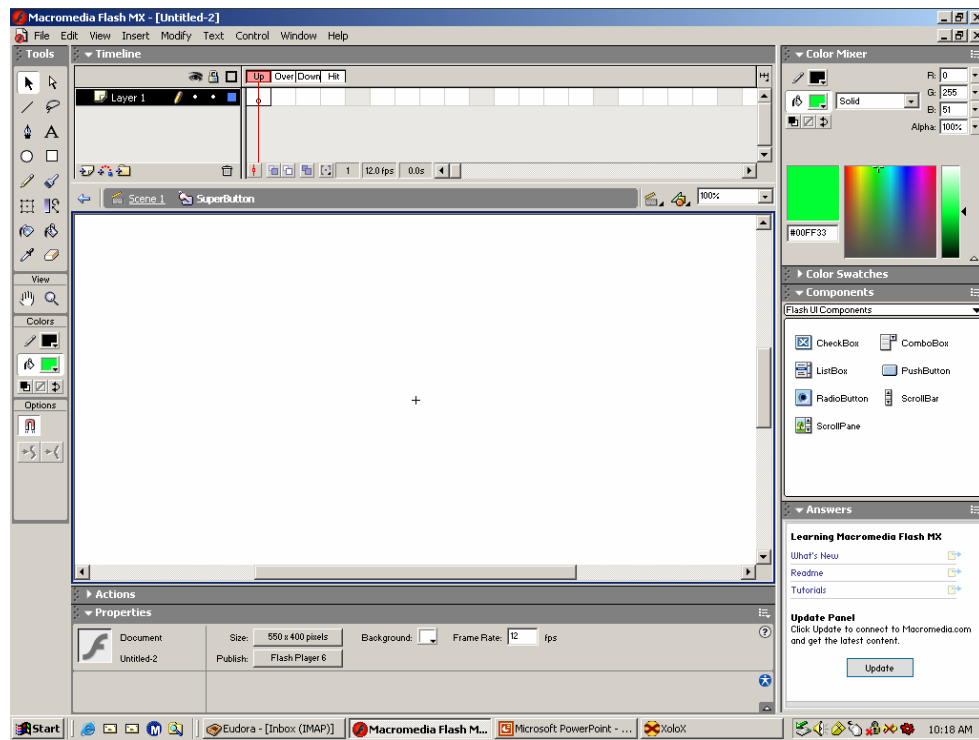
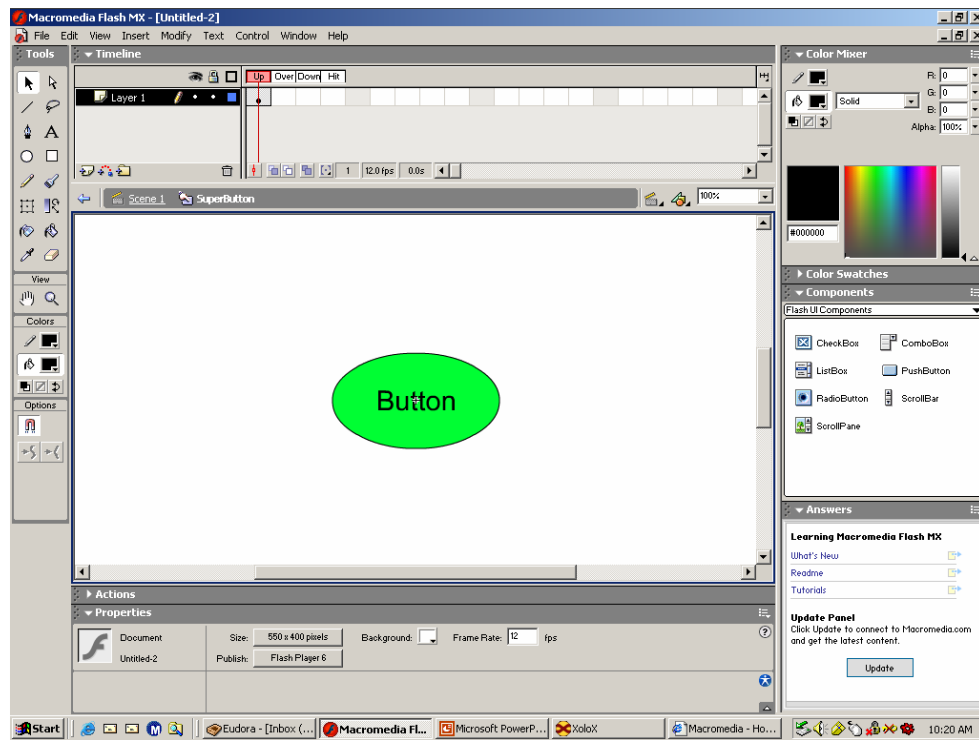


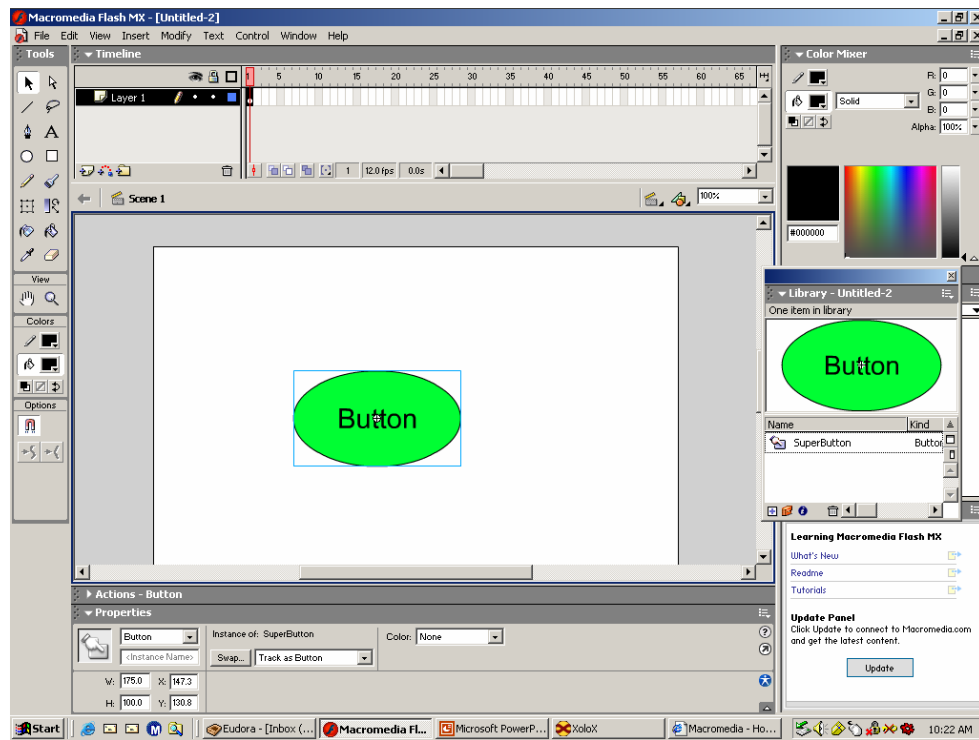
This tutorial will focus on the button symbol type, demonstrating more of the hierarchical style of Flash and also some more ActionScript. We will start by inserting a new symbol, which we will call “SuperButton” and give the “Button” behavior.



