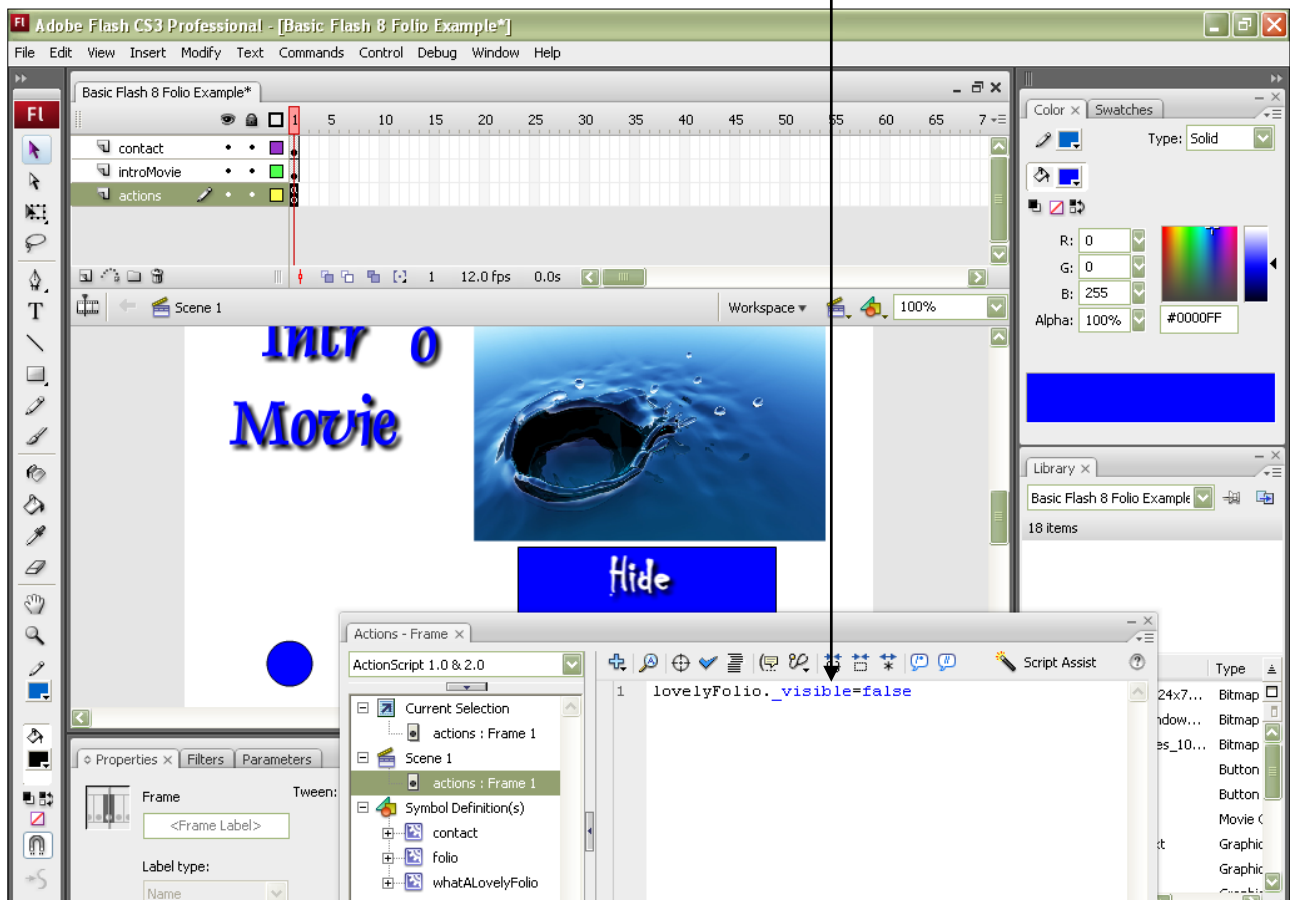
