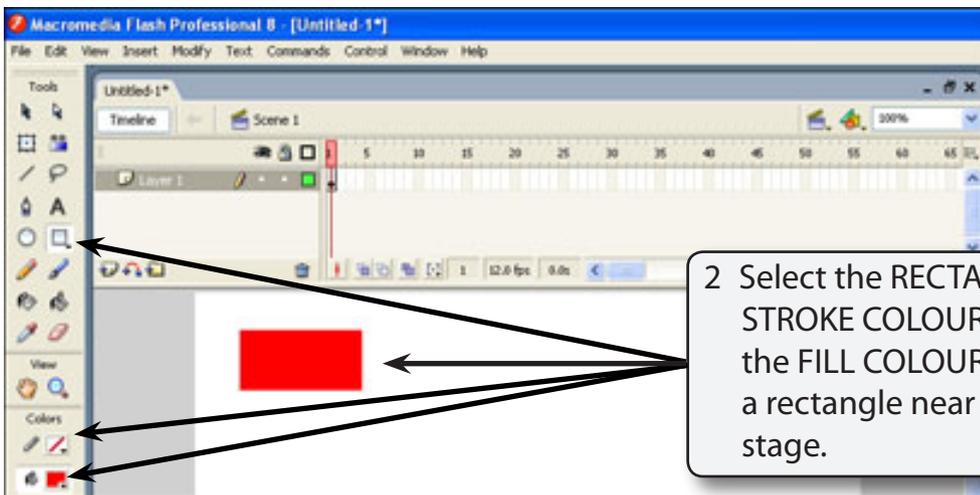


Creating Buttons

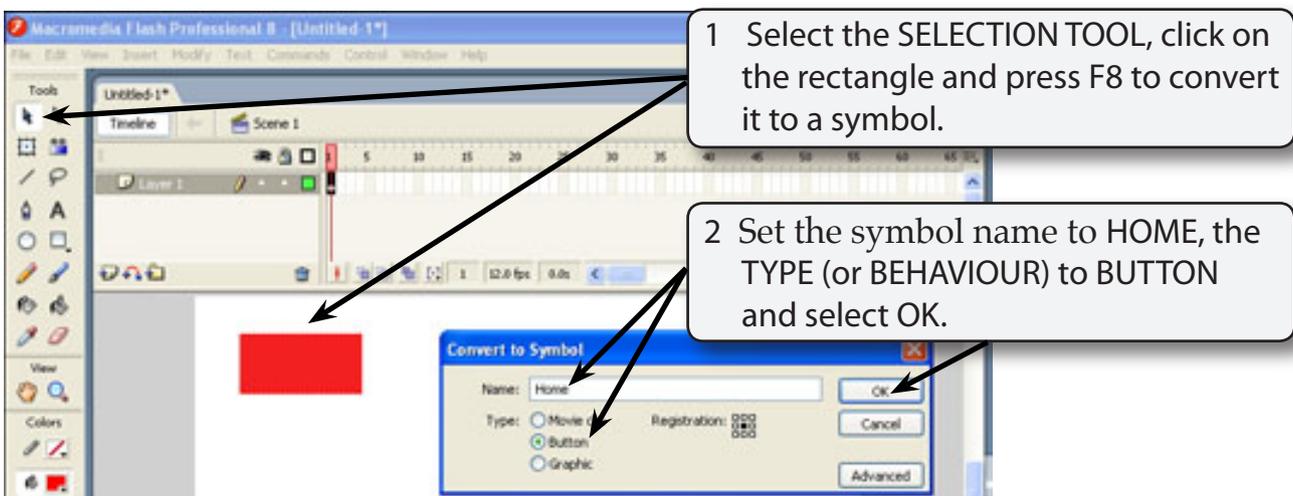
Flash can be used to create elegant buttons that change when the mouse is moved over them or when the mouse is clicked. These buttons can be filled with colours or colour gradients to produce a three dimensional effect. You can also add sounds or actions to buttons. To demonstrate how to create a button a rectangle will be combined with some text to produce a simple button.

Creating a Simple Button

- 1 Load Flash or close the current file and create a new Flash document.



