Pros and Cons of Adobe Edge Animate

Pros of Adobe Edge Animate

Adobe Edge Animate has a lot of TIME-SAVING features compared to Adobe Flash Animate.

Description	Adobe Edge Animate	Adobe Flash Professional
Output format	Use standard web technologies (i.e., HTML5, CSS3, JavaScript/jQuery).	Proprietary format that does not work natively with Apple's products (i.e., iPad, iPhone, etc.)
Timing	Timeline is time-based (in ms) similar to Adobe After Effects.	Is frame-based and you have to converted the frames to seconds (i.e., If frame rate is 12fps, than its takes 36 frames to create 3 seconds.)
Animate without converting to symbol	Can animate any element on the stage without converting them to a symbol.	You can only animate shape tween without converting them to a symbol.
Animation completion	Animation will stop at end of timeline unless scripted to repeat.	Unless scripted, animation will repeat once it completes its timeline.
Properties in layer timeline	Timeline can be used to show/hide object properties and set their keyframe readily like Adobe After Effects. This is a visual way to see what properties are set on a tween object.	Properties are not available or visible from timeline.
Docking panels	Can dock panels like Adobe After Effects.	Not available in Flash.
Scrub property values	Property values can be scrub (icon with two-sided arrow) like After Effects and Photoshop and then keyframe can be set readily.	While you can scrub, you cannot set property keyframes from Properties panel.
InPlace Editing	When creating a symbol from assets on the main timeline, assets are removed from the main timeline and placed on its own timeline. **TIP:** Double-clicking on a symbol from the main timeline affords in-place editing where other stage assets can be seen at the SAME time. If you double-click a symbol from the library, you lost the visibility to the other assets on stage.	Assets has to be manually removed from layer.

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Naming instances	Automatically give symbol the same instance name (i.e., instanceName). Then, if you drag and drop other instances of that symbol onto the stage, they will be named the same but with the next sequence numbers (i.e., instanceName2, instanceName3)	Once you can create a symbol, you have to not forget to add its instance name to the object if you want to refer it with script.
Nesting animation	A nested animation is shown with chevrons on the main timeline and can be viewed by scrubbing the playback head.	No way of telling if symbol is a nested animation from the timeline and movie has to be previewed to see nested animation.
Playing/Stopping animation from main timeline	Tell object how to play from main timeline (i.e., Play, Play From, Play reverse, Play Reverse from, Stop and Stop At) by clicking on the *Add PlayBack Command* at the beginning of a nested animation layer in the timeline.	Have to use ActionScript to do same thing.
Creating Image folder	Automatically create an image folder when project is saved with an image.	You have to manually create any type of asset folder including an image folder.
Clipping Off stage object	Off stage objects can be easily be "clipped" by setting the Overflow property to *hidden* in the Stage's properties panel.	You have to mask to whole stage in order to clip offstage object.
Centering Page in Browser	Page can be easily centered in the browser by selecting the *Center Stage* checkbox in the Stage properties panel.	You have to adjust the "embed" and "object" elements of the HTML page to add the necessary property to center the page in the browser.
Hiding non-animated object	Easily hide non-animatable object layers in the timeline by selecting the "*Only show animated elements*" filter icon below the timeline.	No way of hiding non-animatable elements.
Animating objects	Easily create animation with the unique **Toggle Pin** tool.	You have to create all of the keyframes yourself if you are using the Classical Tween effects.
Add Preloader	Easily add a preloader to a project by clicking on the *Edit….* button under preloader and selecting *Inserting Preloader Clip-Art* button to select for a list of preloaders or create your own. The preloader is another stage in Adobe Edge animate.	Use a preloader component or write your own preloader code.
Layer name	The layer name inherits the same name as the element or symbol name.	The layer name in independent of the symbol or instance name.

