# Mixing buttons with movie clips

1. new actionscript 2.0 document

## 2. new button - Fly

Create Nev	v Symbol	
<u>N</u> ame:	Fly	ОК
<u>T</u> ype:	Movie clip     Button	Cancel
	Graphic	Advanced

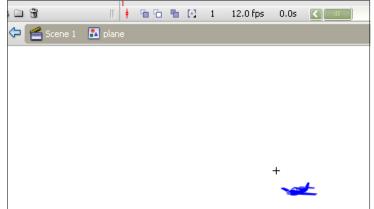
### 3. create it:

	3_pretty stuff*
Fl	🔊 🗟 🗖 Up <mark>Over</mark> Down Hit
k	🛯 appearance 🖍 • • 🗖 🔹 🖕
k	
ЖĘ	
★ ¥ 0,   ☆ H / ■ ↑	
۵.	🖬 🗥 🖬 👘 🕴 👘 🔂 🐔 🖬 💽 2 12.0 fps 0.1s 🔇 📋
Т	🛱 🗘 🚝 Scene 1 🚜 Fly
$\mathbf{X}$	
1	
1	
Ø	
٨	·
g	Fly
Ø	- ~

# 4. insert $\rightarrow$ new symbol.. set following:

Create Nev	v Symbol	
<u>N</u> ame:	plane	ОК
<u>T</u> ype:	O Movie clip O Button	Cancel
	⊙ Graphic	Advanced

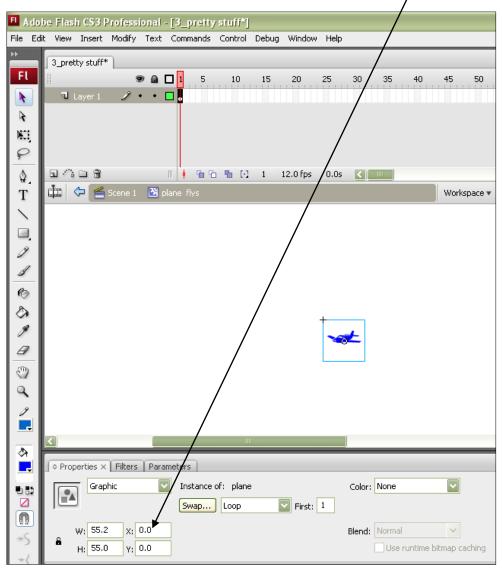
5. draw a plane (ok I cheated and used Webdings font and letter 'j'... lol!):



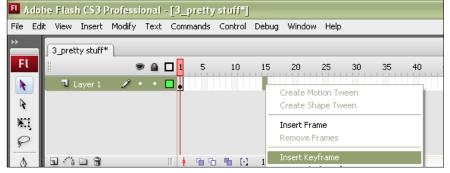
6. insert  $\rightarrow$  movie clip.. set following:

Create Nev	v Symbol	×
<u>N</u> ame:	plane_flys	ОК
<u>T</u> ype:	<ul> <li>Movie clip</li> <li>Button</li> </ul>	Cancel
	O Graphic	Advanced

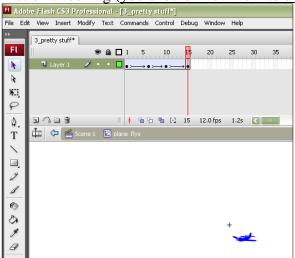
7. position plane graphic on stage of plane\_flys movie clip at 0,0:



### 8. insert key frame at frame 15 of plane\_flys movie clip:



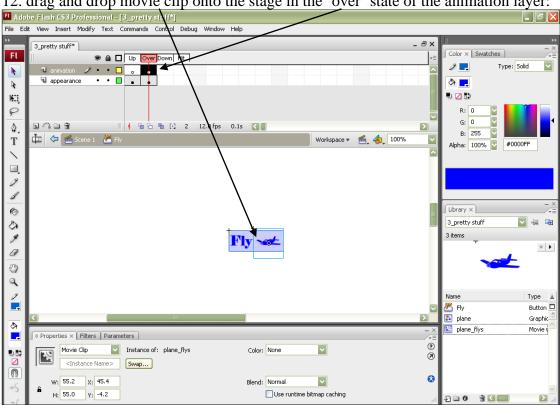
9. make **small** rocking motions of plane up and down using basic key frames and motion tweening (you should know how to do this by now!)



10. Open fly button

11. insert another layer in the fly button and call it *animation* – put a key frame in the ove<u>r state as shown here:</u>

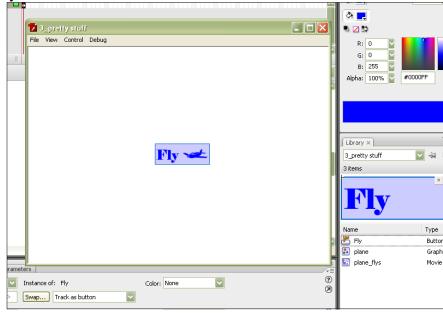
File Edit View Insert Modify Text Commands Control Debug Window Help	
3_pretty stuff*	
FL Dp Over Down Hit	
N animation 2 · · D o	
R appearance • • 🗖 🔹 🖕	
NEL CONTRACTOR	
P	
🖕 🖬 🗥 🖿 🐨 👘 🕴 🕴 🖓 🗆 2 12.0 fps 0.1s	
T 🛱 🗢 🚘 Scene 1 📇 Fly	
<u>_</u> .	
4	
animation     appearance     appearance <th>y</th>	y



12. drag and drop movie clip onto the stage in the 'over' state of the animation layer:

13. Click back to scene 1 when done...

14. drag and drop Fly button onto stage, save and test... what do you think when you roll your mouse over the button?



