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## Basics of Adding Video to Flash MX by Karla Patterson

Flash will accept MPEG, QuickTime, and AVI file formats. Note: that QuickTime player must be installed for adding QuickTime files.

Check to see which encoding gives you the best file size. For example: On one of my projects, the Flash project was 15MB smaller with the MPEG video than the QuickTime video, and the MPEG video looked better.

To Import the Video into Flash:

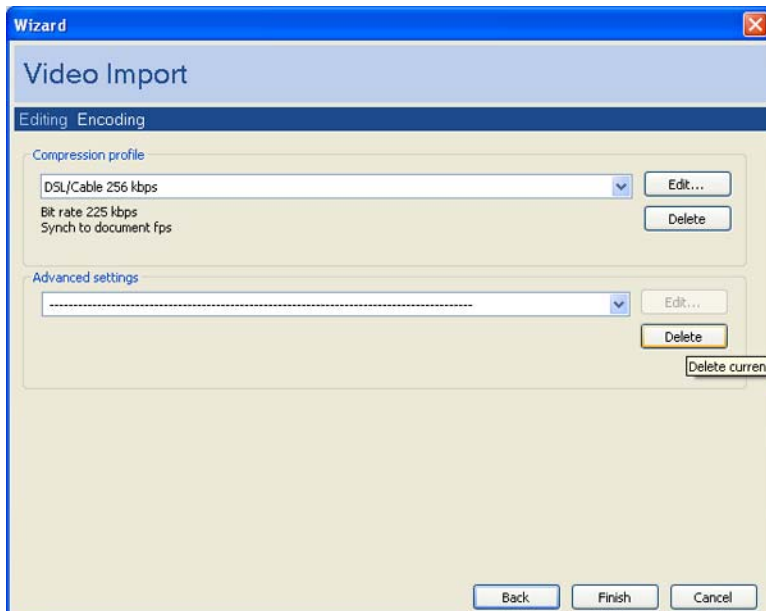
Set the project frame rate *fps* to the same rate as the video. (Ex. 30 fps)

**Select Insert > Create New Symbol > Choose Movie Clip > Name the Symbol.**

Make sure you are on the timeline of the symbol that you just created.

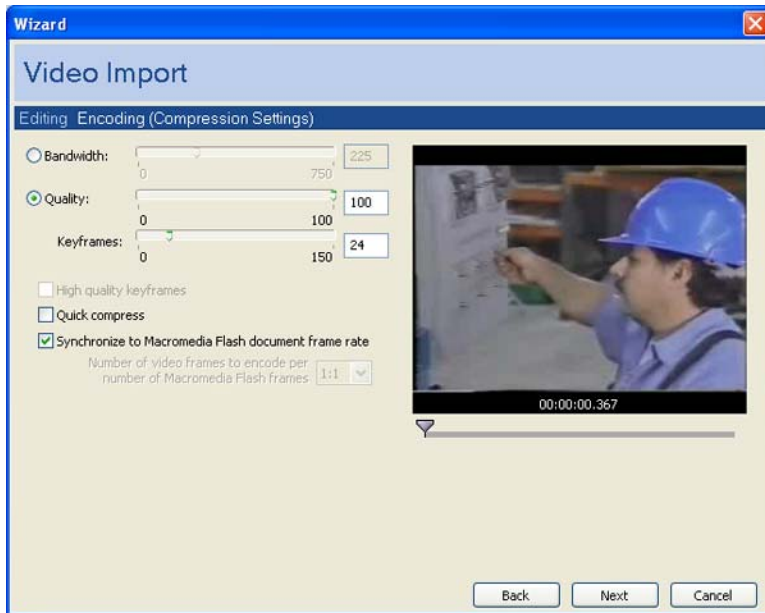
**Select File > Import > Import to Stage**

Settings:



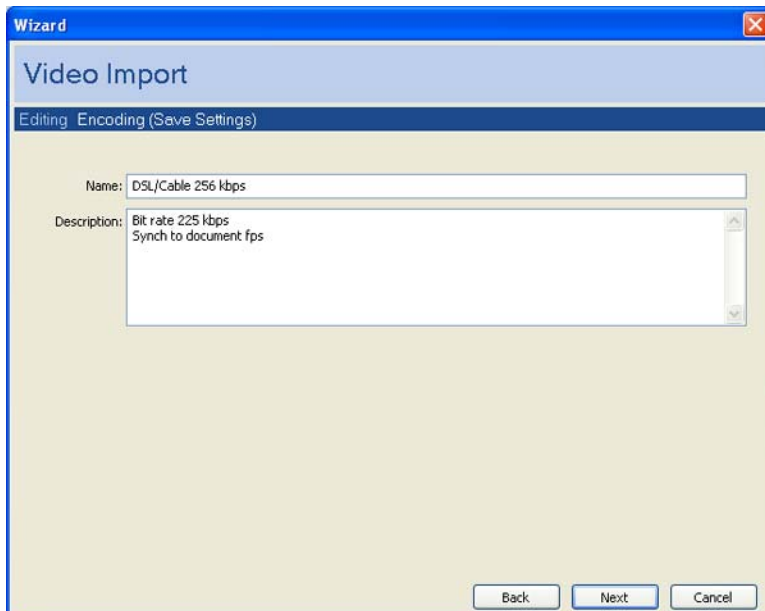
Click the **Edit** Button for the Compression Profile.

