

Flash Button 2

Step 1

Choose Insert > New Symbol from the top menu.

Step 2

Name the symbol "button", choose Button from the Behavior list and click OK. In the Timeline area, you will now see the four states of a button: up, over, down, hit.

Step 3

Select the Rectangle tool, pick a light red Fill Color and draw a rectangle in the work area.

Step 4

Select the Text tool, pick a dark Fill Color and write "Click Me" over the rectangle.

Step 5

Select the Arrow tool and place the text in the middle of the rectangle.

Step 6

Add a keyframe to the Over State in the Timeline. The Over State indicates what should happen when you mouse over the button.

Step 7

Select the Rectangle, change the Fill color to a light green.

Step 8

Choose Edit > Edit Movie to go back to the movie.

Step 9

Choose Window > Library to locate the button. Drag the button into the work area.

Step 10

Right click on the image. Choose Actions from the pop-up menu.

Step 11

In the Object Actions box click on the + sign. Choose Basic Actions > Get URL.

Step 12

Enter a full URL in the URL field (like <http://www.w3schools.com>).

Step 13

Choose target in the Window field. Close the Object Actions box.

Step 14

Choose Control > Test Movie from the top menu to test your Flash movie.

Flash Tint Tweening

Step 1

Choose Insert > New Symbol.

Note: To add Tint effects the object must be a symbol.

Step 2

Name the symbol "changecolor" and select the Graphic option in Behavior. Click OK.

Note: You will now be taken to the symbol generator in the Flash program. Here you create symbols. Symbols can be dragged to the stage of your movie after you have created them.

Step 3

Choose the Text tool in the left toolbox. Choose Text > Size > 36 from the top menu to make the text big. Choose Text > Style > Bold to make the text thick.

Step 4

Click in the work area and write "Color Changing Text".

Step 5

Jump back to the movie. Do this by choosing Edit > Edit Movie.

Step 6

Insert the symbol you just created into the movie. Choose Window > Library. Select the "changecolor" symbol and drag it into the middle of the Stage.

Step 7

Insert a keyframe in Frame 15 and in Frame 30.

Step 8

Go to Frame 15. Right click on the text in the Stage. In the pop-up menu, choose Panels > Effect.

Step 9

Choose Tint from the drop down menu. A color map will show. Set the colors to: R=0, G=255, B=0.

Step 10

Click on the Timeline any place between Frame 1 and Frame 15. Then right click and choose Create Motion Tween.

Step 11

Click on the Timeline any place between Frame 15 and Frame 30. Then right click and choose Create Motion Tween.

Step 12

Choose Control > Test Movie from the top menu to test your Flash movie.

ACTION SCRIPT

Jump to another Frame

```
On (Release)
  Go to and Stop (1)
End On
```

Load another page

Instead of jumping to another frame you could make the button work as a normal hyperlink. Click the plus and select the "Get URL" option.

Now the action says:

```
On (Release)
  Get URL ("http://echoecho.com")
End On
```

This will open a Web page, replacing the original window open.

CONTROLLING WINDOWS TO LOAD URL

You can control which window the URL should be loaded into.

In the Window field you have four options:

- `_self` : Opens the URL in the current window. (Same as if you did not specify any window)
- `_blank` : Opens the URL in a new window.
- `_parent` : Opens the URL in the parent frame (only works with framesets).
- `_top` : Opens the page in the current window - if it's a frameset all frames are cancelled.

This action would open echoecho.com in a new window:

```
On (Release)
  Get URL ("http://echoecho.com", window="_blank")
End On
```

This will open another Web page and open it into a new blank window, leaving the original window open.

<http://www.echoecho.com/flashbuttons01.htm>