

## Button Tutorial: Flash 8

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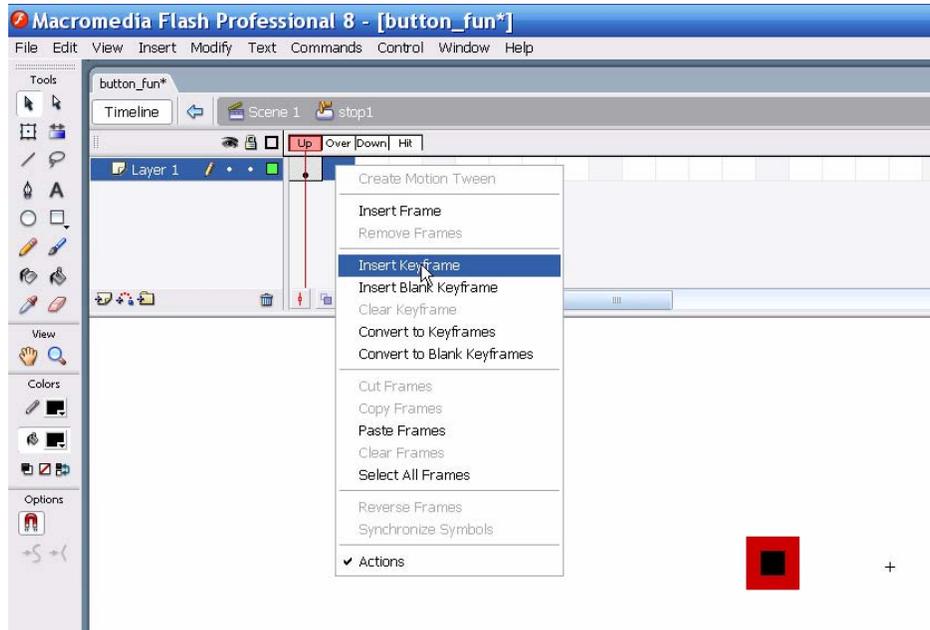
Now that you are familiar with the work environment in Flash, let's learn how to create simple buttons and add interactive controls to your animation.

### Building Buttons:

- First, create a new flash document, name it “button\_fun” and save it to you D: drive.
- Click “Insert” then “New Symbol” from the menu-bar at the top of the page (or press Ctrl+F8 to bring up the “Create New Symbol” window)



- Choose the “Button” type, name it “stop1” and click “OK”.
- A new stage will open with a timeline that has labeled frames. The “Up” frame is for the stationary button, while the “Over” frame is for the state when the mouse is over the button. The “Down” frame is what the button will look like when the mouse is clicked on it. Finally, the “Hit” frame specifies the area surrounding the button that the “Over” frame will react to as the mouse cursor moves overhead. The “Hit” can not be seen by the user.
- Select the  “Rectangle Tool”, specifying the colors you wish to use within the pallet, and draw a medium sized square near the center of the stage. (Constrain the rectangle into a square by pressing the “shift” key as you drag the tool.)
- Change the color and draw a second smaller square inside the first so that it resembles a stop button on CD player.



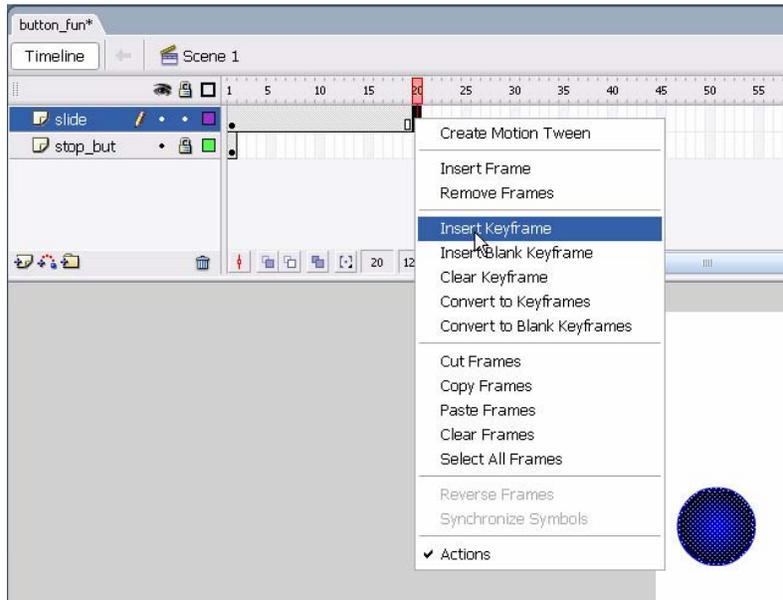
- Right-click in the “Over” frame and select “Insert Keyframe”. Repeat for both the “Down” and the “Hit” frames. You now have the same button in all four frames.
- Return to the “Over” frame, highlight the outer square with the “Selection” tool, and change the color. Then move to the “Down” frame and change the inner square’s color.
- Finally, in the “Hit” frame, draw a circle slightly larger than the square and place it over it.
- Now click on the “Scene 1” icon over the timeline and you will be returned to the original stage. In the “Library” on the right, you will see your newly created “stop1” button. (If the “Library” is not visible, press Ctrl + L) Grab your button from the “Library” and drag it onto the stage.
- To see your button in action, go to “Control” in the top menu-bar and select “Enable Simple Buttons”. Now give it a click! You will have to turn this option off to work with the button later in the exercise. You can also edit your button at any time by double-clicking on it in the “Library” or on the stage.

