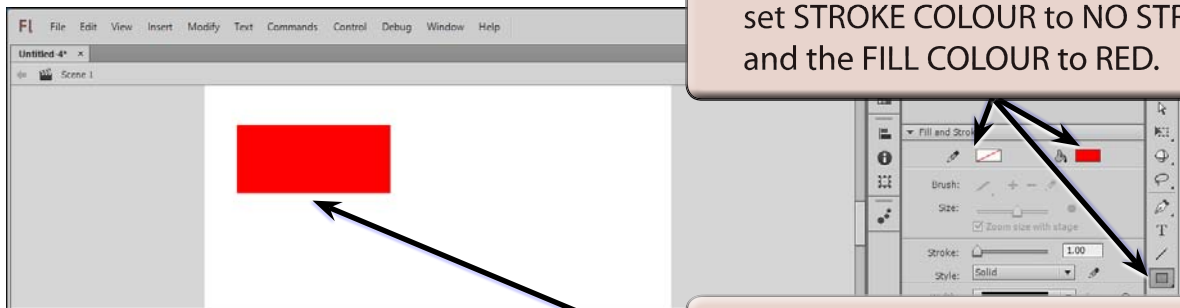


Creating Buttons

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

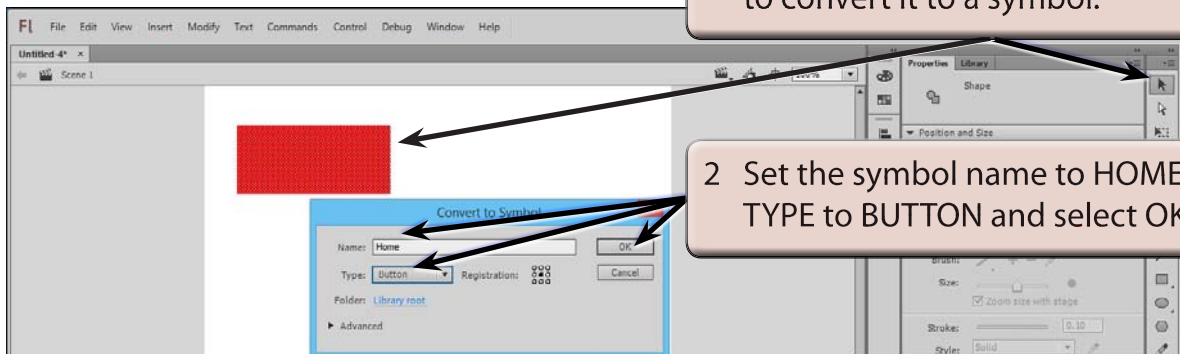
- 1 Load Flash or close the current file and create a new ACTIONSCRIPT 3.0 file.



The screenshot shows the Adobe Flash interface. On the stage, a solid red rectangle is positioned near the top left. The Properties panel on the right is open to the 'Fill and Stroke' section. The 'Fill' color is set to red, and the 'Stroke' is set to 'No Stroke'. The 'Style' is set to 'Solid'.

- 2 Select the RECTANGLE TOOL then set STROKE COLOUR to NO STROKE and the FILL COLOUR to RED.
- 3 Drag a rectangle near the top left of the stage.

A Setting the Button Symbol



The screenshot shows the Adobe Flash interface with the 'Convert to Symbol' dialog box open. The dialog box has 'Name' set to 'Home', 'Type' set to 'Button', and 'Folder' set to 'Library root'. The Properties panel on the right is open to the 'Position and Size' section.

- 1 Select the SELECTION TOOL, click on the rectangle and press the F8 key to convert it to a symbol.
- 2 Set the symbol name to HOME, the TYPE to BUTTON and select OK.

B The Button States

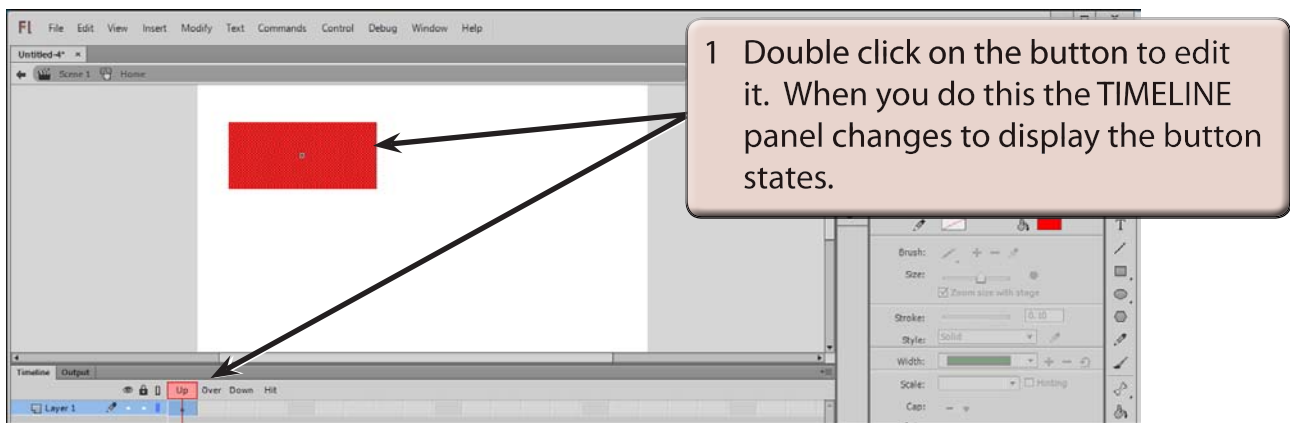
A button can have four different states:

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

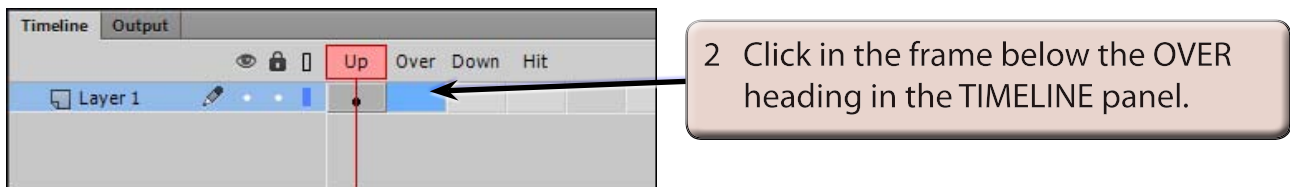
Mouse Over which is the appearance of the button when the mouse pointer is moved over the button.

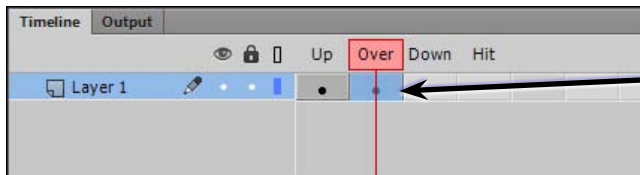
Mouse Down which is the appearance of the button when the mouse button is clicked on the button.

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

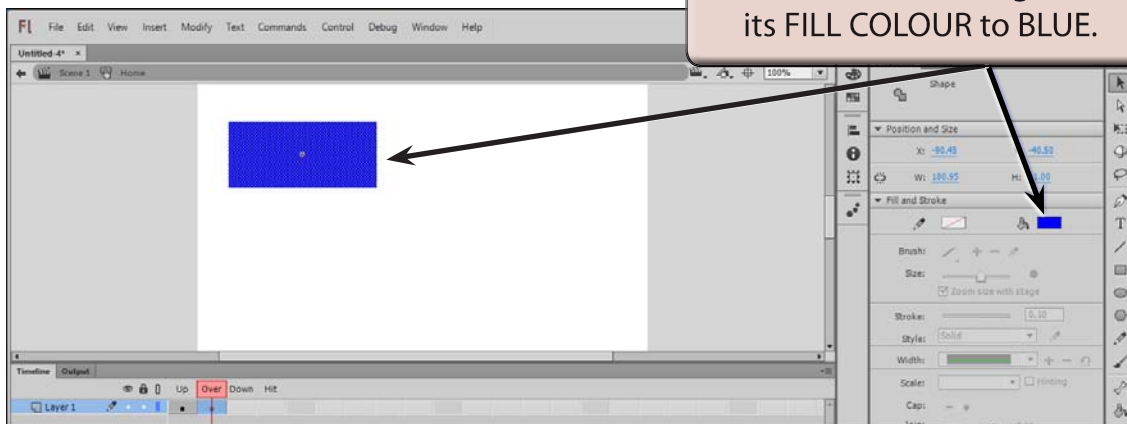


NOTE: Notice that the name of the button is displayed next to the SCENE name above the stage. This indicates that the screen is in **BUTTON EDIT MODE**.

