

macromedia®
FLASH™MX
Professional
2004

LAB 2

IMPLEMENTING SYMBOLS





- Flash MX2004 Symbols
 - Graphic Symbol
 - Movie Clip Symbol
 - Button Symbol
- Exercise: Creating an interface (Menu and Content)



- Graphic, Movie Clip, Button
- Stored in the Library
- Click and drag an object out of the Library
 - **Window → Library (Ctrl-L)**
- Place an instance of the object on the stage



Graphic Symbol

- Store static and animated images
- Used when creating multiple copies of the same graphic
- **Buttons, Sounds & ActionScript are not supported**

- **TO CREATE A GRAPHIC SYMBOL**

- Create a Vector Graphic on the Stage
- **Select** the Graphic
- **Modify → Convert to Symbol**
- Choose the **Graphic** option
- Name the **Graphic Symbol**



- **TO EDIT A GRAPHIC SYMBOL**

- **Double Click** the Graphic Symbol in the Library



Movie Clip Symbol

- Store reusable animations, text and other content
- May contain graphics buttons, sound, ActionScript & other movie clip objects
- Can be placed inside button objects

- **TO CREATE A MOVIE CLIP SYMBOL**
 - Create a Vector Graphic on the Stage
 - **Select** the Graphic
 - **Modify** → **Convert to Symbol**
 - Choose the **Movie Clip** option
 - Name the **Movie Clip Symbol**
- **TO EDIT A MOVIE CLIP SYMBOL**
 - **Double Click** the Movie Clip Symbol in the Library





Button Symbol

- Used to add interactivity to the project
- Respond to user inputs from the mouse and keyboard
- Four states: Up, Over, Down & Hit
 - Up: button is static on the stage
 - Over: mouse cursor is over the button
 - Down: button is selected with the mouse
 - Hit: determine the area which the button will be active



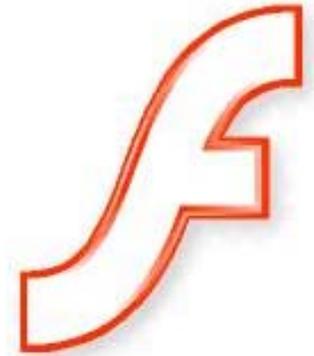
- **TO CREATE A BUTTON SYMBOL**

- Create a Vector Graphic on the Stage
- **Select** the Graphic
- **Modify** → **Convert to Symbol**
- Choose the Button option
- Name the **Button Symbol**



- **TO EDIT A BUTTON SYMBOL**

- **Double Click** the Button Symbol in the Library



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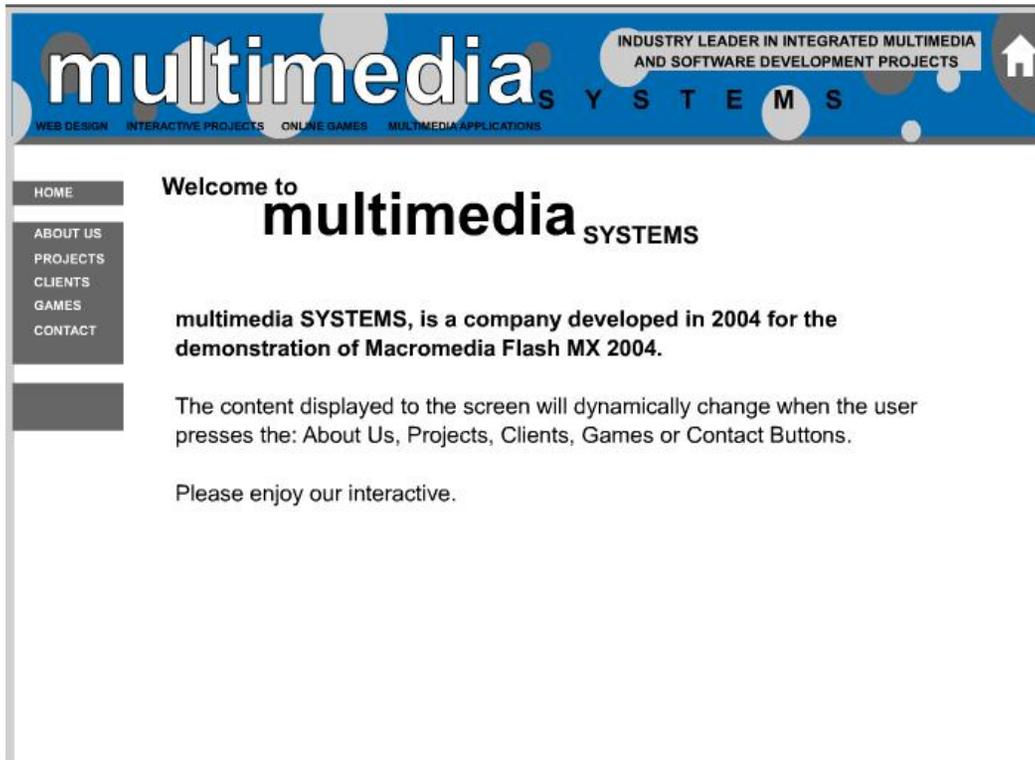
EXERCISE: CREATING AN INTERFACE (Menu and Content)