## Making buttons dance around the page

15. with your current movie, add a layer to scene 1, call it actions:



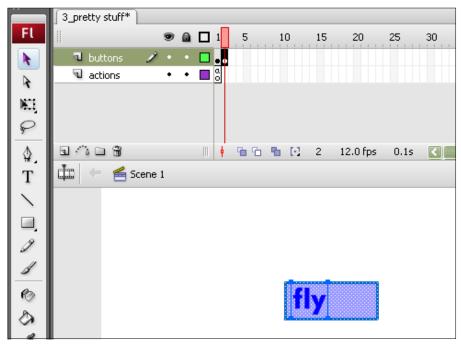
16. Add a stop action to the **actions layer frame 1**:



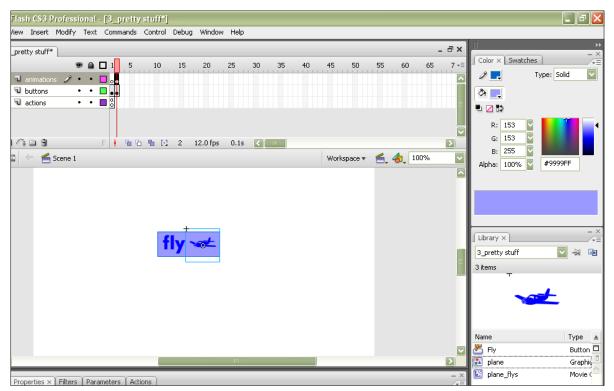
17. with the fly button selected, add the following:

fly		
Actions - Button ×		
ActionScript 1.0 & 2.0	÷.	❷ ⊕ ❤ ੇ   🖳 😢   👯
	1	on (release) {
🖃 🗾 Current Selection 🛛 🔼	2	gotoAndPlay(2);
Ely		
🖂 📻 Scene 1		}

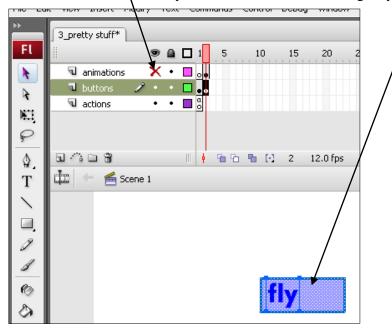
18. draw a button on frame 2 that looks like the button on frame 1! -



19. new layer – **animations** – drag and drop the plane **graphic** into frame 2 of this layer as shown here:



20. hide the animations layer and select all the drawing of your button from frame 2:



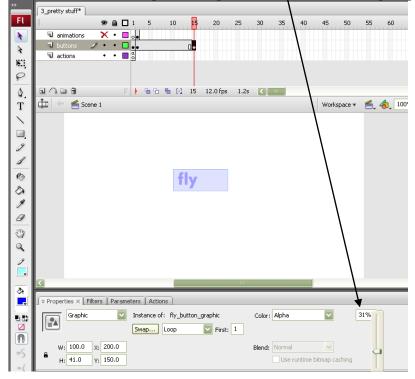
### 21. Modify $\rightarrow$ Convert to Symbol

Convert to	Symbol		
<u>N</u> ame:	fly_button_graphi	c	ОК
<u>T</u> ype:	O Movie clip O Button	Registration: <b>800</b> 600	Cancel
	💿 Graphic		Advanced

## 22. insert keyframe in frame 15...

*	3_pretty stuff*
Fl	🗑 📾 🗖 1 5 10 <mark>15</mark> 20 2
	🖫 animations 🗙 • 🗖 o.
k	🔍 buttons 🥒 • • 🗖 👞 🔲 🗤
ح	actions • • 🗖 🖞
P	
$\Delta$	🖬 😘 🖿 📆 👘 👘 👘 🔁 🖬 💽 15 12.0 fps
Т	井 🔶 🗲 Scene 1
$\left  \right\rangle$	
1	
1	
Ø	flvo
٨	
10	

23. select colour: Alpha – drop down to 0% !!! We are going to fade this button out!



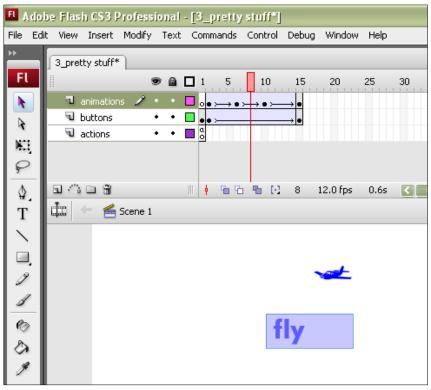
### 24. motion tween the button fade out...

FL	\ do b	e Flas	h CS3 P	<sup>)</sup> rofessi	ional	- [3_pr	retity si	iuff*]										
File	Edit	View	Insert	Modify	Text	Comma	ands O	ontrol	Debug	Window	Help							
۶۰ F		3_pret	ty stuff*			<b>D</b> 1	5	10	15	20	25	30	35	40	45	50	55	60
		: चि	animation	is 💙	< •				13									
k		1	buttons	2	•	•• >			<b>→</b> •									
		ي 17	actions		• •													

25. show the animations layer now, add a keyframe to frame 15:

FL /	dobe	e Flas	h CS3 I	<sup>o</sup> rofessi	ional	- [3_prett	y stuff*]				
File	Edit	View	Insert	Modify	Text	Commands	Control	Debug	Window	Help	
**		3_pre	tty stuff*	:							
Fl						🗖 1 5	10	15	20	25	30
k		4	animatior	is 🧷 i	• •	🗆 o 🔹					
k		A	buttons		• •	<b>—</b>		<b>→</b>			
		J	actions		••						
12.	£										

26. Fly the plane around the screen using basic motion tweening and keyframes as shown here:



27. save and test... what do you think?  $\textcircled{\odot}$