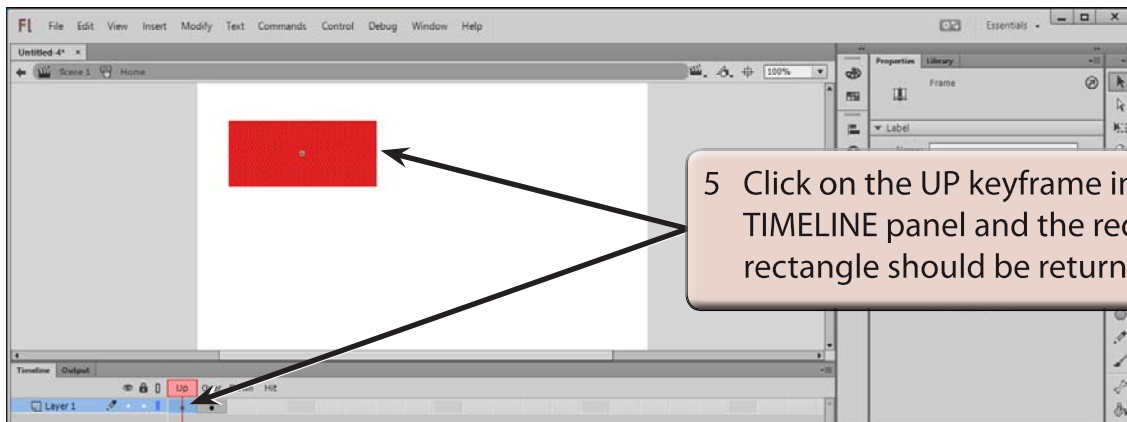




3 Press the F6 key to add a keyframe to the OVER state.

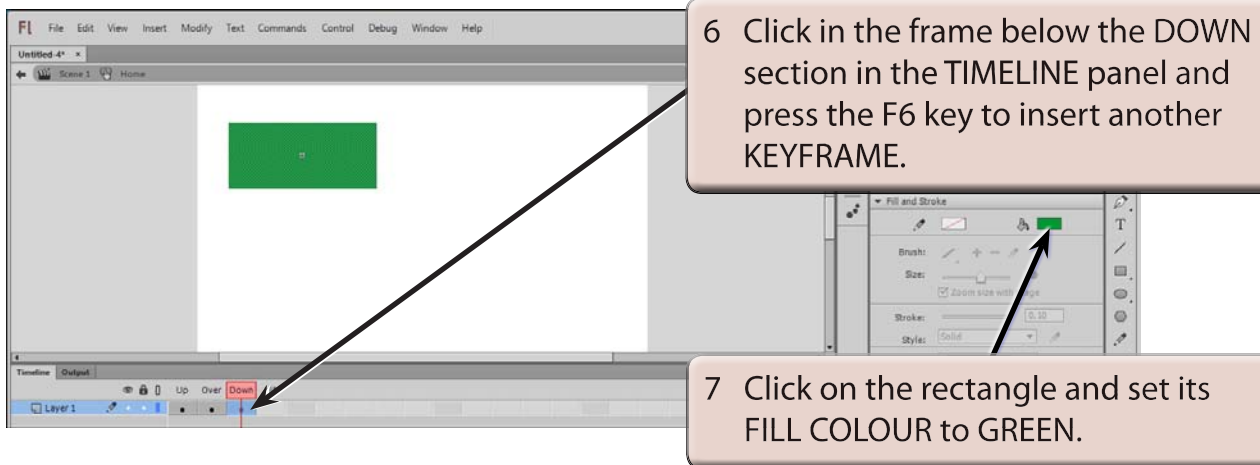


4 Click on the rectangle and change its FILL COLOUR to BLUE.



5 Click on the UP keyframe in the TIMELINE panel and the red rectangle should be returned.

NOTE: The colour change has only affected the OVER state. The PLAYHEAD can be dragged across the states to see how the button will operate.

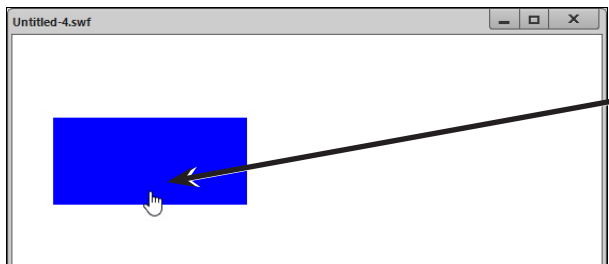


6 Click in the frame below the DOWN section in the TIMELINE panel and press the F6 key to insert another KEYFRAME.

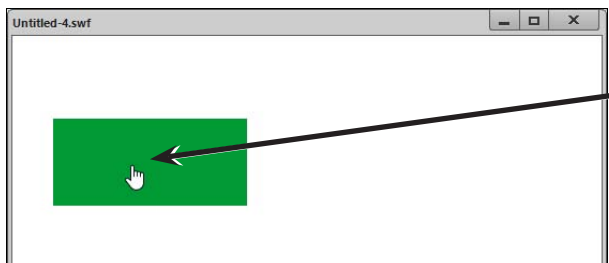
7 Click on the rectangle and set its FILL COLOUR to GREEN.

C Testing the Button

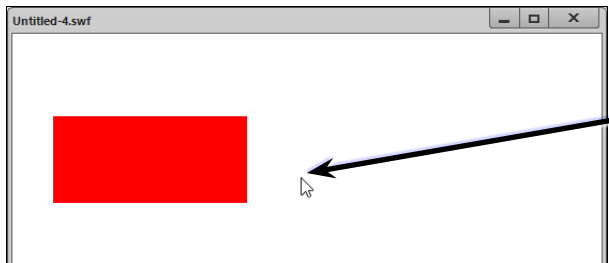
- 1 Display the CONTROL menu and select TEST (or press CTRL+<enter> or COMMAND+<return>).



2 Move the pointer over the rectangle and it should turn blue.



3 Click on the rectangle and it should turn green.



4 Move the pointer outside the rectangle and it should return to red.

- 5 Close the TEST MOVIE screen.