

Text Formatting

You can create a variety of different text effects using Animate. This ranges from standard text formatting through to detailed text animation. The PROPERTIES panel has all the text formatting options.

Creating Text

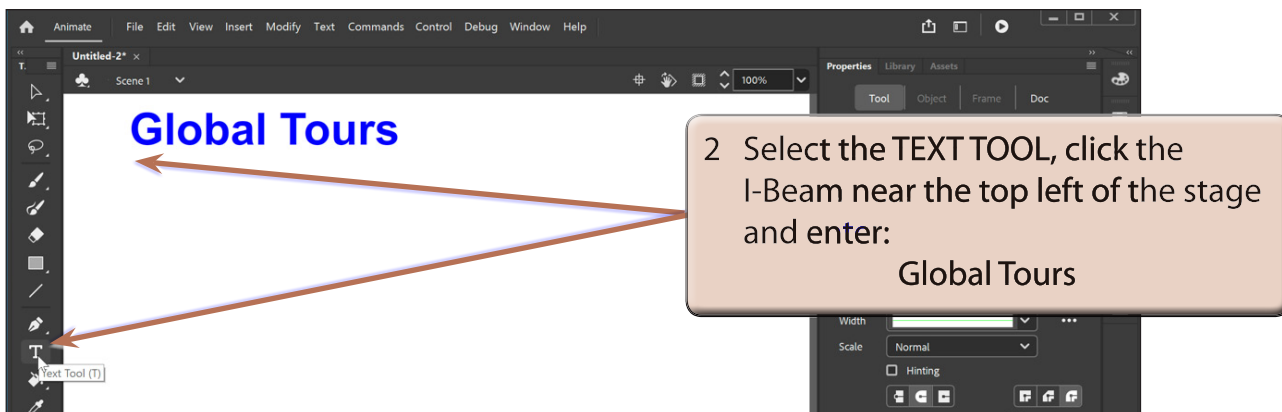
When using text within Animate you have all the fonts in the computer's system available to you. However, those fonts may not be available on the user's computer. Therefore, it is advisable to use fonts from regular font families.

For example:

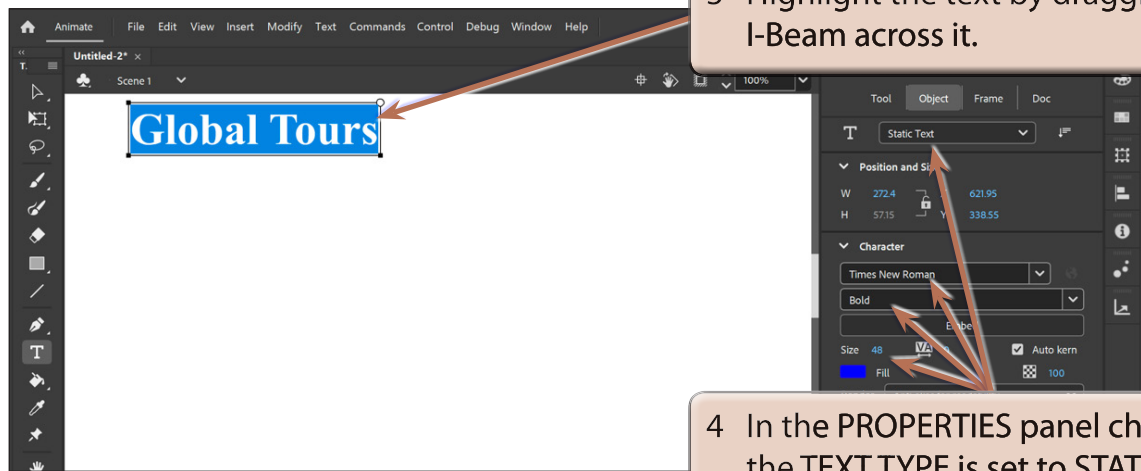
The **SANS SERIF** font family includes: Arial, Helvetica, Verdana, Myriad Pro.

The **SERIF** font family includes: Times New Roman, Century Schoolbook, Minion Pro.

- 1 Load Adobe Animate or close the current files and start a FULL HD file.



