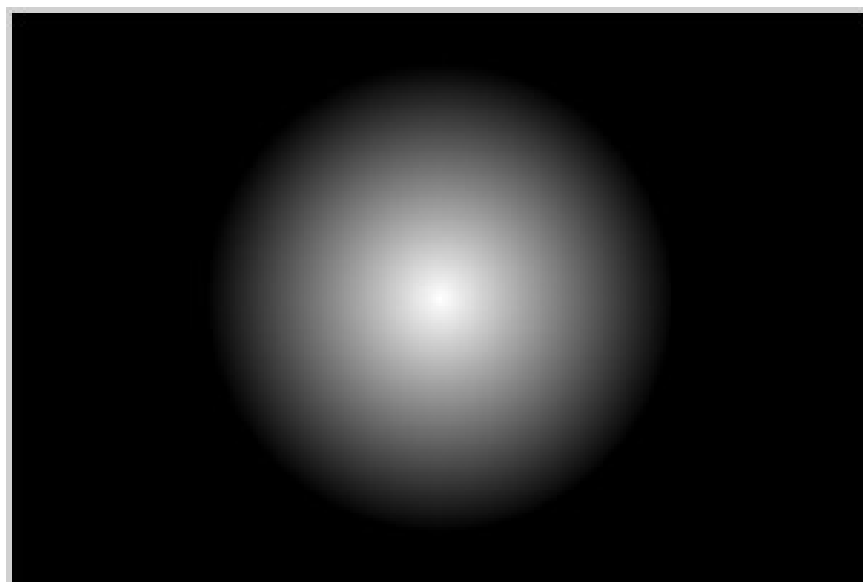




**Step 4** : Click on the drawn circle, open the *Color Mixer Panel* (Shift + F9) and set the properties like the image below.



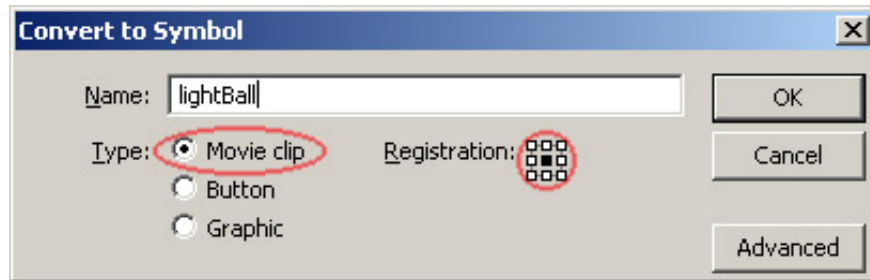
Your circle result will look like this:



**Step 5** : Select the *Light ball* layer again and press *F8* key ( *Convert to Symbol* ) to convert it into a Movie Clip

