

# How to use a motion guide with a motion tween animation

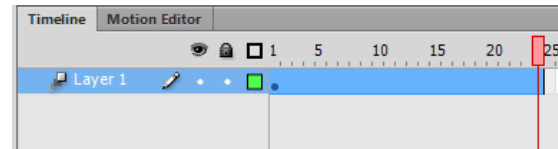
In Adobe Flash Professional, motion guides appear when you create motion tweens. By using a motion guide, you can move an object along an editable path.

*To move an object along a path by using a motion guide:*

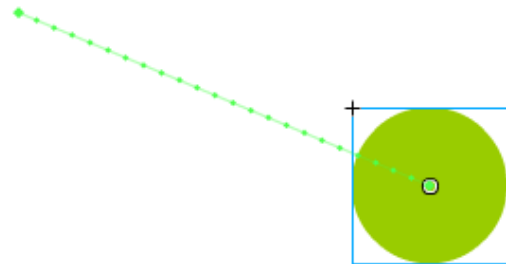
1. Start Flash and open a new blank document (ActionScript 3.0).
2. Add a symbol or text object to the Stage.  
**Note:** You may need to add a shape or image first and convert the object to a symbol.
3. In the Timeline panel, select the layer that contains the symbol or text you wish to animate.
4. Select Insert > Motion Tween.

Notice the tween in the timeline (**Figure 1**).

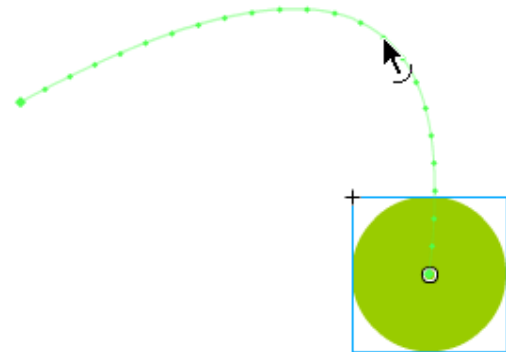
5. On the Stage, move the object and notice the motion guide appears (**Figure 2**).
6. Click and drag a point on the motion guide. Edit as many points of the guide as you choose (**Figure 3**).



**Figure 1** Layer with motion tween applied



**Figure 2** Motion guide



**Figure 3** Editing the motion guide

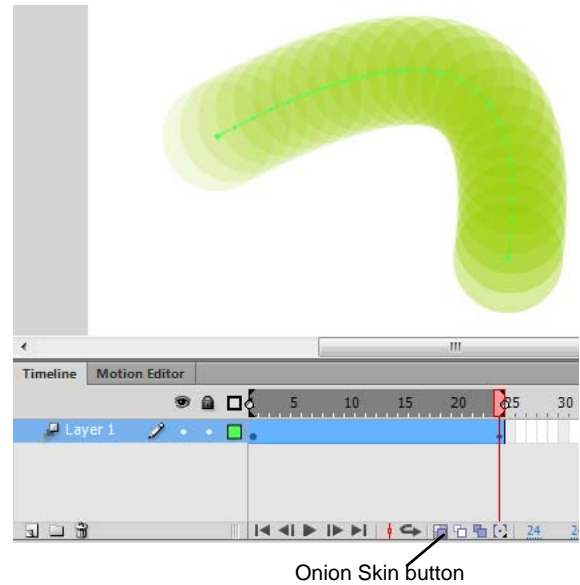
7. Turn onion skinning on to see how the object moves along the path (**Figure 4**).

**Note:** To turn onion skinning on or off, click the Onion Skin button at the bottom of the Timeline panel. Drag the onion skinning frame handles at the top of the timeline to align with the start and end of the tween span.

8. Select Control > Test Movie > In Flash Professional to preview the movie.

Observe that the object moves along the guide.

9. Close the preview window.



**Figure 4** Onion skinning turned on