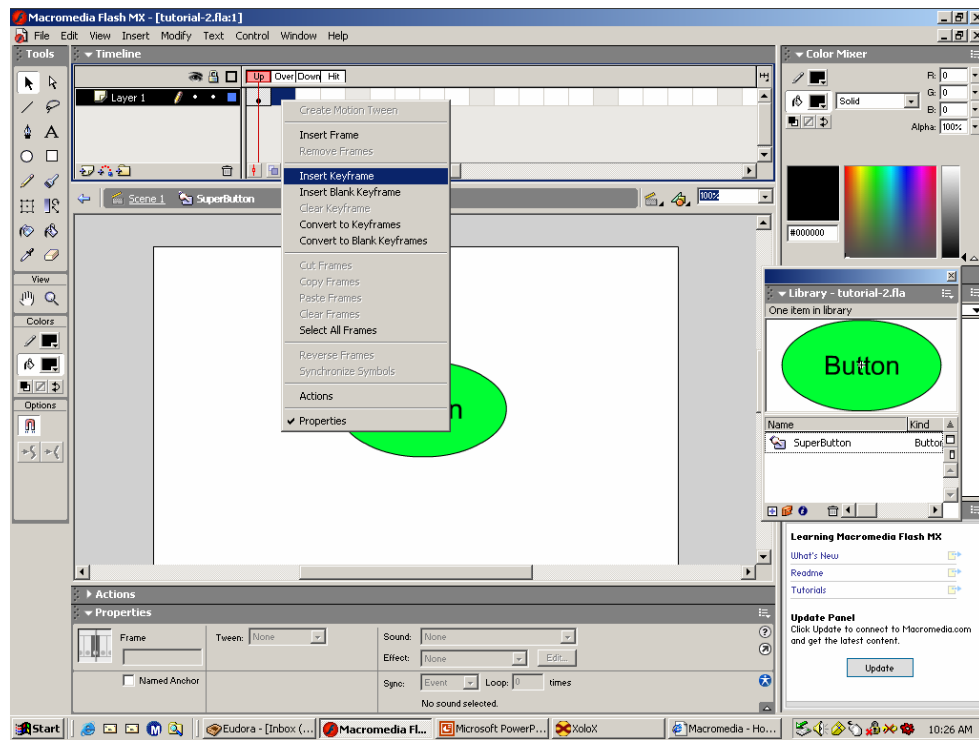
Editing our button symbol, we can see that it has 4 frames, instead of the series of frames we've seen previously. The up frame is where we specify what this button should normally look like. The over frame is for the creation of a rollover look. The down frame is for a pressed look. The hit frame is not actually shown, but defines the clickable area of your button. If not hit frame is provided, the up frame defines the clickable area.



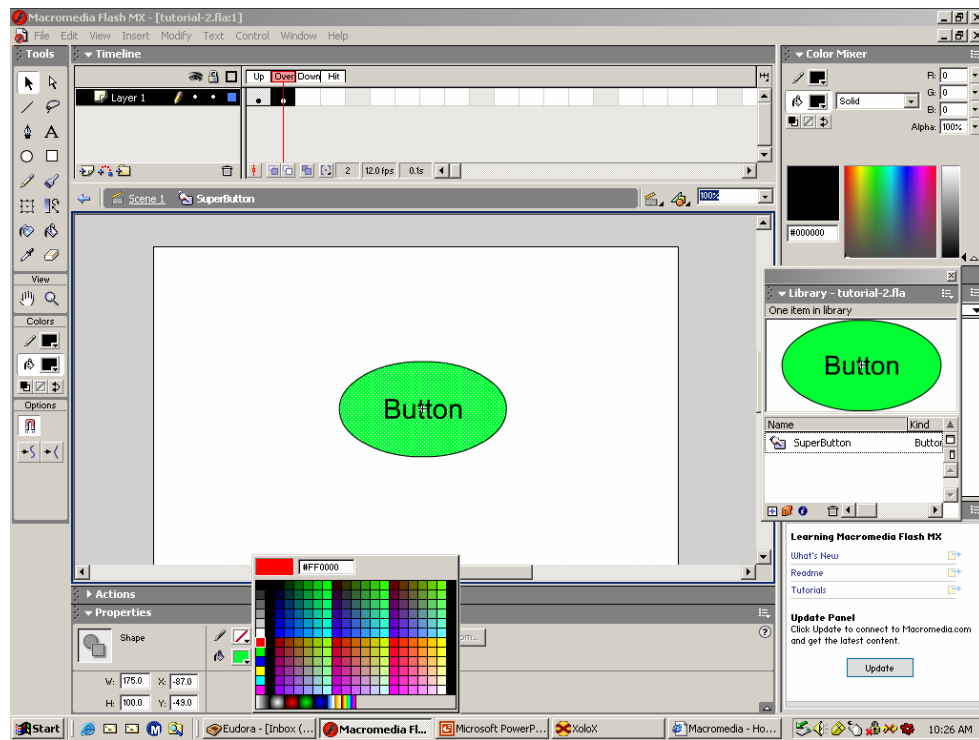
Here we have drawn a green oval in the Up frame, and put text inside the oval.



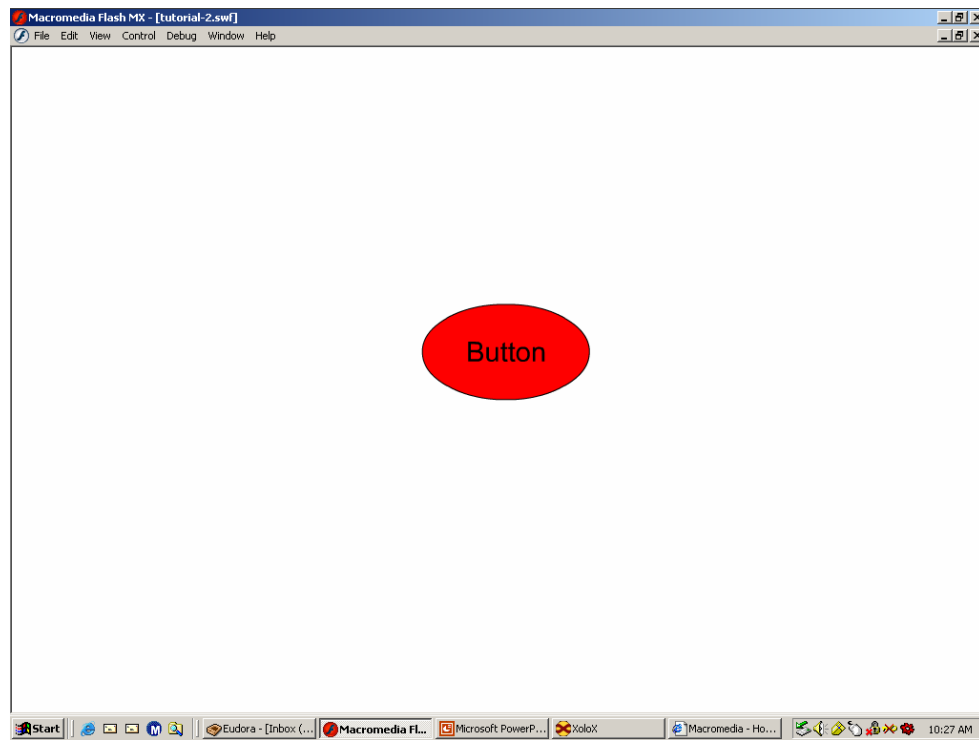
Returning to our main editor, we can drag this symbol from our library onto the stage. If we run our animation at this point, we'll see there's a green oval on our stage that displays the hand icon when our mouse is over it.