This will allow you to change the settings for importing the video, based on how your Flash project will be used. For use on a CD, emphasize quality, and for use on the Web, emphasize lower Bandwidth. Below is an example of the settings for use on a CD:

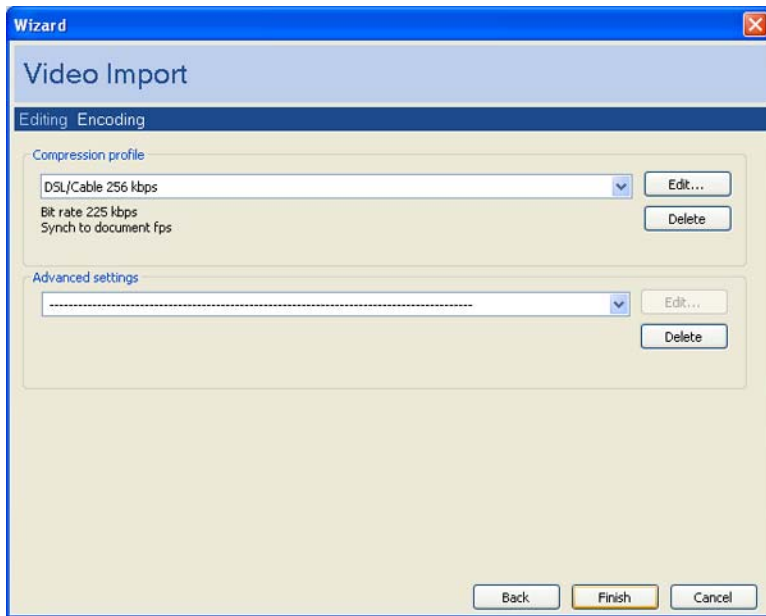


Highlight the Quality button and set to 100. Deselect Quick Compress. Select Synchronize to Macromedia Flash document frame rate. (Remember, you already set your document to the correct frame rate.) Click **Next**.

At the Editing Encoding (Save Settings) screen. Click **Next**.



When you are back at the Editing Encoding screen, click **Finish**.



When prompted with a pop-up screen with the following message, click **Yes**.



This video requires \_\_\_\_\_ frames to display its entire length. The selected timeline span is not long enough. do you want the required number of frames automatically inserted into the timeline span?

On the video symbol timeline, **change** the name of Layer 1 to *video*.

**Add** a new layer and **name** it *actions*.

On the actions layer, in the last frame of the timeline, **insert a blank keyframe**.

**Select** the frame that you just inserted the blank keyframe into, and open the Actions Window. You should see Actions-Frame as the title of the window.

**Select Global Functions > Timeline > Control > Stop**

You should see `stop()`; as the action script in the script area of the window.

This script stops the video after playback. Otherwise, the video would continue to play repeatedly, as long as the symbol was active.

In the main timeline, **Add** a layer and **name** it *video\_layer*. Now, **Add** a layer and **name** it *video\_player*.

**Select** the *video\_layer*. **Place** the symbol containing the video onto the stage.

**Click** on the symbol and give it an **Instance Name**. (Ex. promo\_video) This is done in the Properties window.

I suggest using a unique name. (Ex. promo\_video) Use all lower case letters and use an underscore instead of a dash.

Create the player buttons and add them to the *video\_player* layer.

**Select** each button and add the action script for that button. In the following examples, promo\_video is the Instance Name that you added earlier.



Play button –

```
on (release) {  
    _root.promo_video.play ();  
}
```



Stop button –

```
on (release) {  
    _root.promo_video.stop ();  
}
```



Go to the beginning of the video and play button –

```
on (release) {  
    _root.promo_video.gotoAndPlay (1);  
}
```



Go to the end of the video and stop button –

```
on (release) {  
    _root.promo_video.gotoAndStop (1748);  
}
```

The number in parenthesis in the code for the above two button examples is the frame number on the symbol timeline.

These are the basics for utilizing videos in your Flash documents. There are many more bells and whistles that Flash has to offer, such as utilizing an alpha channel, and all of the interactivity and animation for which Flash is famous.

**About the Author:** Karla Patterson is a [Multimedia Specialist](#) and [Website Designer](#). She creates powerful messages that get strong results for small businesses by combining digital technologies, streaming video, DVD, CD and the Internet. Visit her website at <http://www.video7pro.com> for information on using multimedia and digital technologies to reach your global marketplace. Contact her by email at karla @ video7pro .com.

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