- *Type* : Movie clip

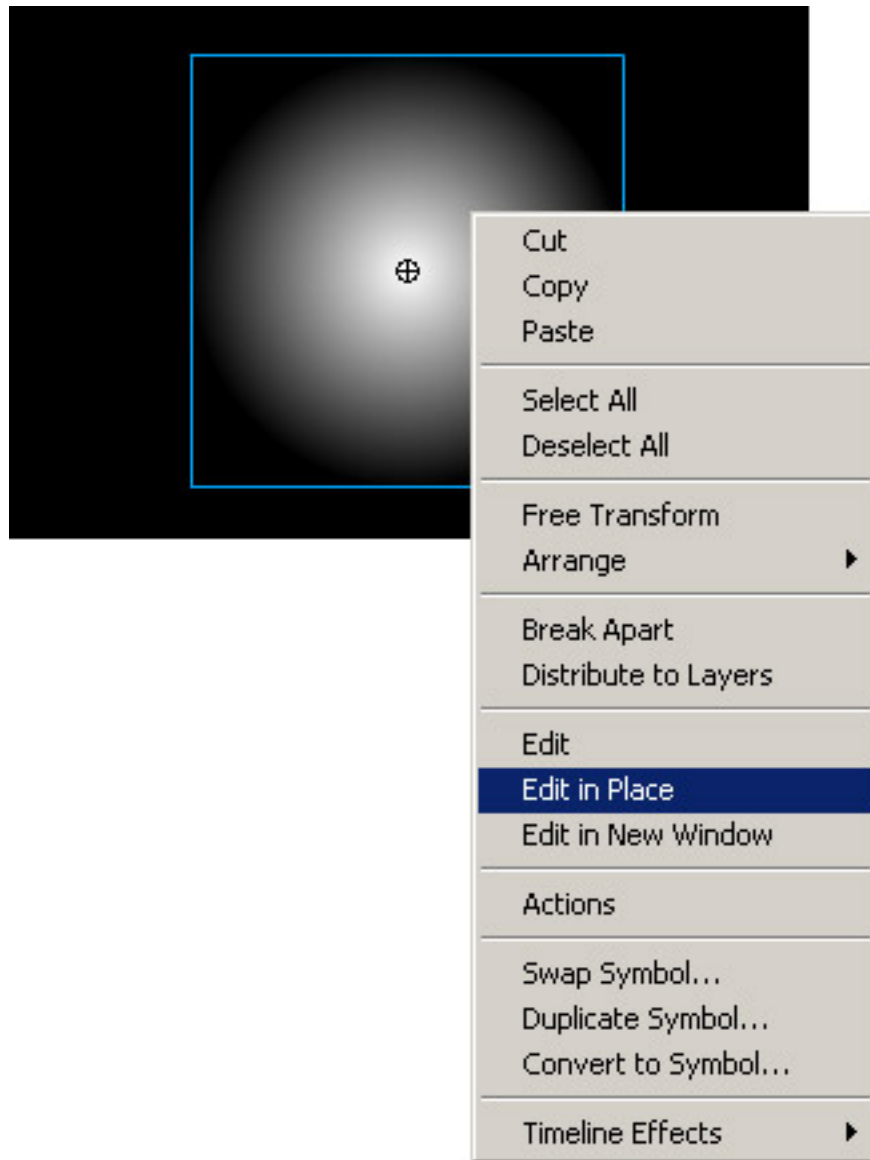
- *Registration* : choose center



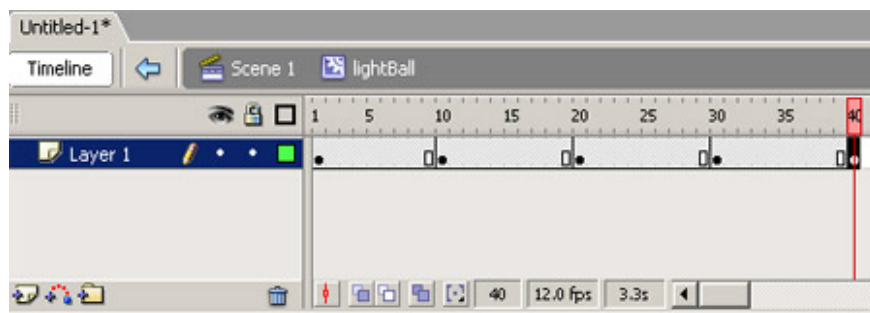
**Step 6** : Open the *Properties Panel* (Ctrl + F3) and enter the newly converted Movie Clip into the section