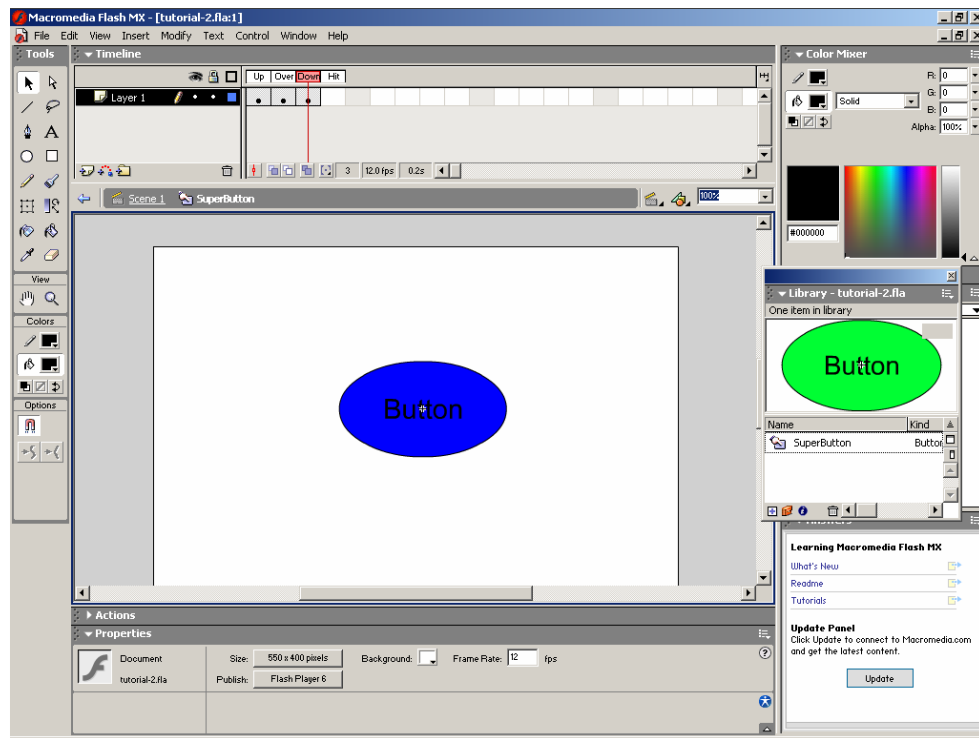
Inserting a keyframe in the down frame will copy over our green oval and let us make any desired changes.



We'll change our oval's interior to red.

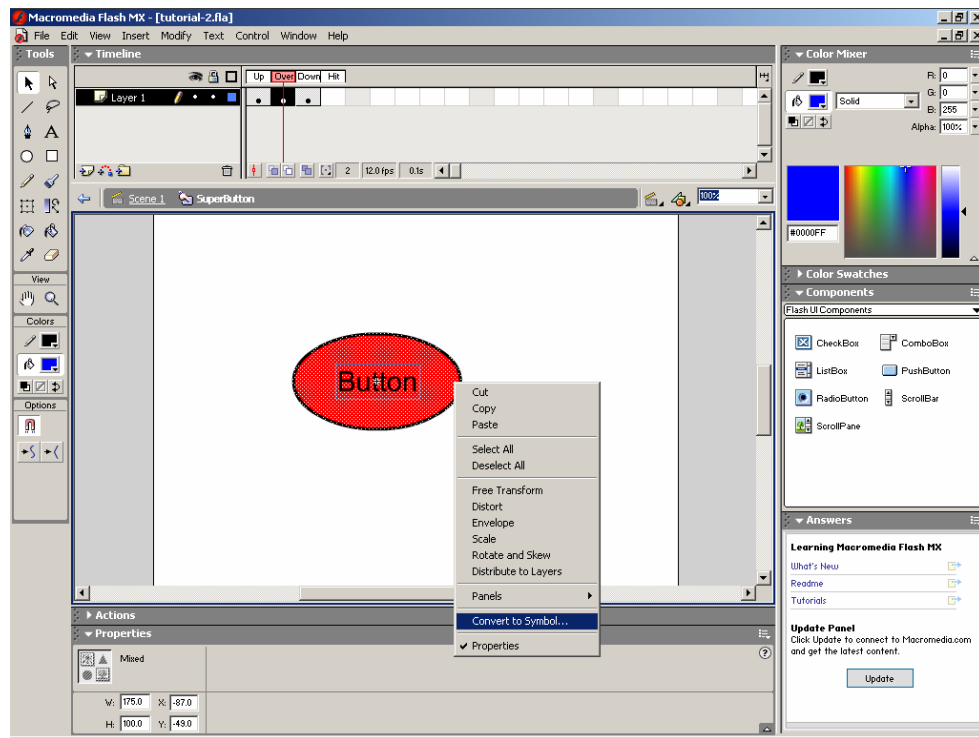


Now running our animation gives us a green oval that turns red when we mouse over it, but still nothing happens when we click on it.

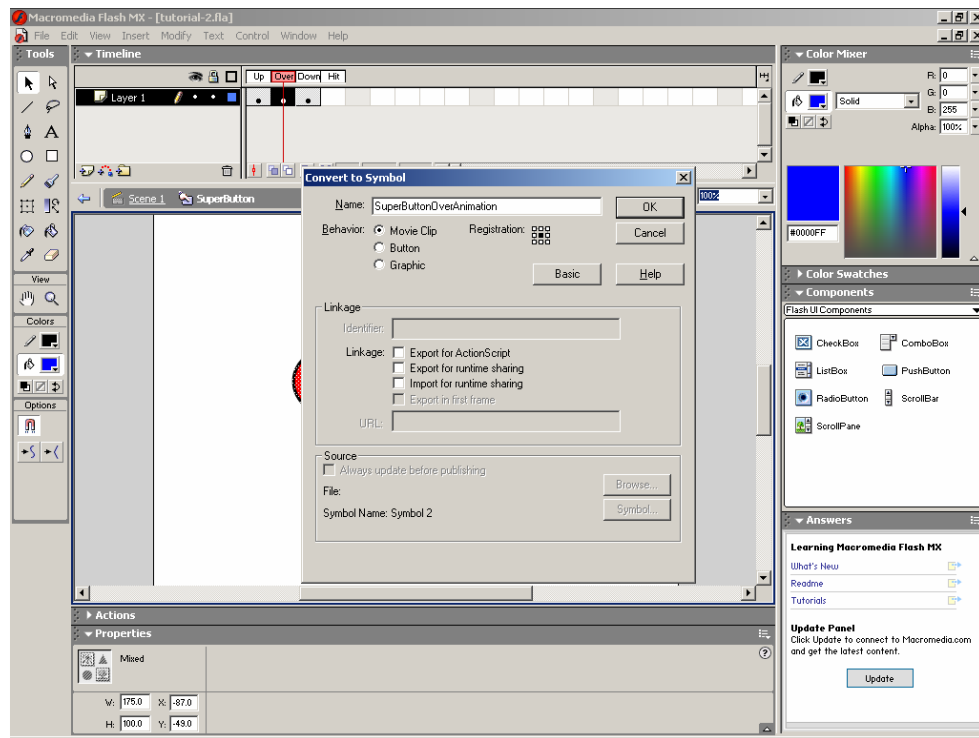


We can get a basic graphical change when we click by adding a keyframe for Down. We've done that here with a blue oval.

