PART 1

Guided introduction for a beginner.

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ADOBE® FLASH® CS4 PROFESSIONAL
Version 10.0

A quick rundown on the few steps involved in creating a basic interactive interface with buttons activated. Very simple to start you off. Take some minutes to complete the exercise to gain the basics.

This tutorial will take you through various steps in setting up your stage, using various tools, modifying the properties panels, timeline, layers, testing moving and creating symbols. This is Part 1 and it will take you through creating a working button with three states, the *Up, Down and Over states* activated.
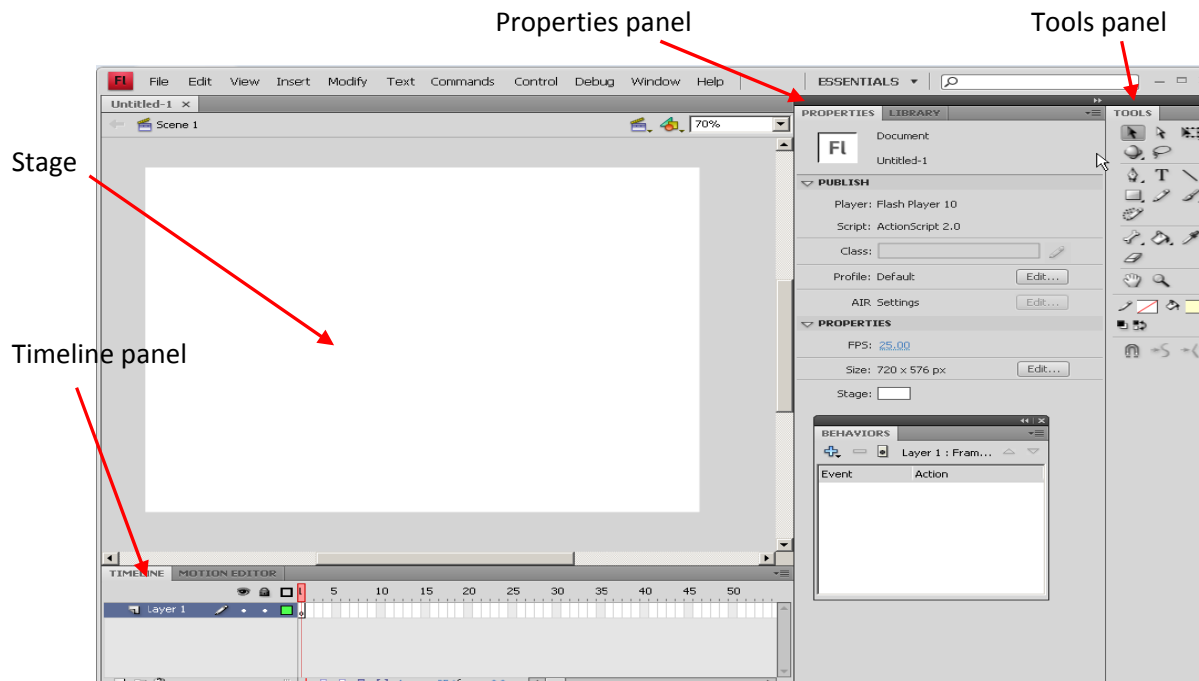
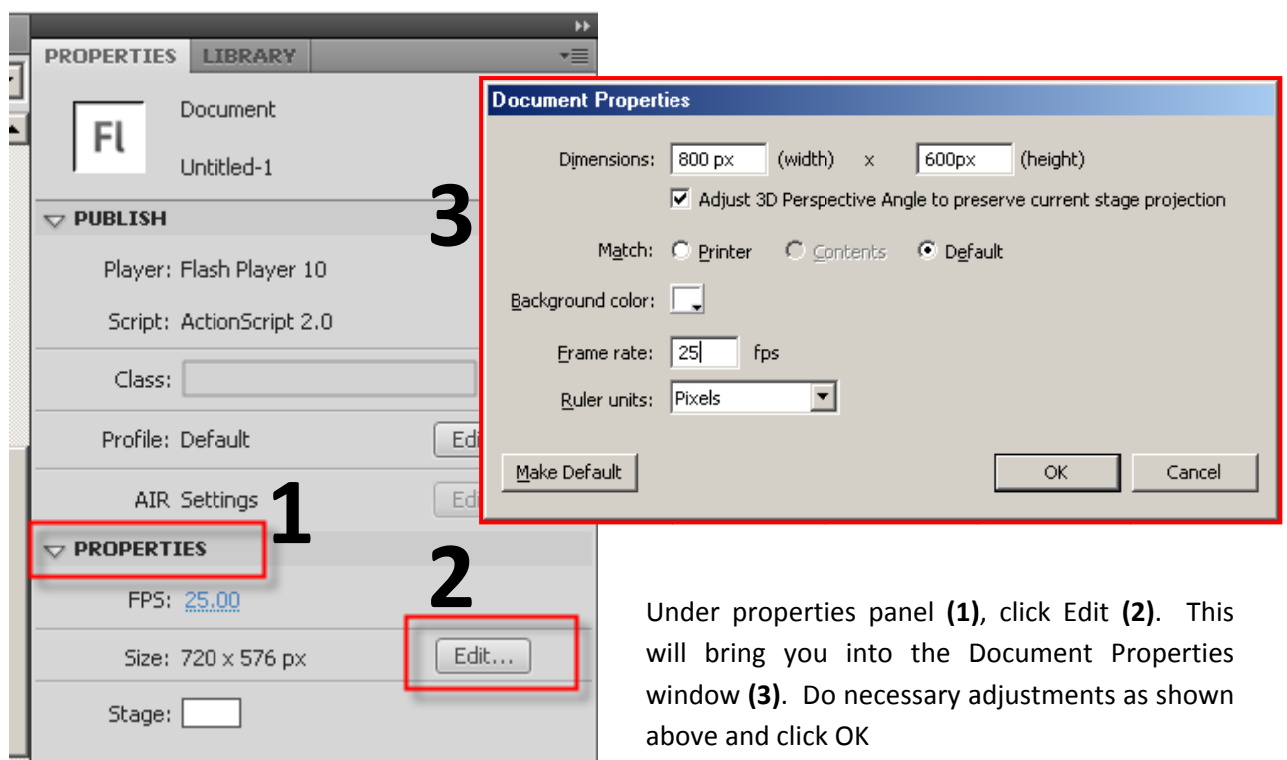Visit www.artech.com.pg for more stuff or request other advance stuff via online request form there.
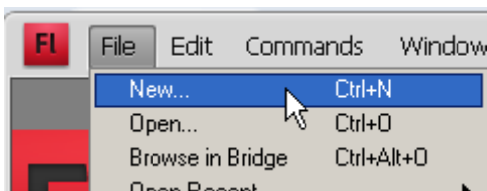
1. Start A new project
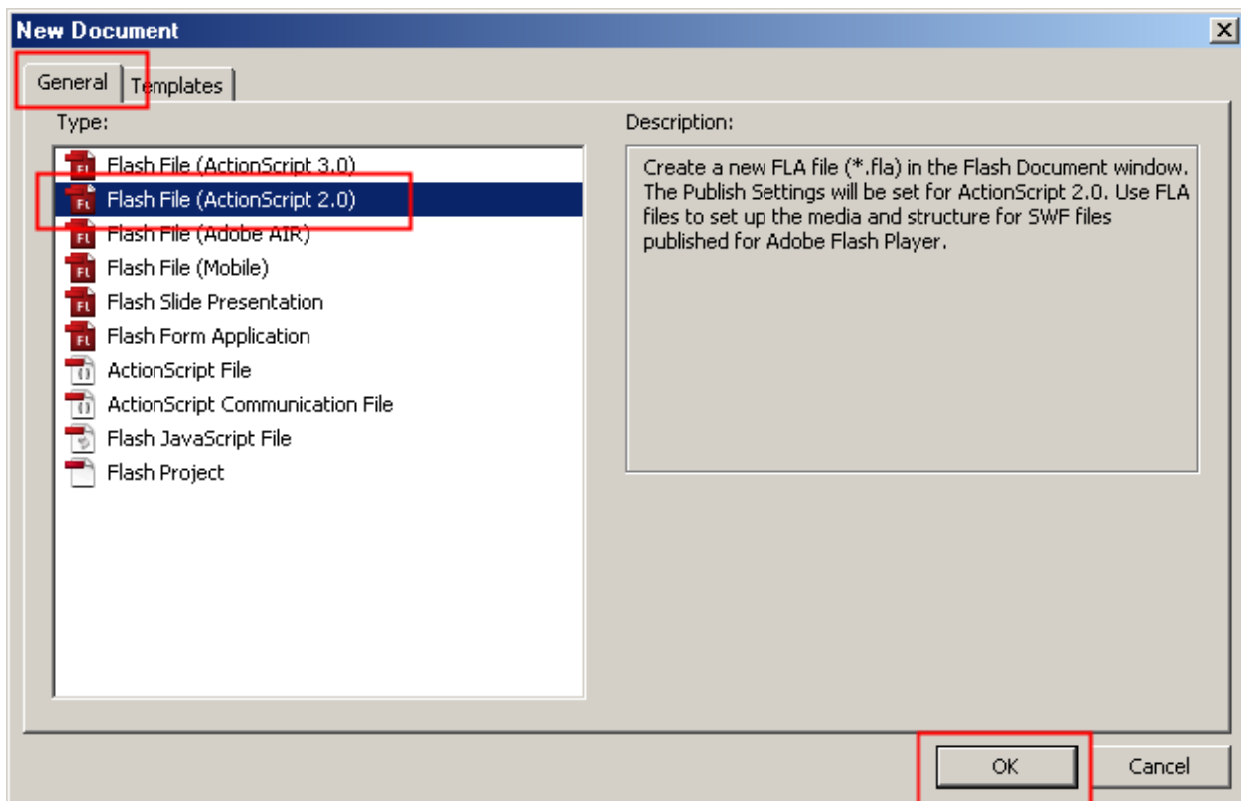
2. Under the General Tab, select Flash (Action Script 2.0)

