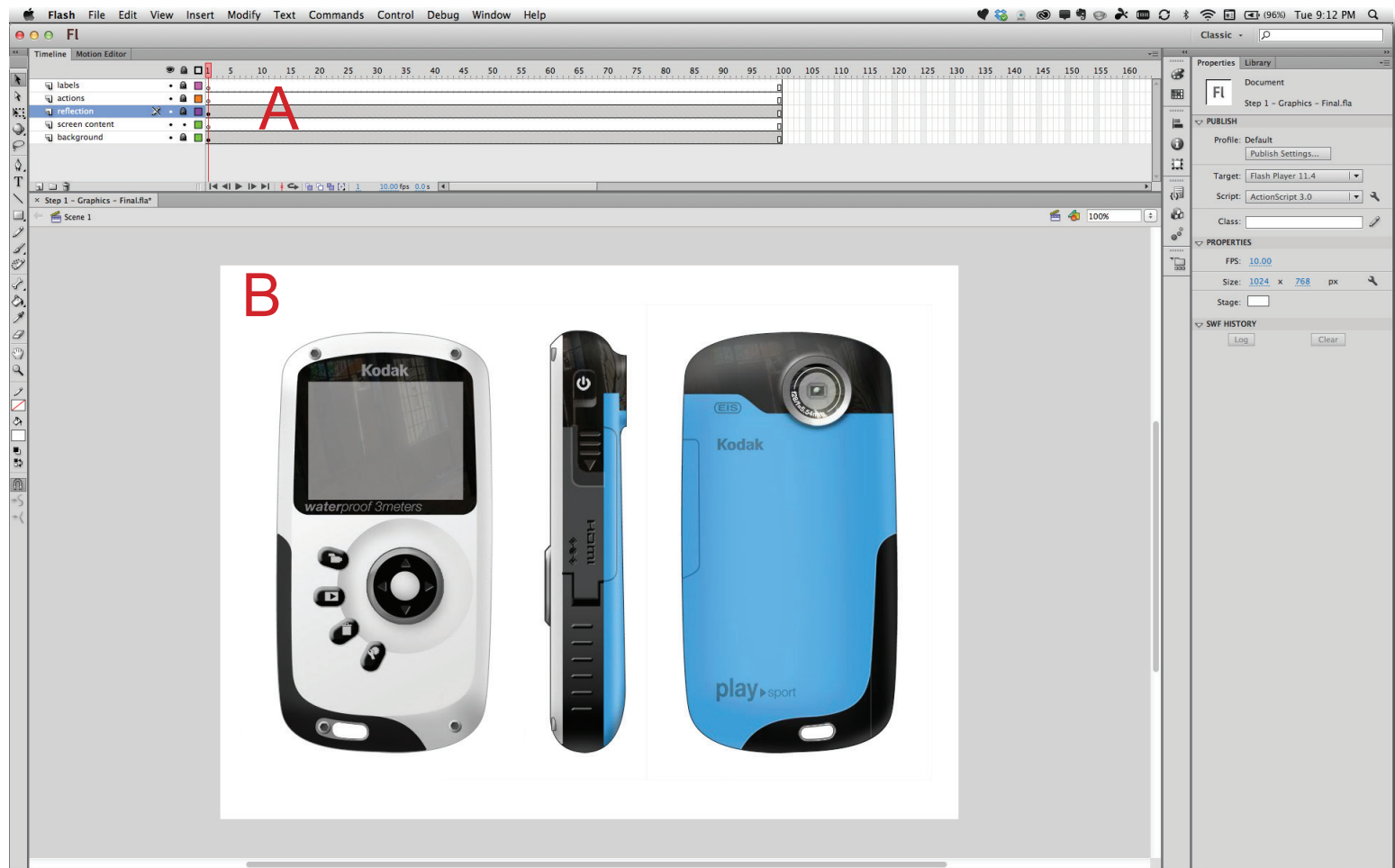# Flash - File Setup

This tutorial will cover how to setup the basic file for a interface prototype so the interface content can be "sandwiched" between the background image and reflection image. The image below shows the finished file with the Timeline (**A**) and Stage (**B**) setup.


