

ReadMe - Adobe® LiveMotion™

November 2001

Overview

This file contains known issues with Beta Build 67/67a. Please utilize the LiveMotion email list and User Form to share thoughts, participate in discussions and interact with other LiveMotion users.

Known Issues

Build 67/67a

Mac OS X Users Only

The Text properties popup menus in the Properties palette are not functioning in build 67 on OS X. Instead, enter a number directly into the entry field, or click the up and down arrows to change the value.

The Font and Font Style popup menus *are* working correctly in OS X.

Active Preview

2841 – Turning the layer eye off in the Object Layers palette causes Active Export Preview to not work correctly.

Animated GIF Export

2215 – Key frames Only setting doesn't honor objects that start after time 00s and have no key frames.

Application Startup/Shutdown

3809 - MAC ONLY; quitting LM on OS9.2.1b5 will crash the app

Application General

1181 - Win only- You need to click on Composition window to toggle toolbox/palette with Tab key right after showing a palette

5182 - LM crashes after input 2byte text with EGBridge, and not be able to launch again.

5363 - Windows only: Multi-line point text looks double-spaced.

Application Scripting

3798 - There are errors the first time objects are accessed through 'application'

5102 - Automation script align EndToEnd should do nothing if the objects it is run on have no lifetime.

Aqua Interface

4805 - OS X: Toggling visibility in the Object Layers palette results in the image in the canvas getting out of sync.

Backward Compatibility

FIXED - 5114 - Some LM 1.02 files containing text will crash LM after being saved as a LM 2.0 file.

3431 - LM 1 files with a multilayer Illustrator object converted to sequence doesn't display the sequence in the canvas when opened in LM 2.

3639 - LM1 files with animated Illustrator layers place into LM2 with incorrect scaling.

3852 – LM1 files with animated text attributes opened in LM 2 loses its key frames.
3955 - LM1 files with key framed object attributes controlled from the Properties palette don't have the key frames when brought into LM2.
4040 - LM1 documents with an HTML object is converted into a bitmap. There is no HTML object in LM2. Instead, use a dynamic text field with HTML switched on. (Note that dynamic text field HTML support is limited to what is available from the Flash player).
5239 - Some 1.02 files that have Photoshop rollovers will crash on export.

Color Palette

110 - For table cell background color specifications, we only recognize the numerical color spec for Batch replace

Combines

2957 - Combine > Unite With Color creates an object with no name in the timeline. Workaround: manually name the combination in the timeline.

Convert Layers

FIXED - 1102 - Convert to Characters creates objects out of spaces between letters.
3461 - Convert Into > Sequence with Background does not work.
4092 - Convert Into > Sequence with a multi-layer PDF makes each layer shape the same size as the largest layer shape, and each is centered in the sequence (position info is lost).

Copy/Paste

3134 – Unable to copy/paste Script or Label keyframes.
4005 - Copy/pasting a layer from Photoshop results in an image object with no name in the timeline. Workaround: manually name the object in the timeline.

Dynamic Text

DEFERRED - 4061 - Dragging a dynamic text object in the canvas causes its bounding box to disappear.

Edit Original

753 - If you Edit Original on a file, it's given the name of the TMP file in the timeline (see comments for suggested new name).
4011 - OS X only: Edit Original doesn't open the image file if the helper application isn't running, Workaround: launch the helper application, then Edit Original.
FIXED - 5187 - in Win ME, the installer does not install the Photoshop shortcut to the helpers folder. Need to add shortcut manually to make edit original work.

Export

954 - Macintosh only: Exported Flash durations are longer than the composition duration in LiveMotion.
3872 - Mac only: If two copies of the browser used in Preview in Browser are running, preview in browser may fail to open a file in the selected browser.
4267 - LM plays through entire timeline before exporting status bar begins when crop feature in export settings palette is turned on.
5409 - Unable to create per-object settings for AutoLayout export.

Export Report

2904 – The Export Report does not list streaming sounds in the Resources table.

File Menu

FIXED - 2993 - Macintosh only: You may be unable to print the LiveMotion canvas.
3040 - Dynamic text fields aren't listed in the Resources table of the Export Report.