Properties panel   Tools panel

Stage

Timeline panel

3. Document should be created then. Few important panels named above also.
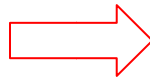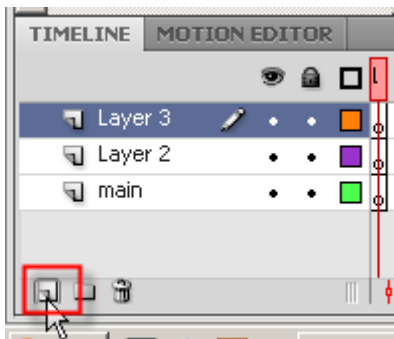

3

1

2

Under properties panel **(1)**, click Edit **(2)**. This will bring you into the Document Properties window **(3)**. Do necessary adjustments as shown above and click OK
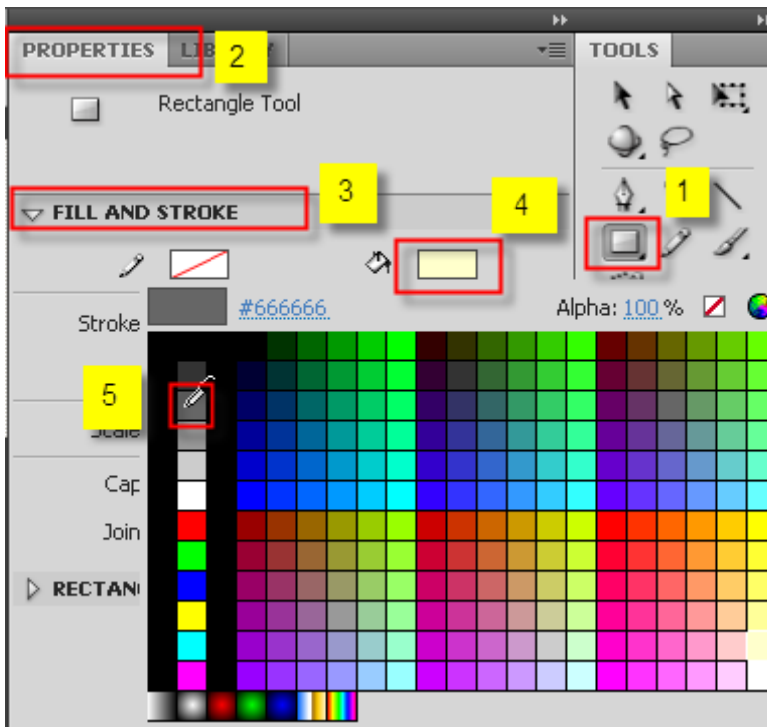
4. Adjust settings accordingly as shown above.
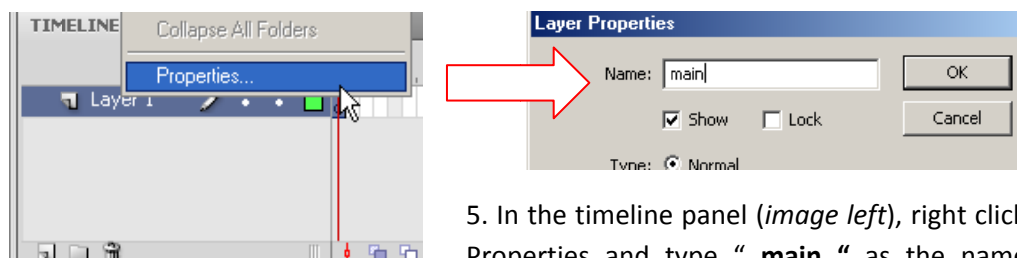
5. In the timeline panel (*image left*), right click Layer 1, go to Properties and type " **main** " as the name of this layer (*above*)

6. In the timeline panel, use the new layer icon (*left*) to create two more layers. Follow step 5 to rename the two layers to buttons and actions respectively (*image above*).

