COOL DOTS MOUSEOVER

Revised to a simpler version: 4.23.1999

I'm sure we've all seen this effect to one extent or another. Well, I think it's a really neato effect so I took some time and here's what I came up with on how to do it.

- **SKILL LEVEL: INTERMEDIATE**
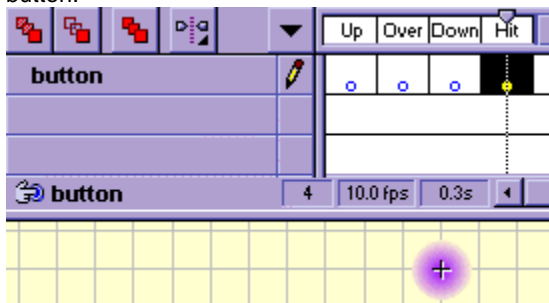- Use buttons, tweening, symbols, frames & actions.

DOWNLOAD THE .FLA

Shockwave below:

1. Start off with a new movie. And right away create a small circle and fill it with whatever you would like, and delete the outer edges. Hit F8 to make the circle you just created a *Graphic* and name it 'circle'.

2. Create a new button (F8). In the hit state insert your circle graphic symbol and line it up with the crosshairs. Break it apart. Make sure there are empty keyframes in all the other 3 states. We will only be using the Hit state in this button.

   This is because we don't want the button on the stage all of the time where the user can see it. We don't want the user to press it. We *only* want the user to be able to run there mouse over it.
   Well, maybe you're asking 'Why aren't we using the Over state then?'. This is because if we put the movie clip in the Over State as soon as the user takes away the mouse the movie clip disappears. Part of the coolness about this effect is that the balls slowly fade out.

3. Create a new *Movie Clip* (F8) and call it 'final'. Here is where you will work the fade out animation. Below is a picture of the frames:

   In Frame 1 insert a *keyframe* and apply a stop action to it. Place your button that you made in Step 2 into this frame & align it with the crosshairs.   Double click the symbol and apply these following actions:
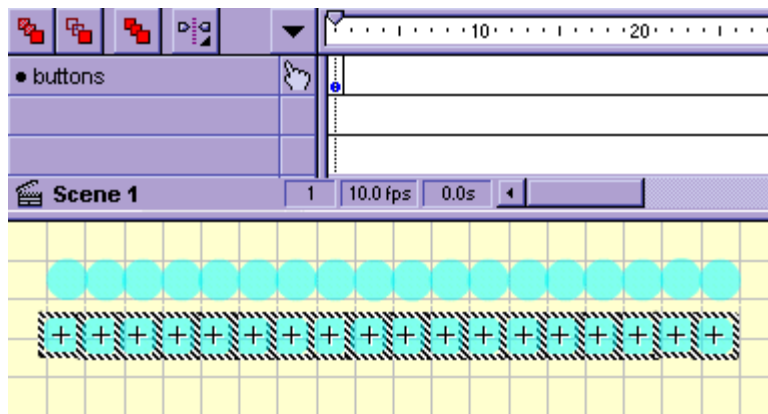   **On [Roll Over]**
      Go To & Play Frame #2
   End On
   In Frame 2 insert your Circle symbol from the library and make sure to center it directly on the crosshair marks. Make a *keframe* at Frame 15 and double click the circle.   Go to the Color Effect tab and set the Tint to the same color as your background by setting the amount to 100% and choosing the exact color of your background. (NOTE: Don't use Alpha because it's much more CPU intensive). Now double click on Frame 2 and select the tweening tab and choose Motion from the drop down box. You are finished with the movie clip :)

4. Now we're almost done. Exit out of the edit symbols to your main movie stage. You may want to turn on your gridlines now. Insert your 'final' movie clip onto the movie stage. Copy it and paste the move clip many times right next to each other. Then to save time copy the whole row and just paste it many times underneath it until you have as many as you like!! Make sure they all touch each other. It gives a better effect that way :)

© Amanda Farr
Last Updated 04/24/1999