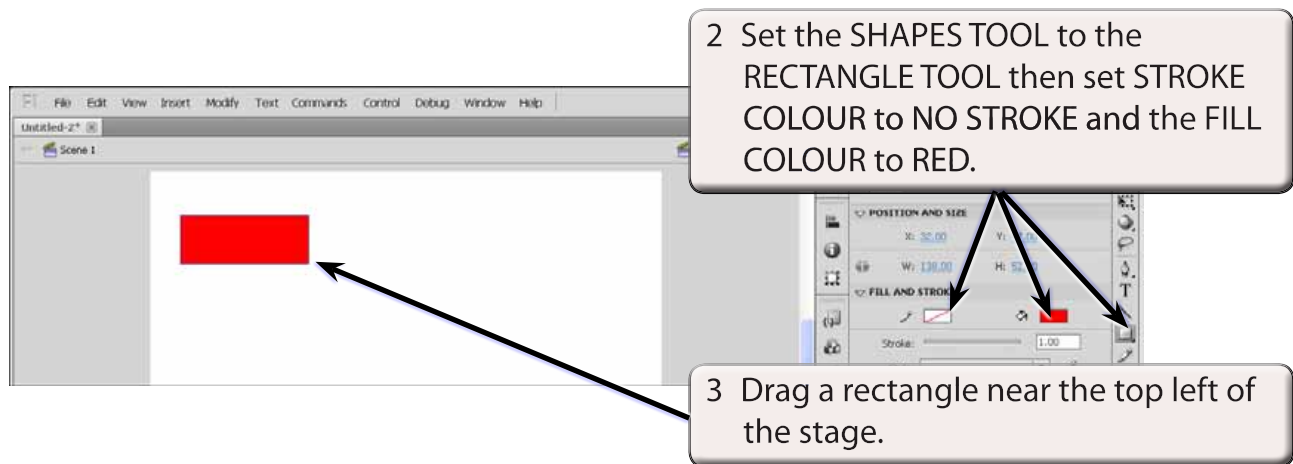


Creating Buttons

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

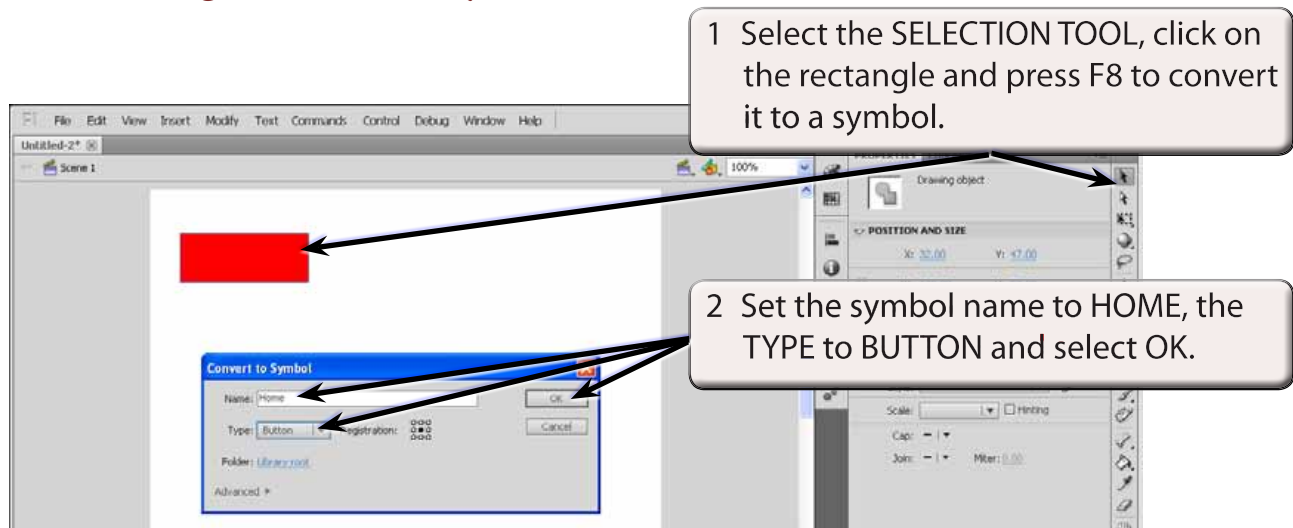
- 1 Load Flash or close the current file and create a new FLASH FILE (ActionScript 3.0).