7. Go to the tools panel and select the rectangle tool **(1)**. From the properties panel **(2)**, under *Fill and Stroke*, click the fill color palette **(4)** and select a grey color **(5)**.
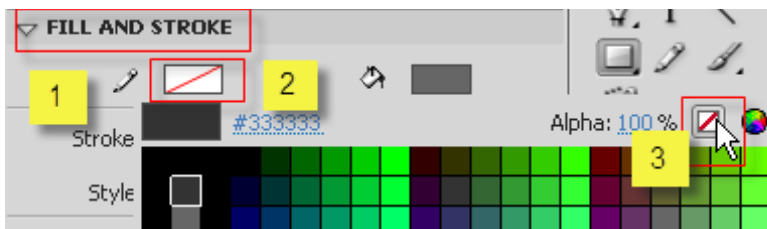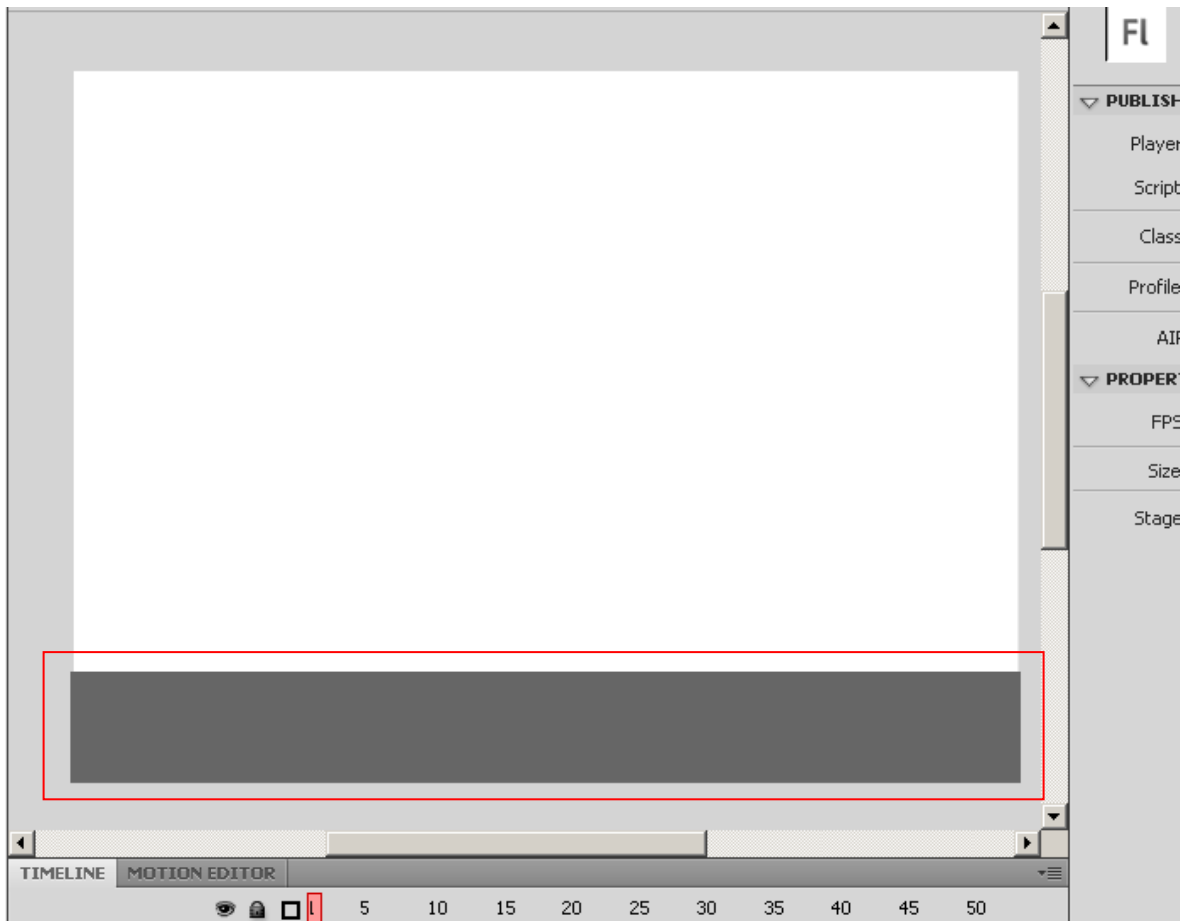

8. Still in properties panel, under *Fill and Stroke*, disable the color for the stroke (*above*)
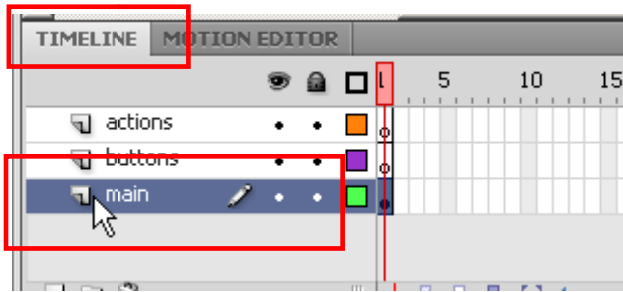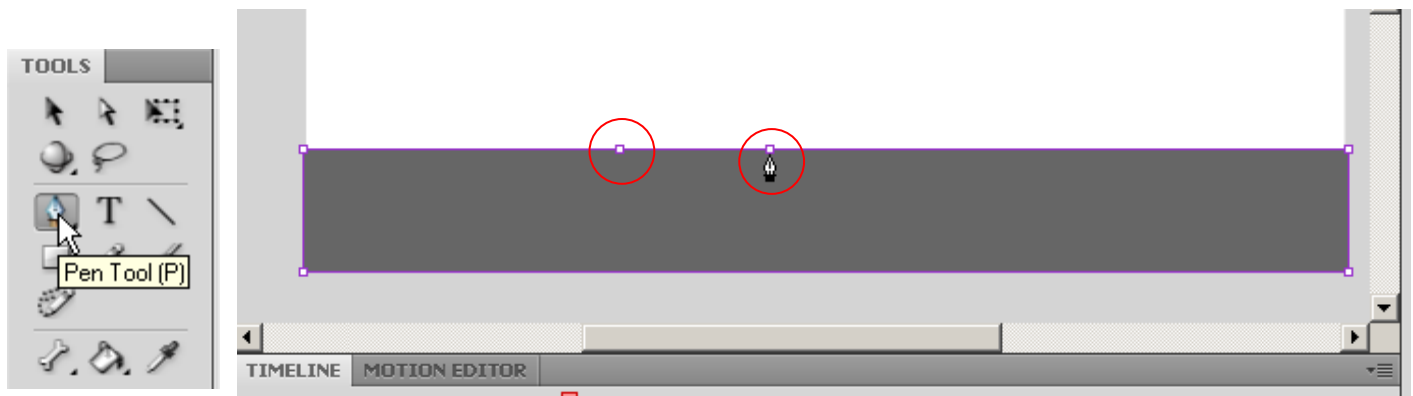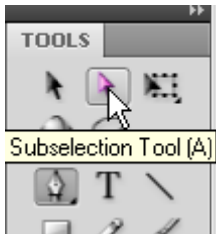
IMPORTANT:

Before you start drawing the rectangle, confirm that you have selected the main layer on your timeline panel to draw the shape on.

