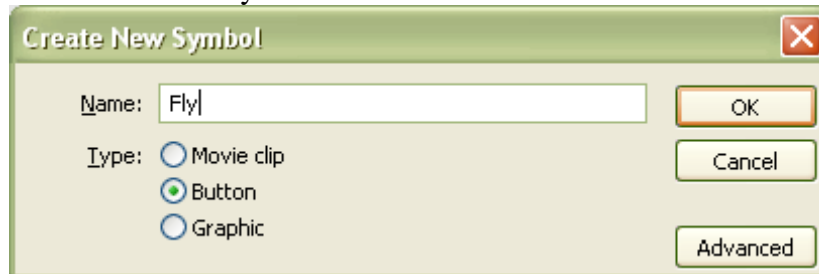


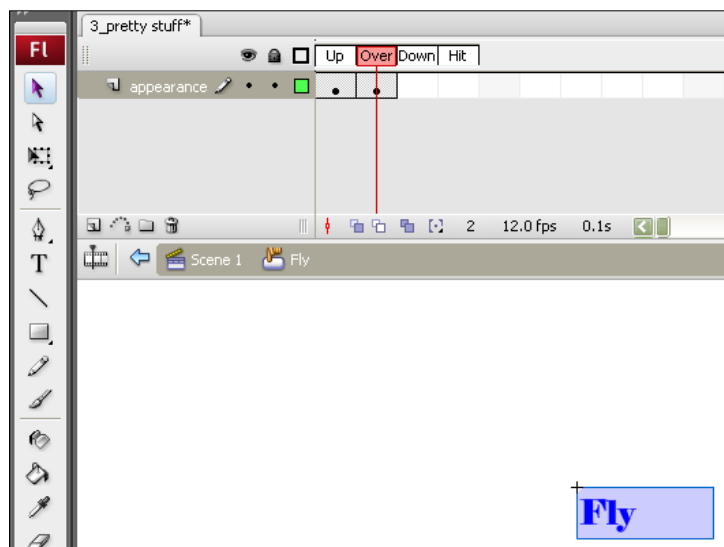
Mixing buttons with movie clips

1. new actionscript 2.0 document

2. new button - Fly



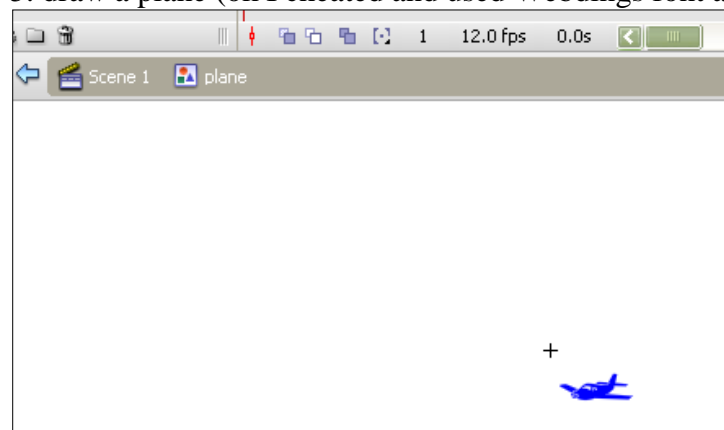
3. create it:



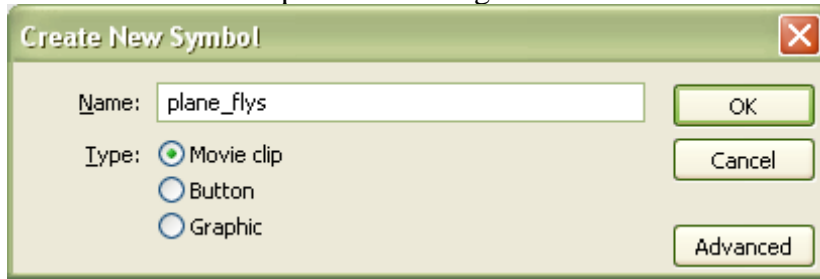
4. insert → new symbol.. set following:



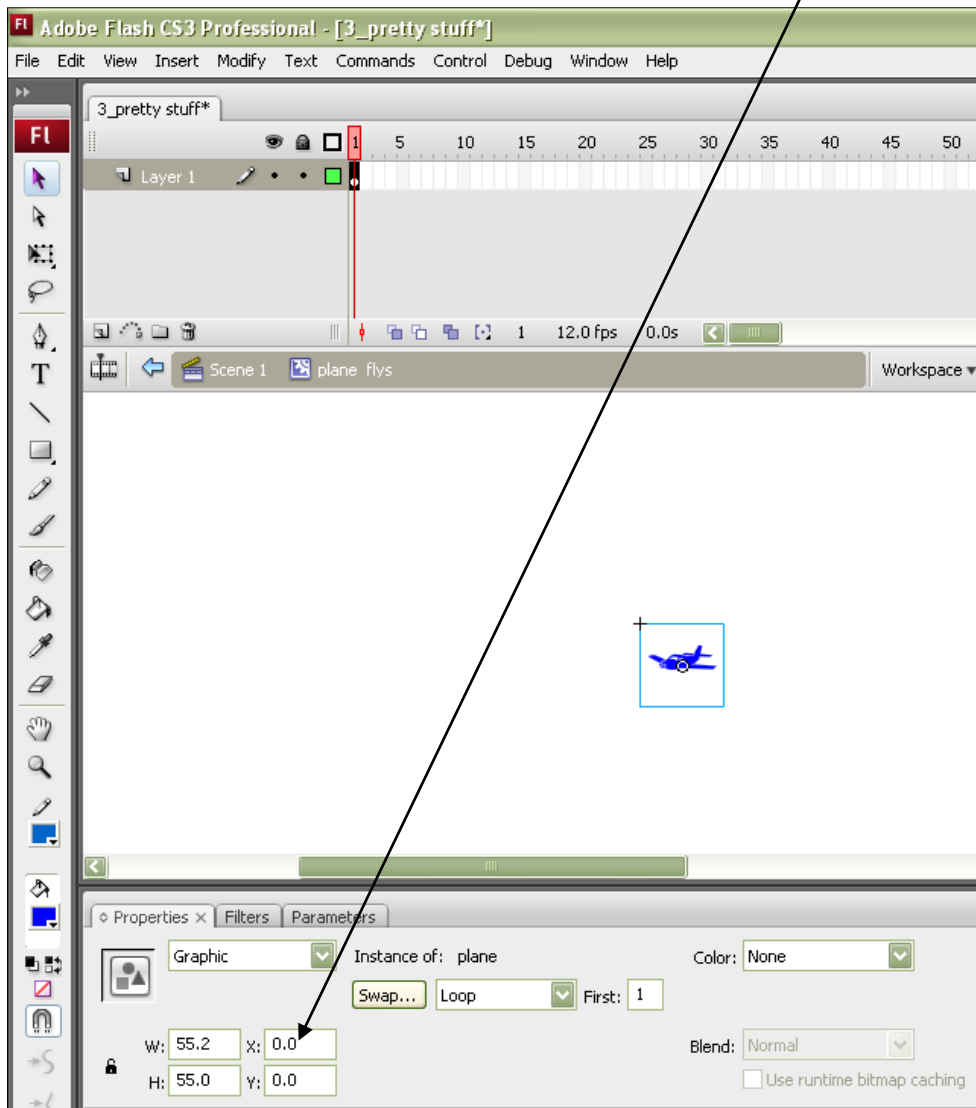
5. draw a plane (ok I cheated and used Webdings font and letter 'j' ... lol!):



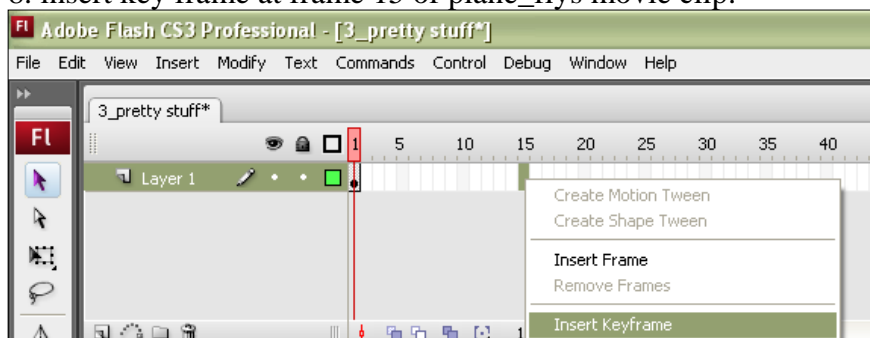
6. insert → movie clip.. set following:



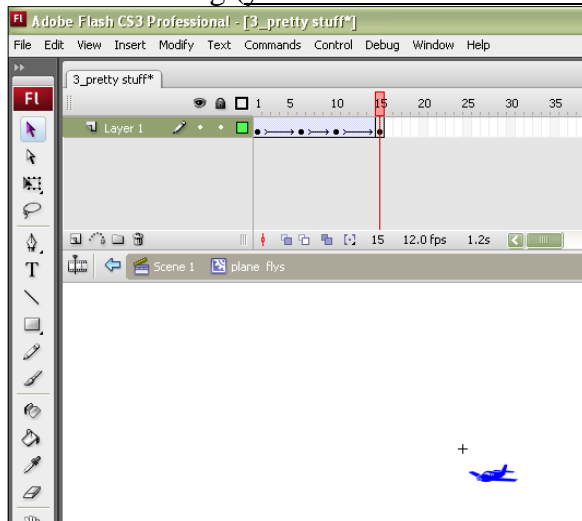
7. position plane graphic on stage of plane_flys movie clip at 0,0:



8. insert key frame at frame 15 of plane_flys movie clip:

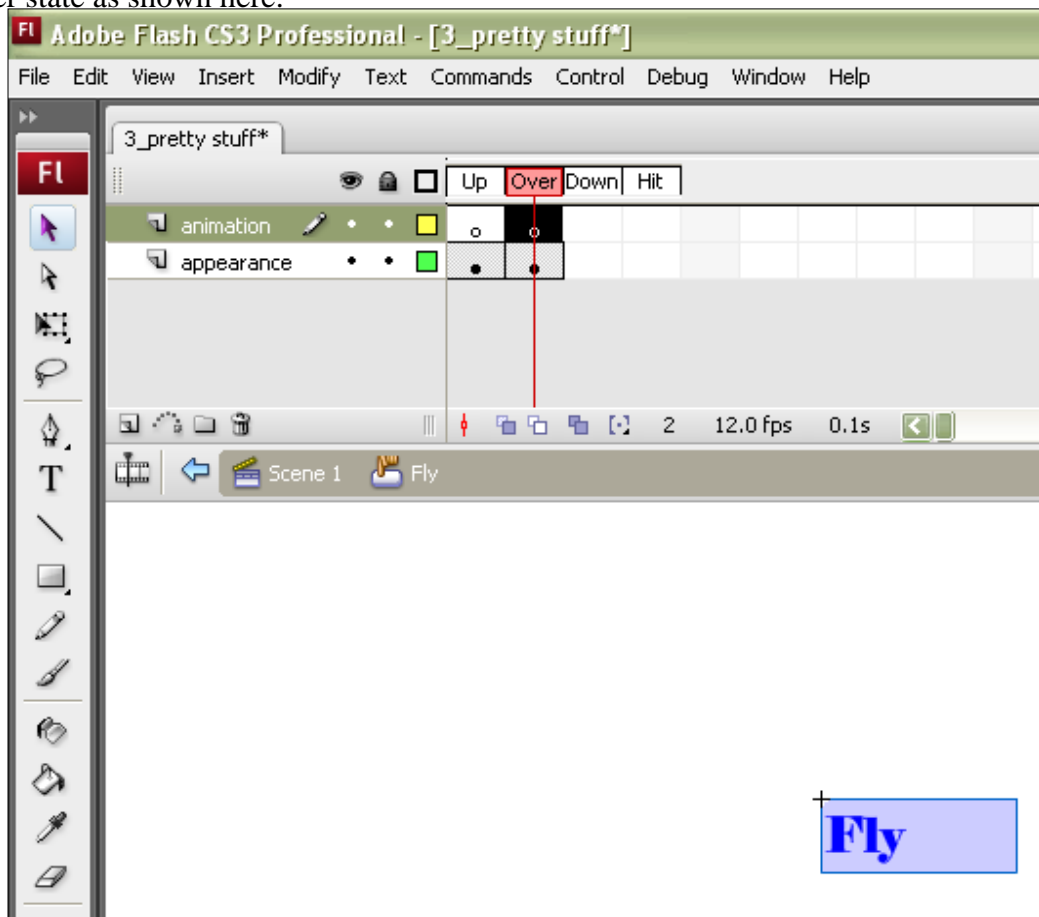


9. make **small** rocking motions of plane up and down using basic key frames and motion tweening (you should know how to do this by now!)

