

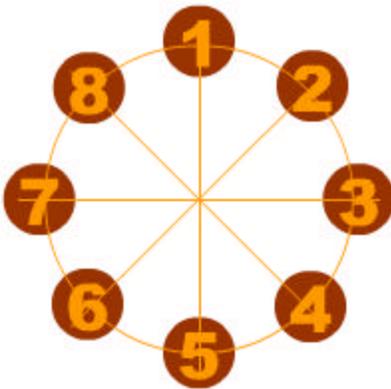


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Set Property Instead of Tell Target

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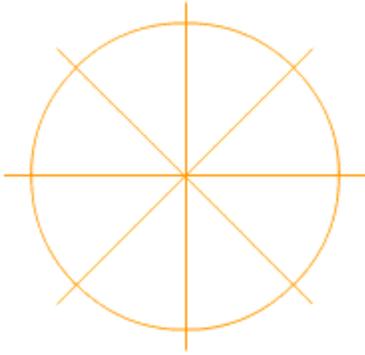
- [DOWNLOAD THE .FLA](#)
- **SKILL LEVEL: ADVANCED**
- Know how to use ACTIONS well!
- Know how to use Instance Names
- Know how to use symbols



TUTORIAL

1. Make an arrow and convert it to a graphic symbol.
2. Create a movie clip, name it '**arrow**' and put the arrow you have just created in the first frame. Make a second layer and in the first frame apply a STOP action and SET PROPERTY, choose **visibility** from set menu and **value** set to 0, don't specify any target. So actions in this frame should be like this:

Stop
Set Property ("", Visibility) = "0"
3. Create 8 button symbols with numbers. Just make one, then duplicate and change the numbers --> this is the fastest way :)
4. In the main scene make 2 layers. Put your 'arrow' movie in the one and your eight buttons to the second. Place the buttons around the '**arrow**' movie clip. [to help yourself you can make something like this below, on the third layer, before exporting movie just delete this layer:]]



5. Apply arrow instance name to the **'arrow'** movie clip.
6. Double-click the button number one and apply the following actions:
 - On (Roll Over)**
 - Set Property ("/arrow", Visibility) = "1"**
 - Set Property ("/arrow", Rotation) = "-90"**
 - End On**
 - On (Roll Out)**
 - Set Property ("/arrow", Visibility) = "0"**
 - Set Property ("/arrow", Rotation) = "0"**
 - End On**
7. Make this same for the rest of buttons. Here are angles [of course if arrow is directed to the right]
 - 2 - -45degrees
 - 3 - 0degrees
 - 4 - 45degrees
 - 5 - 90degrees
 - 6 - 135degrees
 - 7 - 180degrees
 - 8 - 225degrees

Thats all.:)

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