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Flash - File Setup

Step 1   The first part of setting up the Flash file involves formatting and creating the two images (background and reflection) from Photoshop. Open the rendering file in Photoshop and go to Image > Image SIze. Change the Resolution setting in the dialogue box to 132 (Non-Retina Display iPad's pixel per inch specification). Make sure the Resample: Automatic is clicked on and click OK (**A**). The file will resize to the lower resolution and appear to zoom out.
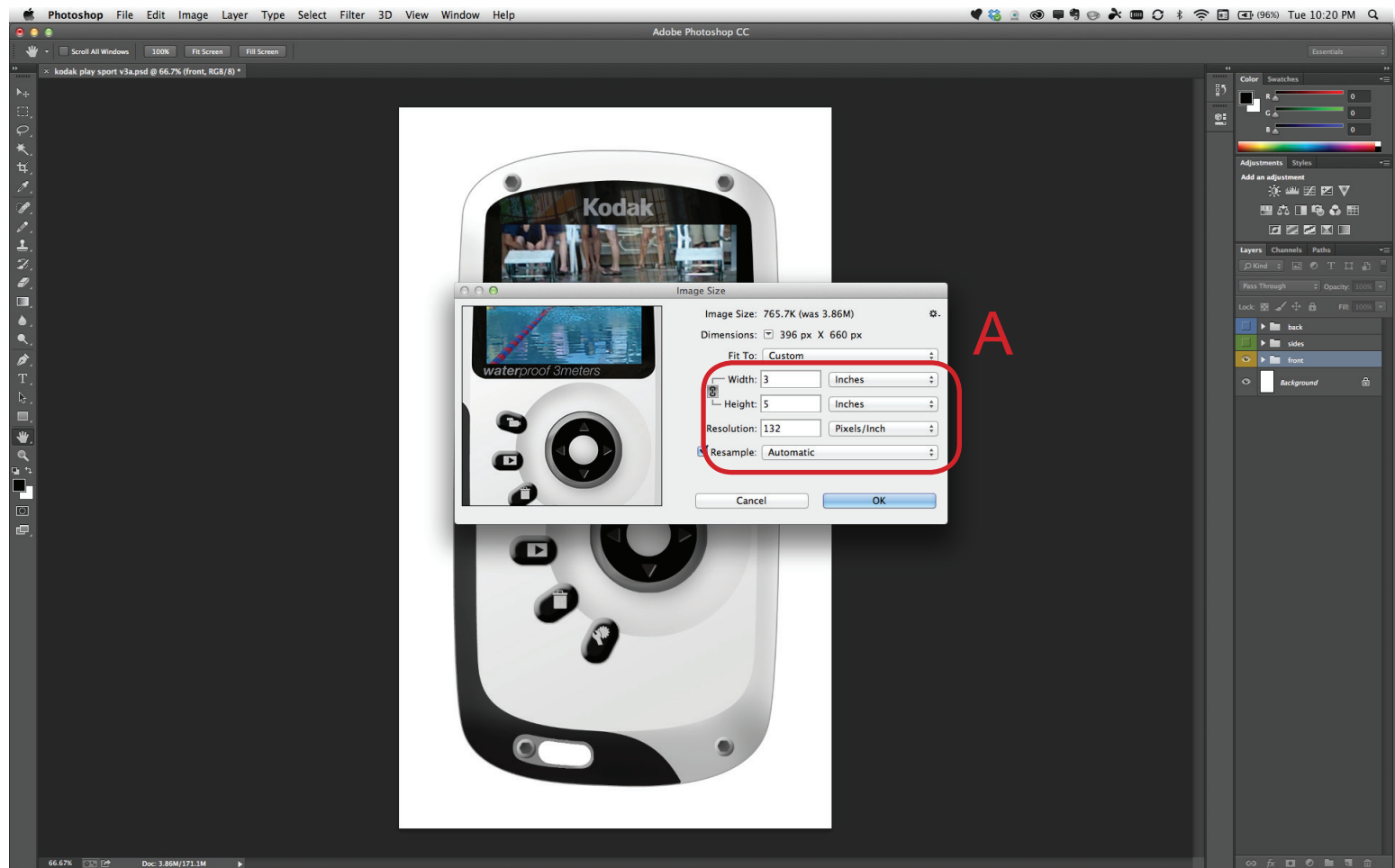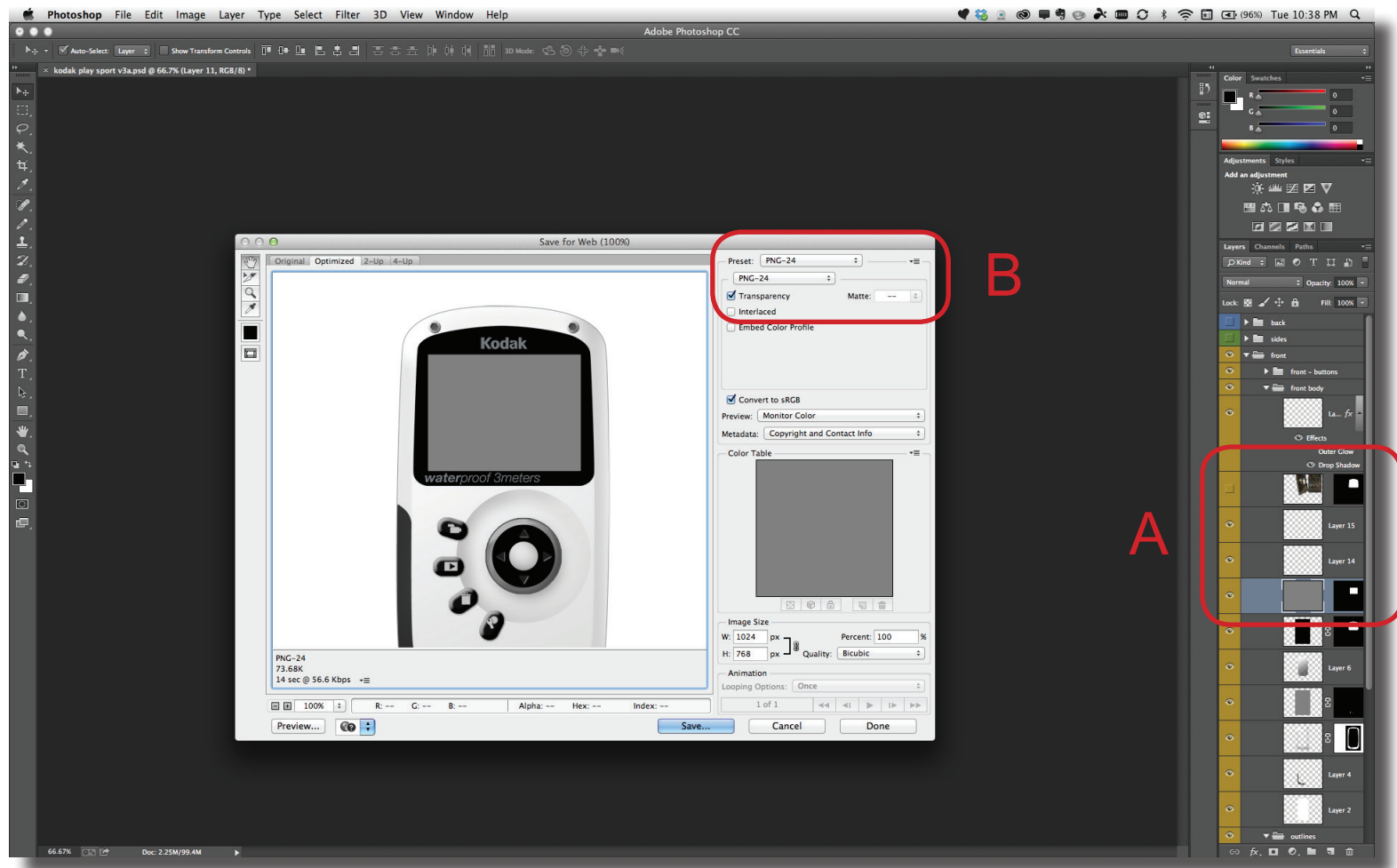
Flash - File Setup