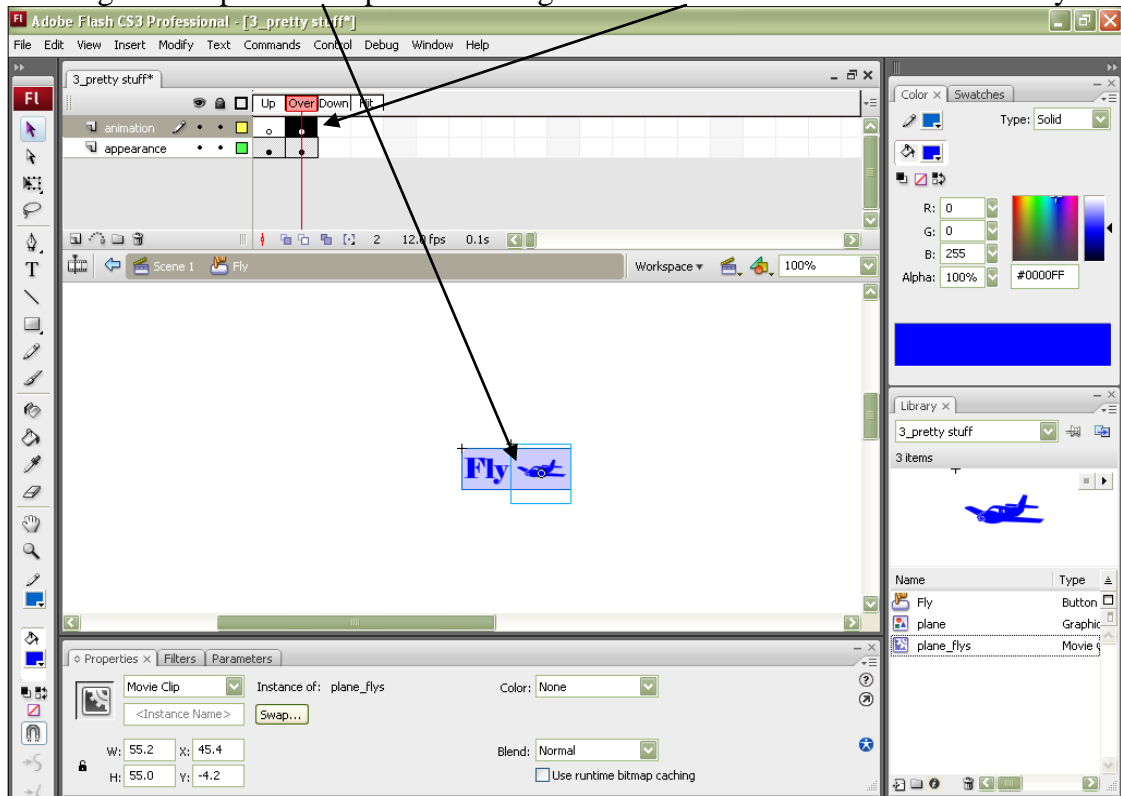


10. Open fly button

11. insert another layer in the fly button and call it *animation* – put a key frame in the over state as shown here:

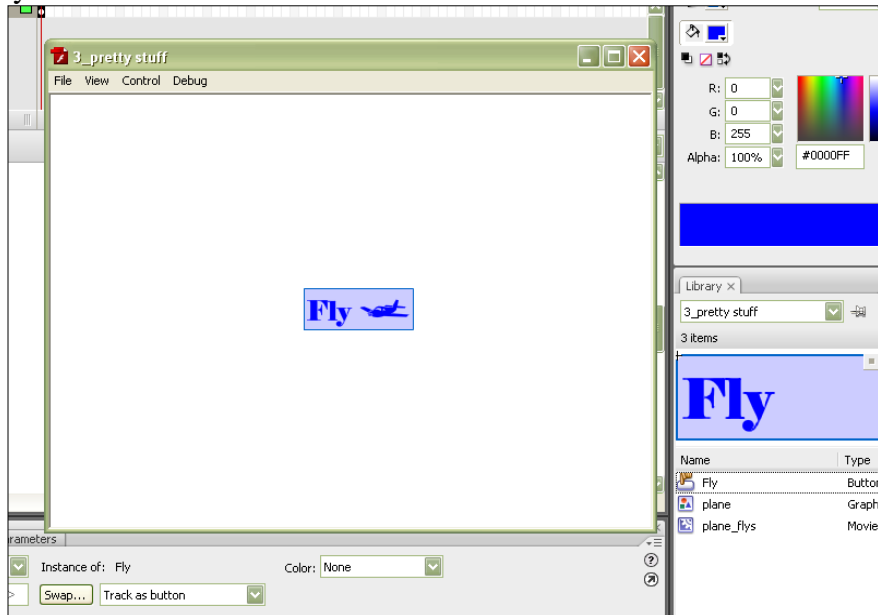


12. drag and drop movie clip onto the stage in the 'over' state of the animation layer:



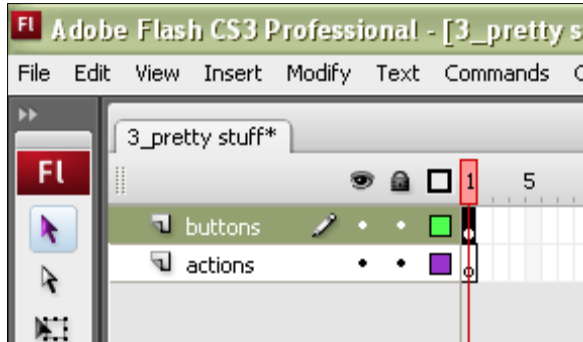
13. Click back to scene 1 when done...

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

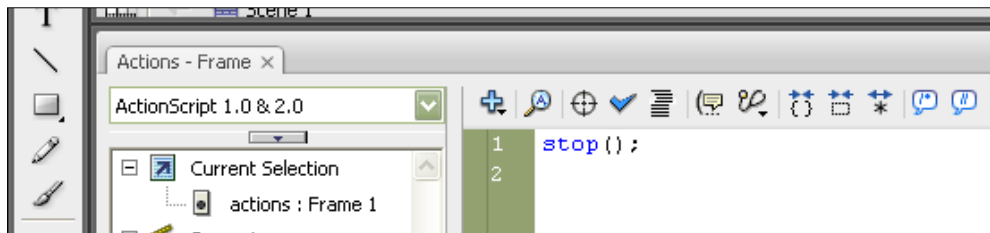


Making buttons dance around the page

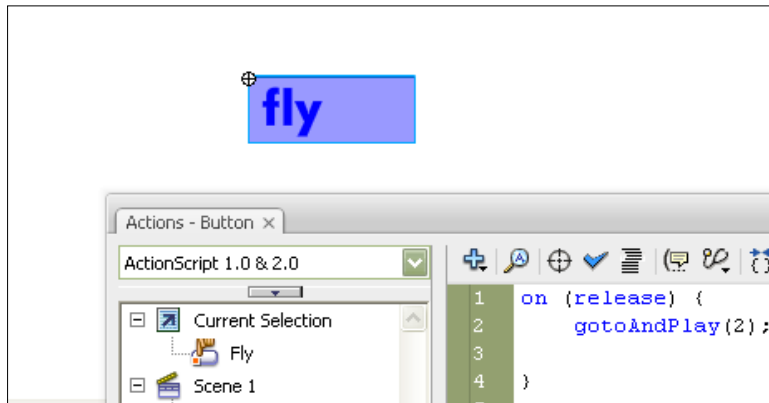
15. with your current movie, add a layer to scene 1, call it actions:



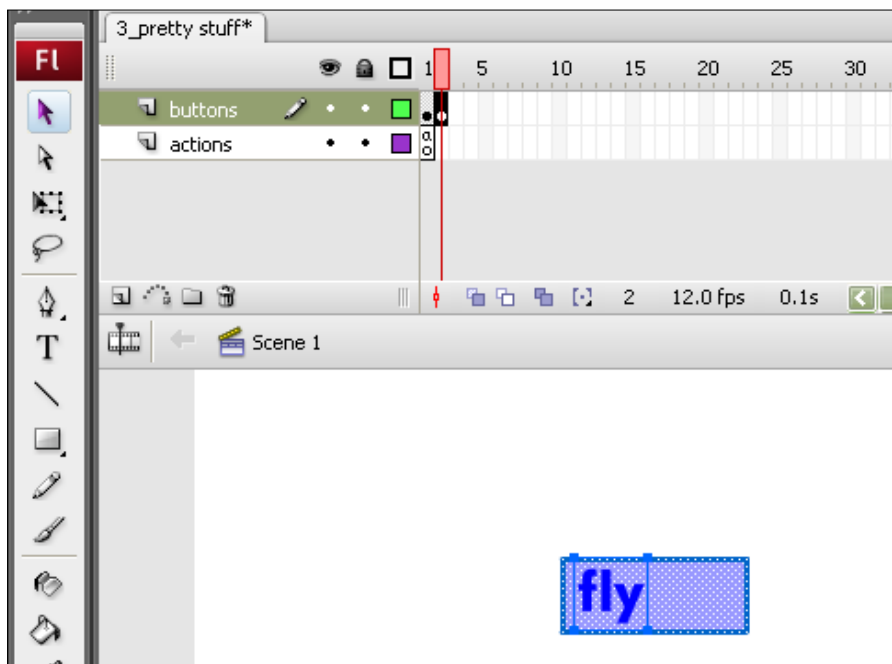
16. Add a stop action to the **actions layer frame 1**:



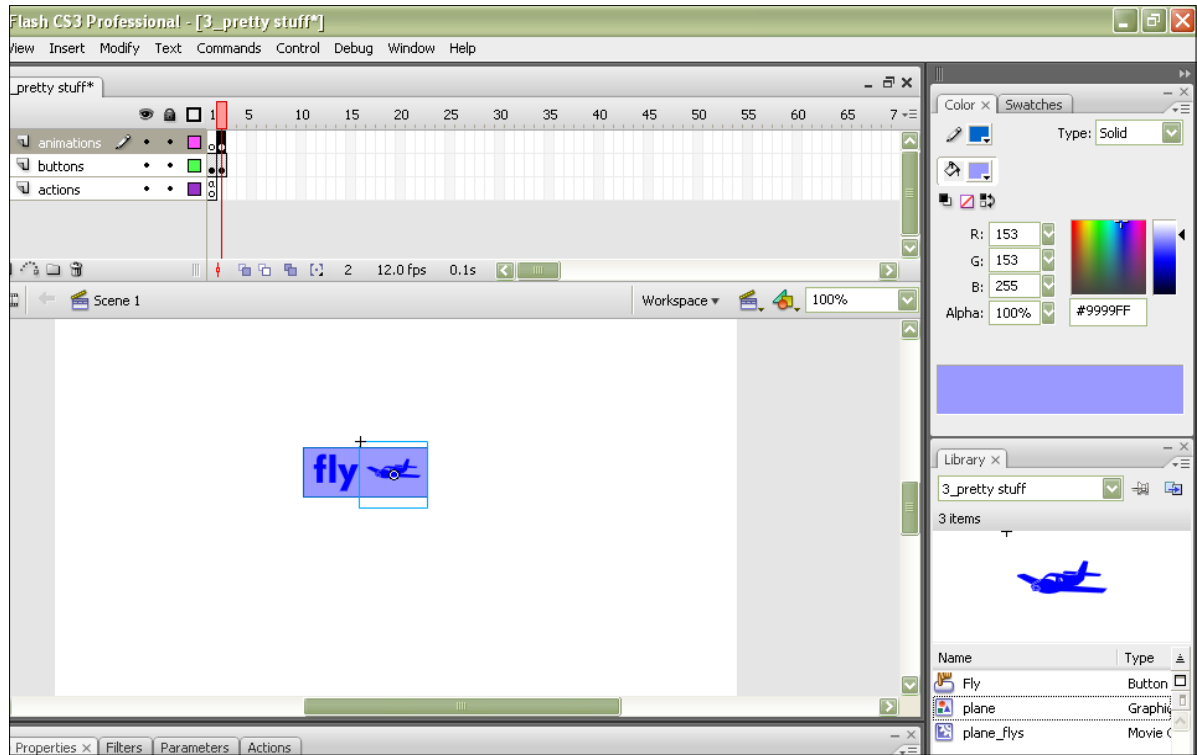
17. with the fly button selected, add the following:



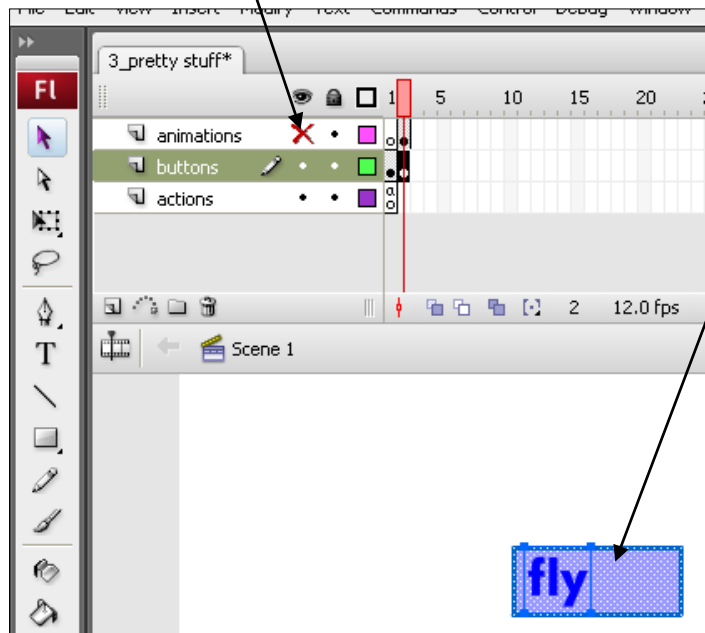
18. draw a button on frame 2 that looks like the button on frame 1! -