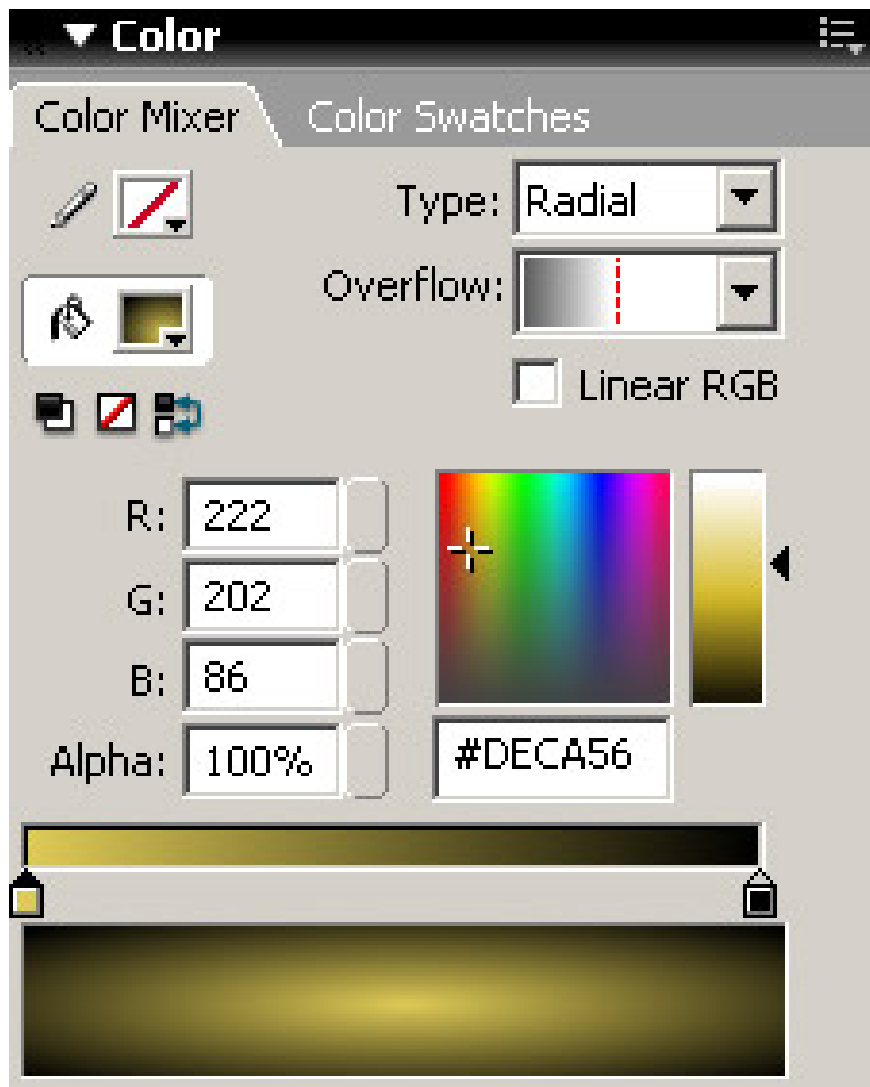
**Step 7** : Double-click the newly created Movie Clip (lightBall) or right-click and choose *Edit in Place*



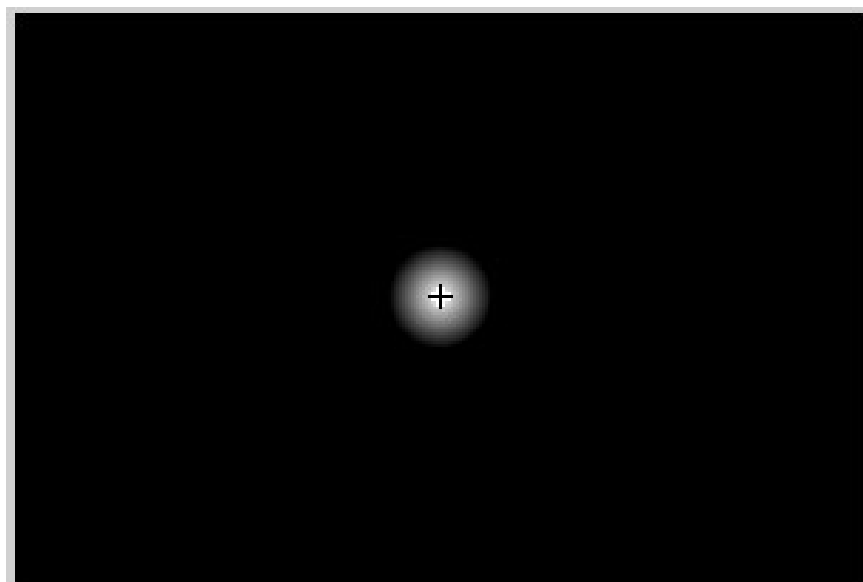
**Step 8 :** Click on frame 10, 20, 30 and 40 press F6 key on each frame (to create Keyframe).



