



# Symbols

The Mugeda Team

[www.mugeda.com](http://www.mugeda.com)

May 19, 2013

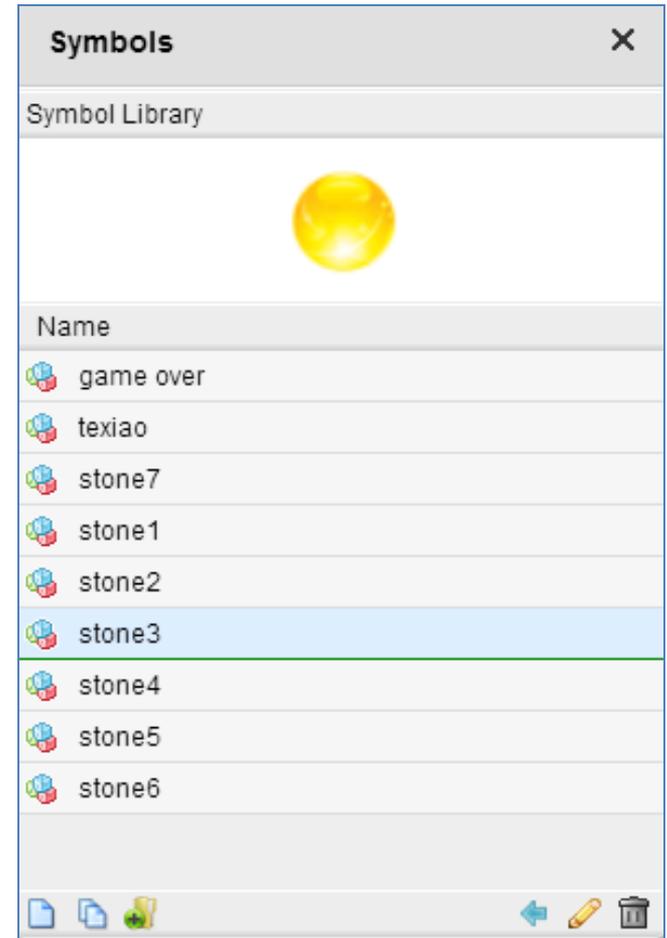
# Symbol Overview

A symbol is a pre-generated animation that can be instantiated and reused on a stage

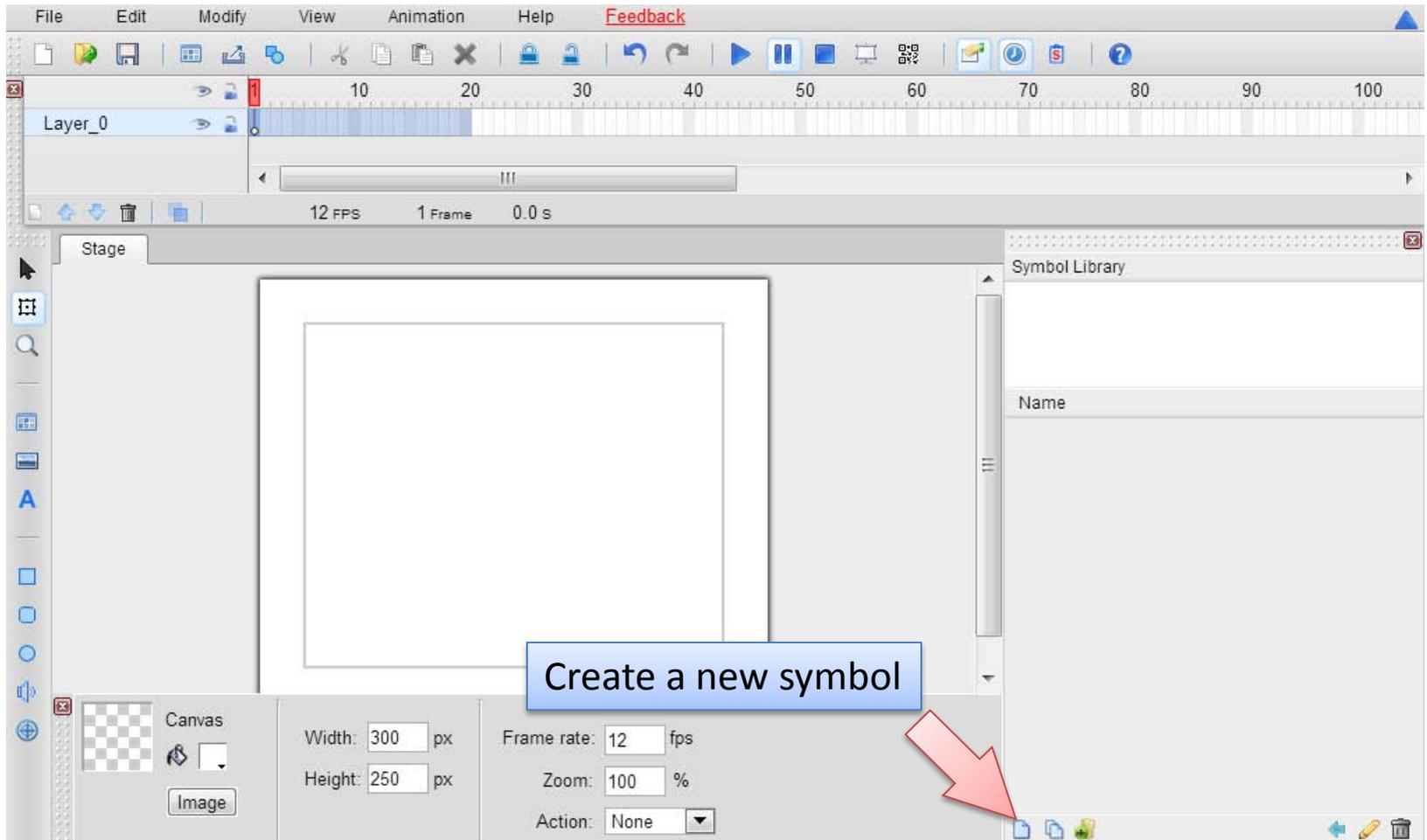
A symbol has its own timeline (layers, units, etc.) that define its animation independently