9. Draw a rectangle across the bottom of the stage as shown above.

10. In the tools panel (*above left*), select the *pen tool* and create additional points (*above*).

TOOLS

Subselection Tool (A)

11. Go back to the tools panel, select the *Subselection Tool* and select the two points at the top-right (*image below*).

Simply drag with the *Subselection tool* from left to right as shown below to highlight both points.
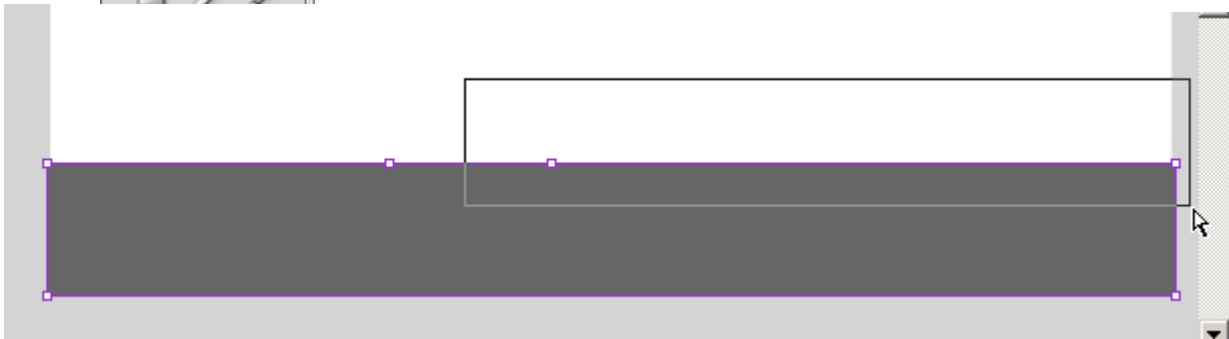
Once they're selected, use the *down arrow down key* on your keyboard to move the points down. The idea here is to create some kind of placement for the buttons which you are going to create next. Your new shape should look like the one below. Feel free to modify later on.

TIMELINE   MOTION EDITOR

actions
buttons
main
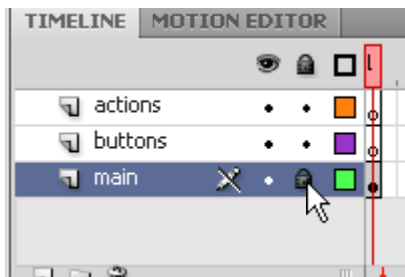
12. Now, lock the layer "**main**" by clicking the lock layer icon as shown. This will prevent you from adding extra shapes on this layer by mistake. This usually happens with first-timers.

Next, you select the "**buttons**" layer (*below*) to draw the buttons.

TIMELINE   MOTION EDITOR

actions
buttons
main
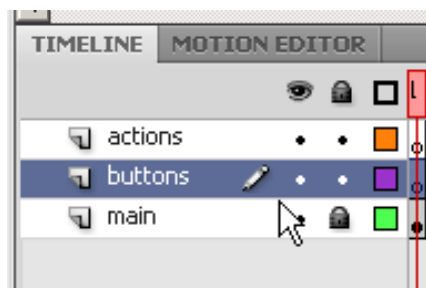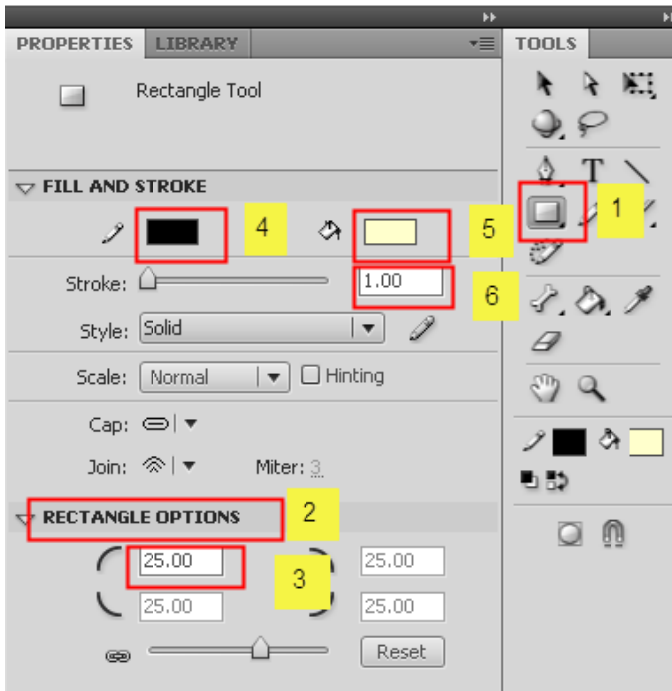
13. Create a button. Under tools panel, select the rectangle tool **(1)**. Then go to properties panel, under Rectangle options **(2)** type *25* **(3)**. Under fill and stroke select **black** stroke **(4)** and a lighter yellow color for the fill **(5)**. You can always go back later and change the colors. Also, set the stroke strength to 1 **(6)**
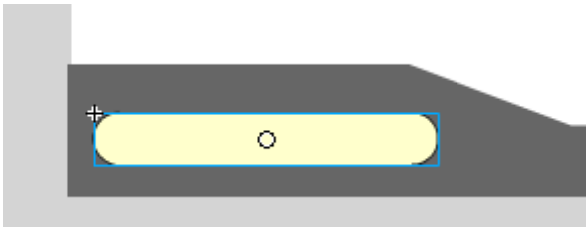