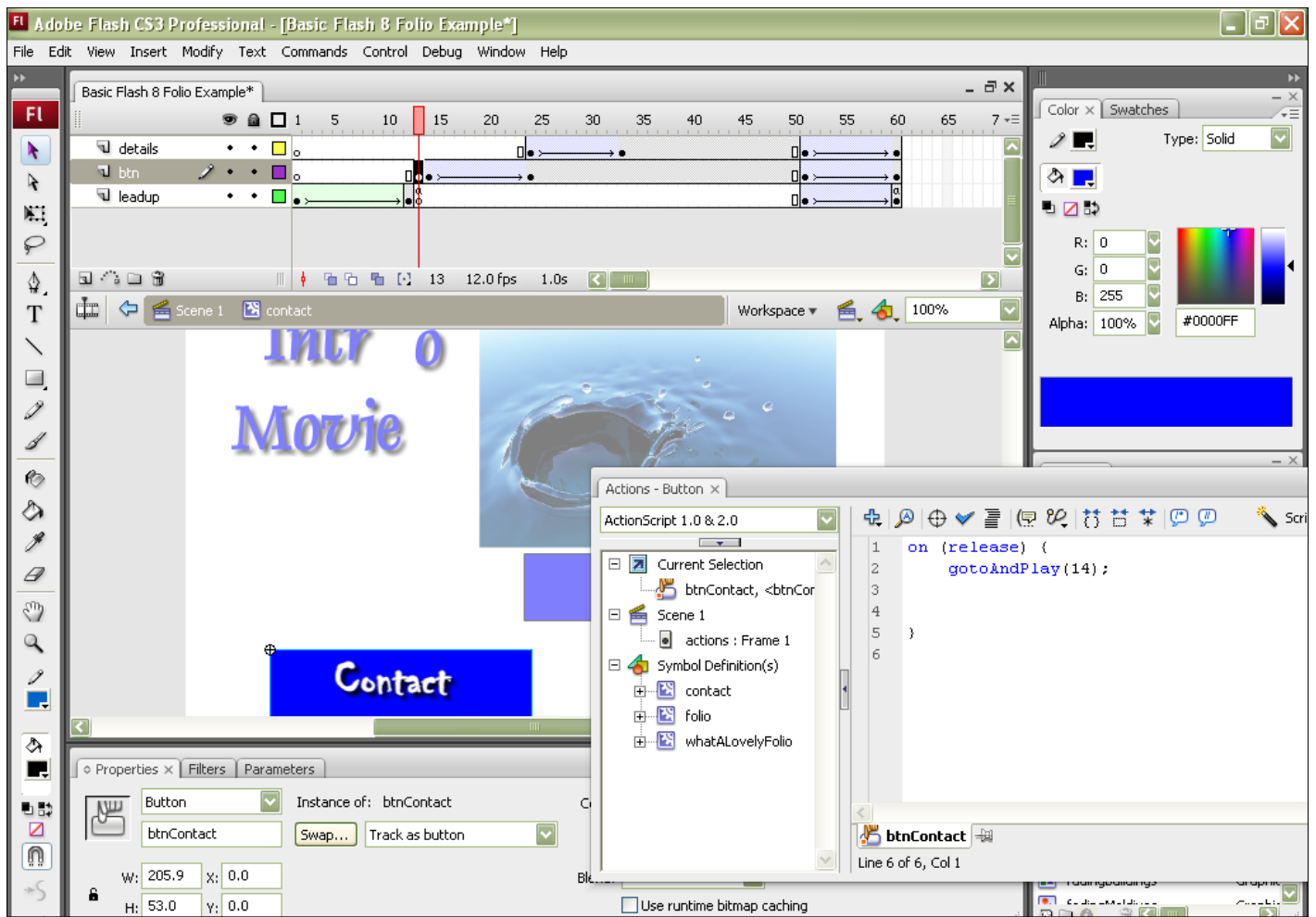