NOTE: If you use fonts that are unusual and possibly not in a user's system, it is best to use the **EMBED** button in the **PROPERTIES** panel to embed the font in the animation. This does increase the size of the file a little, but it ensures that the font is not replaced by a different font from the user's system.



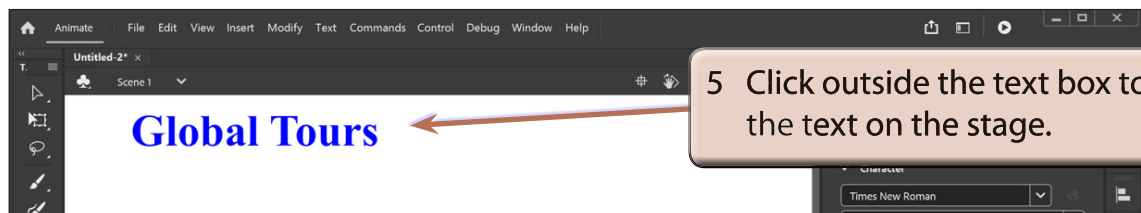
3 Highlight the text by dragging the I-Beam across it.

4 In the PROPERTIES panel check that the TEXT TYPE is set to STATIC TEXT then set the font FAMILY to TIMES NEW ROMAN, the STYLE to BOLD, the font SIZE to 48 pt and the text FILL COLOUR to BLUE.

The screenshot shows the Adobe Animate interface. On the stage, the text 'Global Tours' is displayed in a blue, bold font. A white text box with a black border is positioned over the text. An orange arrow points from the text box to the Properties panel on the right. The Properties panel shows the 'Text' section with 'Static Text' selected. The 'Character' section is expanded, showing 'Times New Roman' as the font family, 'Bold' as the style, '48' as the size, and 'Blue' as the fill color. The 'Position and Size' section shows the text is centered on the stage.

NOTE:

- i The font **SIZE** can be entered by clicking in the **SIZE** box in the **PROPERTIES** panel and entering the required size or by dragging the bottom border of the **SIZE** box.
- ii There are 3 types of text. **STATIC** which is used in normal Animate animations, **DYNAMIC** which can change within an animation, for example the scores during a computer game, and **INPUT** where the user is asked to enter text from the animation. **DYNAMIC** and **INPUT** text are used in conjunction with **ActionScript** code.