Step 2 Next, change the canvas size to match the file size in Flash (1024 x 768 or 768 x 1024). Go to Image > Canvas Size and change the units to Pixels and then the Width and Height accordingly (**A**). When you click on OK, the file size will adjust to the new size.
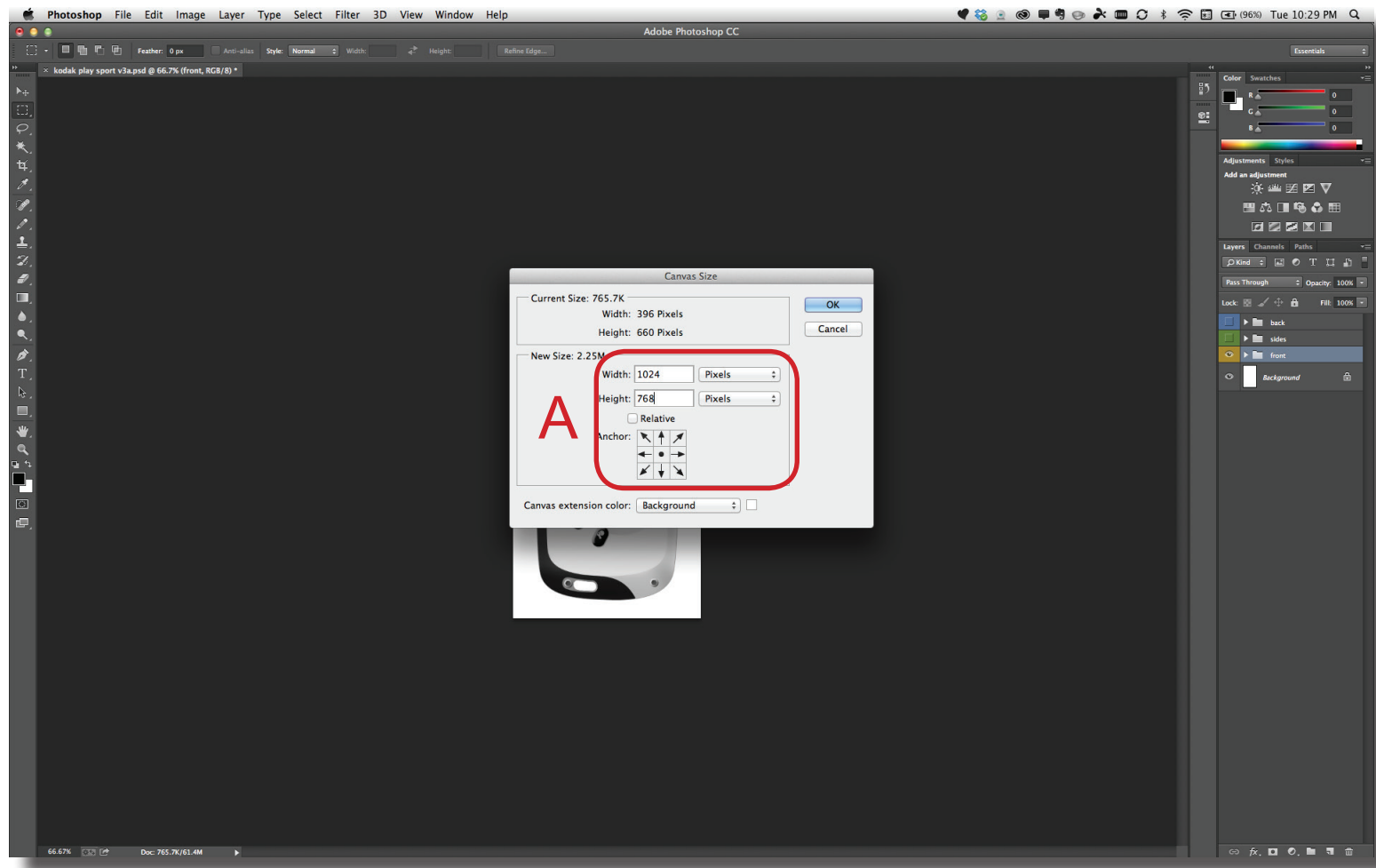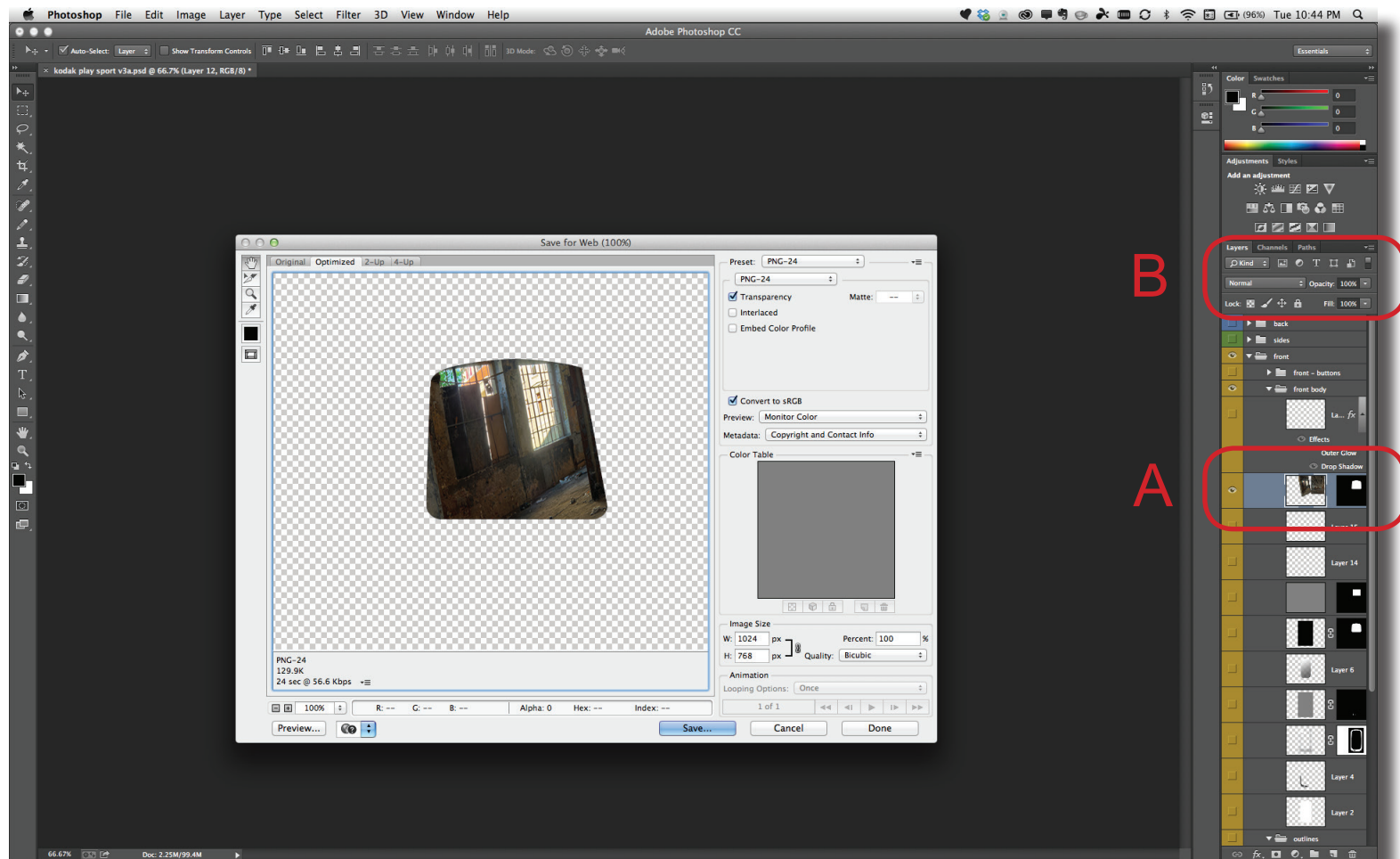
Flash - File Setup

