

Tutorial 18: Picture Gallery Menu

Learn how to

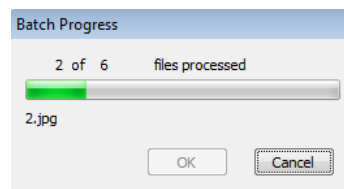
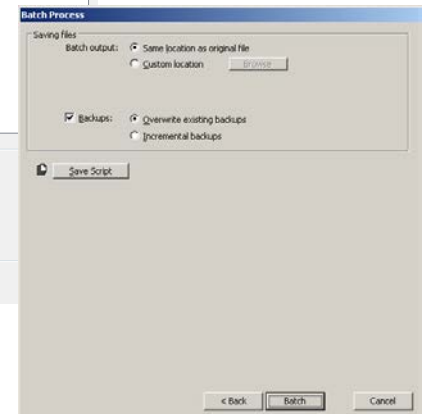
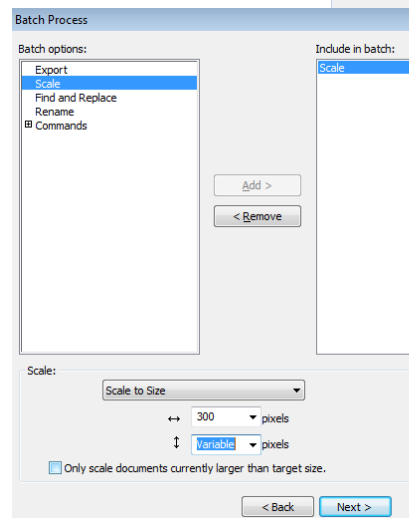
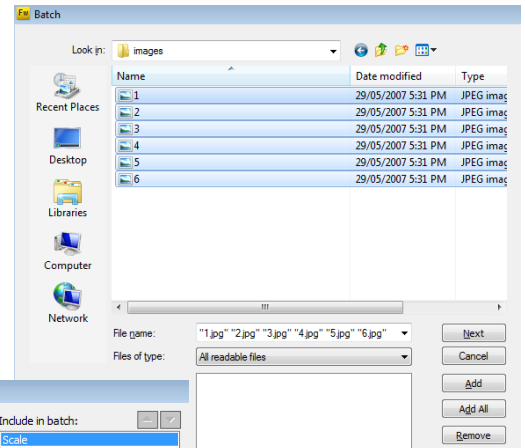
- create a menu to view a picture gallery
- resize images using fireworks

Step 1: Modify Images using Fireworks

The images (1.jpg to 6.jpg) are currently too big for the stage 2000 pixels by 3000 pixels. They need to be reduced in size to 200 by 300 pixels.

Instead of manually changing the size of the images in Flash, Fireworks can be used to do a **batch process** to change all images in one go.

- Copy the 6 images to where you are saving your work
- Open **Adobe Fireworks**
- Start batch process
 - Select menu **File | batch process...**
- Select the images to batch
 - Open the folder with the pictures
 - Select all images
 - Select the **Next** button
- Change the size of the images
 - Select **Scale** and select the **Add** button
 - Select the **drop** down menu **Scale to size**
 - Change the width to 300 and the height to be variable
 - Select **Next** button
- Start the batch process
 - Select the **Batch** button



Step 2: Setup the page

- Save file as **PictureGallery.fla**

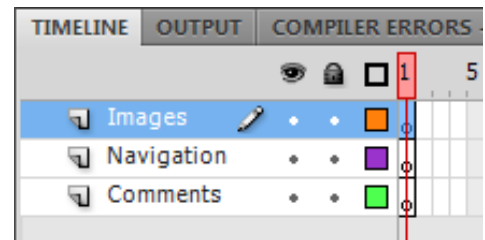
Step 3: Import images

- Select menu **File | Import | Import to Library...**
- Select the 6 images and select the **Open** button

Step 4: Create 3 layers

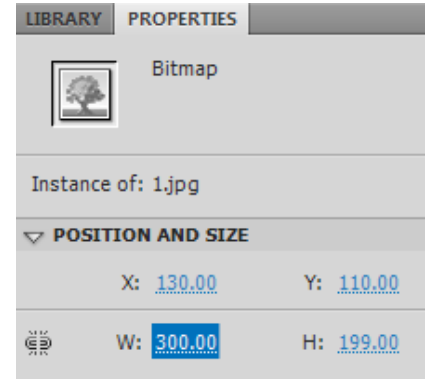
Create layers to hold, the menu, images and labels