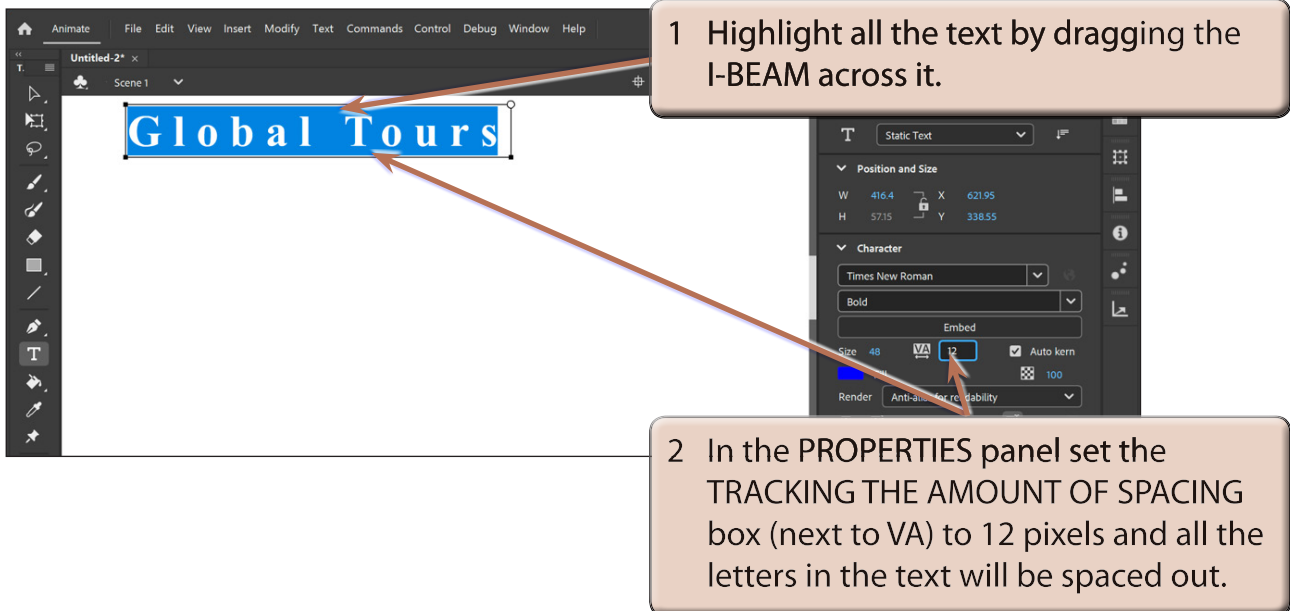


5 Click outside the text box to view the text on the stage.

The screenshot shows the Adobe Animate interface. The text 'Global Tours' is now displayed on the stage in its final blue, bold font. An orange arrow points from the text to a callout box.

Character Spacing

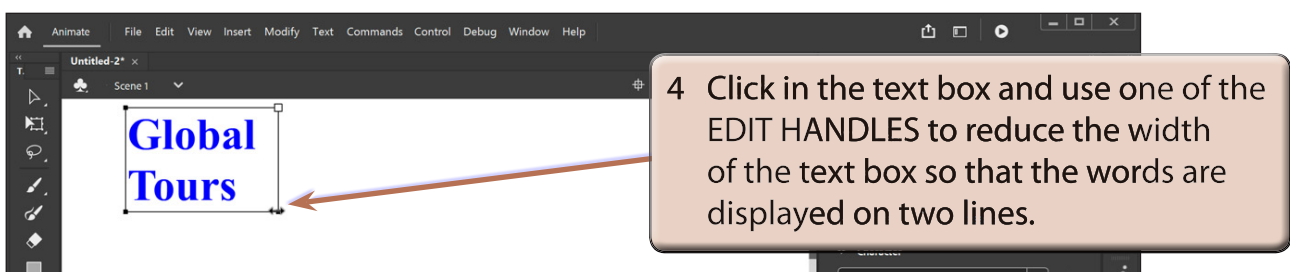
You can control the character spacing in all the words or just on selected letters.



1 Highlight all the text by dragging the I-BEAM across it.

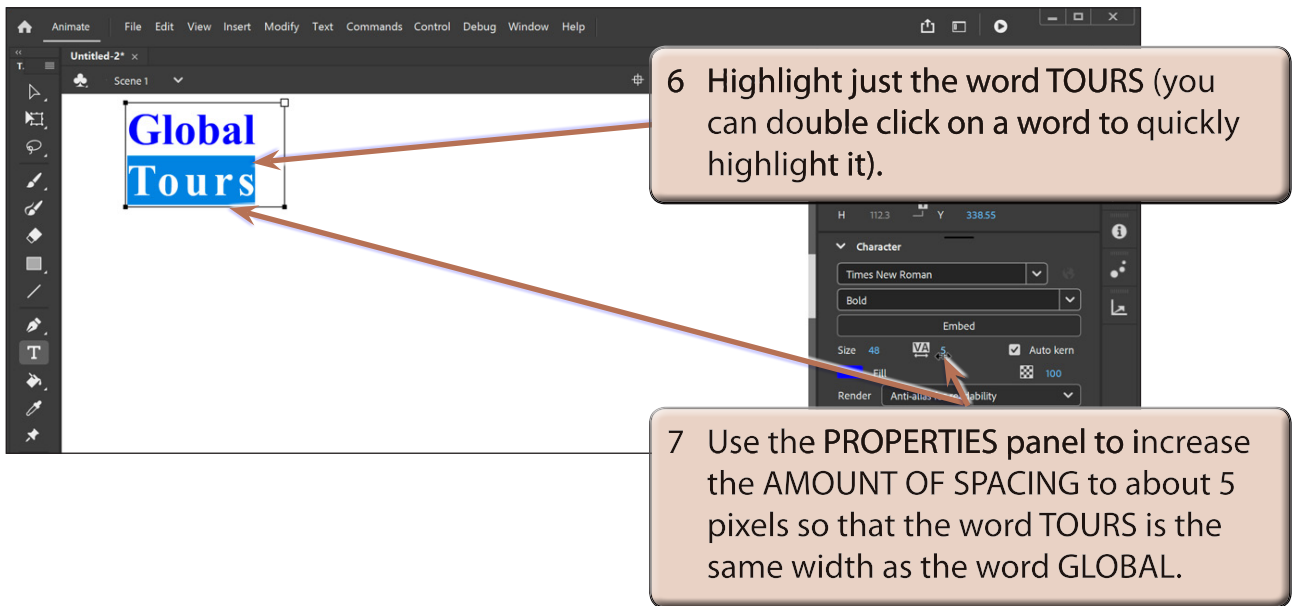
2 In the PROPERTIES panel set the TRACKING THE AMOUNT OF SPACING box (next to VA) to 12 pixels and all the letters in the text will be spaced out.

