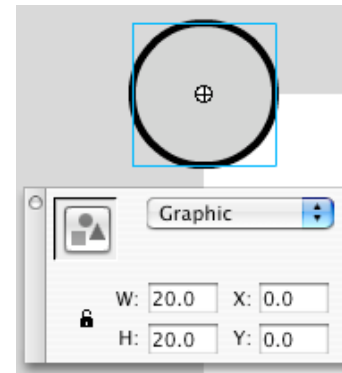


Understanding the registration point in Flash

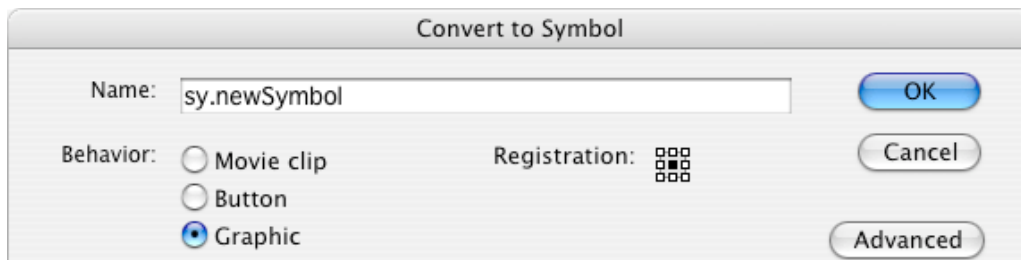
The **registration point of a symbol positions it on the stage**. Indicated by a small crosshair, it is the symbol's 0,0 point, and it is the same for all instances of the symbol.

The object at right has a centered registration point. The property inspector shows that it has an x,y position of 0,0 – the top left corner of the stage. That puts part of the instance off the stage. If the registration point were at the top left of the symbol, then the entire symbol would be on the stage.



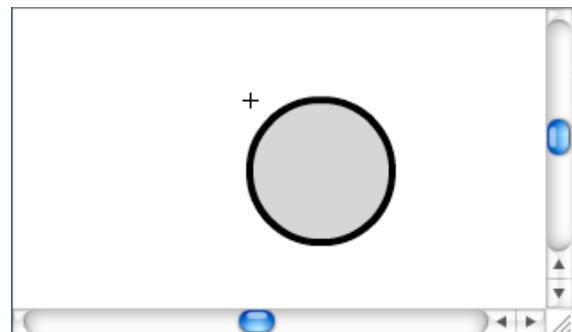
When you create a new symbol from scratch, you see a cross hair in the center of the stage in the "edit symbols" window; that is the registration point.

When you convert something into a symbol (picture below), you can click a registration grid to set its registration point. This is the only case where you use that grid to set the registration point.



To change the registration point, edit the symbol in the "edit symbols" window. Move the objects to change their location relative to the crosshair (the registration point). In the picture at right, the circle was centered over the crosshair but has been moved down to the right.

If you change the registration point, all instances of the symbol change.



Transformation Point

Rotating an object turns it around its **transformation point**, indicated by a small circle. By default, this point is aligned with the registration point. When the object is selected with the Free Transform tool you can drag the transformation point to change its position. In the picture at right, the registration point is at the upper left, but the transformation point is in the center. Changing the transformation point *only affects the instance*; it does not change the symbol.