# Open Flash 8 Folio Example.fla!

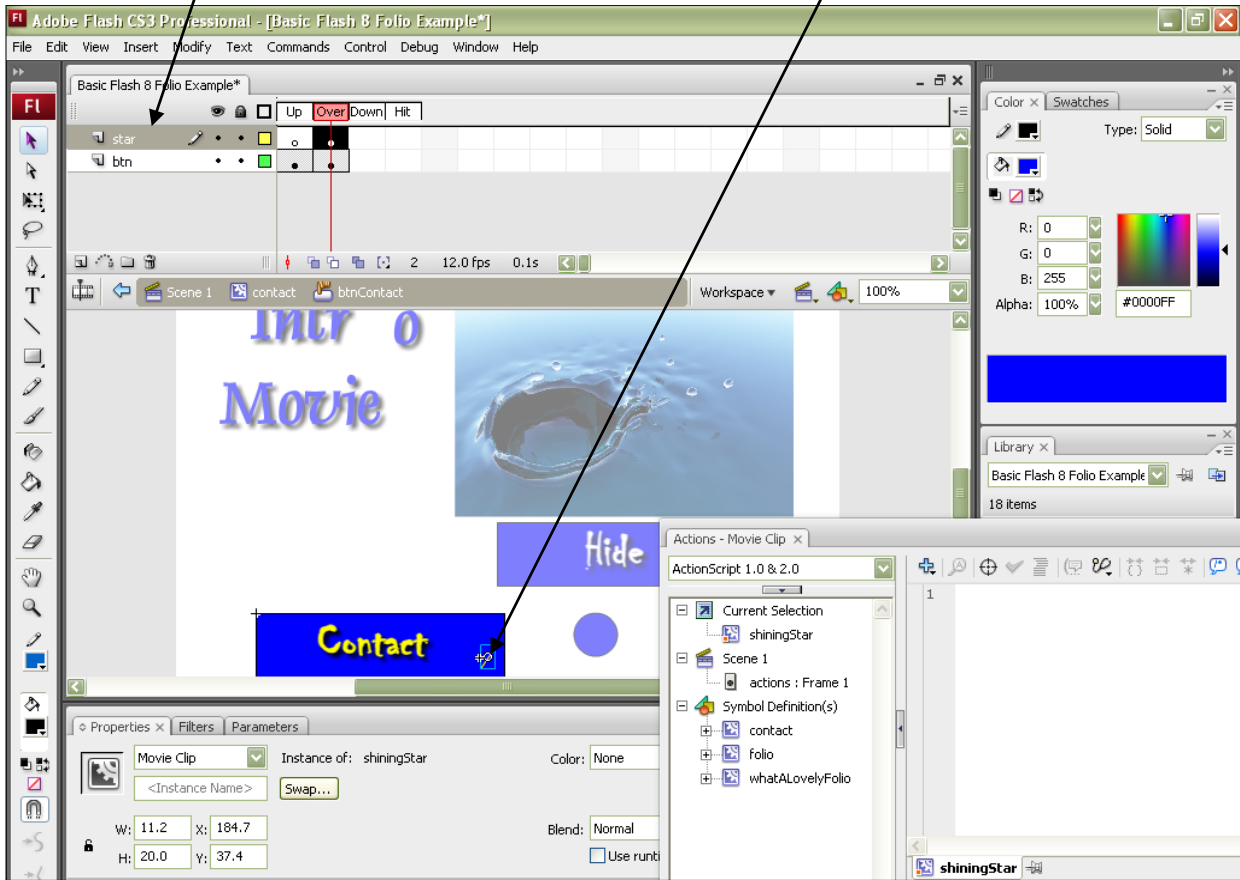
**#1 point to notice:** the slideshow is a movie clip *with the instance name lovelyFolio* that is hidden at the start of this whole movie by this action script.



