

Creating a simple click button

1. From the menu, click Insert | Symbol



2. Click "Button" and give the button a name

A new screen will be superimposed on the stage, looking like this.



3. Select the square tool from the tool palette.

Choose an outline color.

Choose a fill color.



4. Draw a square on the stage by clicking and dragging the mouse.



5. Click inside the "Over" frame.



6. From the menu, click Insert | Keyframe. A dot appears in the "Over" frame.



7. Make changes to the button in the Over frame to indicate to the user that the button is hilited. Common ways are size of the button, fill color, and border color. Use the paint tools to make changes.

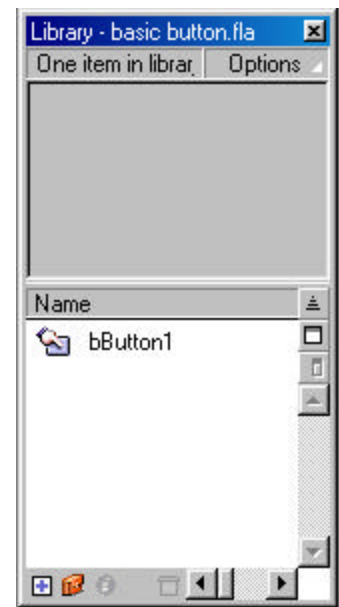
8. Click in the “Down” frame and insert a keyframe (Insert | Keyframe).
9. Make changes to the button as desired (not as important as making changes to the Over state).
10. Return to editing the Flash movie by using one of these techniques:
 1. Click on the “Scene 1” tab
 2. From the menu, click “Edit | Edit Movie”
 3. Press control + e on the keyboard



The button is now in the “Library”

If the library is not visible, view the library using one of the following techniques:

1. From the menu, click “Window | Library”
2. Press control + l on the keyboard



11. Drag the button from the Library to the Stage. Note that this does not remove the button from the Library, nor does it copy the button from the Library. Rather, it inserts an “instance” of the Library into the movie. You can have multiple instances of the same Library item on the stage at once.
12. Test the movie by saving, then pressing control + return (or ENTER) on the keyboard. This creates a Shockwave file out of the movie, and runs it in the Shockwave Player. Move the mouse over the button – the mouseover effects should be visible.