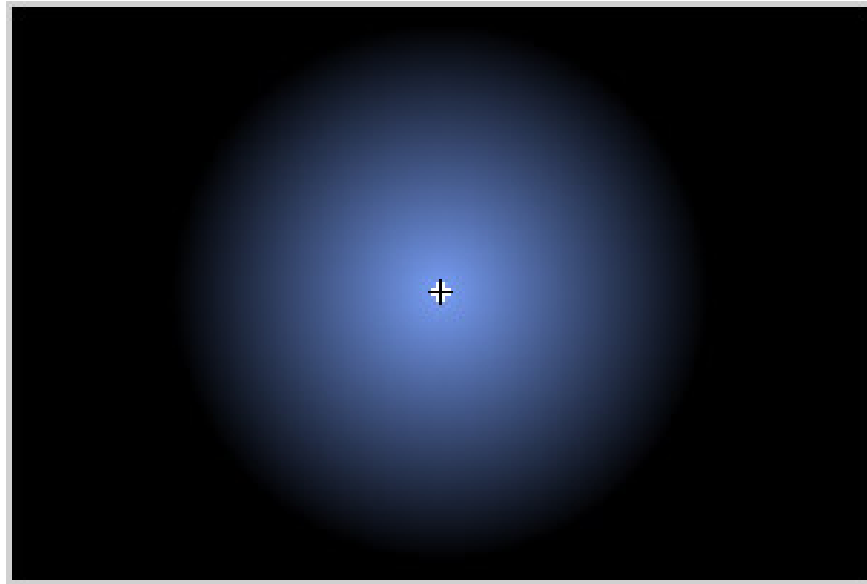
**Step 9 :** Go back on frame 10 and select the *Free Transform Tool* (Q) and drag your light ball. Then, open the *Color Mixer Panel* and set the options as shown below.



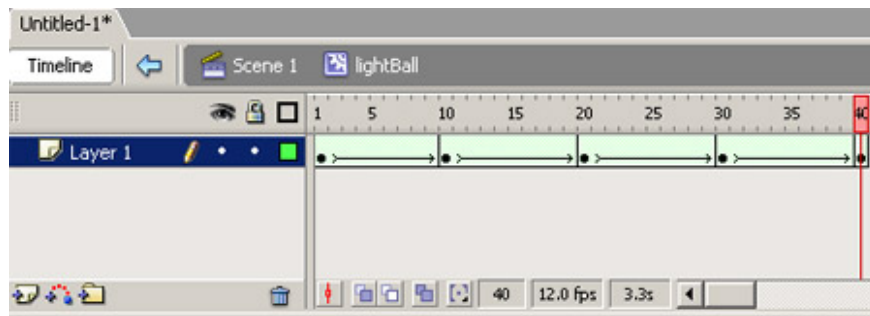
**Step 10** : Select frame 20, go to the *Free Transform Tool* (Q) and drag the image a little bit further.



**Step 11** : Select frame 30, select again the *Free Transform Tool* (Q) and increase the size of the circle a bit. Then open the *Color Mixer Panel* and set the color on the left slide to # 789EF5 (or the color you chose)