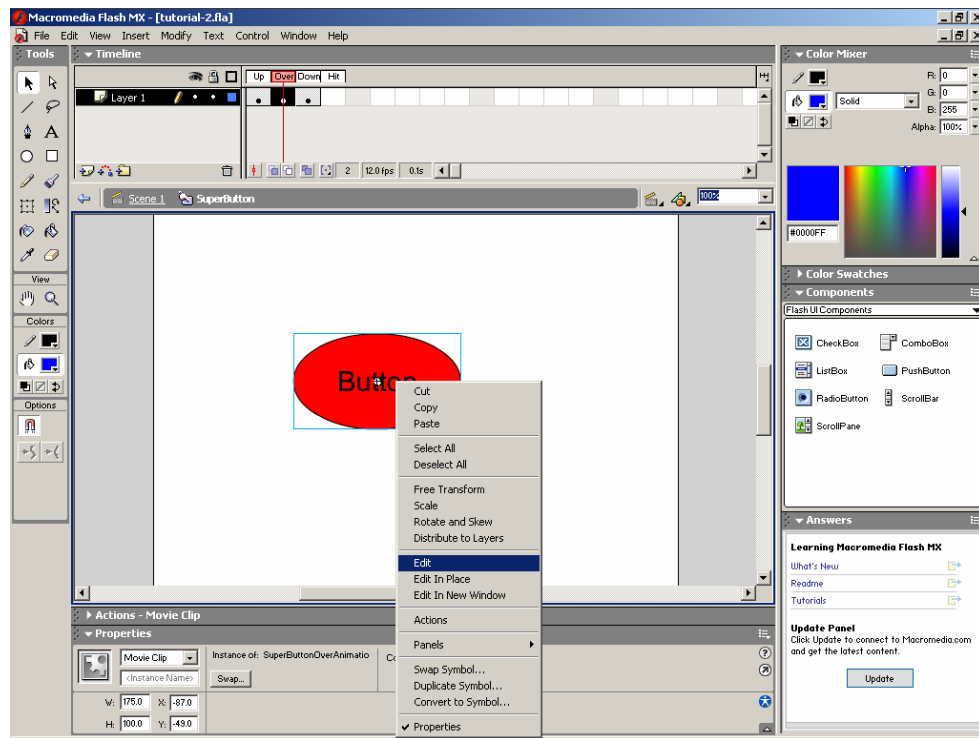




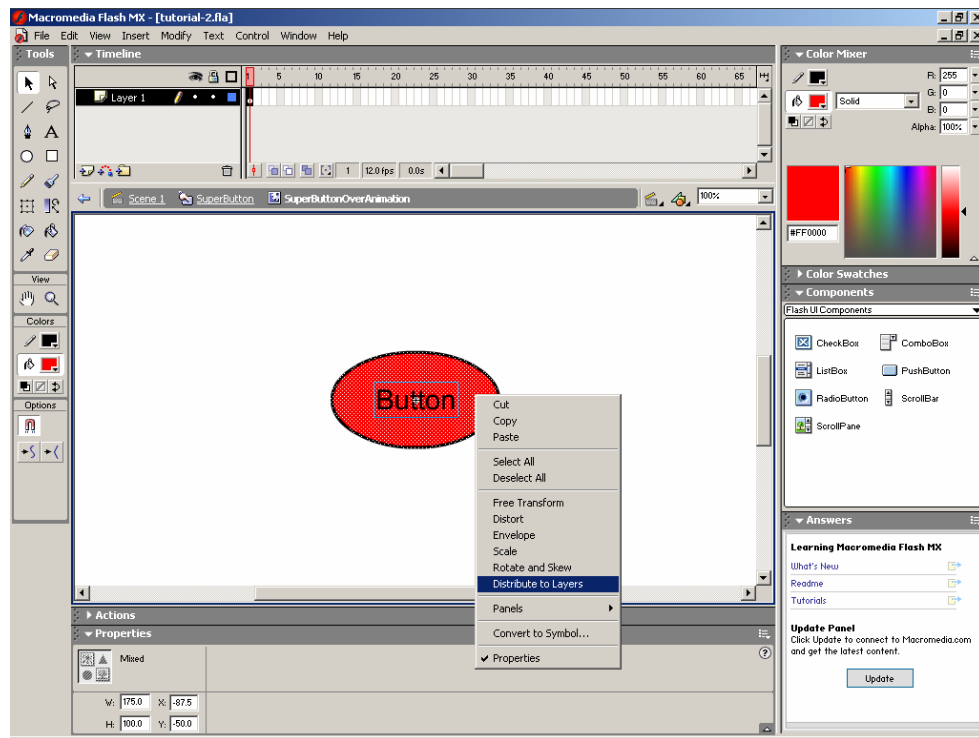
Here's where the hierarchical nature of Flash comes in. We are going to animate our Over frame by making it into a symbol. Select everything in the layer (the red oval, its black border, and the text). Then right click and choose Convert to Symbol.



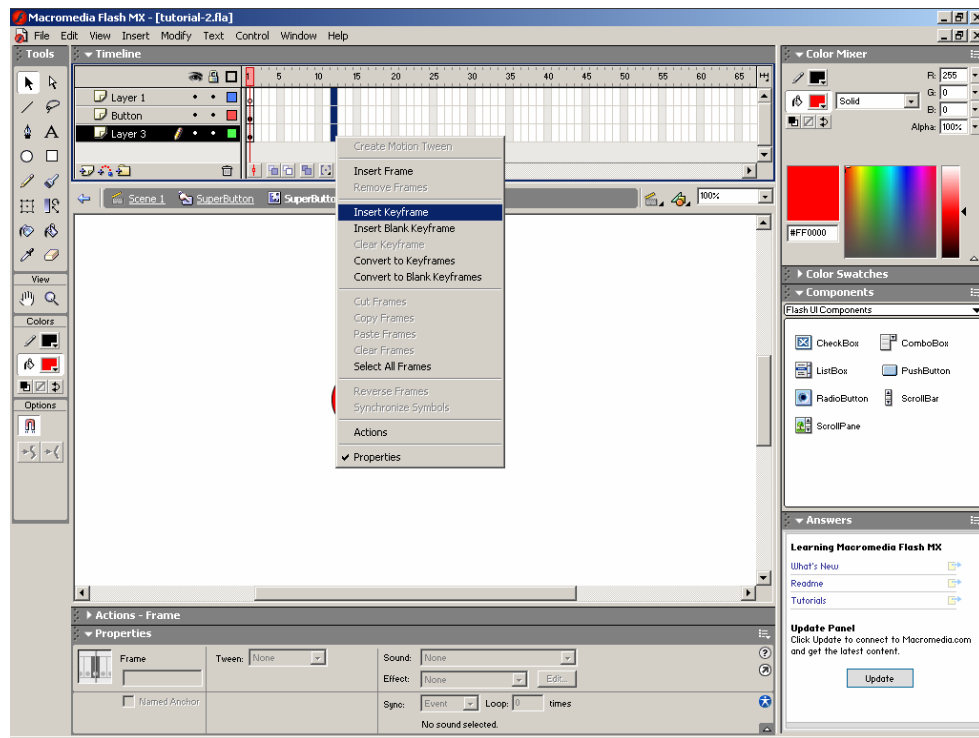
We'll use a movie clip, and name it something like "SuperButtonOverAnimation".



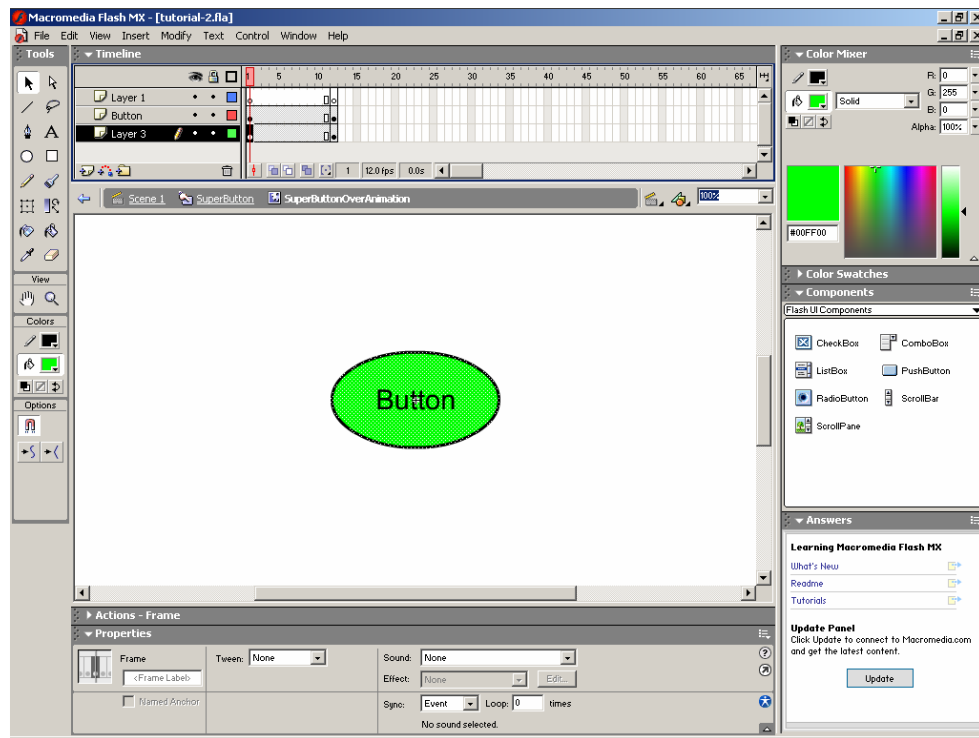
We then right click on our symbol and choose edit.