14. Now go to the **stage** *(see step 3 for stage id)* and draw a shape like the one above. This will be your button.
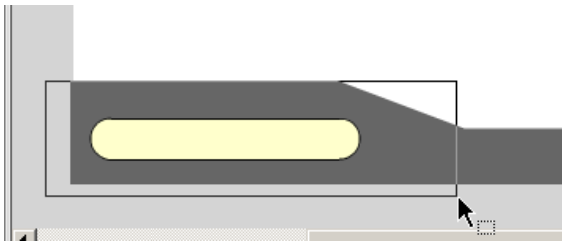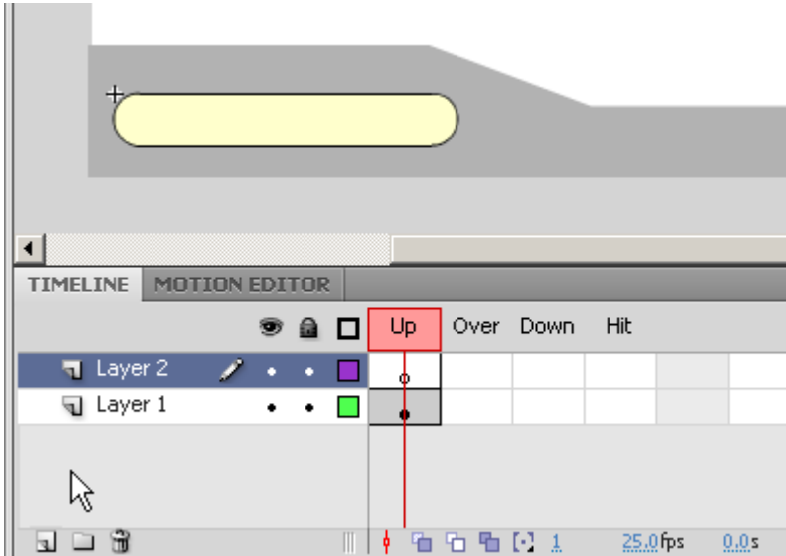

15. Highlight the button shape. Then press F8 to convert that into a symbol.
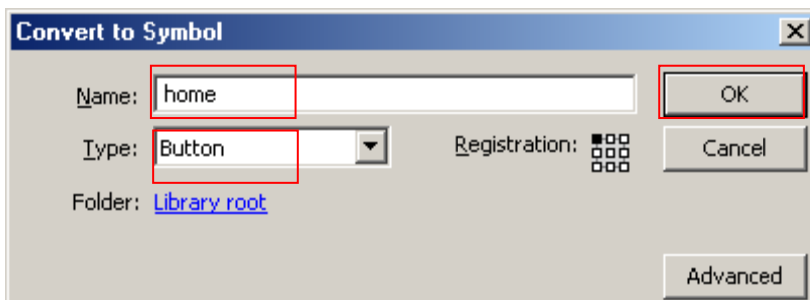
Type "**home**" for the *Name* and select **Button** for the *Type* as shown on the left then click OK.

16. On the main stage, double click the button to get inside. There you will add text to the button.

Once inside, create another layer for your text. Take note of the layer options. You would see four names and these are known as the button states (*up, over, down*) plus the hotspot (*hit*)
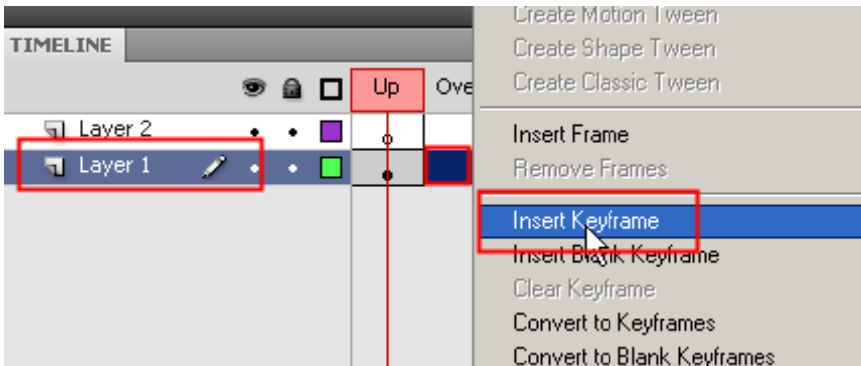
Select the first layer "*Layer 1*" then right click on each of the frames (*just under over, down, hit states*) and click **insert keyframe**.