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Import/Export Symbol	You can easily export and then import a symbol from one project to another.	You can export and import symbols but it is not as intuitive.
Adding an alternative view	Easily add alternative view for users who do not have HTML5 capability by providing a Poster image instead by clicking on the Edge… button under the Down-level Stage and selecting the Poster button. You can easily create a snapshot of stage. The Down-level Stage is another stage in Adobe Edge Animate.	Write code in HTML page to provide alternative content.
Adding Responsive Design	Responsive design is accomplished in Adobe Edge Animate using: • percentage sizes, • minimum and maximum widths, • responsive scaling checkbox, • corner reference box, • default layouts with "auto" set for images and • other tools	More difficult to add Responsive Design in Flash
Publishing	Can publish to: • HTML • InDesign • iBook / OS X	Cannot publish to InDesign or iBook
Enhanced library	Has dedicated panels for all major asset types (i.e., images, symbols, fonts, videos, audio, and scripts) and asset get added automatically.	You have to manually create folders for assets and manual add them into their corresponding folders.
Adding frame labels	More intuitively add frame labels to timeline.	While you can add labels, they are not as intuitive as Adobe Edge Animate to add to the timeline.
Clipping Objects	Can clip object easily with the Clipping tool	Need to use a mask to clip an object.
Setting Cursor	Can easily set various cursor types for a symbol	Need to program cursor type in with script for movie script.
Setting visibility	Can easily set visibility of object using the Always on or visible property in the Properties panel	Have to program visibility with script.
Adding easing	Easily add easing to objects with graph	Not as easy to add easing.

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Adding accessibility	Add tabIndex to object to make project more accessible and add title attribute	Not as easy to add accessibility and not as intuitive.
Adding grids, etc. to timeline	Add grids, snapping, etc. to timeline by selecting options from bottom of timeline window.	No available in Flash
Auto-key frame and Auto transition	Automatically add keyframe and transition to objects. Can easy tell if there is no transition with hollow diamond keyframe.	Not as easy in Flash.
Preloading audio/video	Easily preload audio and video for project by selecting the default setting.	Not as easy In Flash.
Showing elements in project	Show element in project using the Element panels	Not available in Flash
Scripting interactive	Add script code using the new Interactive Script editor that is particularly useful for beginners. While using editor, it will give you comments on the code you are about to add and then delete those comments when you add the code.	While Flash does have snippets, it is not as intuitive.
Separating Design and Code view	Can have a separate tab (not window) like Dreamweaver, Photoshop, etc. for Design and Code view.	Can only open Code view in a separate window.
Returning to the last played position	Can easily return to the last played position	Not available in Flash
Accessing Action panels	Can access Action panel from multiple sources: • Timeline • Element panel • Right-click on object	F9 or menu
Reviewing tutorials	Better training tutorials with asset files	Not as good.
Adding a web link	Adding a web link is easy by adding one line of code (i.e., window.open("http://www.abc.com", "_blank");)	Have to add a lot of ActionScript code.

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Easing options	Easy to create easing with graph and icon to let you know you have easing	While you can create easing in Flash, it is not as intuitive.
Drawing similar size objects	Adobe Edge animate with give dimension arrows when you draw a shape so that you can match the width or height of another object on the stage or the stage itself	Not available in Flash.
Can see through stage	Can easily add large background image to stage and match it to the stage dimension with smart guides.	Have to manually adjust background image in Properties panel.
Instance Name	Adobe Edge Animate will inform you that you have special characters or spaces in a symbol/instance name. In fact, if you inadvertently add space, Adobe Edge Animate will automatically add underscore between the words.	Not available inn Flash.
Playback symbol options	Adobe Edge Animate will let you SCRUBB the playhead of the symbol timeline from the main timeline by selecting the Scrub checkbox in the Properties panel	You have to preview the movie so see an animation inside of a symbol.
Playback options	Similar Flash, Adobe Edge Animate will let you set the playback option for a symbol. However, unlike Flash, you have more options like play in reverse, etc.	Limited options.

Cons of Adobe Edge Animate

There are a few things that Flash does better but these may be less of an issue with future version of Adobe Edge Animate.

Technique	Animate	Flash
Creating buttons	Manual create labels for button timeline. **SOLUTION:** However, there are plug-ins for making button easier.	Flash has dedicated timeline for the up, over, down and hit states of a button. Automatically have the pointer icon to button symbols.
Zooming with Magnifier and Hand tool	Has magnifier and hand tool but cannot double click on these tools to zoom. **SOLUTION:** However, you can use CTL+1 to zoom to 100% like any browser.	Can double-click on these tools to zoom.