Exercise: Creating an interface (Menu and Content)

- This exercise demonstrates how to use movie clip & button instances to create a menu and an interface.





Exercise: Creating an interface (Menu and Content)

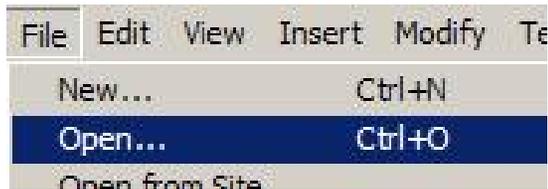
- Movie clip will be used to store the buttons for the menu.
- When a button is selected the movie clip will:
 - Move to a specific frame and displayed the related graphics for the menu
 - Control which content is displayed on the screen



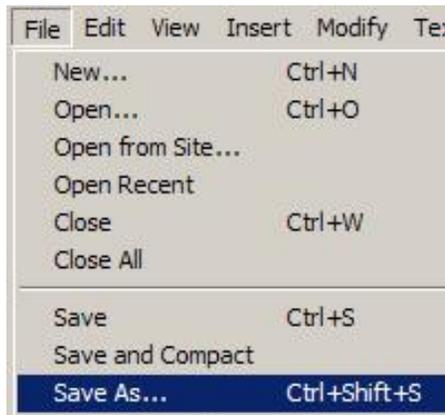


STEP 1: OPENING AN EXISTING FLASH FILE

- Open a flash file (Lab1.fla)
File → Open from the Main Menu



- Save file as Lab2.fla
File → Save As from the Main Menu





STEP 2: CREATE BUTTON BACKGROUND

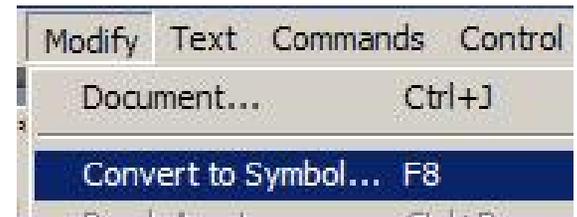
- Select the **Home Button Layer**
- **Insert** → **Timeline** → **Layer** from the Main Menu
- Double Click the Layer Name and rename it: **Menu**
- Using the **Rectangle Tool** from the Tool Box
- Set colors:
 - Stroke: No Color
 - Fill color: Grey (#666666)
- Create a small gray rectangle graphic under the title on the stage





STEP 2: CREATE BUTTON BACKGROUND

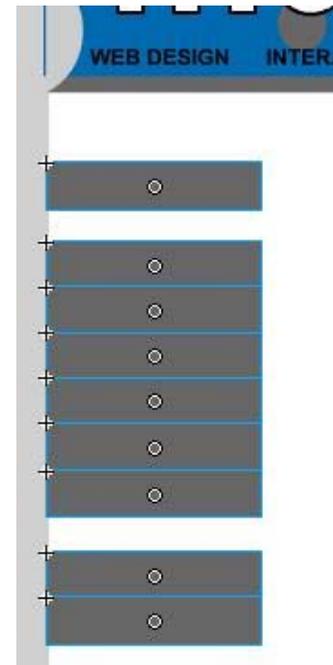
- Convert to Graphic Symbol
 - Select the rectangle
 - **Modify** → **Convert to Symbol** from the Main Menu
 - Choose the **Graphic** option in the Pop-up Menu
 - Name the Graphic Symbol: **Button Background**