2 Set the SHAPES TOOL to 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



1 Select the SELECTION TOOL, click on the rectangle and press F8 to convert it to a symbol.

2 Set the symbol name to HOME, the TYPE to BUTTON and select OK.

B The Button States

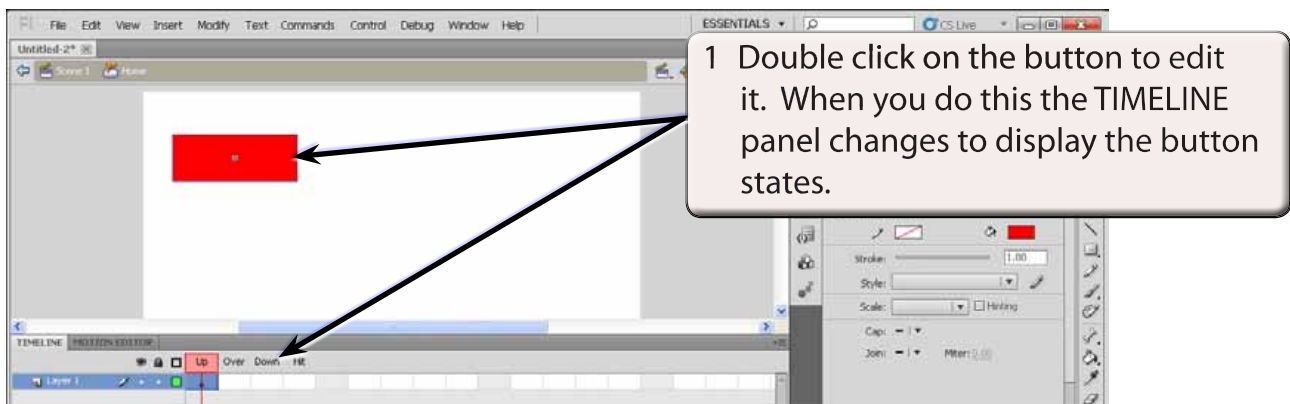
A button can have four different states:

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

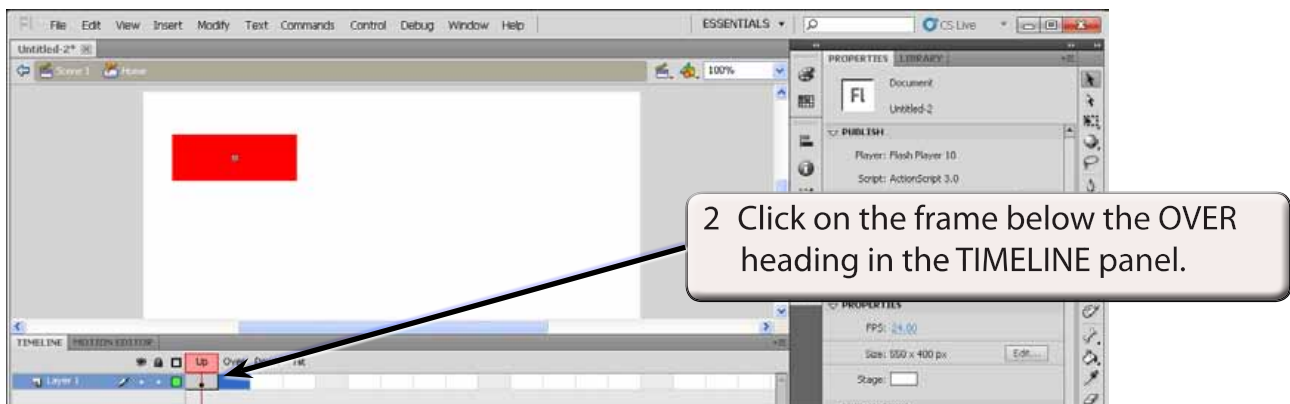
Mouse Over which is the appearance of the button when the mouse pointer is moved over the button.