You now have a homemade button ready to control the animation we are about to create!

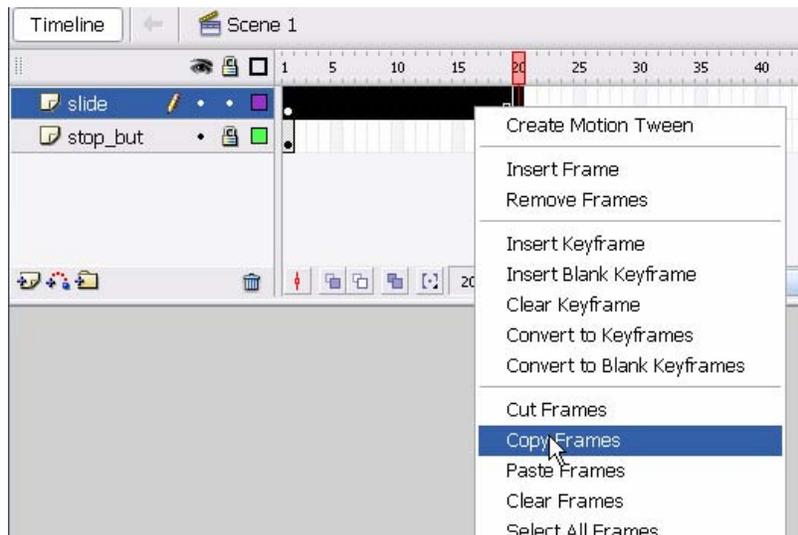
## Creating an Animation:

- Lock “Layer 1” and create another layer in the timeline by pressing the  “Insert Layer” icon. Double-click on the “Layer 2” label and rename it “slide”. It is a good idea to name all your layers to avoid confusion later.

- With the “slide” layer active, draw a circle on the left hand edge of the stage.

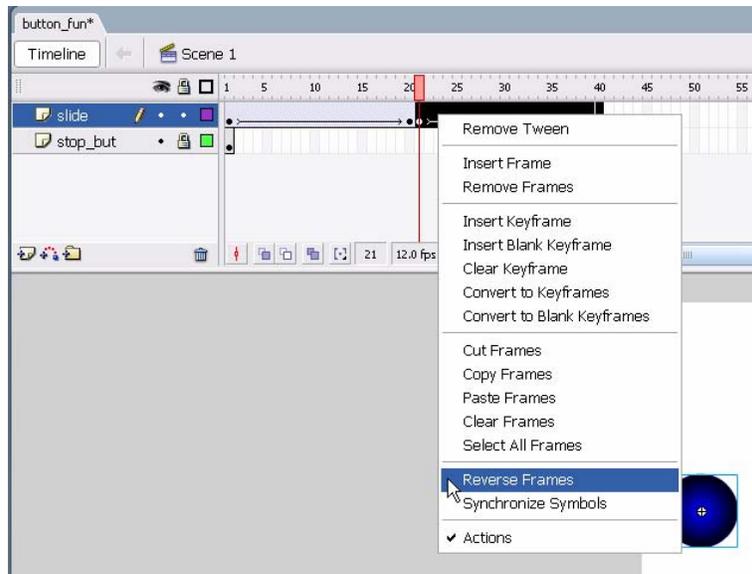


- On the “slide” layer, right-click in frame 20 and select “Insert Keyframe”. Now use the keyboard arrow to move the circle straight across the stage to the right hand edge.
- Now right-click on any frame between 1& 20, and select “Create Motion Tween” Press enter to see the circle cross the stage.



- Left-click next to the “slide” label and all the frames in the layer will be highlighted in black. Right-click on any black frame and select “Copy Frames”.

