----- VIRTUAL-FX -----   ▼   ----- FLASHADDICT -----   ▼
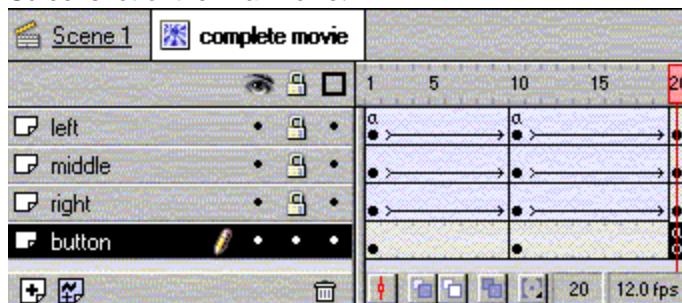
Automatic Expanding/Contracting Buttons

By: Patrick Rey

- *DOWNLOAD THE .FLA*
- **SKILL LEVEL: INTERMEDIATE**
- Know how to make buttons
- Know how to make movie clips
- Be comfortable working out of your library when making symbols
- Know how to assign frame actions
- Know motion tweening
- Know how to work with gradients and fills

TUTORIAL

Screenshot of the final movie:

This button trick is actually not a true button but a movie clip that contains a button. You need to make 3 things:

- A simple Button
- A pill shape in 3 parts
- A Movie Clip that contains the button, the pill and actions

Stage 1 - The Button

Make a button with only the Hit state. Simply draw a rectangle in the Hit state.
The Up, Over and Down states are irrelevant - this button is only going to serve as a target for actions that will drive the movie clip

Stage 2 - The Movie Clip

The movie clip is 2 parts:

- Part 1 - Making a Pill
- Part 2 - Animating pill and embedding the button with the actions

Part 1A - Lets start with the easy part - making the pill

(Note if you know how to make pills in Flash (or Photoshop - please DO NOT skip ahead - we will not be making the pill as 1 object but 3 animated parts)

1. First start by drawing a circle with a gradient fill (Make sure the gradient is set to radial). Select and delete the circle border.
2. Now take the Line Tool, draw a line down the middle and cut the sphere in half like this
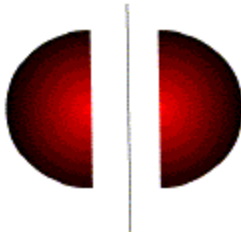

3. Now take each half and separate from the line. Delete the line.
4. Convert each half to a graphic - left and right.
5. Making the middle of the pill is a little tricky. Change to the rectangle tool and with the same color gradient draw a rectangle that fits in between each half.
1) Change the distribution from radial to linear
2) Mix a new shade - in this case moving the red to the center and add another black to the end (See below)
Notice the red stripe in the middle
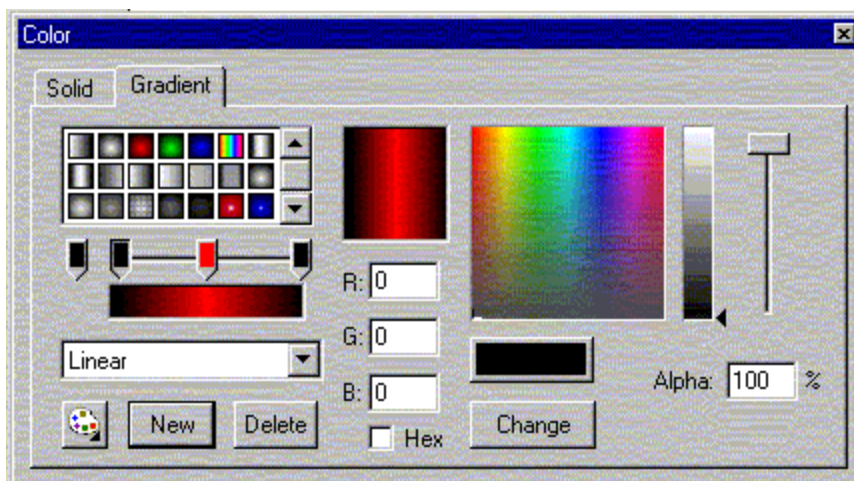
6. Note - When you draw the rectangle on the stage you will have to rotate so the fill stripe goes across from left to right not up and down (See screenshot below) Then scale it to fit. Be sure not to make the rectangle bigger than the circle halves.

7. Convert the middle piece to a symbol.
8. Now measure the 3 pieces to make sure they fit as a pill
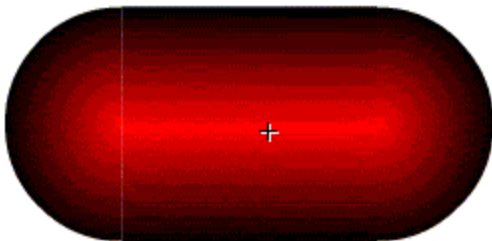
9. This stage takes lots of practice to get the scaling right - so be patient :). (Try drawing along the edge of one of the circle halves to get the size right)