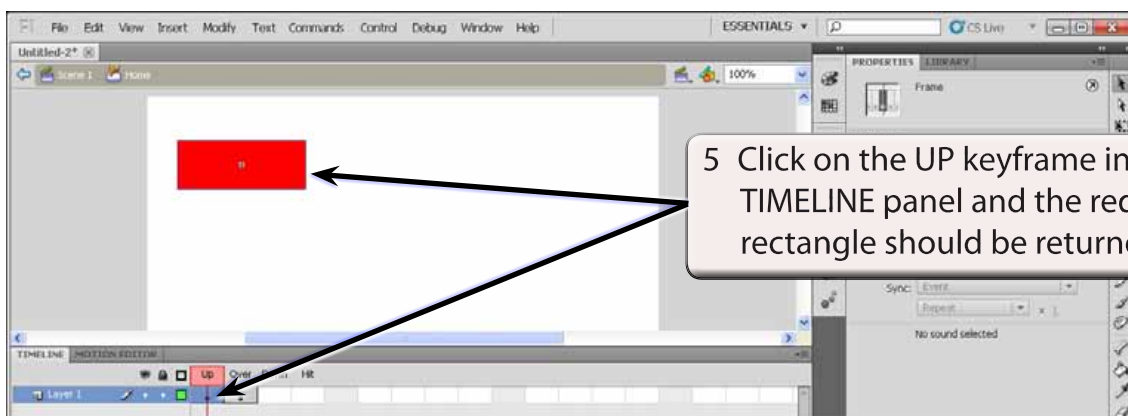
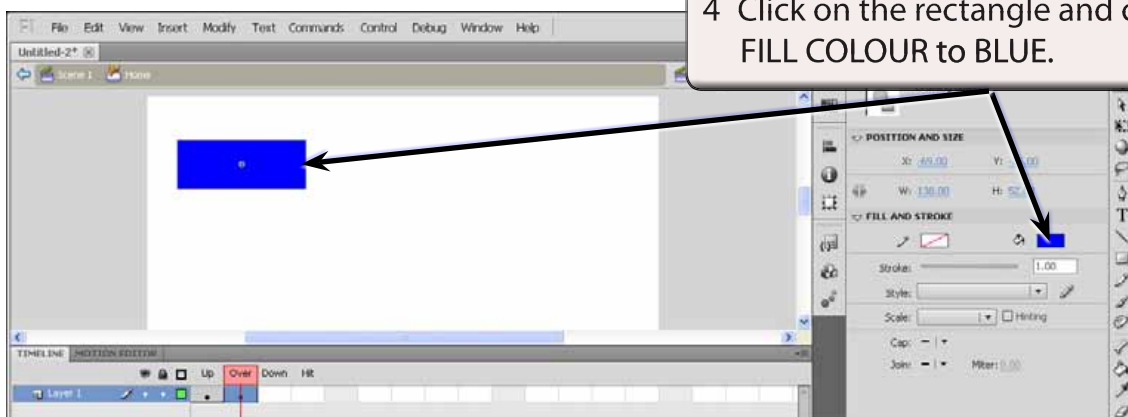
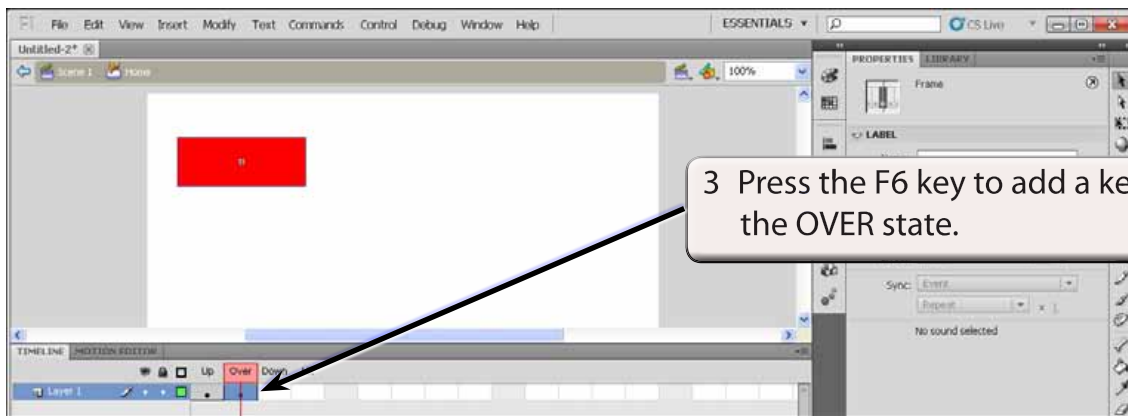
Mouse Down which is the appearance of the button when the mouse is clicked on the button.