A Setting the Button Symbol



B The Button States

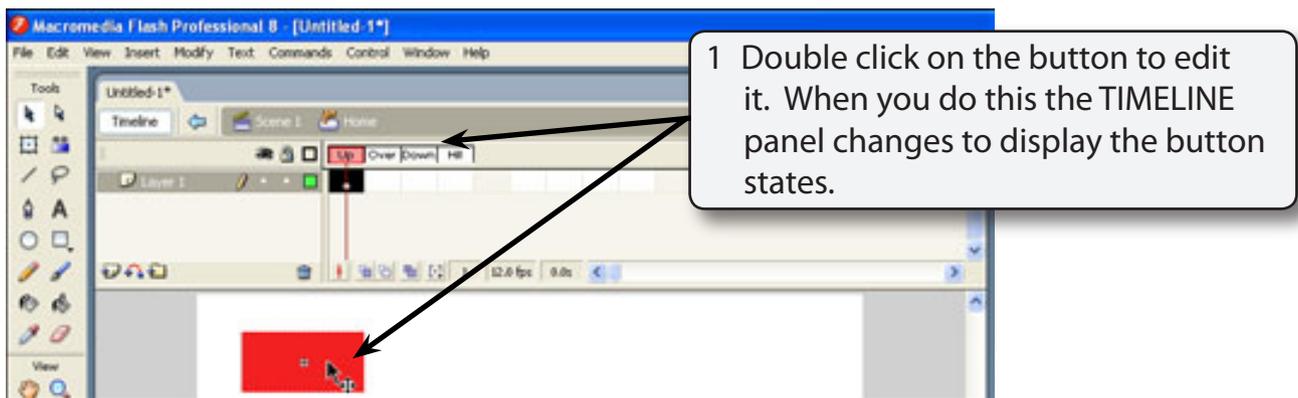
A button can have four different states:

Mouse up which is the appearance of the button when the mouse pointer is not near the button.

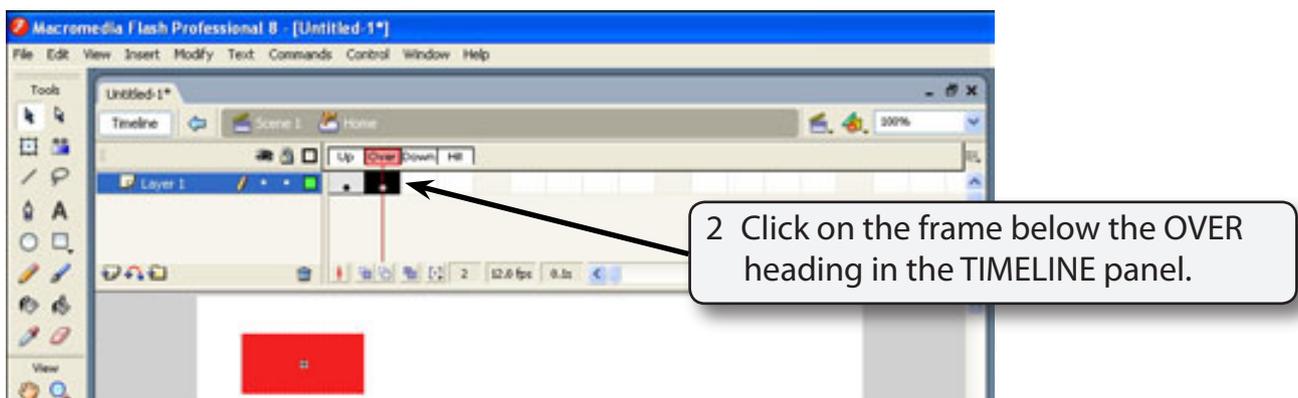
Mouse Over which is the appearance of the button when the mouse pointer is moved over the button.