Step 3 Next, setup the background image by turning off the reflection layer and filling the screen with a solid color (**A**). Go to File > Save for Web. Choose PNG-24 under the Preset drop down menu and click OK. Name and Save the image.
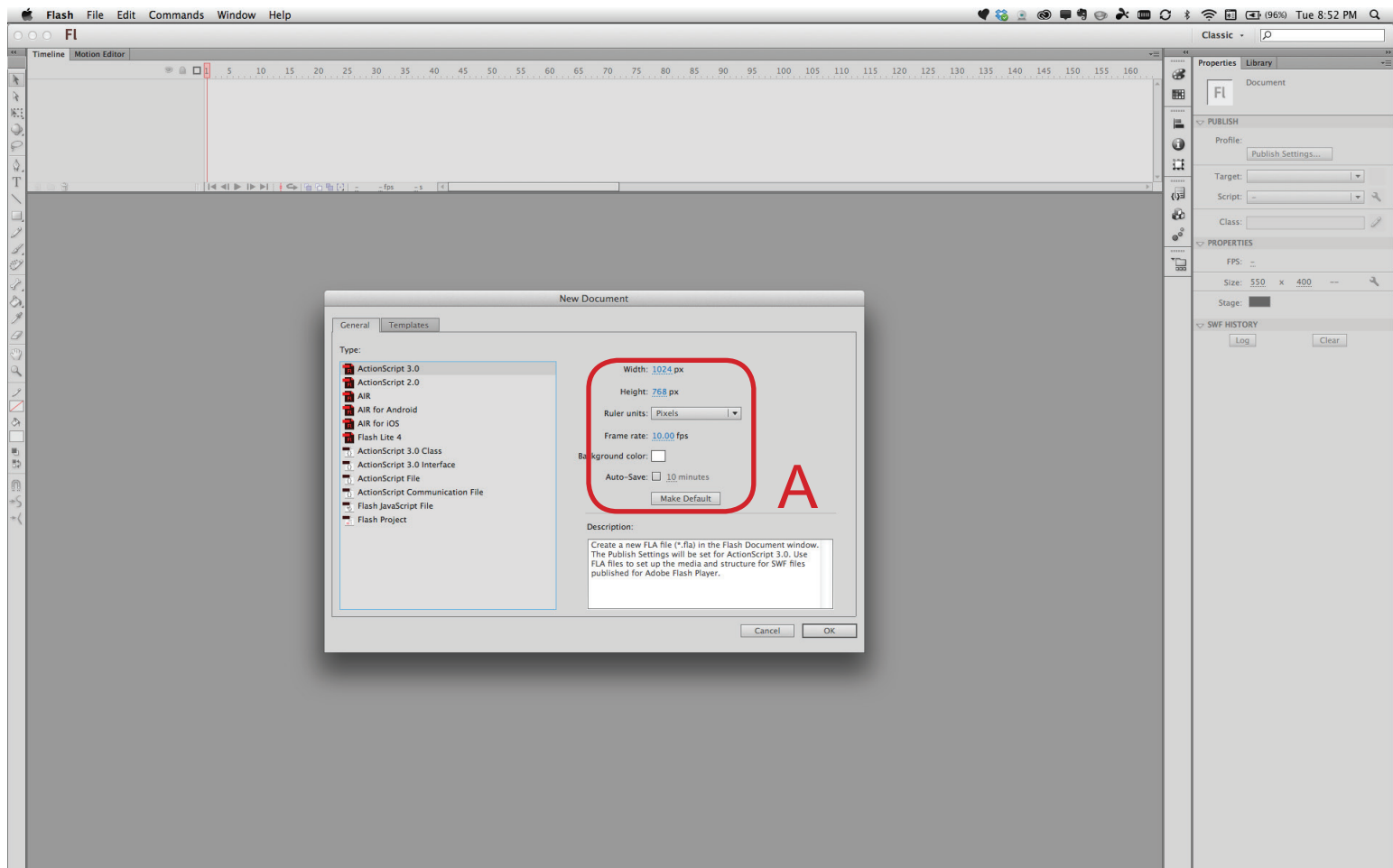
Flash - File Setup