STEP 3: USING THE LIBRARY

- To open the Library
 - **Window** → **Library** from the Main Menu
- Click and Drag 8 instances of the button background on to the stage
- Align them to the left and top edges





STEP 3: USING THE LIBRARY

- Using the **Text Tool** from the Tool Box
- Create the text for buttons on the stage
 - HOME
 - ABOUT US
 - PROJECTS
 - CLIENTS
 - GAMES
 - CONTACT



HOME

ABOUT US

PROJECTS

CLIENTS

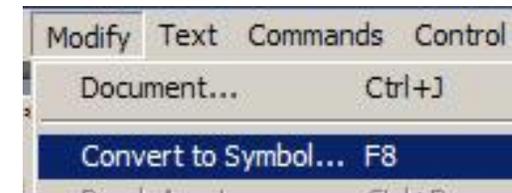
GAMES

CONTACT



STEP 4: CREATE BUTTONS

- Select the **HOME text** and the **Button Background graphic** under the text
- **Modify** → **Convert to Symbol** from the Main Menu
- Choose the **Button** option in the Pop-up Menu
- Name the Button Symbol: **Home Button**

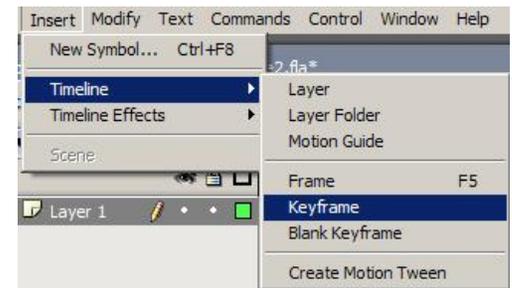




STEP 4: CREATE BUTTONS

- Double Click the **Home Button Symbol** in the Library
- Over State
 - **Insert** → **Timeline** → **Keyframe** from the Main Menu
 - Change the color of text to **Blue**
- Down State
 - **Insert** → **Timeline** → **Keyframe** from the Main Menu
 - Change the color of text to **Dark Blue**

REPEAT STEP 4 TO CREATE THE REMAINING BUTTONS





STEP 5: CREATING A MOVIE CLIP

- Select the **Scene 1** Option to move back to the Main Project
- Store the buttons in a Movie Clip Symbol
 - Select the **Menu**
 - **Modify** → **Convert to Symbol** from the Main Menu
 - Choose the **Movie Clip** option in the Pop-up Menu
 - Name the Movie Clip Symbol: **Menu Movie Clip**

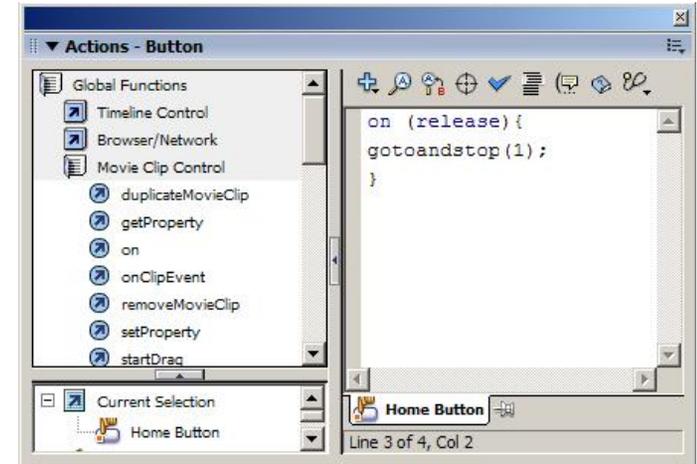




STEP 6: ADDING ACTION SCRIPT

- Double Click the **Menu Movie Clip Symbol** in the Library
- Select the **HOME** Button
- Open the Actions Panel
- Select the Scripting Window
- Insert the code:

```
on(release) {  
    gotoAndStop(1);  
    _root.content.gotoAndStop(1);  
}
```





