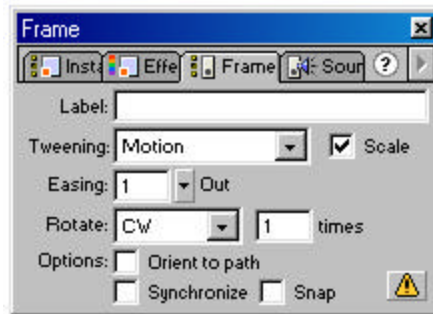


Making an object rotate 360 degrees

1. Create or import a symbol to be rotated (graphics must be converted to a symbol before they can be rotated)
2. Create a movie clip. Call it “spinner 1”
3. Drag the symbol onto the stage.
4. Create a keyframe in frame 20 by clicking in frame 20, the from the menu, click Insert | Keyframe
5. Click inside the frames between 1 and 20
6. In the Frame panel, make sure that the Tweening is set to “Motion,” the easing is set to 1, and the Rotate is set to CW, 1 times.



7. Double click the last frame in the animation to bring up the script for the frame.
Script it to “goTo(1)”
8. Return to the scene
9. Drag the movie clip to the stage

You can make a button that uses the spinning effect for the mouseOver. Just put the movieclip in the Over frame of the button.