Step 4 Next, setup the reflection image by turning off the all other layers except for the reflection layer (Alt click on layer visible icon) (**A**). On the layer, set the Blend Mode back to Normal and Alpha to 100% (**B**). Go to File > Save for Web. Choose PNG-24 under the Preset drop down menu and click OK. Name and Save the image.
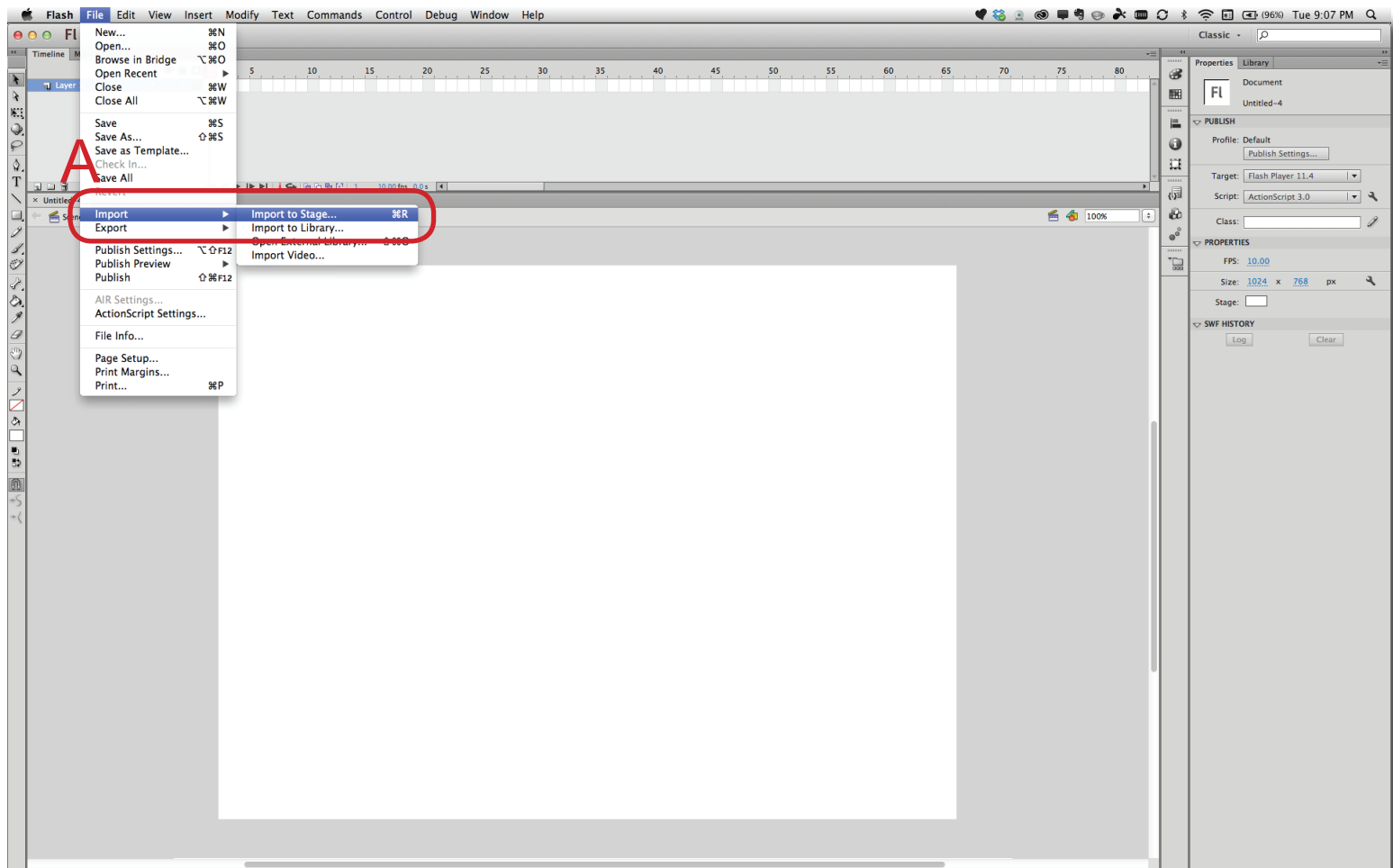
Flash - File Setup