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

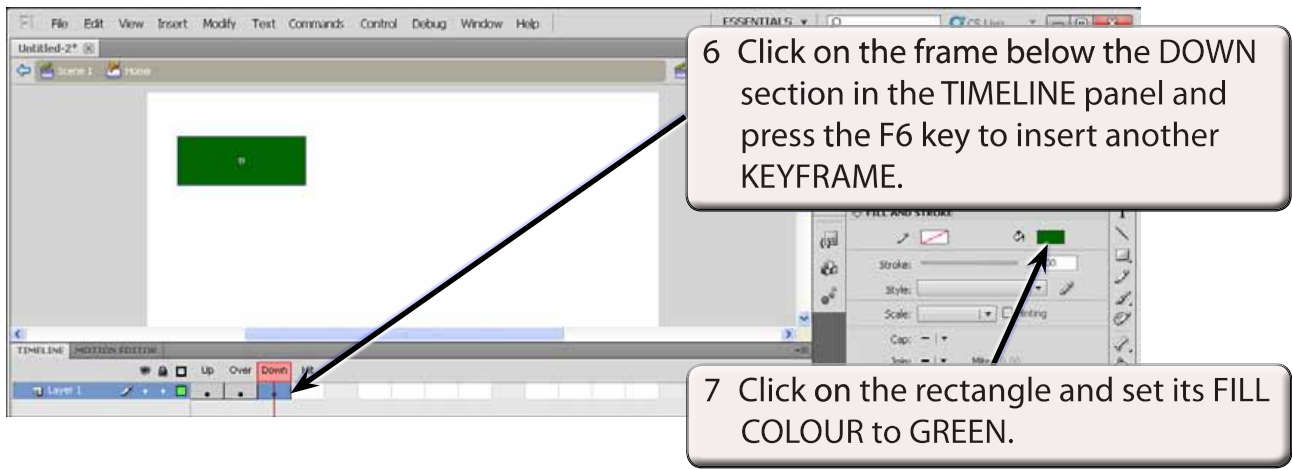


NOTE: Notice that the name of the button is displayed next to the SCENE name above the stage. This indicates that the screen is in **BUTTON EDIT MODE**.



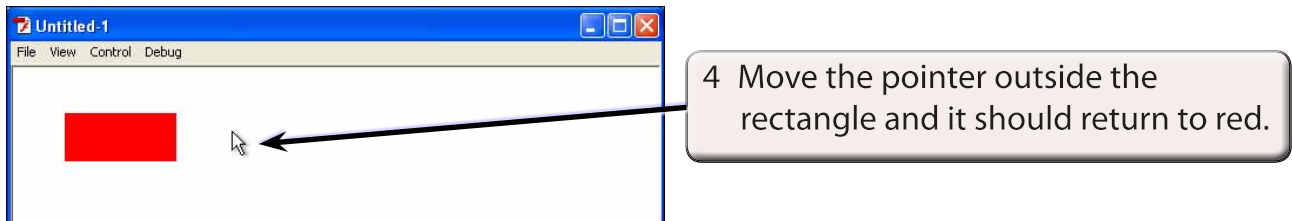
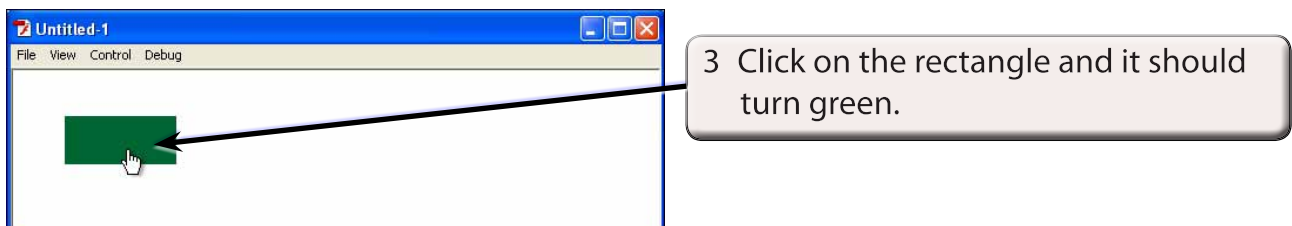
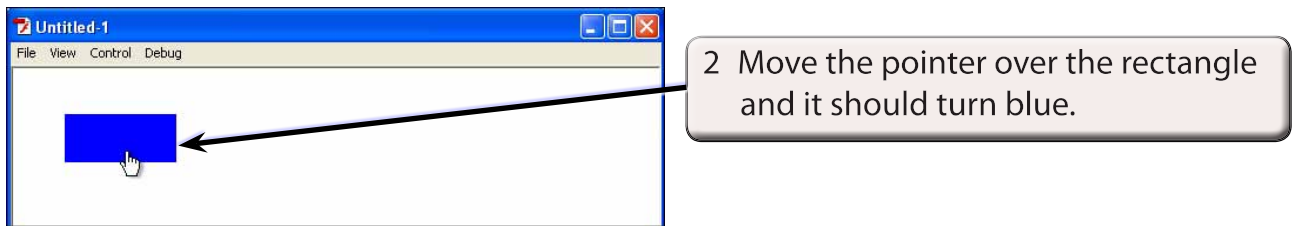


NOTE: The colour change has only affected the OVER state. The PLAYHEAD can be dragged across the states to see how the button will operate.



C Testing the Button

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



- 5 Close the TEST MOVIE screen.