STEP 6: ADDING ACTION SCRIPT

```
on(release) {
```

When the mouse button is released

```
gotoAndStop(1);
```

Move the play-head to Frame 1 and stop

```
_root.content.gotoAndStop(1);
```

**Display the information on frame 1 of the
Content Movie Clip**

```
}
```

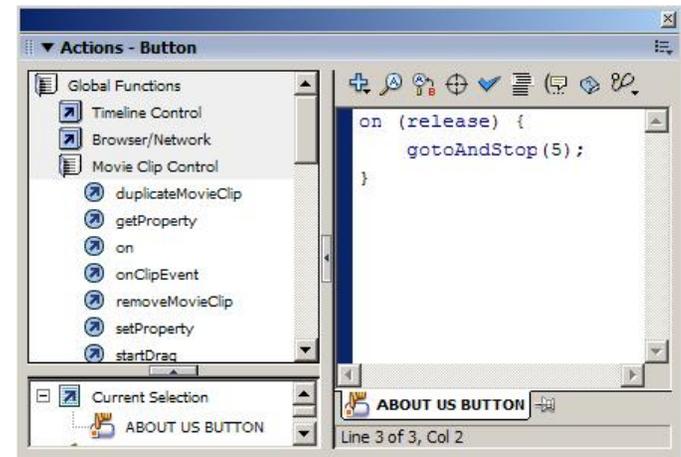


STEP 6: ADDING ACTION SCRIPT

- Select the **ABOUT US** Button
- Open the Actions Panel
- Select the Scripting Window

- Insert the code:

```
on(release) {  
    gotoAndStop(5);  
    _root.content.gotoAndStop(5);  
}
```





STEP 6: ADDING ACTION SCRIPT

```
on(release) {
```

When the mouse button is released

```
gotoAndStop(5);
```

Move the play-head to Frame 5 and stop

```
_root.content.gotoAndSto(5);
```

**Display the information on frame 5 of the
Content movie clip**

```
}
```



STEP 6: ADDING ACTION SCRIPT

For the remaining buttons add the script:

- PROJECTS

```
on(release) {
gotoAndStop(10);
_root.content.gotoAndStop(10);
}
```
- CLIENTS

```
on(release) {
gotoAndStop(15);
_root.content.gotoAndStop(15);
}
```
- GAMES

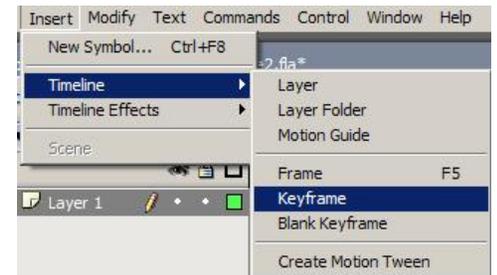
```
on(release) {
gotoAndStop(20);
_root.content.gotoAndStop(20);
}
```
- CONTACT

```
on(release) {
gotoAndStop(25);
_root.content.gotoAndStop(25);
}
```



STEP 7: CREATING AN INTERACTIVE MENU

- Double Click the Layer Name and rename it : **Buttons**
- Select **Frame 5** of the Buttons Layer
- **Insert** → **Timeline** → **Keyframe** from the Main Menu
- Using the **Selection Tool** to rearrange the buttons
- Using the **Rectangle Tool** to fill the open menu area





STEP 7: CREATING AN INTERACTIVE MENU

- Select **Frame 10** of the Buttons Layer
- **Insert** → **Timeline** → **Keyframe** from the Main Menu
- Using the **Selection Tool** to re-arrange the buttons
- Using the **Rectangle Tool** to fill the open menu area

