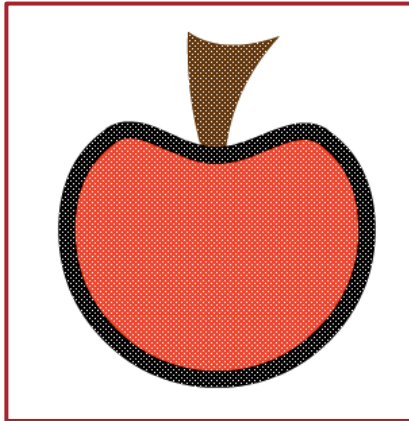


Flash – Lesson 3 – Objects to Symbols

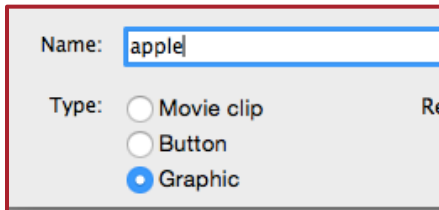
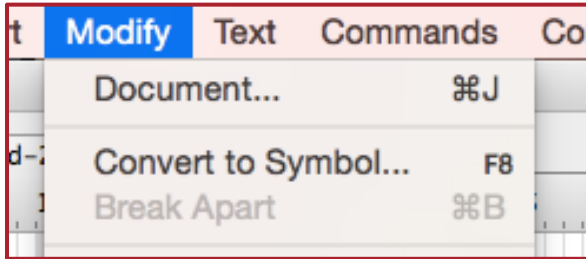
A symbol groups the objects as one item and is kept in the library. Symbols can be used in different files and can be used in the animation.

To create a symbol, select one or more objects on the stage. The selected objects include paths, text objects, bitmaps or even other symbols. Go to **MODIFY > CONVERT TO SYMBOL**, Choose the type of symbol – for our purposes now, choose **Graphic**, label your symbol so you can find it in the library.

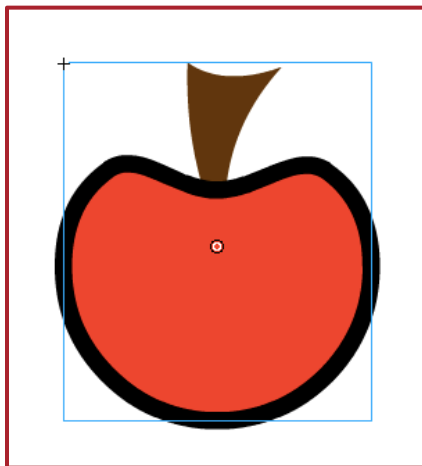


A selected object

Then go to **MODIFY > CONVERT TO SYMBOL**



Name your symbol and choose



Your symbol now has a blue bounding box around the symbol. It is stored in your library. You can pull out multiple instances of a symbol.

