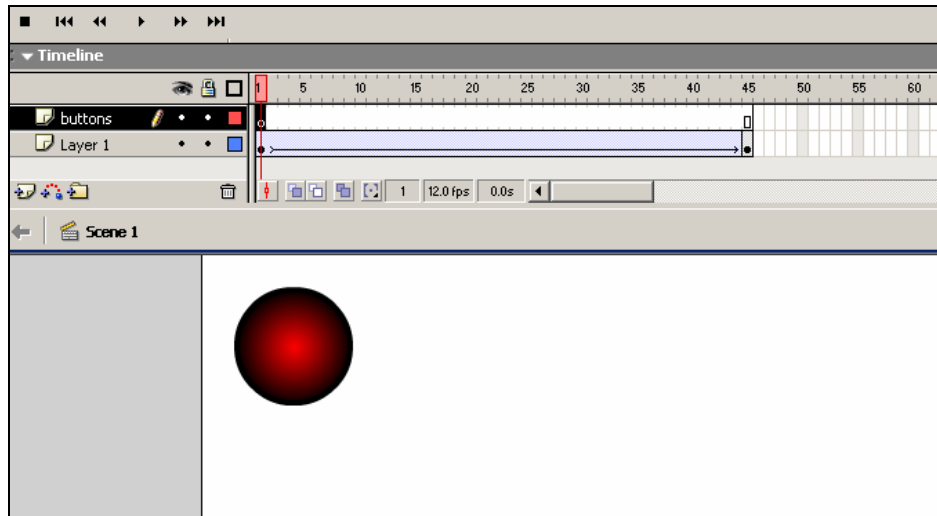


Creating Simple Buttons in Flash by R. Berdan Feb 29, 2004

Flash allows users to create any shape of button and can even create animated buttons. Buttons can be used to play, stop, start, goto a specific frame, scene in a movie or jump to another web page. Buttons can also be used to submit forms, load images or activate action script programs for example to calculate numbers.

In order to do this tutorial you will need to have a simple movie with some animation first. For example you could use a ball moving across the stage or some other animation you made. We will create and add a simple PLAY, STOP and REWIND BUTTONS with rollover effects.

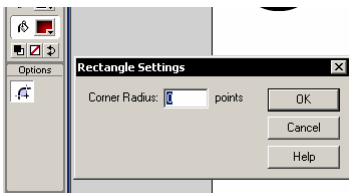
1. Start Flash and open an existing animation or make a simple movie (see previous tutorials). Make a ball move across the screen if you do not have a movie.
2. Select the top most layer with the black arrow head from the tool box and right click – select insert layer. Label this layer buttons. Buttons should be placed on their own separate layer.



3. Select the Buttons layer, then select the rectangle drawing tool in the tool palette



In the options at the bottom of the tool palette click on the “curve button”.



Enter a value of 5 for the curve radius. This permits you to add corners to the button. You can experiment with the values of the curve radius. Select a color you want your button to be (paint can color selector in the tool box).

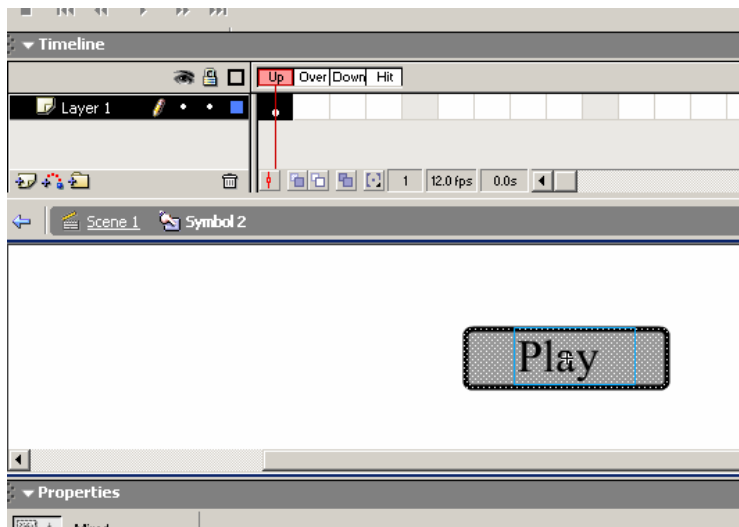
I am going to select gray with a black pencil stroke of 4 pixels.

4. Select the Type tool and a text color – then type the word PLAY on top of the button you made. Use the black arrow head to position the text on the button .



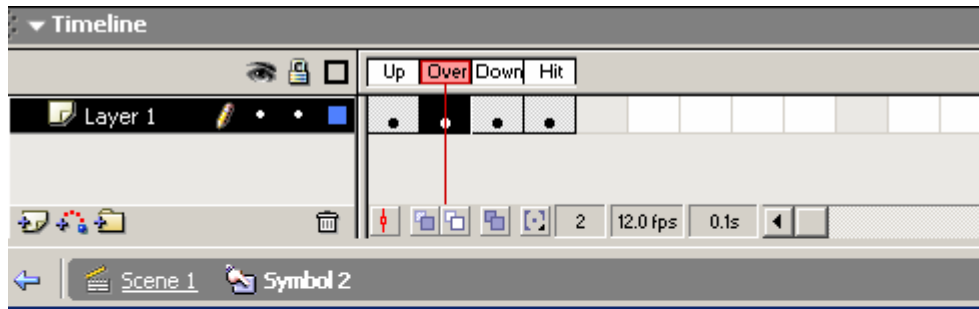
Here is my button – black text on a gray background with a black stroke of 4.