Symbols may be used to create complex animation effects.

All symbols are managed in the symbol library. You may create, edit, remove symbols, or organize them into different folders.



# Create New Symbol



# Edit Symbol

Editing a symbol is the same as editing on the main stage, only each symbol has its own timeline and stage, and therefore are edited in a separate stage tab.

Created symbol will show in the symbol library. Double click its icon, or click "edit" may continue editing it.

# Finish Symbol Edit

File Edit Modify View Animation Help [Feedback](#)

1 10 20 30 40 50 60 70 80 90 100

Layer\_0

12 FPS 20 Frame 1.58 s

Stage Symbol1

Remember to click "Stage" to quit symbol editing and return to the main stage

Symbol Library

Name

Symbol1

Group

W: 115.0 X: 92.5

H: 115.0 Y: 67.5

G 342 100

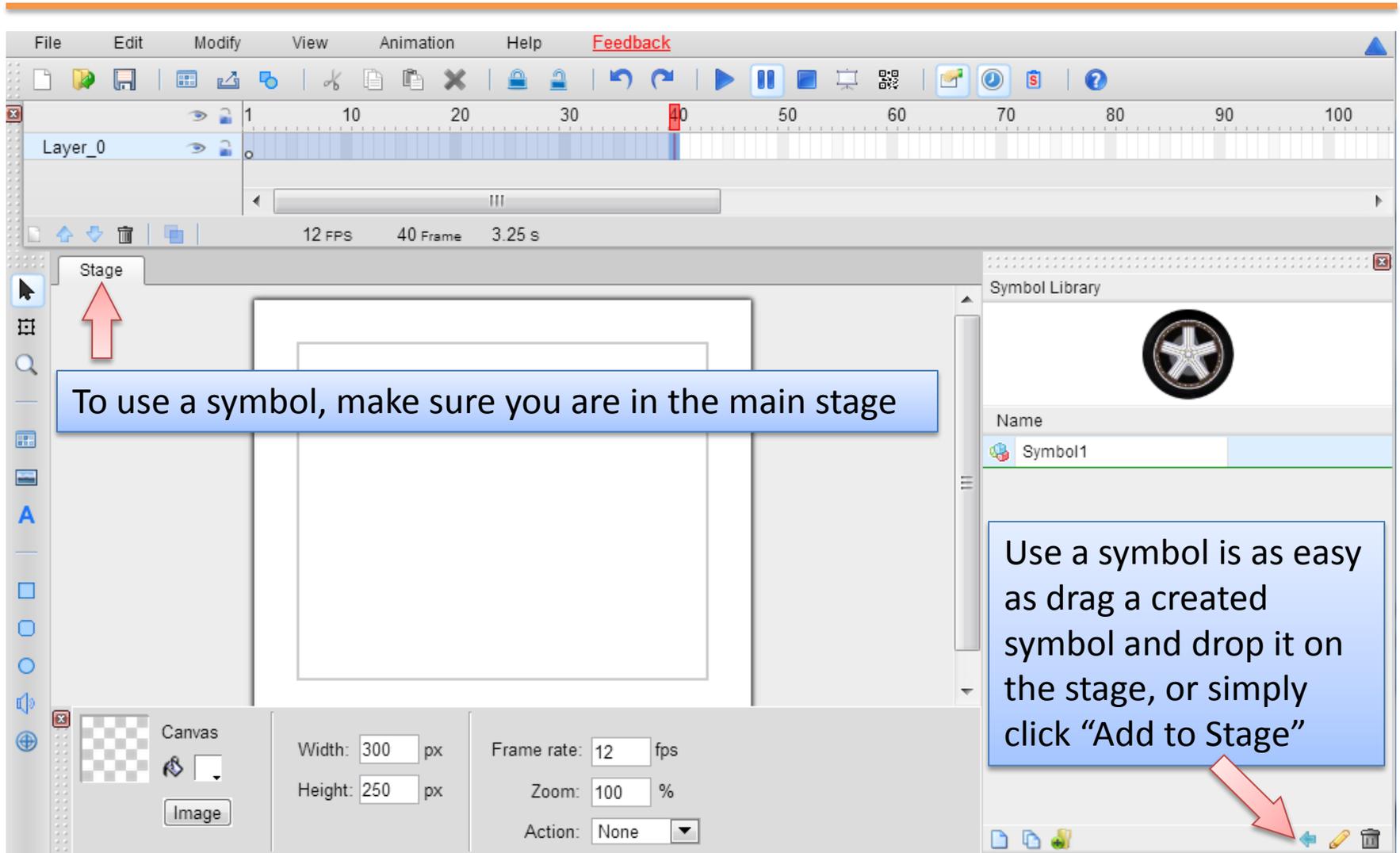
Keyframe Tween: Linear

+ X:167 Y:97

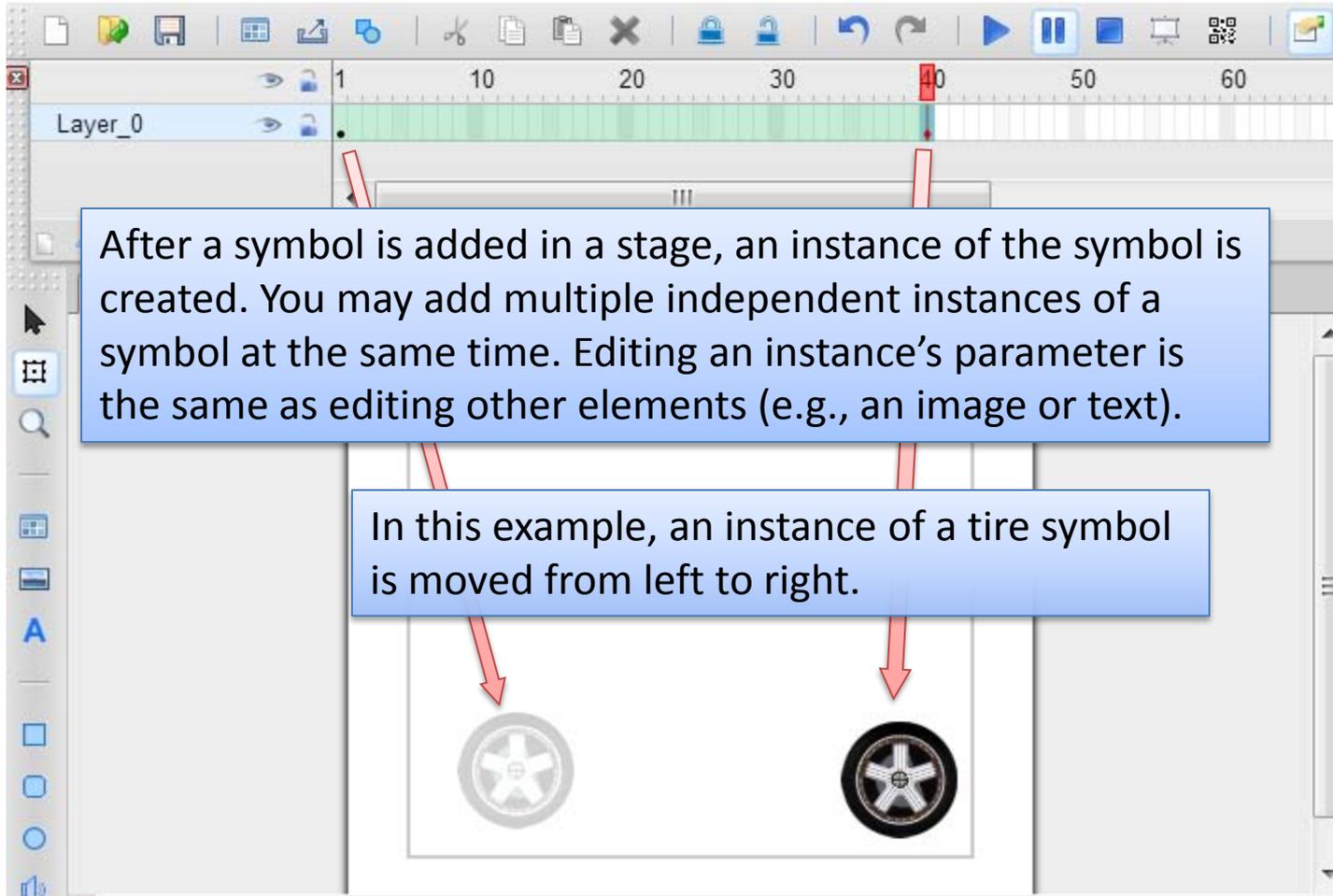
Action: None

This example creates a rolling tire

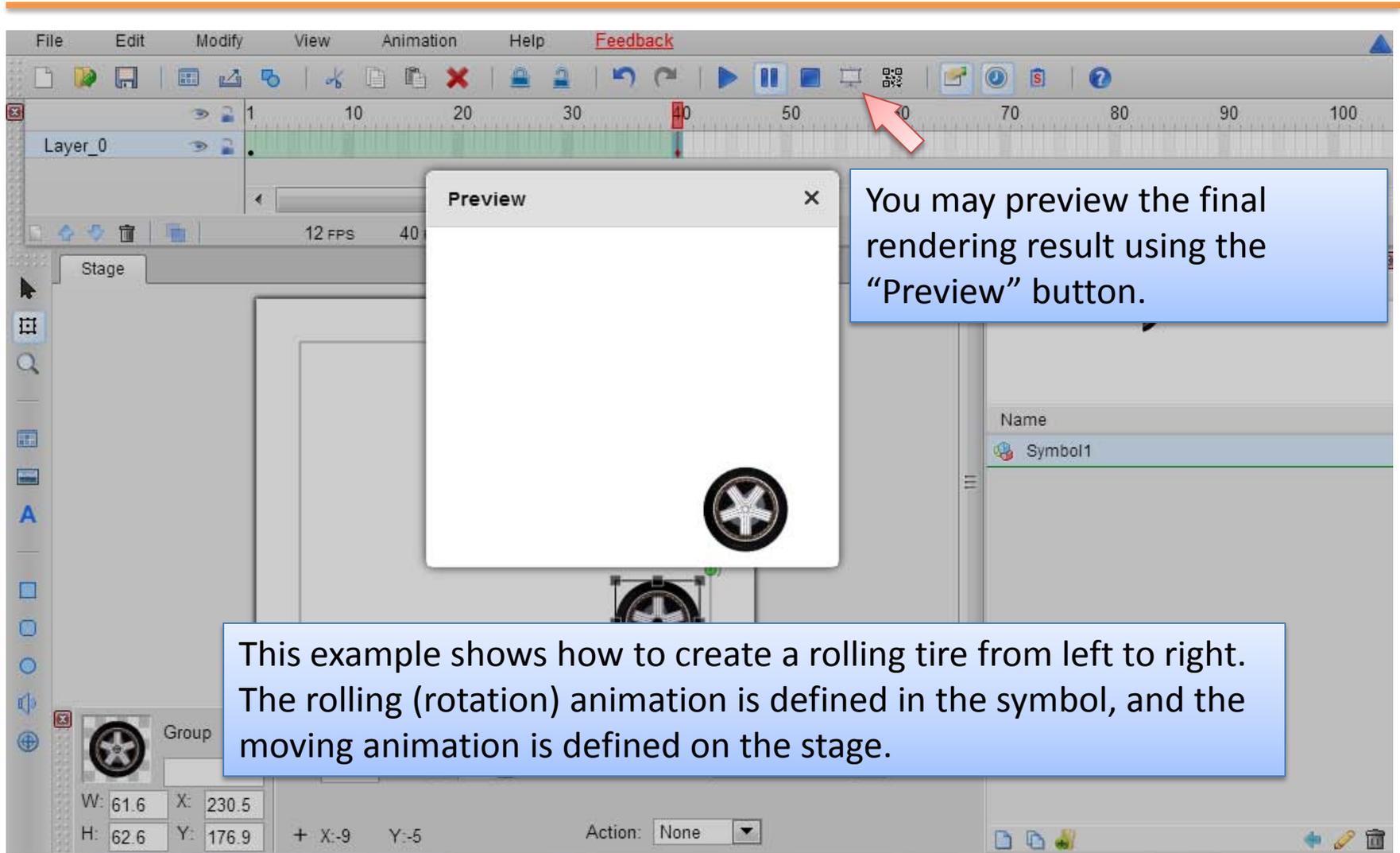
# Use Symbol



# Symbol Instance



# Preview



# What's next

Mugeda API

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