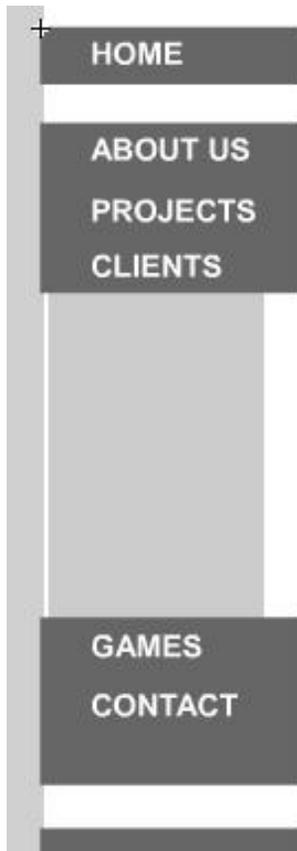




STEP 7: CREATING AN INTERACTIVE MENU

- Repeat Step 7 to create the following graphics

Frame 15



Frame 20



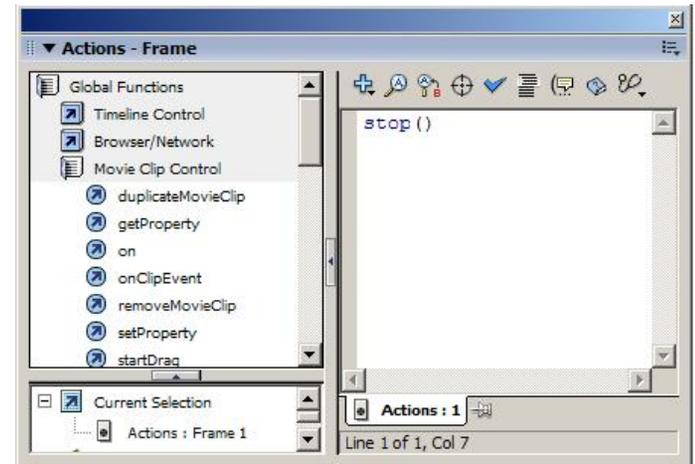
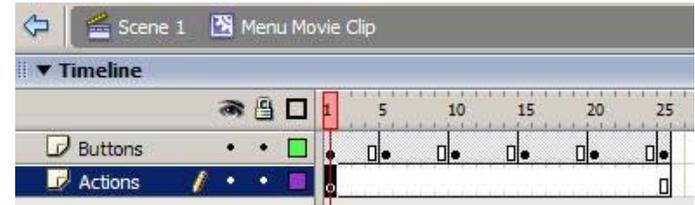
Frame 25





STEP 7: CREATING AN INTERACTIVE MENU

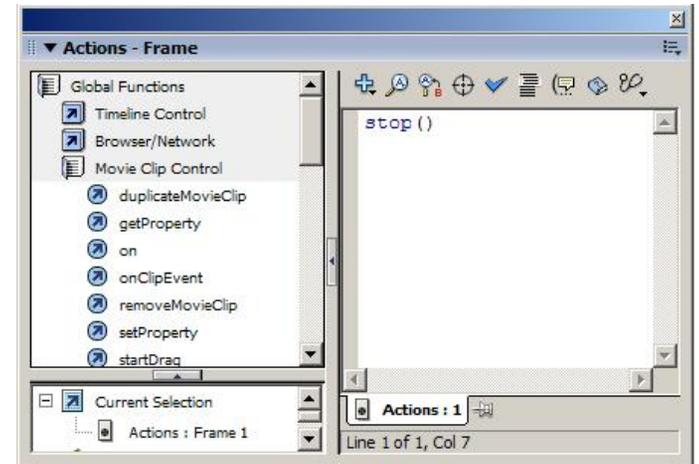
- **Insert → Timeline → Layer** from the Main Menu
- Double Click the layer name and rename it: **Actions**
- Click and Drag the Actions Layer below the Buttons Layer
- Select **Frame 1** of the Actions Layer
- Open the Actions Panel and insert the code: **stop();**
- This tell the program to stop the play head





STEP 7: CREATING AN INTERACTIVE MENU

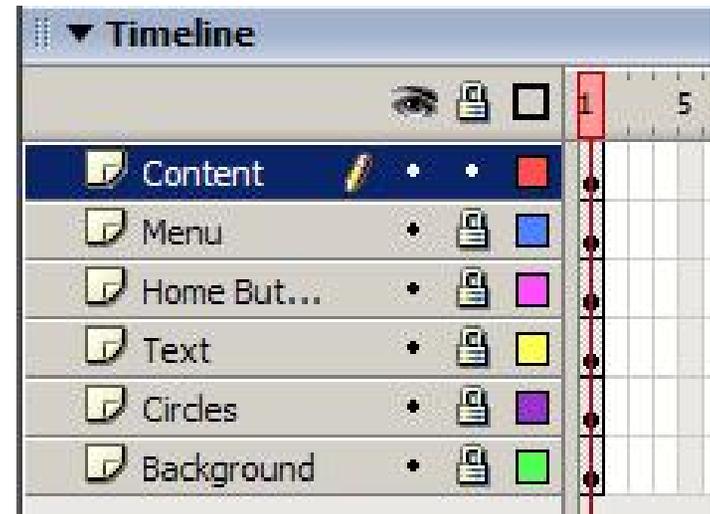
- Select **Frame 5** of the Actions Layer
- Open the Actions Panel and insert the code:
stop() ;
- Insert Stop Actions to the remaining frames (10, 15, 20, 25) of the Actions Layer