5. Next – select the black arrow head and drag a selection around the entire button so that the button is selected so we can convert it to a symbol. Select >Insert>Convert to Symbol>button in the top menu. Next we need to change the colors in the button in the different rollover states.
6. Place the black arrow head on the button and right click, from the pop up menu select >Edit - see screen shot below. You are now in button editing mode.

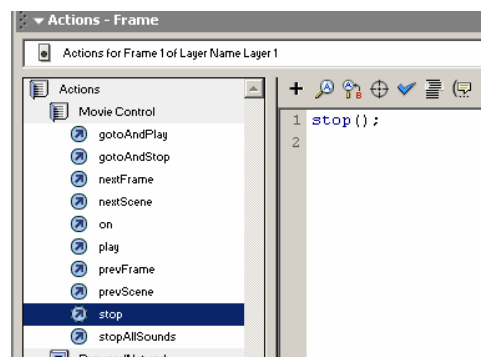


7. First you need to add a keyframe in layer 1 to all 4 button states. Place your black arrow head in layer on in the frame Over – right click>add Keyframe, Repeat this in the Down and Hit frames. Up is the appearance of the button when the page loads, Over is the state of the button when a user places their cursor over the button, down is the state of the button when the user presses their mouse down and hit defines the area of the button that responds to the users mouse click.

- Once you have added all the keyframes, select the OVER keyframe, then click on the background color of your button. Select a new color from in the tool palette (paint can) and you will see the background color of the button change. Be careful not to include the text in your selection or it will also change color.



- Repeat this for the Down State – add keyframe, change the background color. If you move the red playhead the button should change color when move it from one frame to the other.
- Return to the main movie stage – to do this – click on the left pointing blue arrow under the layers. (or you can select Edit>Edit document from the menus). You should be returned to the main movie. Now you are ready to test the rollover effect. Select> Control>Enable simple buttons - move your cursor over the button and it should display the rollover effect. Then select>Control>Enable buttons again to unselect the button test mode. To make this button do something we need to add some action script.
- First we need to add a stop action to the first keyframe of the movie – this is so the movie does not start playing by itself which is the default. Place your cursor (black arrow head) in the first keyframe of layer one of your movie. Right click, from the drop down menu select>actions>Movie control and drag the stop action into the main window then collapse the action script window. You should see an “a” in the first keyframe.

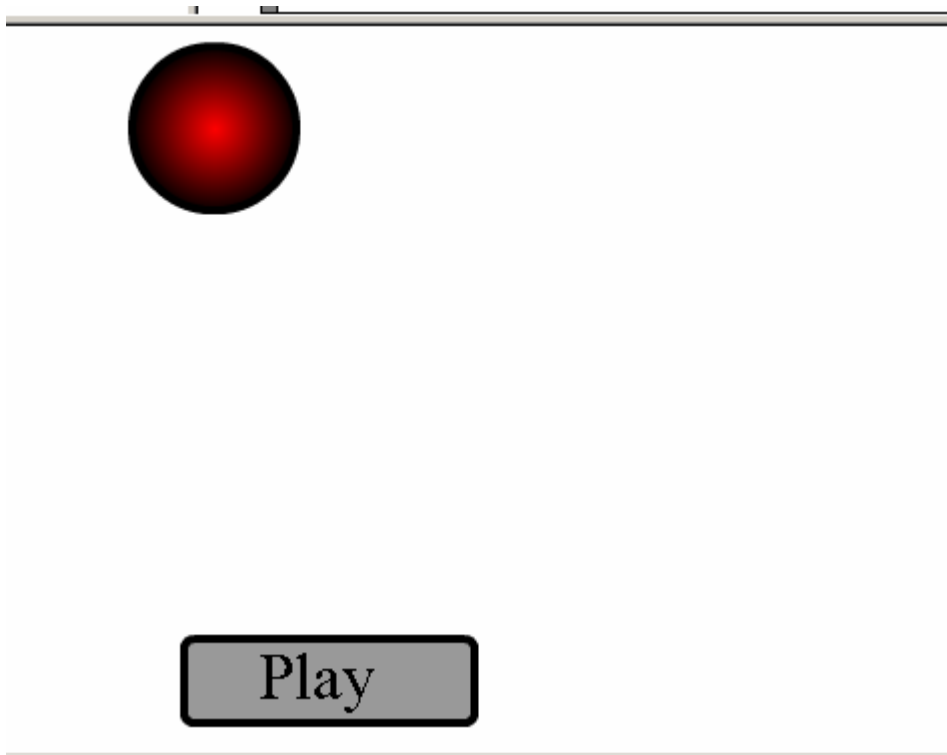


12. Now we need to add an action to the Button we created. Right click on the button, select actions from the pop up menu. Then select from the movie control folder> on (press) { }, then select play() so you see the code

```
on (press) {  
    play();  
}
```

collapse the action script window.

13. Select Control>Test Movie – click on the button and if you did everything right the ball will move across the screen and then return to its starting position.



13. To add 2 more buttons one to STOP and another to rewind the movie – repeat the steps you did to make the PLAY button but add the actions

```
on (press) {  
    stop();  
}
```

and to the last button to rewind

```
on (press) {  
    gotoAndStop(1);  
}
```

These are the basic steps to creating custom buttons. If you want to animate you buttons you can add an animation to the OVER or DOWN states. The animation can be a separate movie clip.