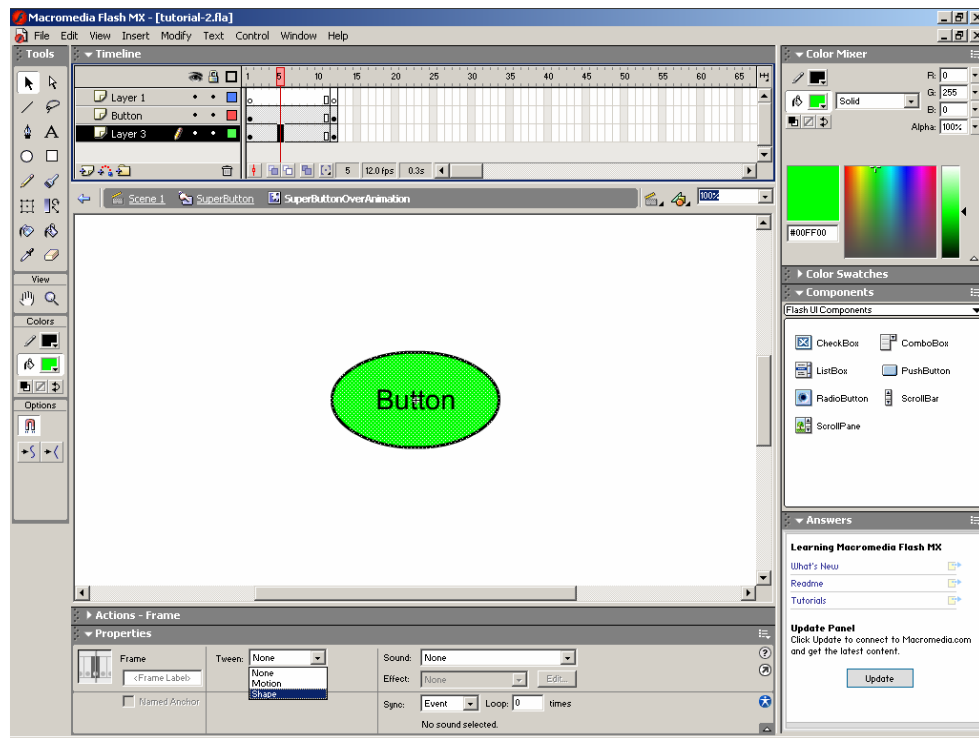
Because we only want to apply a shape tween to the oval (not the text), can right click and choose “Distribute to Layers”. This automatically divides up things on the layer into their own layers.



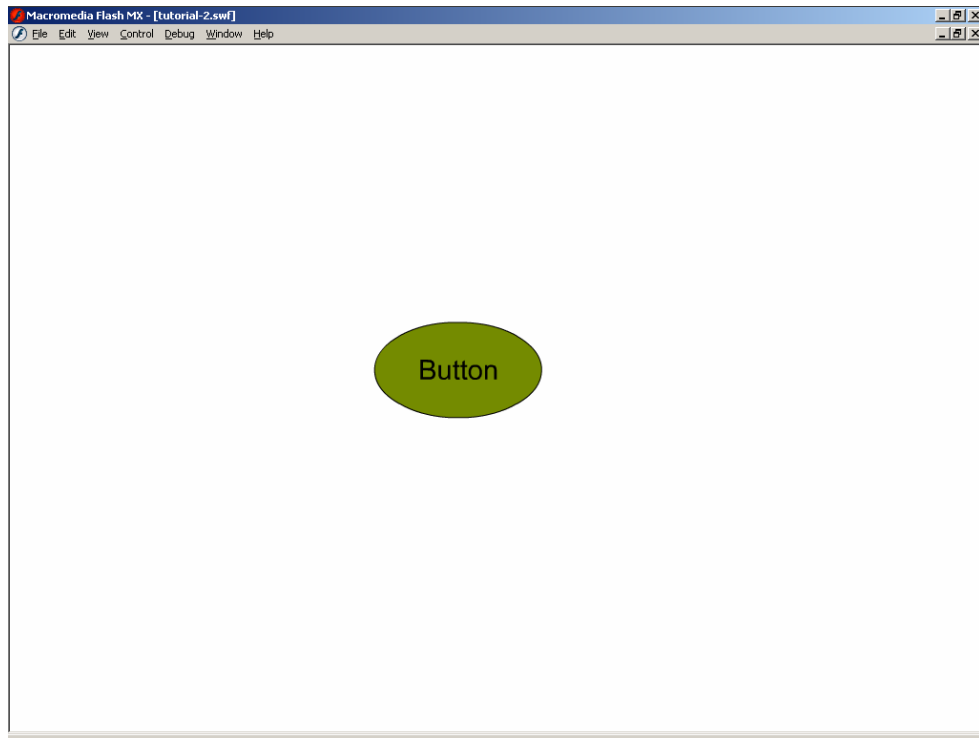
We can then insert keyframes in frame 12 to make a 1 second animation.



Going to frame one, select our oval and change its color to green.

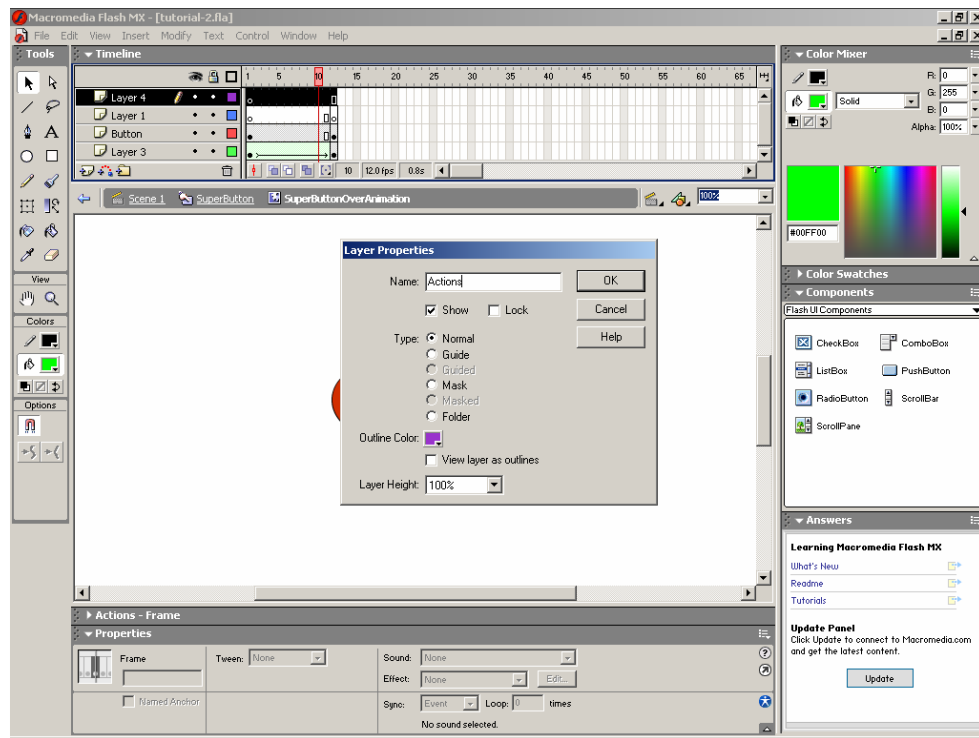


Then select shape tween from the properties dialog.