Step 5   In Flash, create a new ActionScript 3 file (File > New). Make sure to set (**A**) the finished file size (Width & Height), Ruler Units and Frame Rate (fps).

Flash - File Setup

Step 6   Import the background image to the stage File > Import > Import to Stage (**A**).



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Flash - File Setup

Step 7   The background image can be left on the Stage (**A**). To keep from accidentally moving or deleting the image, lock and rename the layer in the Timeline (**B**).
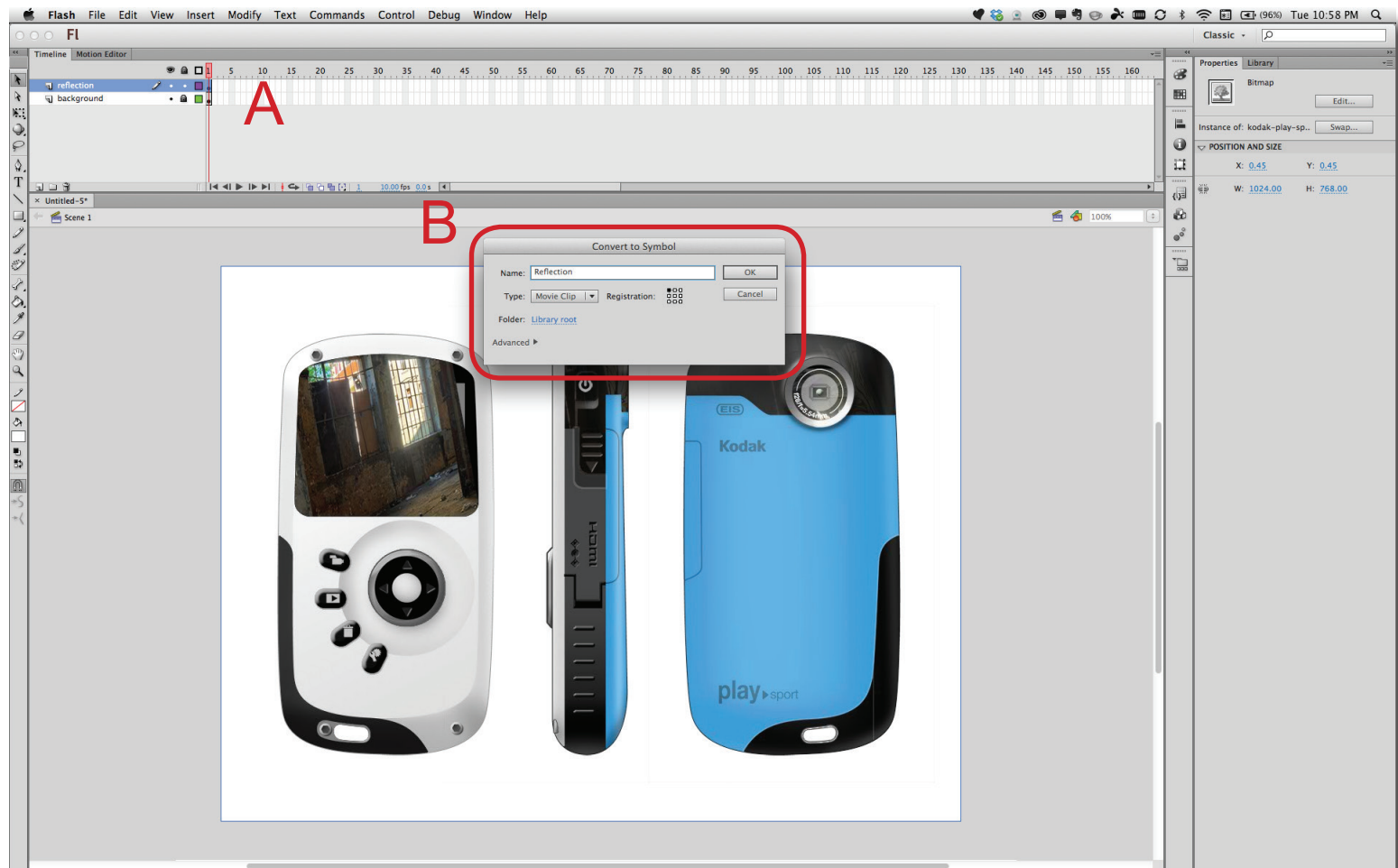
Flash - File Setup