- Create and label 3 layers, images, navigation and comments

**Step 5: Add images to the stage**

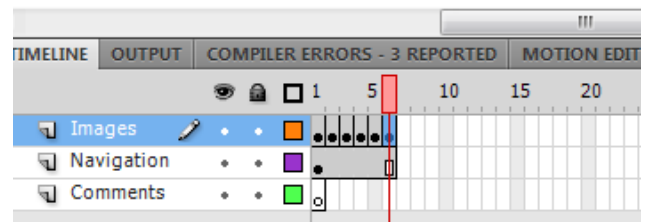
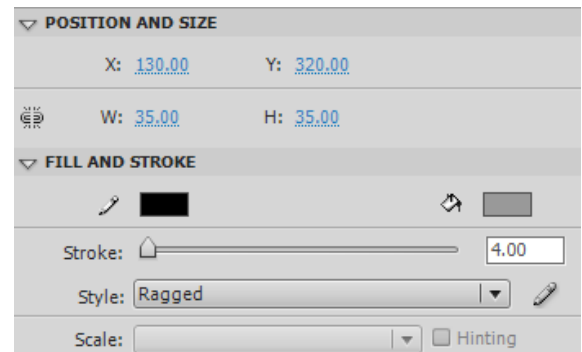
Add a different image to each of the first 6 frames in the Images layer

- Insert image **1.jpg** into frame 1
- Change the position of the image
 - In the Properties window change the X to 130 and Y to 110
- Insert a blank keyframe **F7** in frame 2 and insert image **2.jpg** in the same location as image 1
- repeat for the other 4 pictures in the other frames

**Step 6: Add navigation Images**

Add 6 buttons which will be used to change the images

- On the Navigation layer frame 1, insert a small square, in the Properties Window change the
 - Width and Height to 35 by 35 pixels
 - Style to **Ragged**
 - Fill colour to grey
 - Stroke to 4
- Convert the square to a button **F8** and call it **but_Nav**
- Add another 5 but_Nav buttons under the images (drag and drop)
- Align the buttons
 - Align left hand button to the left of the image
 - Align the right hand button to the right of the image
 - Select the 6 buttons and evenly distribute the buttons, select the menu **Modify | Align | Distributes Widths**
 - Note: Make sure **Align to Stage** is **NOT** ticked
 - Select the 6 buttons and align buttons to the top, select the menu **Modify | Align | Top**
- Add the **instance name** for each button in the **Properties Window**, label them but_1, but_2, to but_6
- Select frame 6 and insert frames **F5**



Step 7: Add picture comments

Add the comments to describe each of the 6 images

- In the Comments layer, select frames 1 to 6 and convert to blank key frames
- In frame 1 above the buttons add comments to describe the image, e.g. “Best friends”
- In frame 2 add comments e.g. “Peace”
- Repeat for the other 4 pictures adding an appropriate comment

Best friends

**Step 8: Add Action Script to control the buttons**

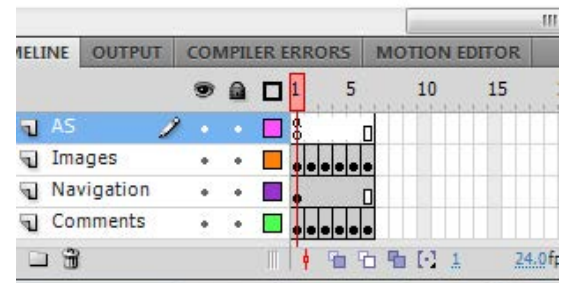
An Event listener will be listening for a button press and go to the frame of that picture

- Add a new layer called **AS** which will hold the actionscript
- Open the Action property **F9**
- Add the code stop();
 - This will stop the flash file on the first frame (picture)
- Add a event listener for button 1, that will listen for when the mouse rolls over that button


```
but_1.addEventListener(MouseEvent.ROLL_OVER, actionBut1);
```
- Add the function actionBut1 for the event to go to frame 1


```
function actionBut1(event:MouseEvent):void {
    gotoAndStop(1);
}
```
- Cut and paste the eventlistener and function 5 times. Change the number 1 to the button number, e.g.


```
but_2.addEventListener(MouseEvent.ROLL_OVER, actionBut2);
function actionBut2(event:MouseEvent):void {
    gotoAndStop(2);
}
```

**Step 9: Test the file**

- Check it works like the sample

Step 10: Save the file

- Save the flash file as GalleryMenu.fla

Extension**1. Create thumbnail images as the buttons**

Replace the buttons with small images of the photos. In fireworks create another version of the images only 40 by 60 pixels, adding sm to the name of each file. e.g. 1sm.jpg.

2. Make more efficient Action Script

The action script above would be very long if you had more images. Replace it with the following action script.

Work out how it works and what each function does i.e. substring()

```
stop();

stage.addEventListener(MouseEvent.CLICK, actionButton);

function actionButton(event:MouseEvent):void {
    var but_name : String = event.target.name;
    if (but_name != null){
        var but_no = but_name.substring(4,5);
        gotoAndStop(but_no);
    }
}
```