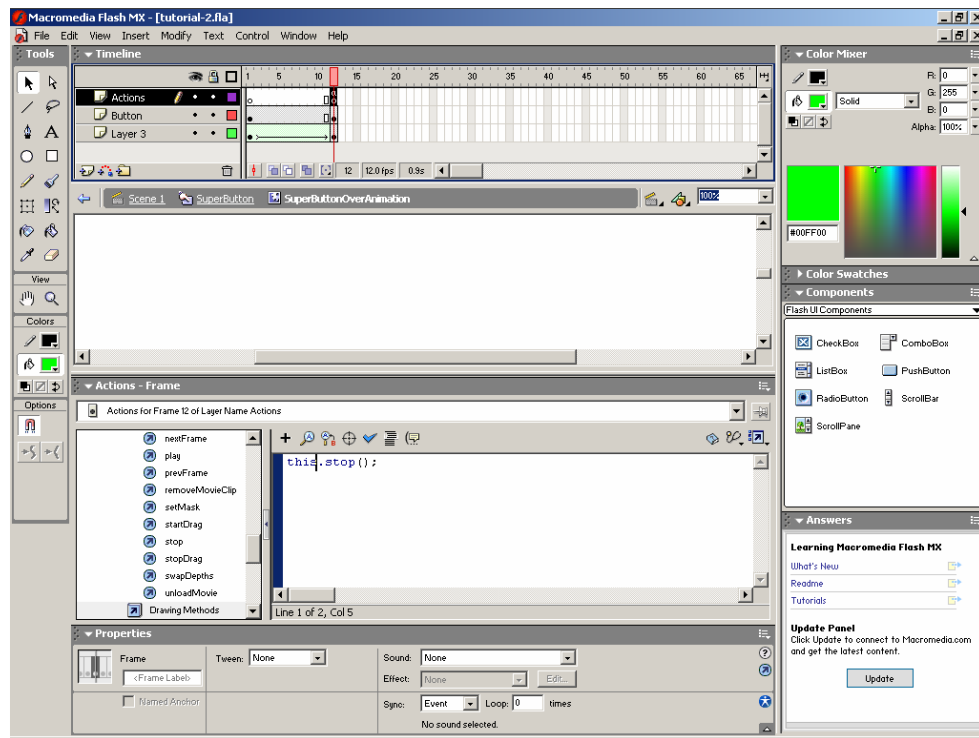


Yay, our button animates. But instead of going from green to red, it loops. Remember that all Flash animations loop by default.

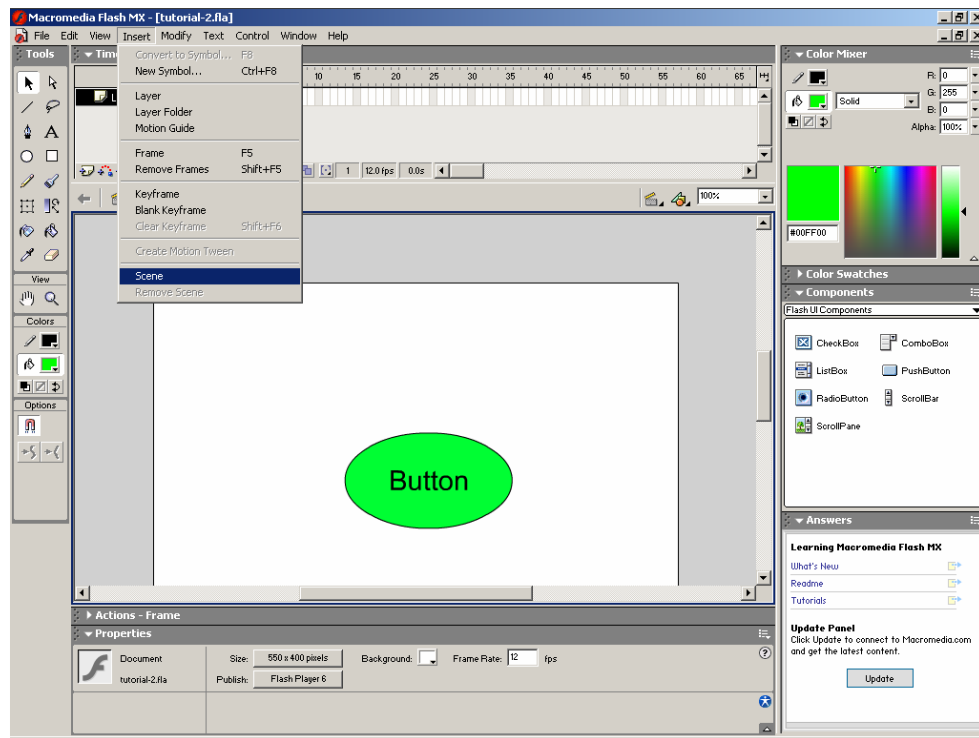




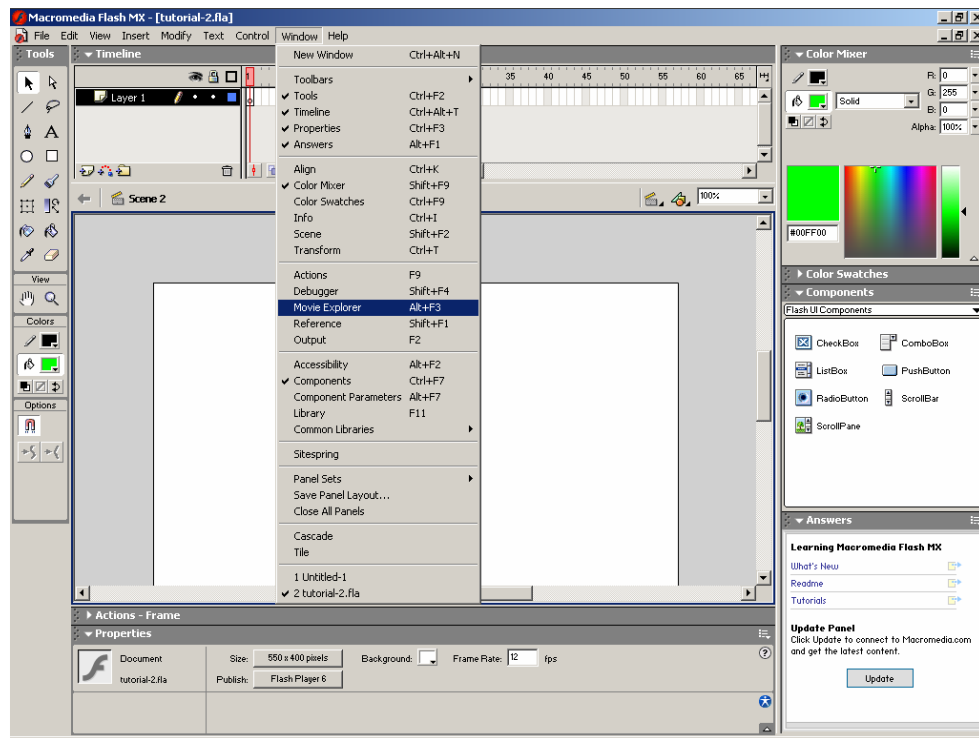
To make it stop, we'll add an actions layer. We'll also delete that old layer that we distributed from, since it's no longer being used (see how it's outline is hollow, versus the grey outlines on layers with content).



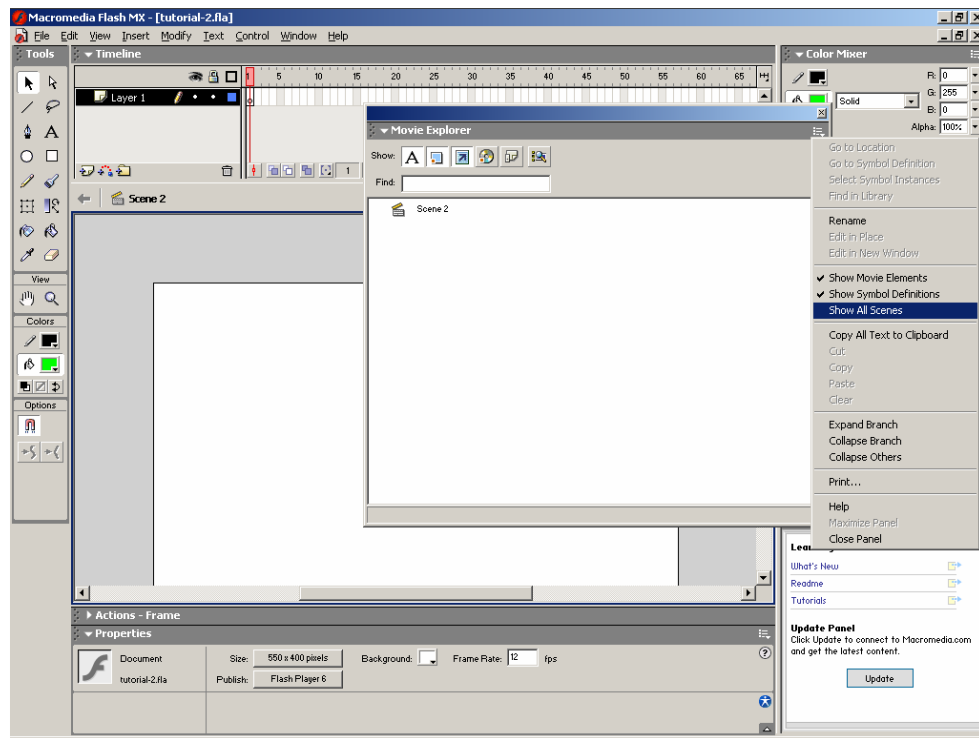
In our actions layer we create a keyframe in frame 12 and add “this.stop( )”.



