

ReadMe - Adobe® LiveMotion™

October 2001

Overview

This file contains known issues with Beta Build 62. Please utilize the LiveMotion email list and User Form to share thoughts, participate in discussions and interact with other LiveMotion users.

Known Issues

Build 62

Animated GIF Export

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

Application Scripting

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

Backward Compatibility

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 - LM 1 files with animated Illustrator layers place into LM2 with incorrect scaling.

3852 – An LM1 file 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 document 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).

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

5239 - Some 1.02 files that have Photoshop rollovers will crash on export.

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

3461 - Convert Into > Sequence with Background does not work.

Copy/Paste

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

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

Edit Original

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.

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

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.

Export Report

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

File Menu

2993 - Macintosh only: You may be unable to print the LiveMotion canvas.

Flash Export

3554 – Rollovers that are made from Illustrator objects are offset; their hit state is also offset.

3418 – The function unloadMovieNum() method is not honored on export. Workaround: use the global loadMovie method.

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.

3728 - The rollover hit state for a text object exports offset above and to the right of the rollover.

3847 – Only one streaming sound per timeline can be exported. Workaround: put each streaming sound into its own movie clip group.

3875 - Text aligned vertical will raise an out of memory error when exported to SWF.

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.

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.

Independent Timeline

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

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.

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

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.

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

4091 - LiveMotion Help is not wired up.

PDF Plug-in

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

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

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

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.).

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.

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

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

3987 - attachSound is not working.

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(). The user has to

Polygon Tool

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

PSD Plug-in

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

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

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

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.

Sound

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

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

3656 - Nothing happens when a text object is dragged into the library

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

3802 - You cannot enter Japanese text into the composition of LiveMotion. (CD -Win only now)

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

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.

User Interface

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

WebDAV

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

2988 - Mac Only: WebDAV will report an error of -6666 when trying to open a server after canceling out of the Manage server dialog. You have to quit and re-launch LiveMotion to get WebDAV back.

=====

Adobe, the Adobe logo, and LiveMotion are trademarks of Adobe Systems Incorporated. Microsoft, Windows, and Windows NT are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. Apple, Macintosh, Mac, and Power Macintosh are trademarks of Apple Computer, Inc. registered in the U.S. and other countries. All other trademarks are the property of their respective owners.

© 2001 Adobe Systems Incorporated. All rights reserved.

=====

10/24/01, 2001