This will allow you to insert keyframes so you can do necessary changes to the shape & color of the button.
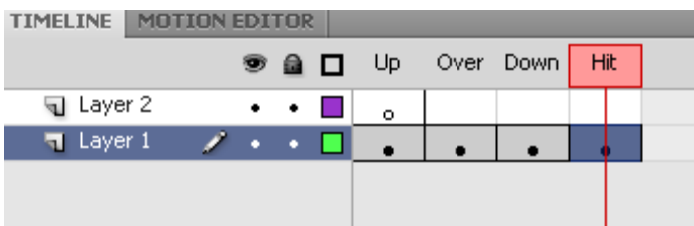
You should have something similar to the one on the left. You can then go to each frame and adjust the properties and that's what you will do next.

FILL AND STROKE

Stroke: 0.10
Style: Solid
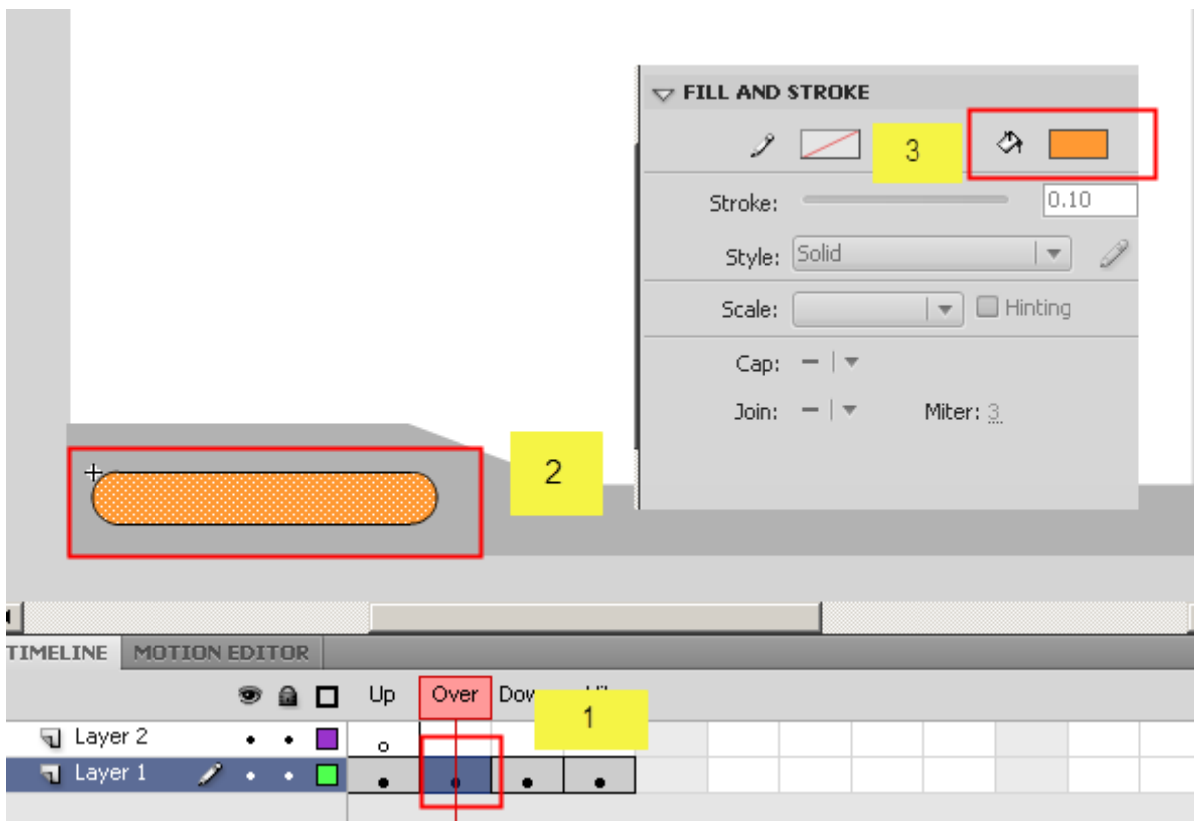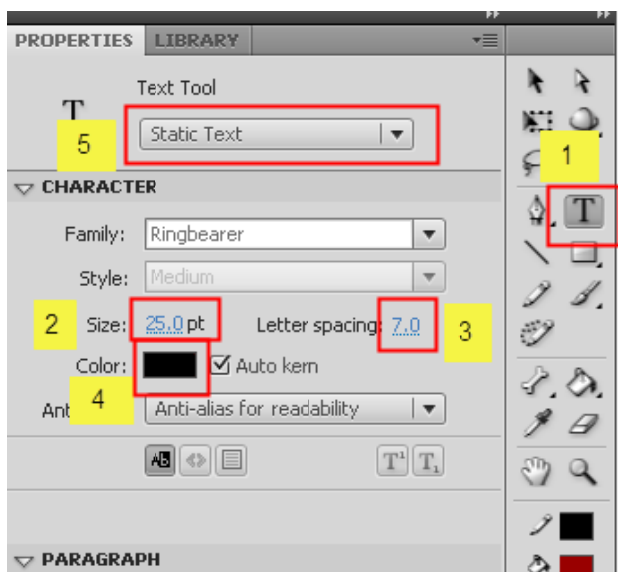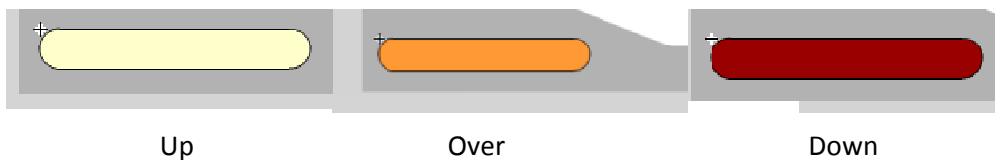Scale: ☐ Hinting
Cap: — | ▼
Join: — | ▼   Miter: 3