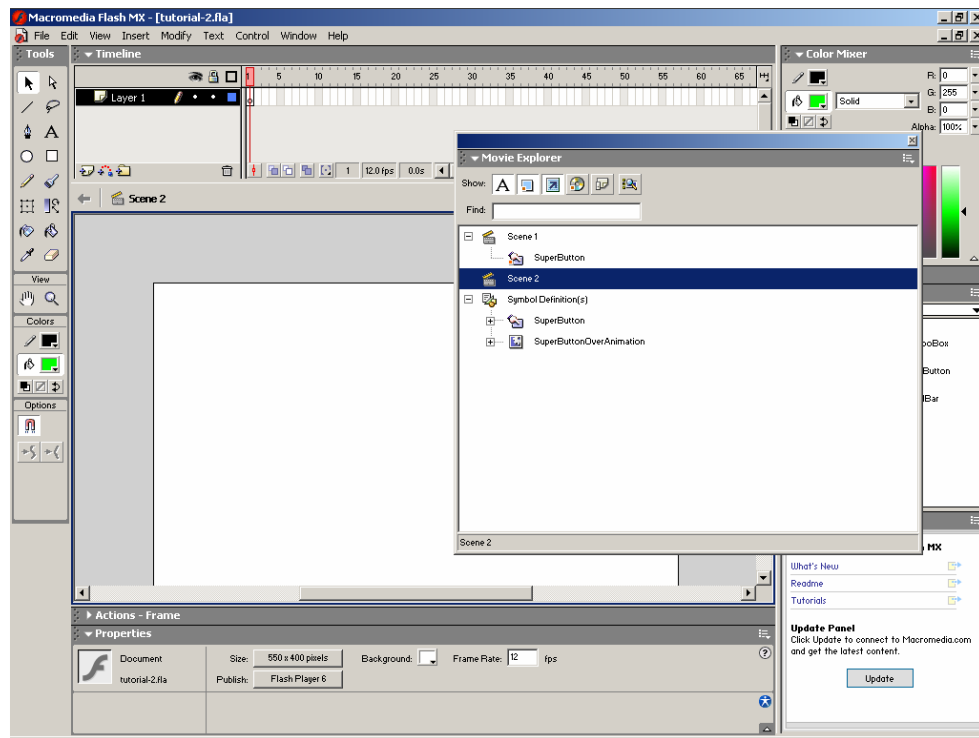
Up until now, all of our documents have had one scene. Documents can have multiple scenes, and will by default start one scene after the previous one ends. Scenes are essentially just another level of hierarchy.



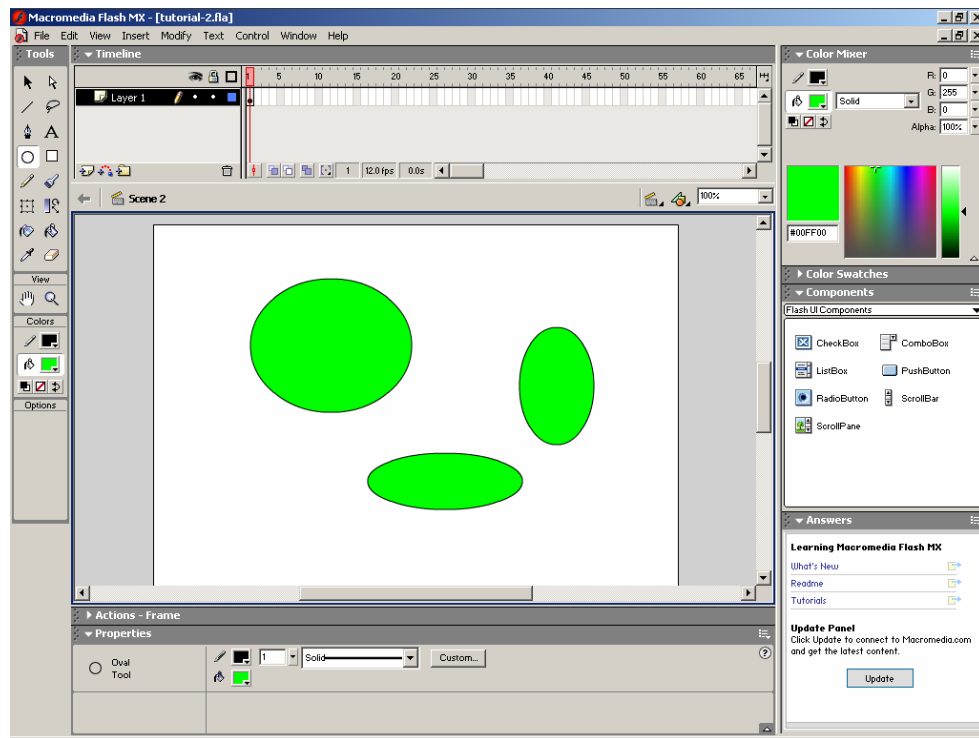
After inserting a scene, we can go to the movie explorer to move between scenes.



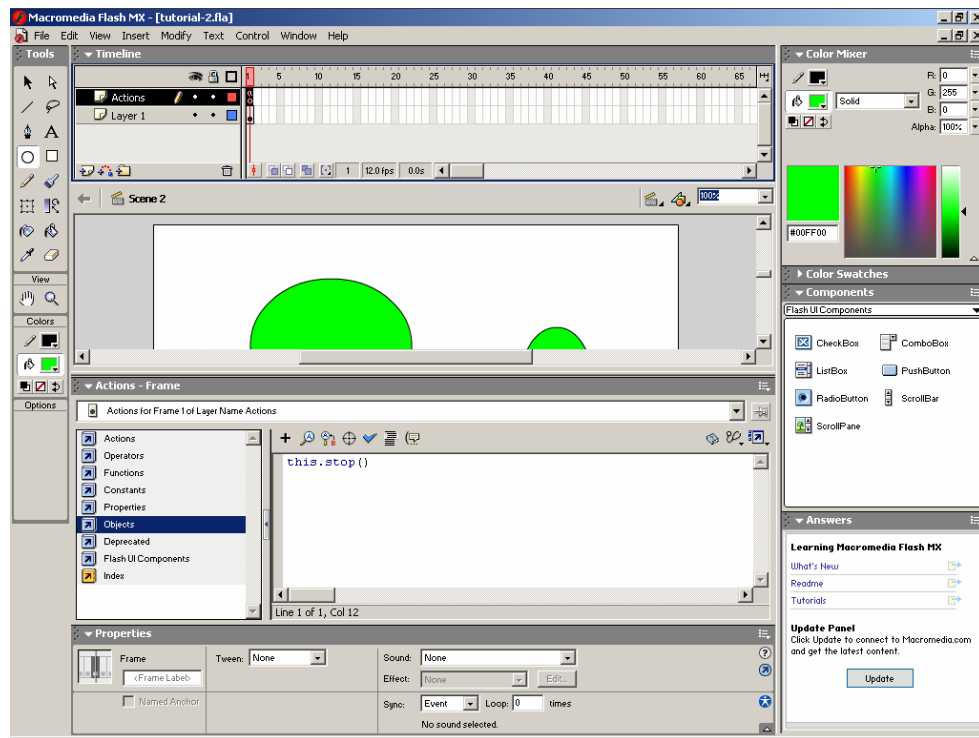
Using the upper right corner menu, select “Show All Scenes”.