- Now right-click on frame 21 and select “paste frames”. An exact copy of the first 20 frames is placed in the layer. We are now ready to reverse the animation and bring the circle back across the stage.



- Highlight frame 21 to 40 by left-clicking on keyframe 21 and dragging the mouse to keyframe 40. (This needs to happen in one motion or you will move the keyframe.) Right-click on any black frame and select “Reverse Frames”. We now have a seamless loop of animation. Save, then test the movie by pressing Ctrl+Enter.

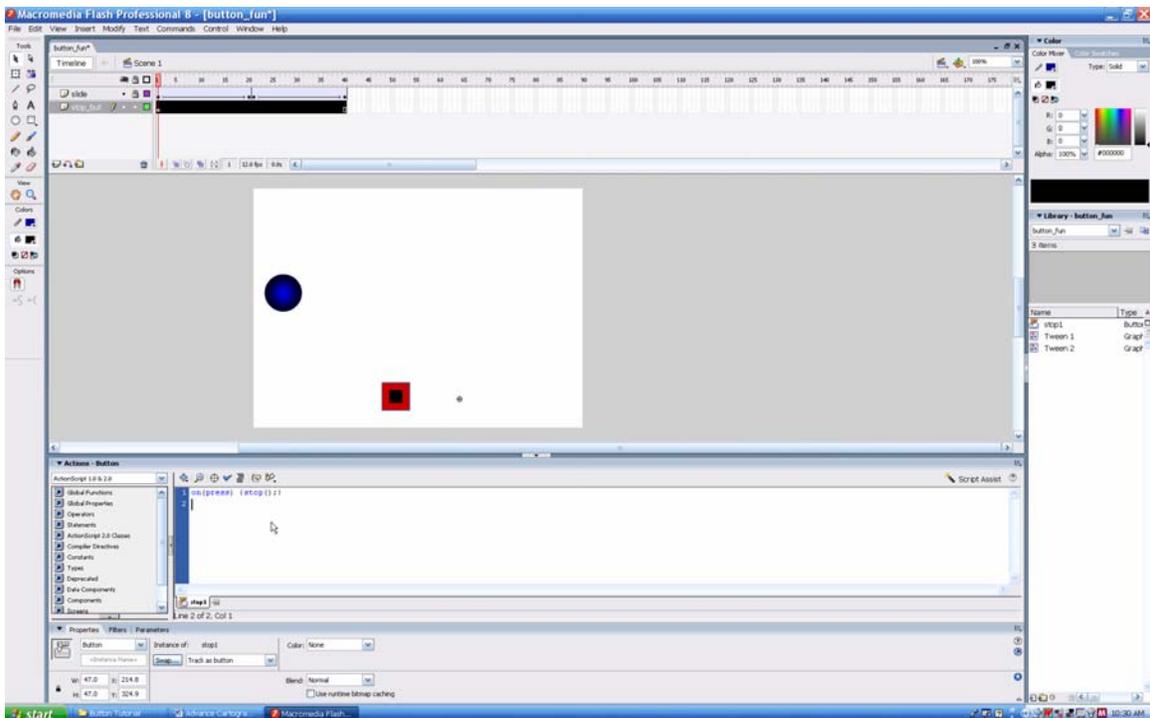
You should see the circle move back and forth across the stage!

### Action Script Control:

- Did you notice that your button disappears for most of the fun? That is because we left it back on frame one. Unlock the “stop-but” layer, (did you rename it?) right click on frame 40, and select “Insert Frame”.
- Now we will add the action script that controls the animation. Open the “Actions” panel by clicking on “Actions” below the stage or pressing F9.
- Click the button on the stage to select it. (You will not be able to select it if you did not turn off “Enable Simple Buttons” in the “Control” menu.) Now click in the “Actions” field to get a blinking cursor. In the “Action” field type :

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on (press) {stop();}
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- Presto! You have action! Test the movie by pressing Ctrl+Enter. You should be able to stop the sliding circle with one click of the button.



Now challenge yourself and create a play button to get the circle moving again. Repeat the steps and substitute one word in the Action Script. Can you guess which one?

Tip: Go to the “Window” menu, then “Common Libraries,” then “Buttons.” Here you will find dozens of pre-made buttons ready to drag-and-drop onto the stage. Just add Action Script and you are off!

**Summary: In this Tutorial you Learned**

- How to create a button from scratch.
- The steps to make a simple animation loop.
- Action Script for giving your button control over animation.
- Many little tips that will ease the pain of learning Flash.

**Happy Animating!**