

## **IN YOUR POCKET**

### **FLASH 8 BASICS:** buttons + timeline control

#### **Buttons**

1. For each new object or symbol you would like to animate create a new layer (**click on the + in the lower left corner of the timeline window**).
2. Click a layer name to make it the active layer, and select an empty keyframe (for example frame 1 in the layer where you want the animation to start).
3. Create a graphic object (in your selected keyframe) with the Text, Pen, Oval, Rectangle, Pencil, or Brush tool. You can also use imported images.
4. Convert your object to a symbol by selecting **Modify > Convert to Symbol** (shortcut: **F8**)
5. In the Symbols dialog box under **Behavior** choose **Button** and name your new symbol (ex: nav.btn)
6. To define your buttons attributes double click on it on the stage. The screen will then switch between the stage and the individual timeline for the button with an up, over, down and hit state.
7. Up = what the button will look like on the stage without a mouse over or down on it. Over = what the button will look like when a mouse is over it and Down = what it will look like when the mouse is pressed down on the button. Hit = the area you want the button to be sensitive to on the stage but will not be visible in your Flash movie. To define the hit state, use the Rectangle tool to create a box large enough to cover the graphic contents of the button.
8. Each of these states can be defined by adding a keyframe and changing the graphic represented in that state.
9. When you are finished modifying the button, go back to the main movie timeline by selecting the arrow tool in the upper left corner of the Flash window.

#### **Timeline Control**

To control the timeline you will need to use some minimal action scripting. Below are two examples illustrating how to select scripts through the actions window. The first stops movie playback at the last frame of an animation and the second advances a user to another slide or scene in your movie when they press a button.

##### Stop

1. Create a new layer in your movie (see above under Simple Animations, step 2) and call it scripts.
2. Create a keyframe in the scripts layer above the last frame of your animation. This will be the last frame that you would like users to see.
3. Choose **Window > Actions** to open the Actions Window.
4. Select **Global Functions > Timeline Control > Stop**
5. This will create a Stop script
6. Test your script by selecting **Control > Test Movie**

##### Button Press

1. In a Flash Document start by creating a new layer called "labels"
2. Create a blank keyframe on multiple frames of your timeline (for example 1, 10, 20, 30...) These keyframes will mark different animations or screens in your movie.

3. Click on each blank keyframe in your labels layer and enter a frame label in the properties window (under Window > Properties) to identify the animation or screen in your timeline. (example: intro)
4. Select a button that you have created in the timeline and open the actions window by selecting **Window > Actions**.
5. Under **Global Functions > Movie Clip Control** > select **“on”** and then **“release”** or another mouse event.
6. Under **Timeline Control** select **“gotoAndPlay.”** This statement should be contained in the { } brackets.
7. In the parenthesis following insert (*“frameLabel”*). For example (“intro”). This will send the movie to the intro frame when the button is released.
8. Your script should look like this example:  

```
on (release) {gotoAndPlay("intro");}
```

If you have multiple scenes in your movie (Window > Other Panels > Scene), your script will need to specify (*“scene name”, “frameLabel”*) and should look like this example:

```
on (release) {gotoAndPlay("Scene 2", "intro");}
```
9. Note: Remember to add stops into your timeline where you would like the movie to stop playing, otherwise Flash will play through the entire movie. If you have multiple scenes it will play them through in the order specified in the Scene Panel.