We can move between Scene 1 and Scene 2 here.

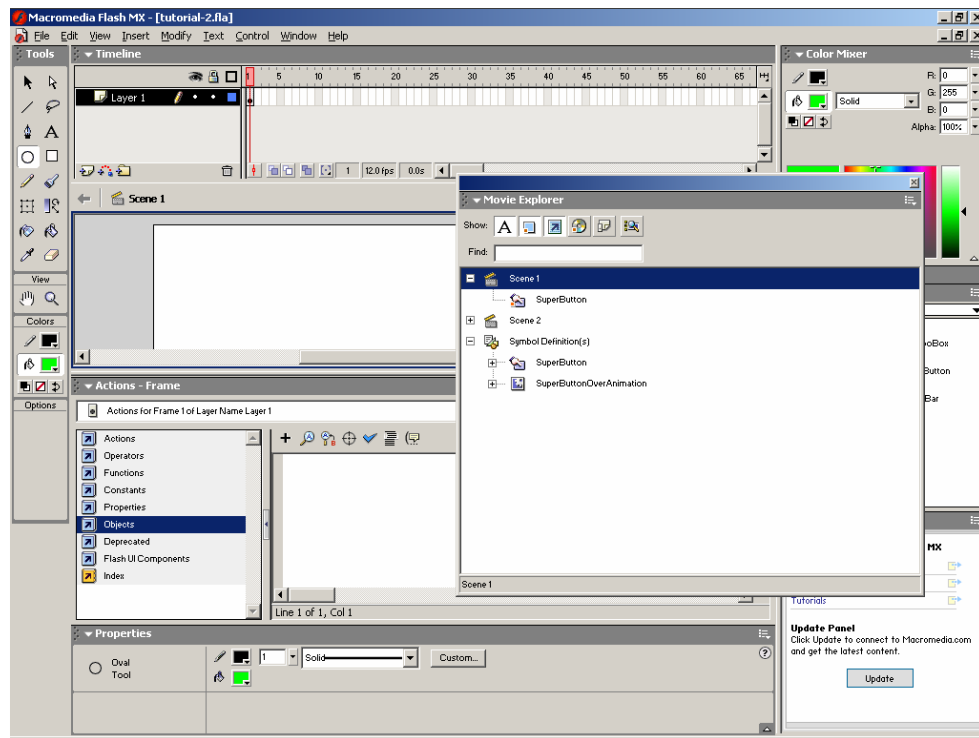


We will make Scene 2 just be 1 frame containing several ovals, but remember this scene could be as complex as you want.

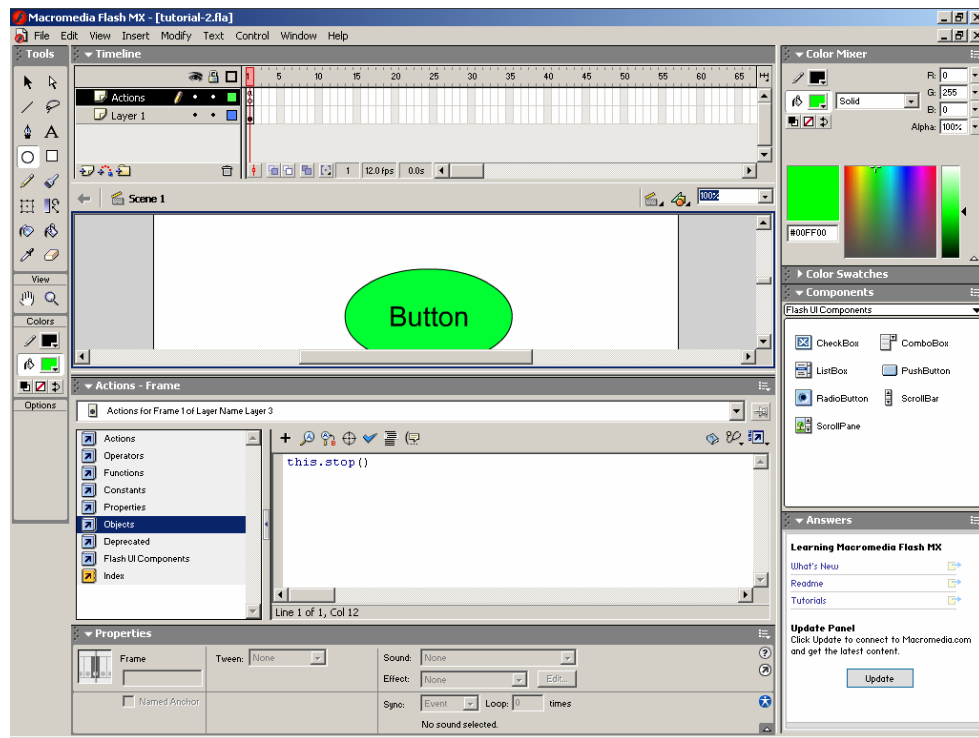


We then add ActionScript to make Scene 2 stop at Frame 1.

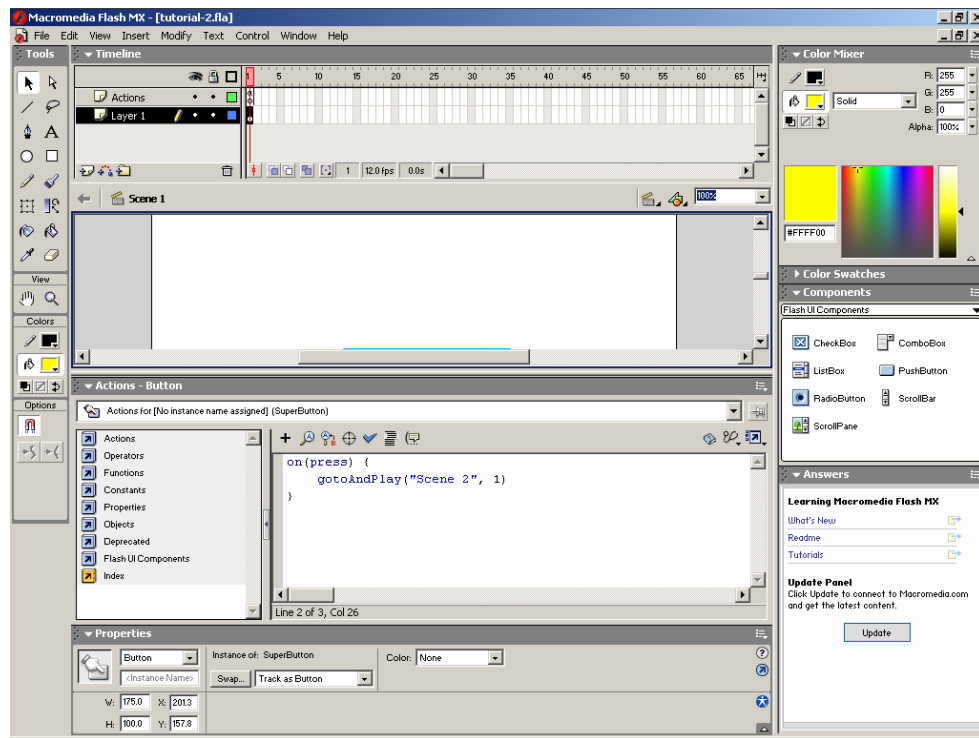




We then use the movie explorer to get back to Scene 1.



In scene 1, we add code to stop after frame 1.



The functionality we now want is for our superbutton to take us to scene 2 when it is pressed.

To create an event for our button, select it and go to the actions dialog. Type “on( “ to get a list of events. We’ll use press for this.

When the button is pressed, we want to jump to Scene 2. The gotoAndPlay method will do this.