Flash Export

FIXED - 3554 – Rollovers that are made from Illustrator objects are offset; their hit state is also offset.
FIXED - 3418 – The function unloadMovieNum() method is not honored on export. Workaround: use the global loadMovie method.
FIXED - 3688 - LM1 document with a Wait For Download behavior will not result in a working preloader when converted in LM2 and exported to SWF. Workaround: use the _framesloaded property to construct a preloader.
FIXED - 3847 – Only one streaming sound per timeline can be exported. Workaround: put each streaming sound into its own movie clip group.
FIXED - 3875 - Text aligned vertical will raise an out of memory error when exported to SWF.
FIXED - 3451 - Center-justified text exports way offset and looking right justified.

996 - EPS shapes as group masks don't export to Flash
1179 - All cropped objects are treated as bitmaps in LM, and export to Flash as bitmaps.
2314 - Objects that export as bitmaps to SWF have a doubled line of pixels, one vertical and one horizontal, which intersect at the anchor point.
2532 - Static object with Fill with: set to Background and Distort effects that has objects moving under it doesn't export to SWF correctly.
2840 - Sounds don't loop smoothly exported from LM at lower bit rates.
2890 - Very short sounds whose bit rate is set lower than auto-selected bit rate can't be heard on export.
3728 - The rollover hit state for a text object exports offset above and to the right of the rollover.
4010 - OS X only: If the browser isn't running, Preview in Browser doesn't open the exported file, but instead goes to the browser home page. Workaround: launch the browser, then from LM, invoke Preview in Browser.
4350 - Right-justified text exports way offset and not right justified.
4374 - LM1 files place with font and spacing rendered correctly, but export to SWF rendered with incorrect spacing. Workaround: recreate the text objects in LM2.
4497 – Outline text exports to SWF without outlines.
4952 – We don't export dynamic text border unless the field is set to Allow Input.
5339 - The attached AI 9.0 EPS file exports incorrectly to SWF.
5440 - Text objects with Tracking value not set to zero export to SWF rendered incorrectly positioned- sometimes really badly.

Independent Timeline

FUNCTIONING AS DESIGNED - 1991 - Movie Clip animations are easy to create in a misleading way with regards to not looping using Preview Tracker

Installer

1172 - [MacOS9 Installer] Installer goes into loop when choosing the protected folder.

Library Palette

FIXED - 1341 - Unable to add LM files to the Library palette via the New Shape button.
Workaround: drag the LM file into the Library folder, then restart LM2.
FIXED - 4928 - A text object that is dragged into the library will crash LM

3392 - Library palette Place Object button won't place the shapes installed in the Library palette into the canvas. Workaround: Drag and drop the shape into the canvas.
4016 - Unable to drag and drop .pct or .png files directly into the library palette.

4926 – LM will crash if text is dragged to the library, then added back to the canvas

Live Tabs

4411 - Macintosh: A Live Tab sometimes performs its method on itself. It thinks it is the current composition. This is most often seen while using the star tool.

5063 - Macintosh only: The Star tool Live Tab is not stable and will cause LiveMotion to crash if it is used. Avoid using it.

Modifier Keys

1233 - [UI / shortcut] Keyboard shortcut to 'Snap to Grid' and 'Show Grid' does not work with J-Keyboard.

1234 - [UI / shortcut] Keyboard shortcut to Snap to Guides and Show Guides and Lock Guides does not work with J-Keyboard.

1330 - [Mac / keyboard Shortcut] The shortcut key including option key does not work with EGBRIDGEver.11 of Japanese FEP

Object

4014 - Lines appear through the center of the bounding box if only one side of the object is outside/off the canvas.

On-Line Help

FIXED - 4091 – LiveMotion Help is not wired up.

PDF Plug-in

FIXED - 4419 - Mac OS X only: Placing an AI 9 or PDF file causes LiveMotion to crash.

Pen Tool

1269 - Moving a Path objects anchor point from the default position, then moving any of the nodes will cause the object to shift its position in the Canvas.

Place

4333 - Windows only: Unable to place sounds directly (WAV or AIF) via File > Place.

Workaround: set the Files of Type in the Place dialog to All Files (*.*)

4434 - Unable to place MP3 files.

Player Scripting

FIXED - 3417 - LoadMovieNum() method not honored on export. Workaround: use the global loadMovie method.

FUNCTIONING AS DESIGNED - 3484 - GotoAndStop/Play doesn't export to SWF correctly if the label name is a number. Workaround: don't use numbers for label names, or use a modifier (e.g. "_1", etc.).

NOT A LM BUG - 3609 - Renaming a clip disconnects variables referring to it in the flash player, but not in our preview.

3492 - The _leveln global property needs to be addressed in our internal debugger. If you have a loadmovie in your composition and if you ever check for the _level property in your code then the debugger pops up.