STEP 8: CREATING CONTENT FOR THE MAIN PAGE

- Select **Scene 1** to move back to the Main Project
- Select the **Lock Option** on the Menu Layer
- **Insert** → **Timeline** → **Layer** from the main menu
- **Double Click** the layer name and rename it: **Content**





STEP 8: CREATING CONTENT FOR THE MAIN PAGE

- Using Text Tool from the Tool Bar
- Create the following text on the stage:

Welcome to multimedia SYSTEMS

multimedia SYSTEMS, is a company developed in 2004 for the demonstration of Macromedia Flash MX 2004.

The content displayed to the screen will dynamically change when the user presses the: About Us, Projects, Clients, Games or Contact Buttons.

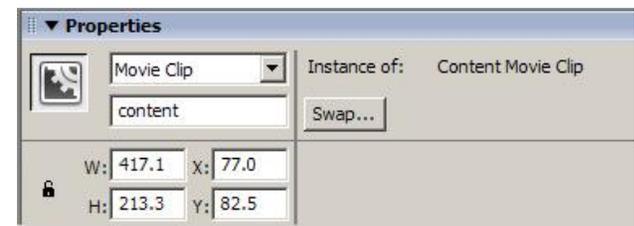
Please enjoy our interactive.





STEP 9: CREATING A DYNAMIC MOVIE CLIP

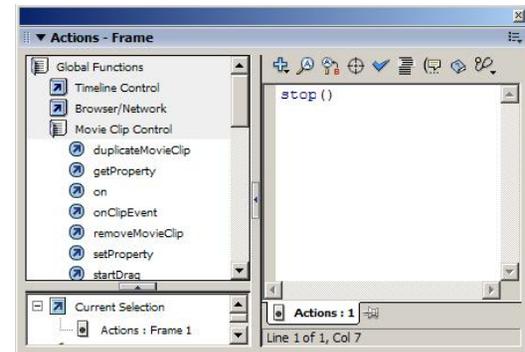
- Select the Text objects on the stage
- **Modify** → **Convert to Symbol** from the Main Menu
- Choose the **Movie Clip** option in the Pop-up Menu
- Name the **Movie Clip Symbol: Content Movie Clip**
- Name the **Movie Clip Instance: content**





STEP 9: CREATING A DYNAMIC MOVIE CLIP

- Double Click the **Content Movie Clip** Symbol in the Library
- Double Click the layer name and rename it: **Information**
- **Insert** → **Timeline** → **Layer** from the Main Menu
- Double Click the layer name and rename it: **Actions**
- Click and Drag the Actions Layer below the Buttons Layer
- Select **Frame 1** of the Actions Layer
- Open the Actions Panel and insert the code: `stop();`
- This tell the program to stop the play head





STEP 9: CREATING A DYNAMIC MOVIE CLIP

- Select **Frame 5 of the Information Layer**
- **Insert → Timeline → Keyframe** from the Main
- Using the **Text Tool** from the Tool Bar
- Create the following text on the stage:

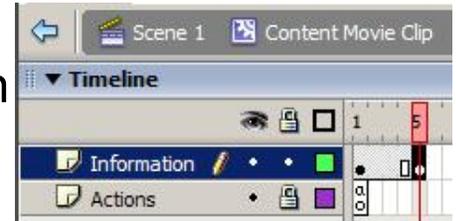
about us

multimedia SYSTEMS, is a company developed in 2004 for the demonstration of Macromedia Flash MX 2004.

This exercise demonstrates how to use create the Structure for an Interactive project.

Lab no.2

- Select **Frame 5 of the Actions Layer**
- **Insert → Timeline → Keyframe** from the Main Menu
- Open the Actions Panel and insert the code: **stop();**





STEP 9: CREATING A DYNAMIC MOVIE CLIP

- Select **Frame 10 of the Information Layer**
- **Insert → Timeline → Keyframe** from the Main Menu
- Using the **Text Tool** from the Tool Bar
- Create the following text on the stage:

projects

multimedia SYSTEMS, is a company developed in 2004 for the demonstration of Macromedia Flash MX 2004.