Step 8   For the reflection on the screen, import the reflection onto its own layer and then convert it to a MovieClip so the Blend mode and Alpha can be set. Start off by creating a New Layer in the Timeline palette and renaming it to "Reflection"(**A**).
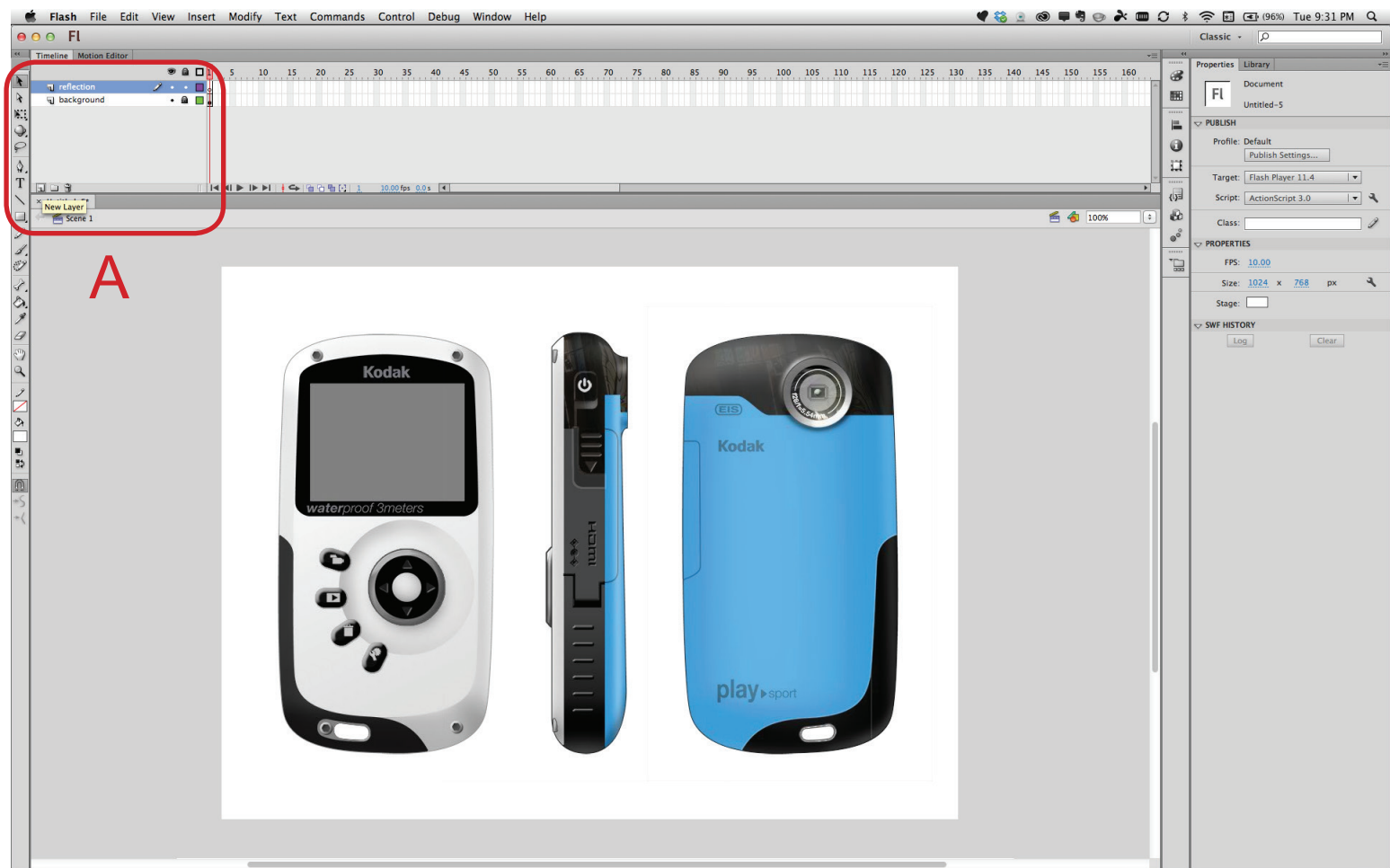
Flash - File Setup

Step 9　Select the first frame on the Reflection layer in the Timeline (**A**) and import the reflection image to the stage (File > Import > Import to Stage). With the image still selected, convert it to a MovieClip (Modify > Convert to Symbol...). In the dialogue box (**B**), give the symbol a Name (used in the Library panel), set the Type to MovieClip and verify that the Registration point in the upper left hand corner.

Flash - File Setup

Step 10 With the reflection image contained within a MovieClip, the Blend mode and Alpha effect can be set and adjusted in the Properties panel (**A**).