**Step 12** : Select *layer1* , in *Properties* (Ctrl + F3) under *Tween* choose Shape

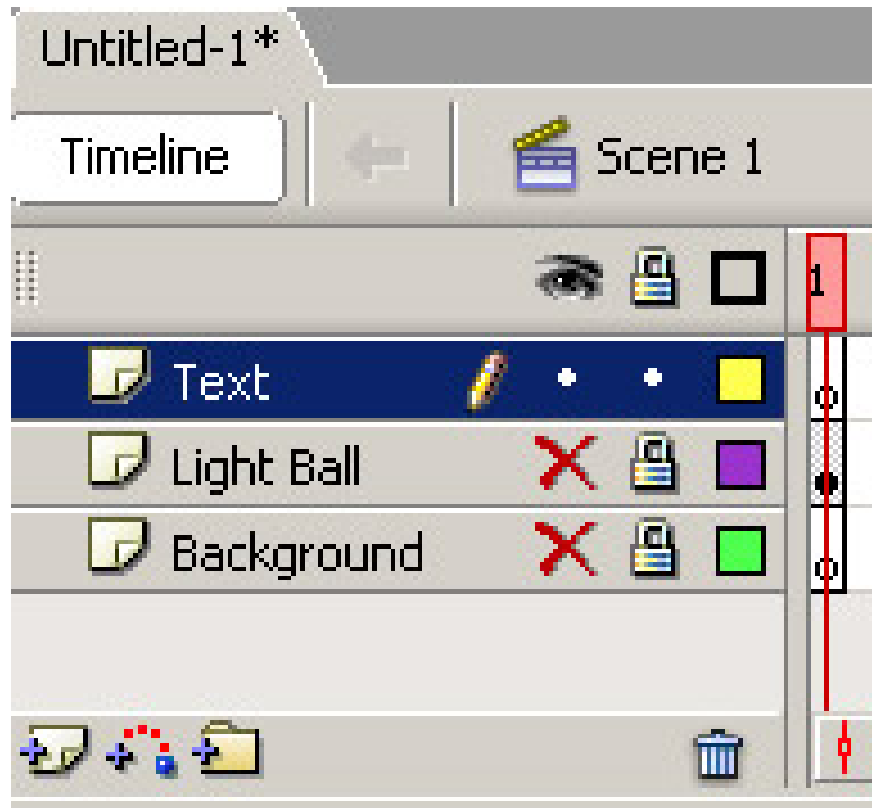


**Step 13** : Go back to the main scene (Scene 1) select the first frame of the shadow layer, open the *Action Script Panel* (F9) and paste it into the following script content:

```
startDrag ("lightBall", true);  
_level0.drag = lightBall;
```

**Step 14** : Add a new layer and name it *Text*

**Step 15** : Lock and hide all layers except the *Text* layer. Select the *Text* layer and use the *Text Toll* tool (A) with white color and then enter the content as you like.

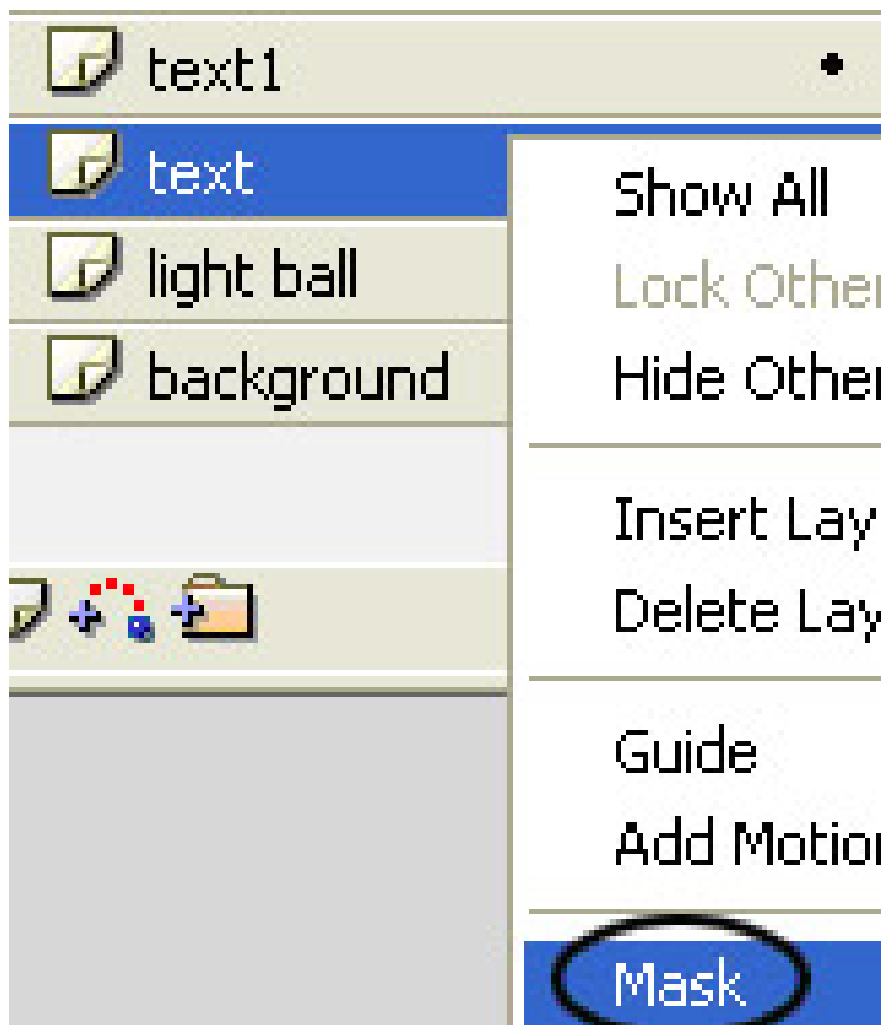


**Step 16** : Copy the text you just entered and put it in a new layer, name this new layer *Text1* . After that, change the text color of *Text1* to color: # C4E8FD and use the arrow keys to move this layer slightly down and to the right (see image below)



**Step 17** : Unhide and unlock all layers

**Step 18** : Select the Text layer and convert it to a Mask by right-clicking on the *Text* layer and selecting *Mask* .



And so that's done, let's run your file. You can get the completed file [here](#).

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