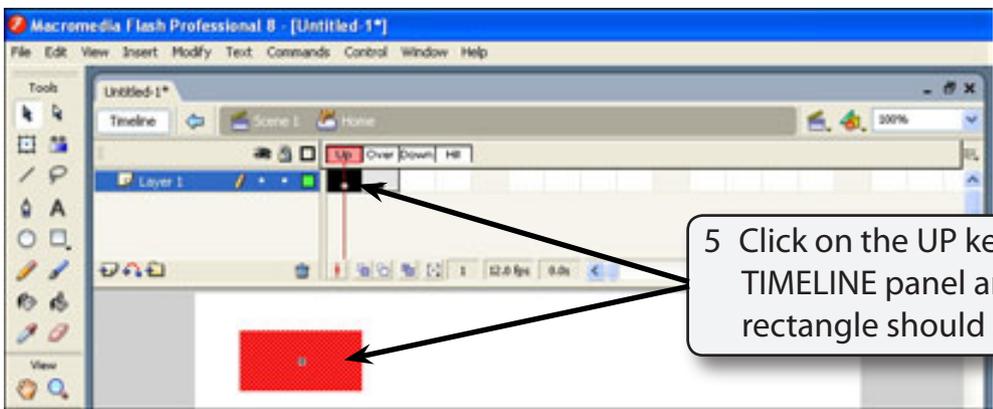
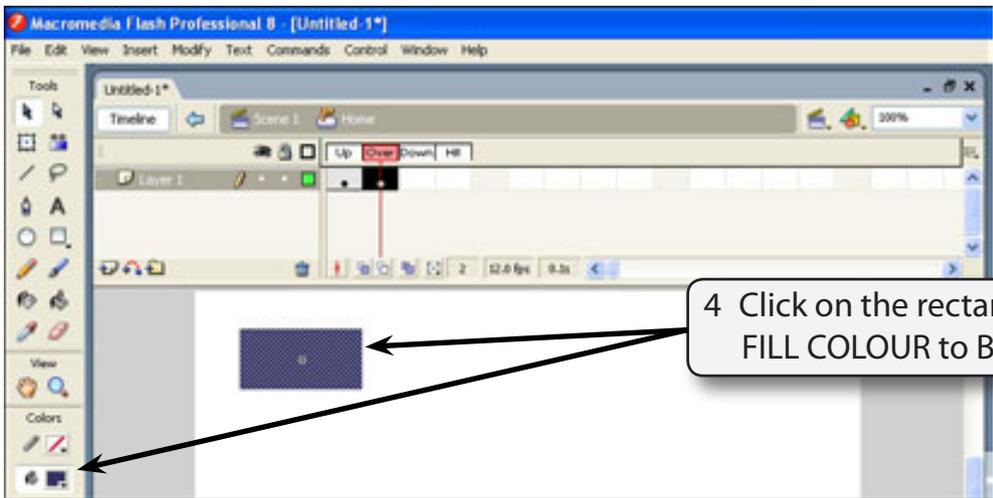
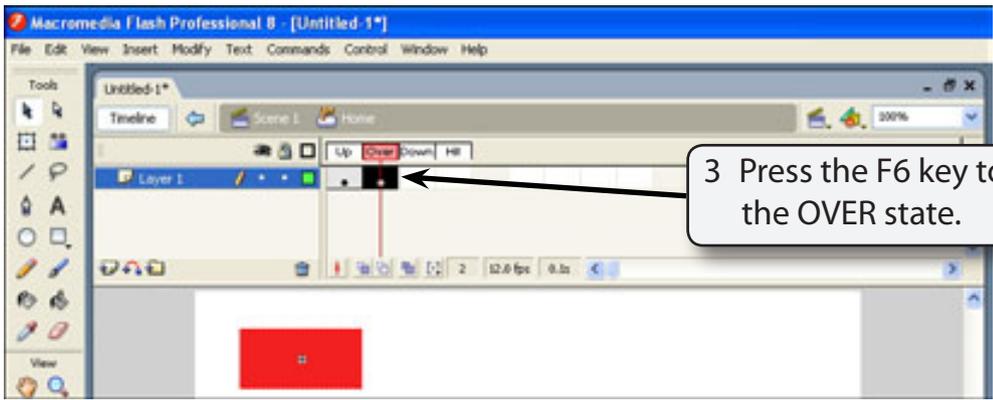
Mouse Down which is the appearance of the button when the mouse is clicked on the button.

Hit Area which is area where the button settings are activated.