3 Return the AMOUNT OF SPACING to 0.



4 Click in the text box and use one of the EDIT HANDLES to reduce the width of the text box so that the words are displayed on two lines.

5 Click outside the text frame to set the change.

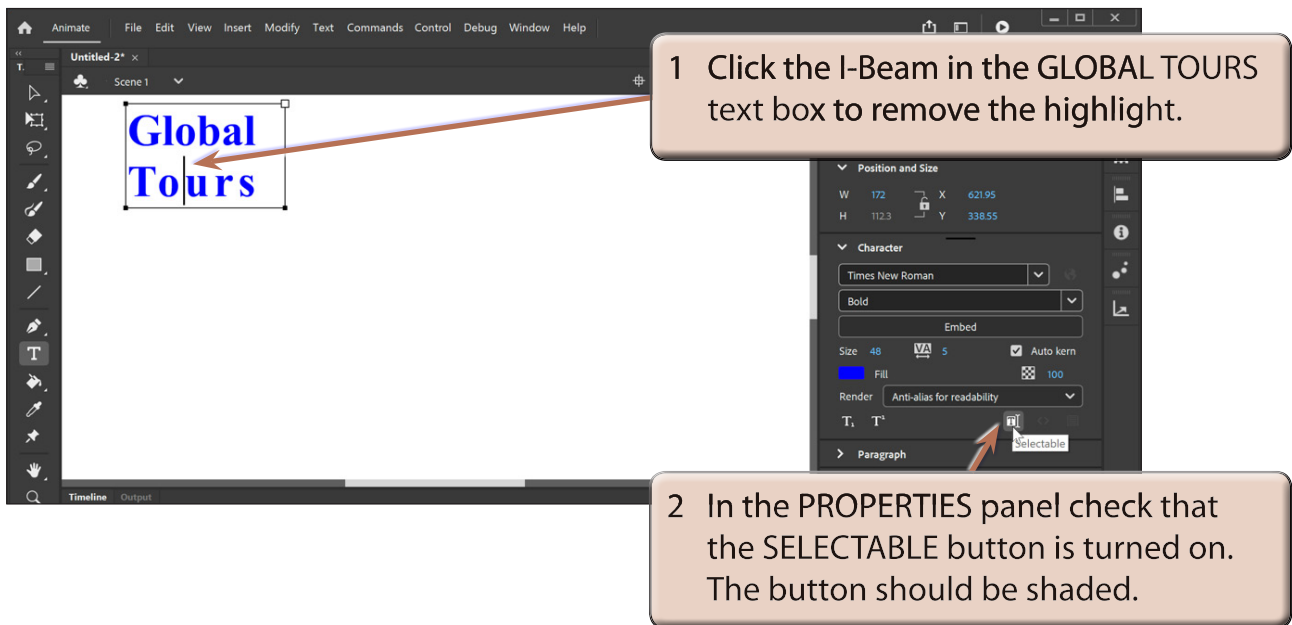


6 Highlight just the word TOURS (you can double click on a word to quickly highlight it).

7 Use the **PROPERTIES** panel to increase the **AMOUNT OF SPACING** to about 5 pixels so that the word TOURS is the same width as the word GLOBAL.

Selectable Text

You can allow text from an Animate file to be copied and pasted within a web site. This might be useful if you are providing information on a web site that others may wish to use. Only a whole text box can be made selectable, not individual words.



1 Click the I-Beam in the GLOBAL TOURS text box to remove the highlight.

2 In the **PROPERTIES** panel check that the **SELECTABLE** button is turned on. The button should be shaded.