3495 – Player scripting is case-sensitive. Verify that all scripting follows suggested case.

3517 - The Global loadVariables function does not work in preview mode.

3522 - Button with a normal and over state that has a script attached to over state will also execute when clicked after being exported.

3592 - Preview Bug: When making a new function it becomes global and is not a member of the timeline that it's declared in.

3732 - Export Bug: Code that is put into a button handler should actually cause the movie clip to become a button- this doesn't happen and the code will not execute. Workaround: make the button a rollover.

3763 - Export Bug: The global constant "newline" is not honored on export

4056 - Mac Preview Bug: There are differences between the keycodes in preview and export when using the Key Object in Player Scripting.

4233 - The movie clip property _droptarget returns slash notation on export but not in preview. This makes it impossible to do a literal string compare without using eval().

5225 - "onButton..." handlers don't export to SWF unless the movie clip has states attached.

Polygon Tool

2021 - Converting a Polygon object to a path, then back to Polygon object shrinks the object within its bounding box.

Preview Tool

5177 - Windows only: Quitting LiveMotion in Preview mode crashes.

5179 - Windows only: In Preview mode, you can close the toolbar by clicking its close box- the only way to get out of Preview mode now is to quit.

PSD Plug-in

FIXED - 3546 - Unable to convert layers on a PSD file if layer blending modes aren't "normal" or "dissolve".

3514 - LM2 generates a debug file called "ScratchStats.txt". This file is harmless.

3561 - PSD with alpha channel places without background transparency in LM2.

QuickTime Export

4484 - QuickTime export doesn't export sound.

Rollovers

1212 - if you create rollover in a group, you cannot drag links to objects outside the group._

5034 - Type objects can't have different text in rollover states

Save/Save As

3361 - Mac only: Plugin resources are in the wrong location in the resource chain.

Script Debugger

3580 - gotoAndStop/Play function given a numeric argument doesn't raise debugger when previewed. LM2 doesn't support goto frame numbers. Workaround: use a label, and go to that.

4791 - Mac only: Previewing a remote rollover with default object naming will raise the debugger.

5076 - OS X only: Clicking the Preview tool when the debugger is raised exits LiveMotion.

Short Cuts

NOTE: When dragging an object to the Canvas, it will replace any object that you drop it on. This is changing so that dragging to the Canvas will always place the object, regardless of whether it's over an existing object.

To replace an existing object via drag-&-drop, you'll hold down the Command key (this will enable the replace logic, which is the same as the current drag and drop method).

Sound

1374 – No sound in Preview In Browser, IE and NSN.

1847 - Duplicate doesn't duplicate sounds selected in the timeline. Workaround: Copy/paste the sound.

2389 - ".aiff" files can't be placed - they must be named ".aif".

3035 - If you immediately play the timeline after placing a sound at time 00s, there is no audio.

Sounds Palette

FIXED - 1708 - New Sound button is inactive. Workaround: place a sound in the composition, select it in the timeline, then add it to the Sounds palette by clicking the New Sound button. You can also directly drag and drop into the palette.

Streaming Sound

3223 - Pan and volume changes have no effect on streaming sound exported.

Styles Palette

3617 - Applying the Style "10_animation_style" to a simple geometric object in the canvas will set the CTM past the lifetime end for the object and the composition.

Text

FUNCTIONING AS DESIGNED - 3792 - Copying and pasting Text from AI 9 to LiveMotion will not retain the Font information (Size or Font).

FIXED - 3802 – Win: You cannot enter Japanese text into the composition of LiveMotion.

FIXED - 2945 - Cannot undo a point size change when some of the text is selected

4102 - Unable to change text color for the text object while in editing mode.

4277 - Difficult to select text with the mouse when in editing mode.

5188 - When using ATM on a Win machine, sometimes LiveMotion will not launch.

5215 - (Broken apart) text in an LM 1 document has incorrect positioning when it is opened in LM2.

5216 – Multi-line text in an LM 1 document has incorrect justification when opened in LM2.

Timeline

4871 - Windows only: Timeline window doesn't auto-scroll past end.

5544 - OS X only: Timeline opens with time not drawn. Workaround- scrub the CTI or create an object with key frames.

User Interface

4905 - WIN: J : J-font name becomes garbage after minimize/expand application window.

WebDAV

FIXED - 4628 - Macintosh Classic only: Saving File Info will crash LiveMotion.

Web Palette

5169 - Entering a URL in the Web palette for a rollover doesn't work if you export to SWF.

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