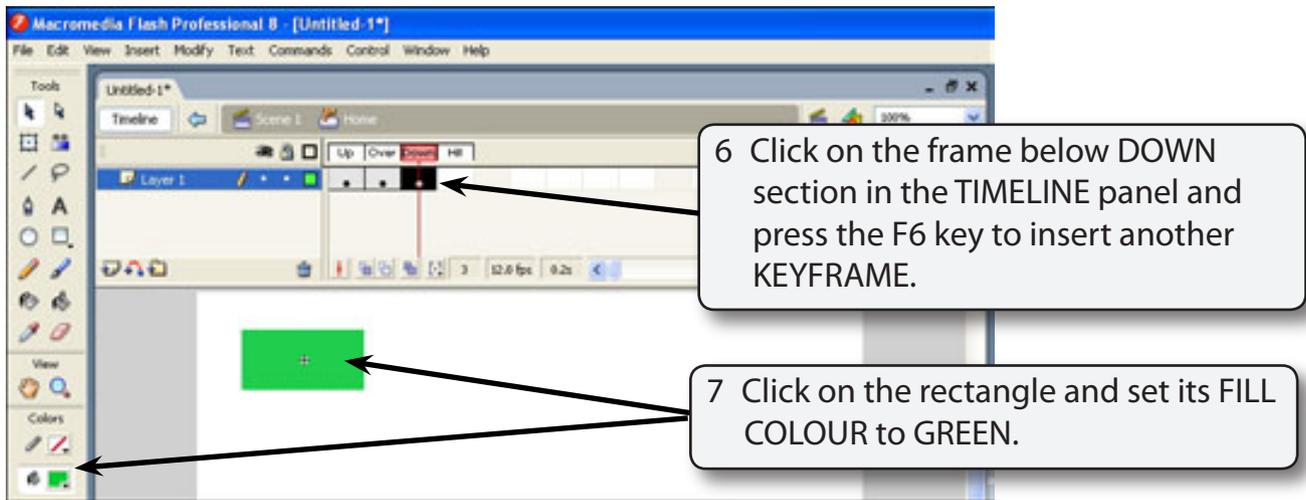


NOTE: Notice that the name of the button is displayed next to the SCENE name above the stage. This indicates that the screen is in **BUTTON EDIT MODE**.



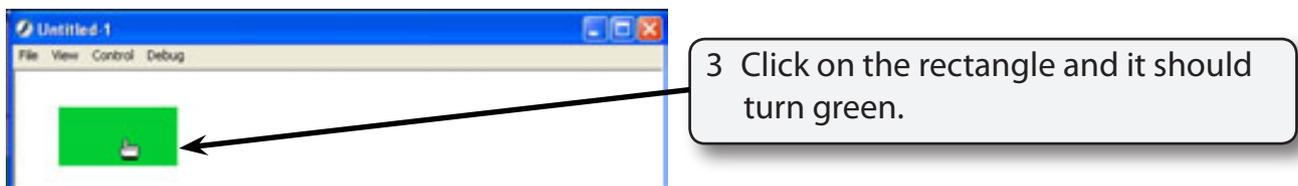
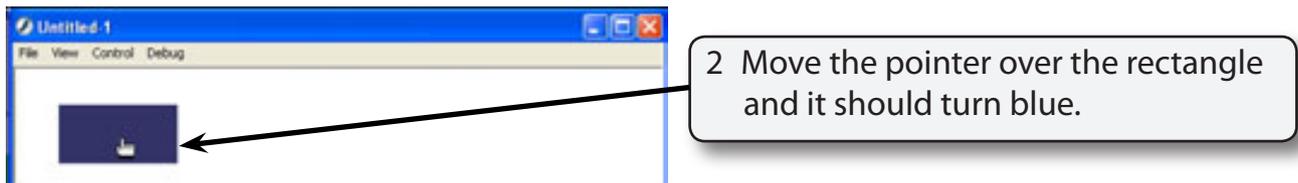


NOTE: The colour change has only affected the OVER section.



C Testing the Button

- 1 Display the CONTROL menu and select TEST MOVIE (or press CTRL+<enter> or +<return>).



- 5 Close the TEST MOVIE screen.

D Adding Text to the Button

Text can be added to the button. This only needs to be done in one of the button states, but it is better to place it in a separate layer.

