



Adobe® Flash® Professional Toolkit for CreateJS

What is the Adobe Flash Professional Toolkit for CreateJS?

This optional extension to Adobe Flash Professional CS6 software will empower designers and animators working with Flash Professional to create new assets for HTML5-based games and other rich interactive content. The extension will support many of the core animation and drawing capabilities of Flash Professional and allow users to export content in a format that targets the open source CreateJS framework.

The extension is an export panel for Flash Professional CS6 that will generate JavaScript representing items on the stage and symbols, images, and sounds in the library. It will also emit a simple HTML page to provide a quick way to preview the assets. All interactivity will be written separately in JavaScript using the CreateJS framework.

What's new in Version 1.1?

Version 1.1 of the Adobe Flash Professional Toolkit for CreateJS consists of a major architectural change that significantly improves publishing time for larger projects, as well as other enhancements to improve the Flash to HTML experience:

Multi-frame bounds—If checked, timeline symbols will include a "frameBounds" property containing an array of Rectangles corresponding to the bounds of each frame in the timeline. *Note: Selecting this option may result in increased publishing times.*

New motion tweens—In addition to support for classic tweens in the original version of this extension, motion tweens are now supported, which are collapsed into frame-by-frame animations.

Shape tweens—Shape tweens are supported, and are collapsed into frame-by-frame animations.

Mask layers—Mask layers are supported with some restrictions. The mask layer cannot contain symbol instances, bitmaps or text; only vector shapes are supported. Shape tweens and keyframes are supported to allow animated masks.

Export WAV as MP3—WAV audio files in the Library are now exported as MP3 files.

New edit settings interface—The settings dialog allows you to edit preferences to define how the current FLA will be published. New settings include: JS Namespaces (the namespace in which symbols, images, and the createJS libraries will be placed into and referenced from) and multi-frame bounds.

What is the CreateJS framework?

CreateJS is a suite of open source JavaScript libraries that make it easier to work with the HTML5 Canvas element and develop rich interactive content for HTML5. The Canvas element essentially provides a bitmap canvas for dynamically rendering shapes and bitmap graphics. The primary libraries that are used by the Toolkit for CreateJS are:

EaselJS—This library provides a display list (similar to the Adobe Flash Player runtime) to allow you to work with display elements on a canvas as nested objects.

TweenJS—This is a simple to use but very powerful JavaScript tweening and animation library.

SoundJS—This library provides a plug-in architecture for playing audio on the web via a simple API using HTML5 audio tags, Web Audio, or Flash Player.

Who is this extension for?

This extension was created by Adobe specifically for designers and developers who are already familiar with Flash Professional. Our goal is to provide more ways to help users create new content for different runtimes. This extension can help current Flash Professional users make the transition to HTML5.

How is this different from Adobe Edge Animate?

This extension is targeted specifically at current Flash Professional users who want to start creating new content in HTML5 within the Flash authoring environment. Adobe Edge Animate allows you to work natively with HTML to create animated and interactive content using web standards.

Is this technology similar to Wallaby?

The Toolkit for CreateJS is an integrated approach that generates a smaller and reusable JavaScript library, making it easier to work with the CreateJS framework. Wallaby is designed to convert basic assets without support for audio.

How can customers get access to the extension?

This is a complimentary extension for all Flash Professional CS6 customers, including those who have Flash Professional as part of an Adobe Creative Cloud™ membership. It is available for download at www.adobe.com/go/createjs.

Which versions of Flash Professional will the extension work with?

The extension will work only with Flash Professional CS6.

What are the plans to update the extension?

Adobe's goal is to provide periodic updates to the extension to support ongoing changes to the open source CreateJS framework and to enable the export of additional, preexisting capabilities in Flash Professional CS6.

Where can I learn more about CreateJS?

We have created some getting started guides and videos to help familiarize you with the CreateJS framework. Refer to www.adobe.com/go/createjshowto.

Why is the Toolkit for CreateJS introduced as an extension?

This gives us flexibility to make more frequent updates and maintain compatibility with the framework.

Which languages are supported?

The Flash Professional Toolkit for CreateJS is supported in English and Japanese.

How can the Toolkit for CreateJS be used with other Adobe products?

Using the output generated by the Flash Professional Toolkit for CreateJS along with Adobe Digital Publishing Suite, you can incorporate highly interactive content into your publications for tablet devices. You can also use Adobe PhoneGap™ to package the output of the Toolkit for CreateJS as a native application and gain access to APIs and app stores.

