

Tutorial 9: BUTTONS CS4/CS5

In this tutorial you will learn how to create animated buttons and be introduced to Action Script 3 code that controls an animation when the buttons are clicked.

Step 1: Set up the page

Open Flash and save it as buttons.fla.

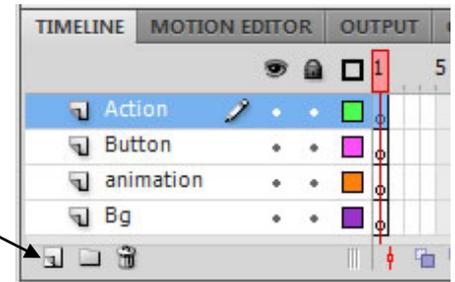
Step 2: Create a simple tween

Add to the library a simple tween of a box moving around the scene.

- Create a movie clip object (**CTRL+F8**), call it mc_animation
- Add a box and convert it into a graphic, called gr_box
- Add an animation to move it around the scene

Step 3: Create the layers

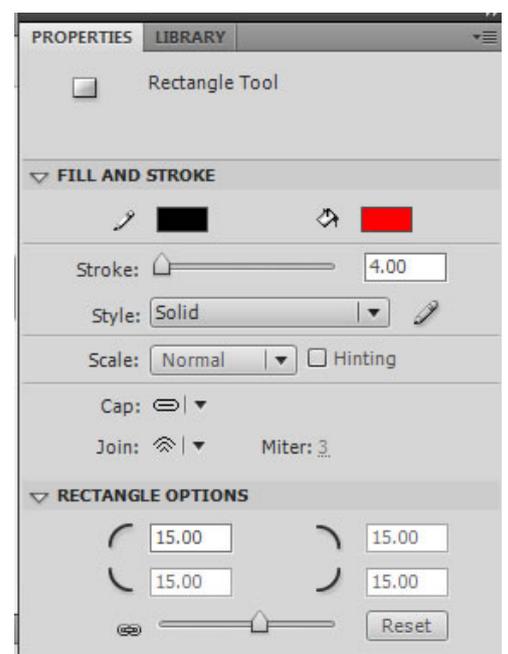
- Create the four layers, Action, Bg, Button and animation. Click on **Insert Layer** to add each layer



Step 4: Create a start button

Create a start button

- Create a button object (**CTRL_F8**), call it btn_start
- In the button timeline, create 2 layers, text and button
- In the button layer draw a button using the Rectangle Tool, change the rectangle properties to have
 - a corner radius of 15.00
 - a stroke colour black of 4.00
 - a fill colour red
- In the text layer using the Text Tool write the text **start**
Font: veranda Colour: white
- Move the text start over the top of the red rectangle



Step 5: Animate the button

Animate the button so when you roll over or click on the button it changes to show the user that it is button

Buttons have four states:

Up – normal state of the button

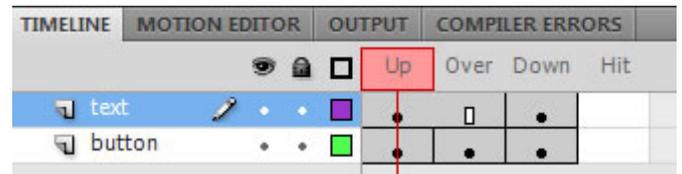
Over– this is the state when the mouse moves over the button

Down – when the user clicks on the button

Hit – this is the Hit Area, which is the area that is clickable.

- Change the button layer so the button changes colour when rolled over and clicked.
 - In the button layer, insert a keyframe (**F6**) in the **Over** and **Down** frames
 - Change the fill colour of the Over frame to orange and the Down to green
- Have the same text **start** in the Over frame
 - In the Over frame, insert a frame (**F5**)
- Insert the text **now** in the Down frame
 - In the Down frame, insert a blank keyframe (**F7**), using the same font and size add the text **now**

Note: there is no need to create a hit area as the rectangle will be the hit area



Step 6: Test your button

- Add a button onto the stage
- Use **Control | play** to test your buttons

Step 7: Create a stop button

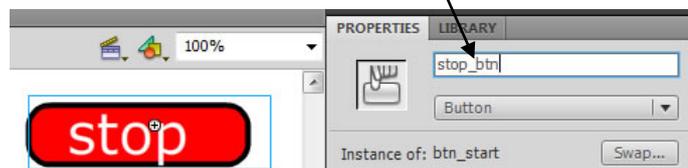
Create a button with the text **stop**

- Duplicate btn_start in the library save as btn_stop
- Change the text start to stop

Step 8: Add an instance of each object to the stage

An object on the stage needs to have an **Instance Name** for the action script to control

- Drag the 2 buttons onto the stage in the Button layer
 - In the properties change name the instance of the start button as **start_btn**
 - Name the instance of the stop button as **stop_btn**
- Drag the animation onto the stage in the animation layer
 - Name the instance of the animation **animation_mc**



Step 8: Add the action script

Create the action script which will run then animation when the start button is clicked and stop it when the stop button is clicked

- Select frame 1 on the **Action** layer
- Open the Actions Property Window using F9. (Pressing F9 again will close it)
- Insert the following action script

```
//stop the animation
stop();
//import the common functions for mouse events
import flash.events.MouseEvent;

//only show the start button at the start
start_btn.visible = true;
stop_btn.visible = false;

//stop the animation from running
animation_mc.stop();

//when buttons are clicked the functions startanimation and stopanimation are run
start_btn.addEventListener(MouseEvent.CLICK,startanimation);
stop_btn.addEventListener(MouseEvent.CLICK,stopanimation);

//this function will run when start is clicked
function startanimation(event:MouseEvent):void {
    start_btn.visible = false;
    stop_btn.visible = true;
    animation_mc.play();
}

//this function will run when stop is clicked
function stopanimation(event:MouseEvent):void {
    start_btn.visible = true;
    stop_btn.visible = false;
    animation_mc.stop();
}
```

Step 9: Add a background

Add a coloured background

Step 10: Save your animation

Save the Flash document(buttons.fla)

Export as a Flash movie (buttons.swf)

Extension

Convert the rectangle into the top view of a car, add a background with a race track and add the motion tween of the car moving around the track