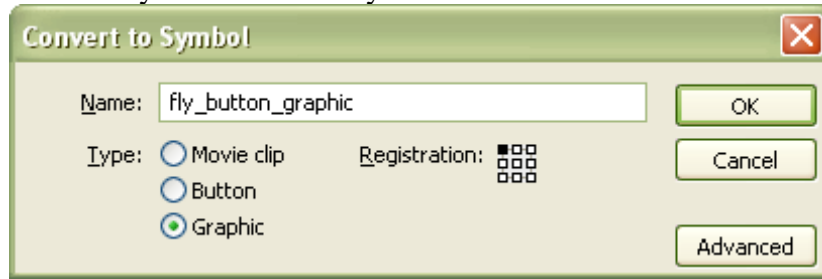
19. new layer – **animations** – drag and drop the plane **graphic** into frame 2 of this layer as shown here:



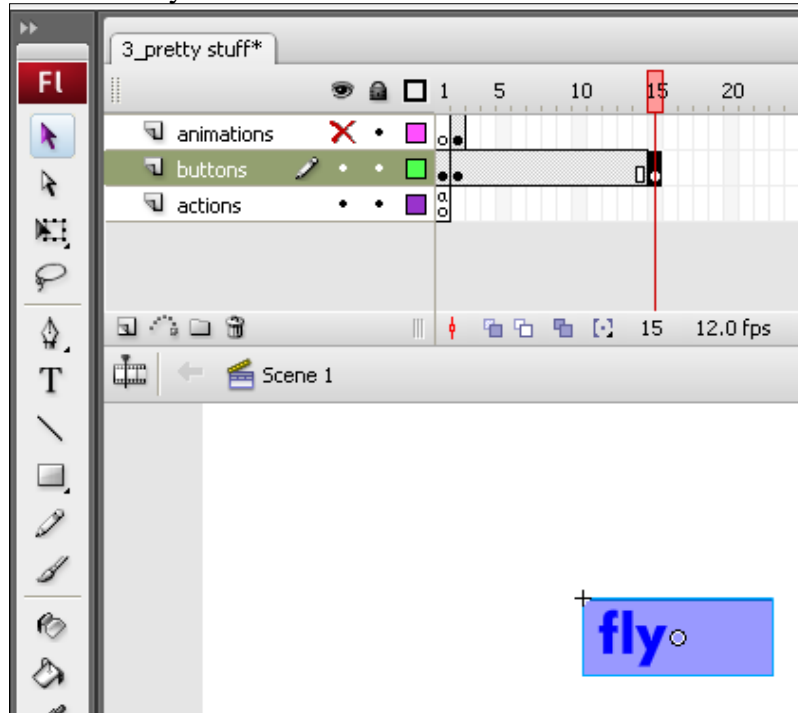
20. hide the animations layer and select all the drawing of your button from frame 2:



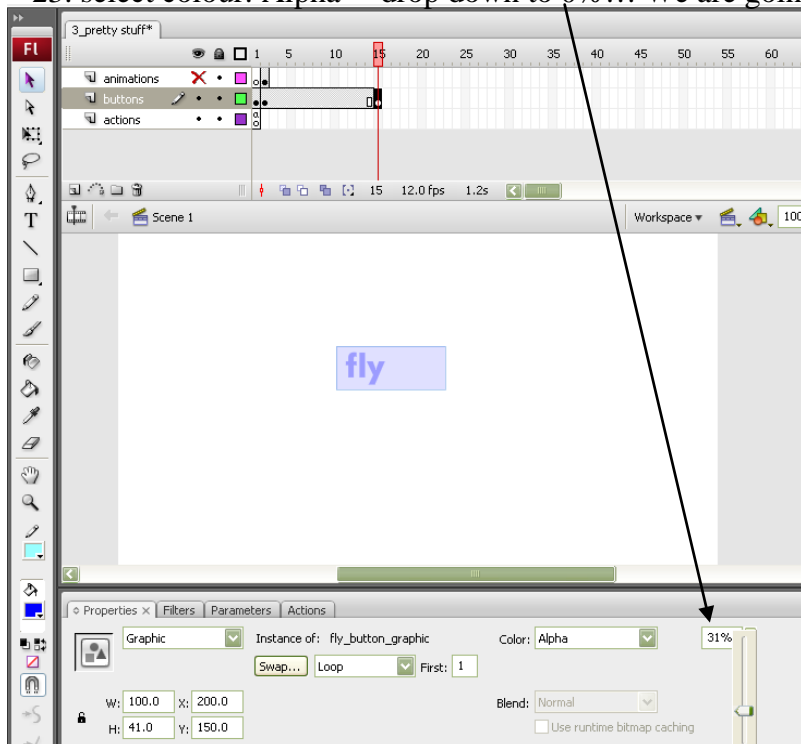
21. Modify → Convert to Symbol



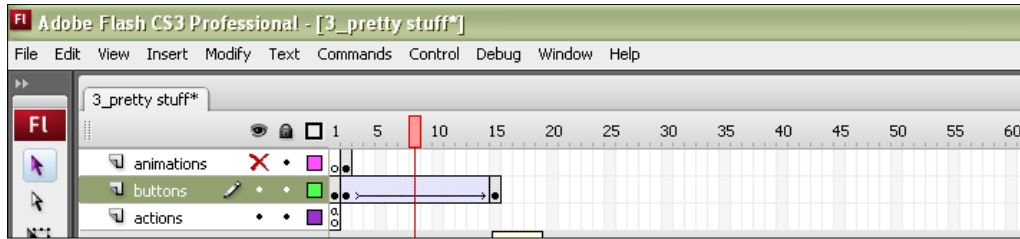
22. insert keyframe in frame 15...



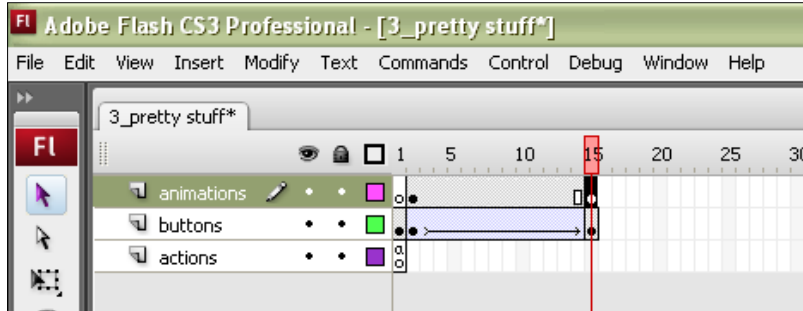
23. select colour: Alpha – drop down to 0%!!! We are going to fade this button out!



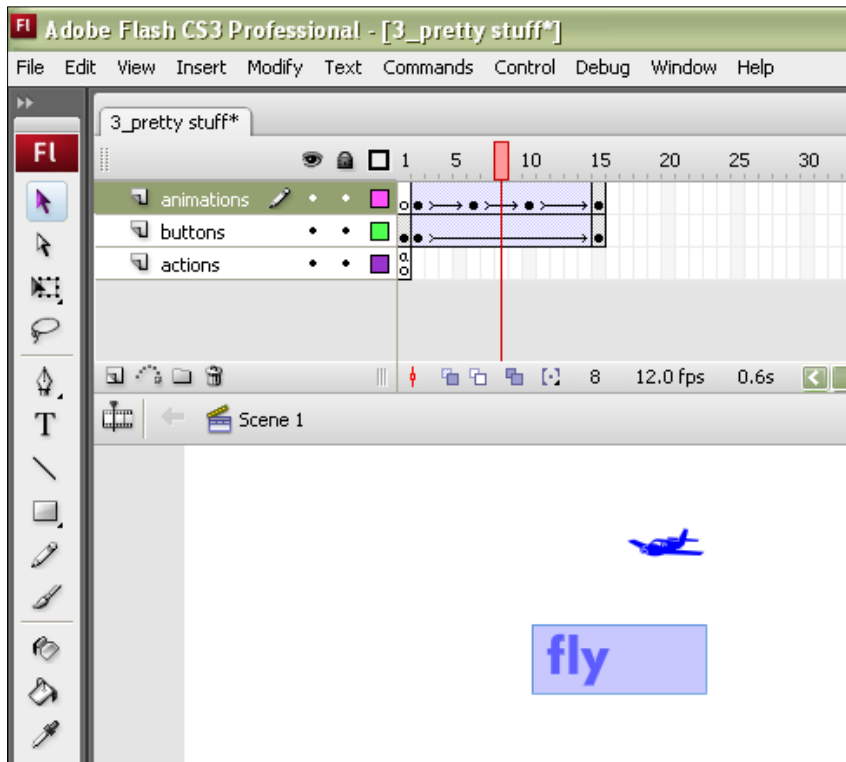
24. motion tween the button fade out...



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



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



27. save and test... what do you think? ☺