**Part 1B - Animating the pill**

1. Make a new symbol (Movie Clip) & Insert 4 layers. Label them as follows:

    Layer 1 - Left
    Layer 2 - Middle
   Layer 3 - Right
    Layer 4 - Button

2. In layer 1 place the left side of the pill
    In layer 2 the middle piece
    In layer 3 the right side

3. Line them up so they look like a pill BUT we are going to scale the middle piece down - in the beginning and end keyframes the pill is in its compact state. In layer 2 - Scale the middle piece so it looks like this:
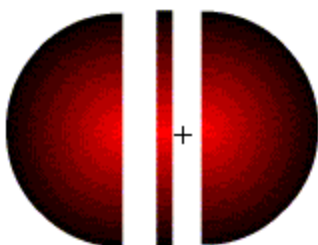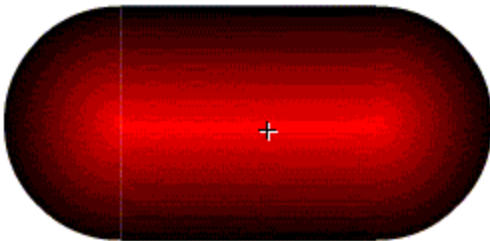
4. Move the 2 ends of the sphere like so:
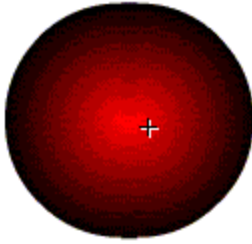
5. Insert keyframes at 10 and 20
6. At keyframe 10 we are going to expand the middle and move the sides out. First - expand the middle like so:
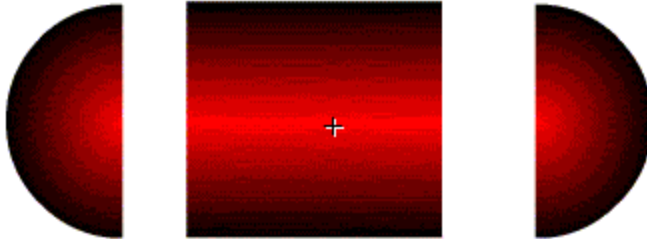

7. Then reunite the 3 pieces as a pill:

8. Keyframe 20 should be a copy of keyframe 1 so all you have to do is add motion to the first 3 layers. At this point the pill should expand and contract.
    Note - You can insert text in the Middle piece at keyframe 10 - just use the text tool.

Part 1C - Assigning Actions to the Button

1. Lock Layers 1, 2 and 3 - to be sure you are assigning actions to the button and not moving any of the 3 parts of the pill.
2. On layer 4 place the button onto of the pill.
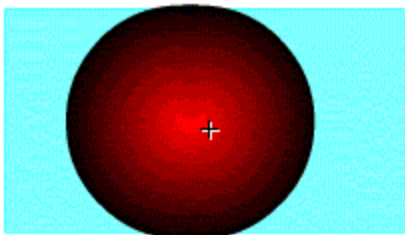
3. Put a stop action on keyframes 1 and 5 NOT 10 - (You'll see why later)
4. Next assign the following actions to the button. In Keyframe 1 (Pill folded):

    On Mouse Event - Roll Over

Play
End on

See Screenshot below:
The Roll Over Play command - advances the movie so the pill is expanded
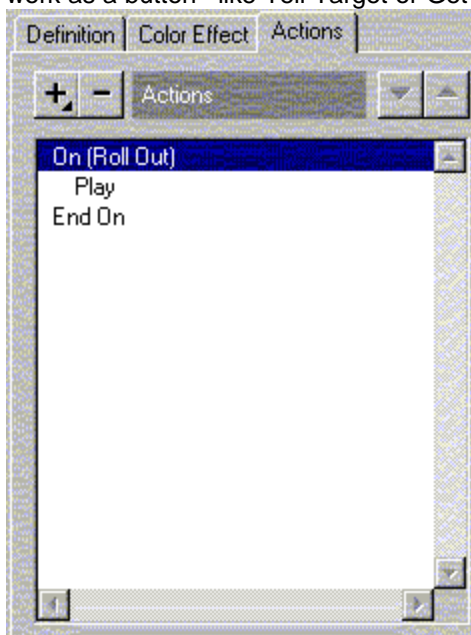
5.   Insert a keyframe at 10. In keyframe 10 (Pill expanded):

On Mouse Event - Roll Out
Play
End on

See Screenshot below:
Important note about this keyframe - This is the keyframe you would add additional commands to make the button work as a button - like Tell Target or Get URL. The Roll out command simply re-folds the pill on rollout.
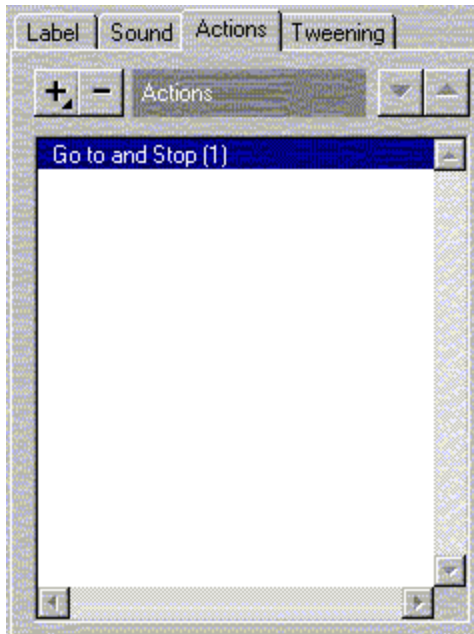
6.   Lastly - in keyframe 20 there is no action on the button BUT on the keyframe:

Go To and Stop

Frame Number 1

See Screenshot below:
This resets the entire movie

Stage 3 - Layout

Now simply place the Movie Clip - NOT the button on the stage and your done

Troubleshooting

- If the pill plays through make sure you have the stop actions of keyframes 1 and 10 of the movie
- If the pill does not re-fold on roll out - make sure keyframe 10 has the proper Go to and Stop action
- If the pill works but is choppy - make sure that the movie clip is tweened properly

Notes and Other Tweaking

- You can pretty much do whatever you want with this effect
- Once you get the hang of it - you can try mixing mouse commands when, where, and how the pill expands and contracts
- Also - you can double embedding buttons in the expanded state

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