TIMELINE   MOTION EDITOR

Layer 2
Layer 1

Up   Over   Down

17. Now select keyframe under the over state **(1)**, then go to the stage and click the inside **(2)** of the button (fill) to select, then go to the properties panel and change the fill color to orange. **(3)** . Do the same for the other state "Down". Use maybe a *maroon* color for the down state. Leave the hit with the set color. This is only the hotspot to target the states. You should now have three colors for the 3 states as show below.

Up   Over   Down

PROPERTIES   LIBRARY

Text Tool
Static Text

CHARACTER

Family: Ringbearer
Style: Medium
Size: 25.0 pt   Letter spacing: 7.0
Color: ■ ☑ Auto kern
Anti-alias for readability

PARAGRAPH

Time to type in your text.

Select the Text Tool from the tools panel and do adjustments to the properties panel as shown on the left. You can always change those settings to suit your liking however for now, try to stick with the settings provided.

Once that is set, click on the stage, on top of where the button is and type "home" as shown below. This is the text that will appear on the button.
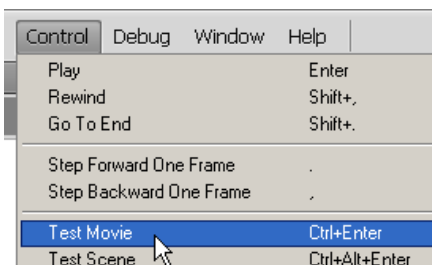
HOME
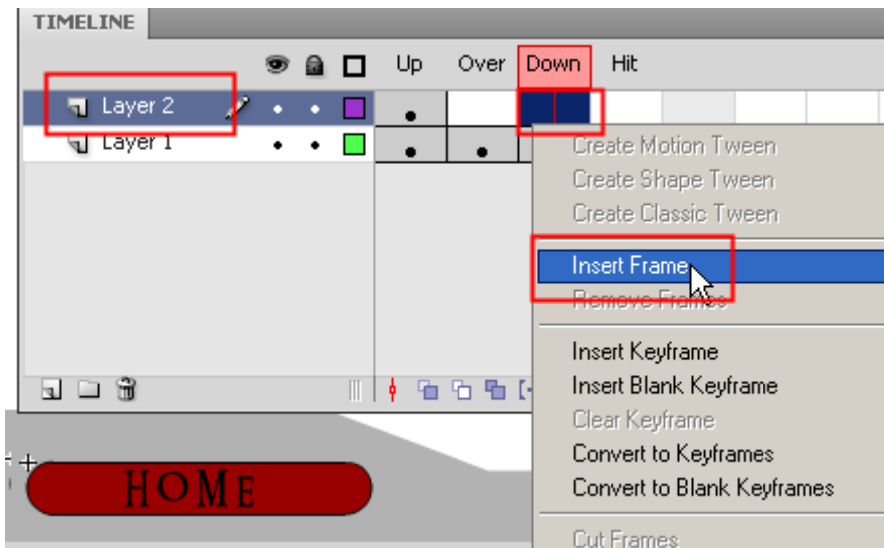
You have already created the text however you should now make sure the text is displayed on all the states. To do that, you have to extend the frames right across to the down state.

Back to the *timeline panel*, select Layer 2 then **right-click** the frame where the down state is, go to **Insert Frame**.

You should now have the frame extended to the down state.

Test the movie by pressing **Ctrl + Enter**. If you are still used to the old fashion way of going by every mouse move, I mean using the long process, you can find the same function under the **Control Menu > Test Movie**
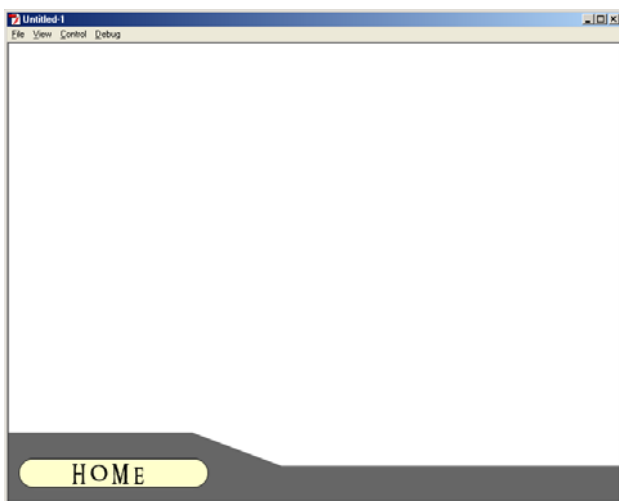
Well, I hope you've learnt something new in this tutorial. Please, don't forget to send me an email on artechpng@gmail.com so I know my tutorials are contributing to helping people out there.

You may also want to visit; http://pyalamu.blogspot.com | http://pyalamututes.blogspot.com

I'll be with you in the next tutorial – Part 2.

http://www.artech.com.pg