Adobe Flash

Flash Graphic Symbols

What are Graphic symbols in Flash?

Graphic symbols are reusable static images that are used mainly to create animations. Any drawn vector/plain text/imported bitmap (photo), or combinations of these, can be converted into a single controllable object, called a graphic symbol. Graphic Symbols have only one frame in their timeline.

How to create a graphic symbol in Flash

Please carry out the following steps in Flash to create graphic symbols.

1. First create/import the object(s) to be converted into a graphic. You can import bitmaps onto the stage using **Ctrl+R**.

2. Select the object(s) and then press **F8** (or **Modify >> Convert to Symbol**).

3. Select the Graphic Behavior and name the symbol, say **'g_home'**.

4. To edit it at a later point, double-click the symbol in the library (**Ctrl + L**) or any of its instances on the stage to switch to its **symbol-editing mode** as shown below. The name of the symbol will appear near the scene name ('Scene 1' by default, as shown below).

5. Make the necessary changes and click **'Scene 1'** to exit from the symbol editing mode and go back to view the main movie's time-line.
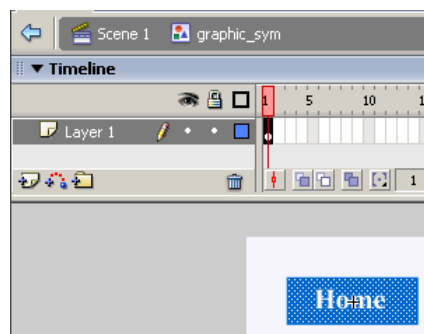
Fig: Symbol-editing Mode of flash graphic 'g_home' (Flash 8 and below)