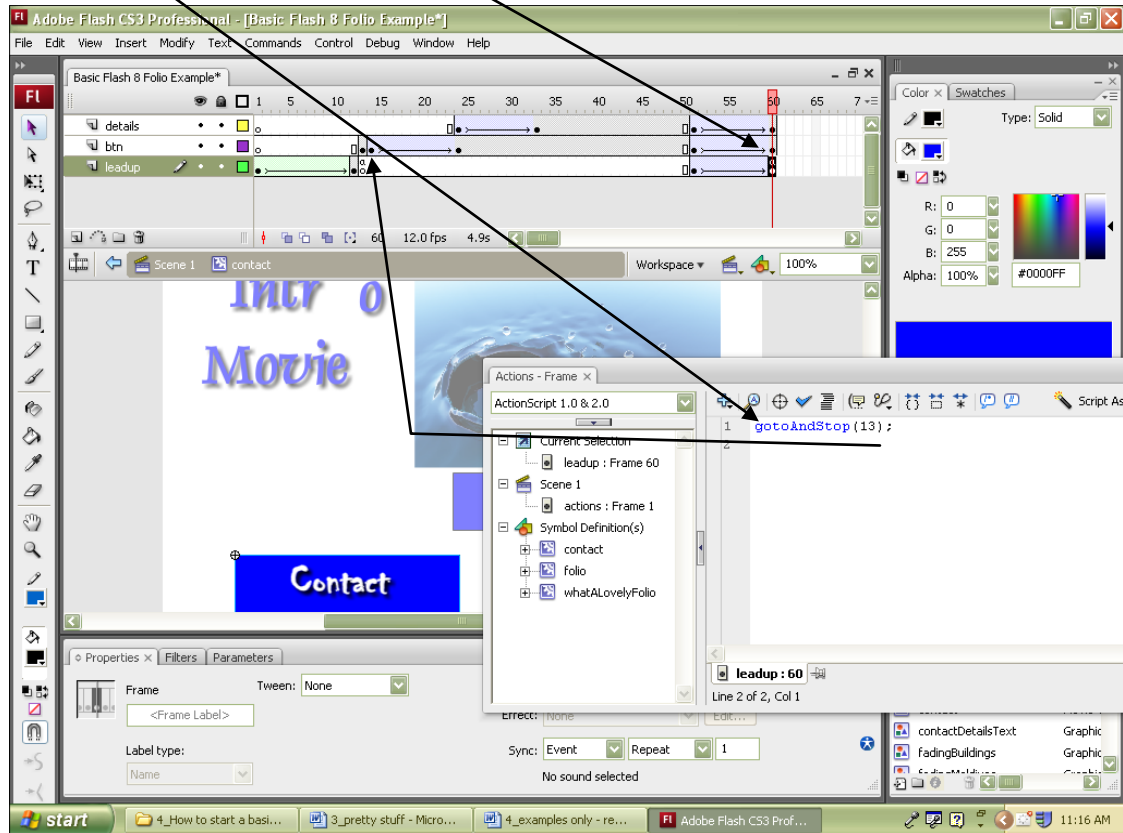
**#2 point to notice:** the buttons are nested within movie clips themselves. That is how they look animated!



**#3 point to notice:** the little star on the buttons is a movie clip added to the buttons...  
add a layer to the button as shown here to do that effect:



**#4 point to notice:** at the end of the movie clip which holds the 'contact' button is a gotoAndStop action. When the movie clip reaches this point it jumps back in time to this frame... this 'resets' the contact button:



**#5 point to notice:** on this movie clip, there is some animation and an actual button... the button uses this script shown below to display the slideshow mentioned in point #1 above. Notice the **root**. Because this script is nested in a movie clip, it refers back to the original root of the movie where the lovelyFolio is situated...

The screenshot displays the Adobe Flash CS3 Professional interface. The main workspace shows a blue button with the text "Folio" in white. A timeline at the top indicates a duration of 70 frames. The Actions panel is open, showing the following ActionScript 1.0 & 2.0 code:

```
1 on (release) {  
2     _root.lovelyFolio._visible=true  
3 }  
4
```

The Properties panel at the bottom shows the button's instance name as "btnFolio" and its dimensions as W: 205.9, H: 53.0. The Swatches panel on the right shows a blue color swatch with the hex code #0000FF. The Library panel on the right lists various assets, including "btnFolio" and "contact".