Macromedia Flash can be used to create:

Animated Logo's, graphics and long - form animations

Web Site Interactions

Navigation

Standalone Interactive Projects



- Select **Frame 10 of the Actions Layer**
- **Insert → Timeline → Keyframe** from the Main Menu
- Open the Actions Panel and insert the code: **stop();**



STEP 9: CREATING A DYNAMIC MOVIE CLIP

- Select **Frame 15 of the Information Layer**
- **Insert → Timeline → Keyframe** from the Main Menu
- Using the **Text Tool** from the Tool Bar
- Create the following text on the stage:

clients

multimedia SYSTEMS, is a company developed in 2004 for the demonstration of Macromedia Flash MX 2004.

Macromedia Flash is used in the following industries:

Animation

Web Design

Graphic Design

Standalone Projects



- Select **Frame 15 of the Actions Layer**
- **Insert → Timeline → Keyframe** from the Main Menu
- Open the Actions Panel and insert the code: **stop();**



STEP 9: CREATING A DYNAMIC MOVIE CLIP

- Select **Frame 20 of the Information Layer**
- **Insert → Timeline → Keyframe** from the Main Menu
- Using the **Text Tool** from the Tool Bar
- Create the following text on the stage:

games

multimedia SYSTEMS, is a company developed in 2004 for the demonstration of Macromedia Flash MX 2004.

Macromedia Flash is used to create interactive games using the following Scripting:

Click and Drag

Keypress

Mouse Select

Components

- Select **Frame 20 of the Actions Layer**
- **Insert → Timeline → Keyframe** from the Main Menu
- Open the Actions Panel and insert the code: **stop();**





STEP 9: CREATING A DYNAMIC MOVIE CLIP

- Select **Frame 25 of the Information Layer**
- **Insert → Timeline → Keyframe** from the Main Menu
- Using the **Text Tool** from the Tool Bar
- Create the following text on the stage:

Contact

multimedia SYSTEMS, is a company developed in 2004 for the demonstration of Macromedia Flash MX 2004.

Macromedia Flash is demonstrated in the Multimedia Applications within the CP department.

<http://lecturer.ivehost.net/adayuen/mma>

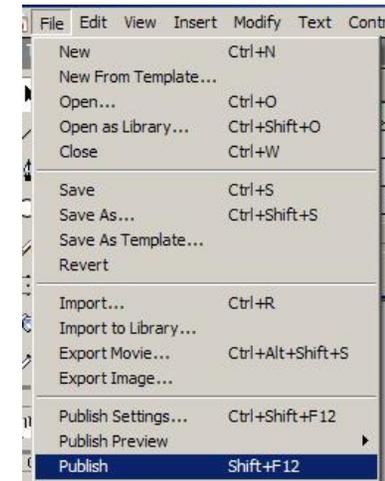


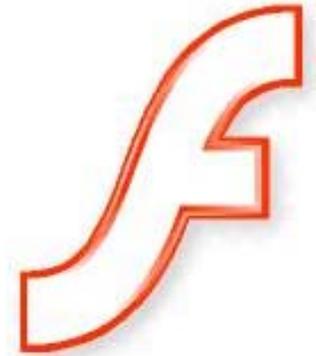
- Select **Frame 25 of the Actions Layer**
- **Insert → Timeline → Keyframe** from the Main Menu
- Open the Actions Panel and insert the code: **stop();**



STEP 10: PUBLISHING THE PROJECT

- Select **Scene 1** Option to move back to the Main Project
- **Previewing Movie**
 - **Control → Test Movie** from the Main Menu
- **Setting Publishing Properties**
 - **File → Publish Settings** from the Main Menu
 - In the **HTML** Panel
 - Change the Dimensions from Match Movie to Percent
 - **Width** to **100** percent
 - **Height** to **100** percent
- **Publishing**
 - **File → Publish** From the Main Menu
 - This will create a **.swf** and a **.html** file in the directory that your file have been saved.
 - Save your file as: **Lab 2.fla**





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EXERCISE SUBMISSION





- Submit 3 files
 - Lab2.fla
 - Lab2.swf
 - Lab2.html
- By email
 - adayuen@ivehost.net
 - osyuen@gmail.com
- Please indicate the following information in subject of an email
 - Flash Ex. Class; Student Name; Student No.
 - Flash Ex. 4130x/1/x Ada Yuen O S (38)