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Simple Detailed Guide to Buttons

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Buttons are really cool in Flash. They were a little confusing to me at first, but once you build a couple it's easy thereafter.

I will first show you how to build a BASIC simple button and go over button states. Later down we'll go over how to insert movie clips into your button and give properties to it. If you haven't read over the [Symbols & Edit Symbols](#) section, I suggest you do that before you work this section on buttons

BUTTON STATES



Up state - This is what the button will look like just normally sitting there. Nothing is happening to it.

Over state - This is what will happen when the user runs their mouse over the button.

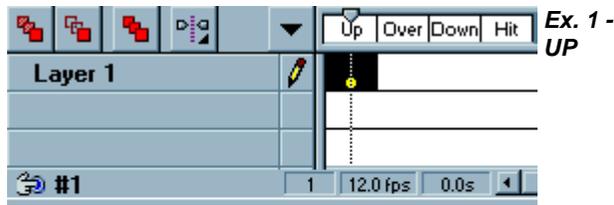
Down state - This is what will happen when the user clicks on the button.

Hit state - This is something that you can't see when the movie is exported to Shockwave. The hit state is what part of the button is clickable. Just make sure that whatever part of the button you want people to be able to click, is defined in the hit state. It doesn't have to be pretty.

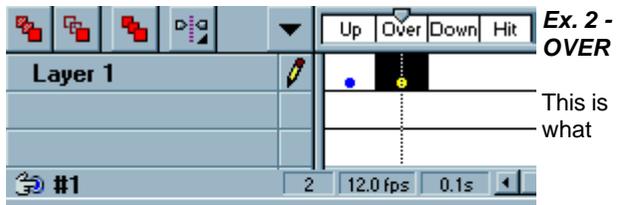
MAKING A SIMPLE BUTTON...Diagram

In your movie hit F8, which creates a symbol. Name it and check button. Hit OK. You will come to the Edit Symbols screen that looks a little different.

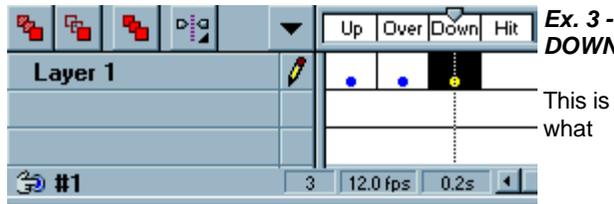
Below are four diagrams of the four states of a button and how this process works. Look closely and see how certain frames of the layer are *highlighted* with *keyframes*.



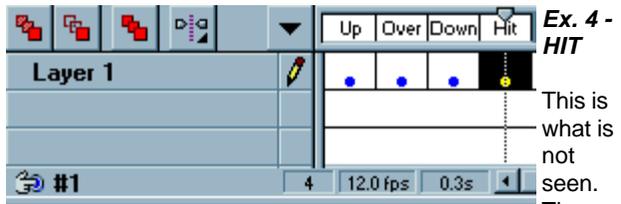
Remember, this is what the user sees at all times.



happens when the mouse runs over the button.



happens when the button is actually clicked.



mouse goes over the sphere or text now.

TIP: When using text in the HIT state, remember to fill it with a box or something. Otherwise Flash will not see all the empty

space between the text as part of the HIT area. Therefore when the user rolls over the text it flickers off and on and is very hard to push the button.

ANIMATED BUTTONS

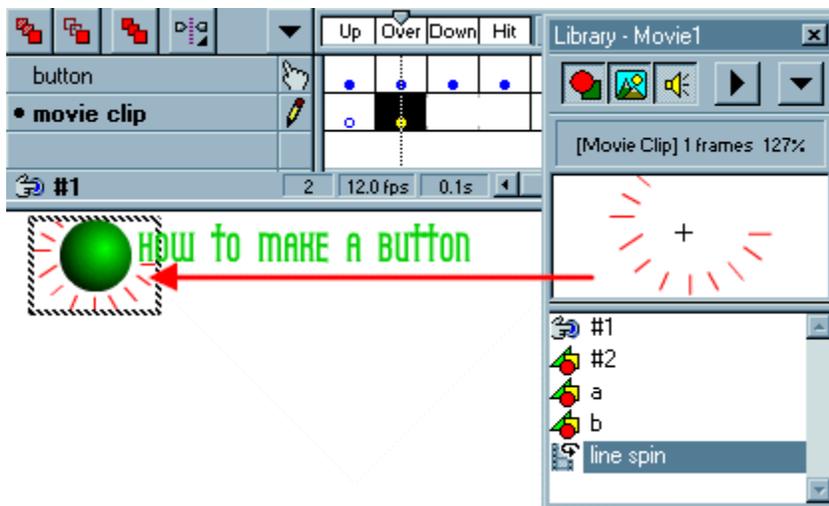
- Understand [movie clips](#) before reading this

Making an animated button is no different from the steps above, EXCEPT that you usually include a movie clip.

Let's say that when the user runs their mouse over the 3D sphere above, that you wanted the lines to rotate around the edge of it. You would need to:

Make a movie clip, that is motioned tweened, and automatically rotated around a circle (but NOT with the circle actually in the clip).

In your button symbol add a layer for your movie clip (just for organization). In over state on the movie clip layer, hit F6 to add a keyframe, and go to 'Window', 'Library'. This brings up a box like the one in the picture below.



Find your movie clip and drag the clip, from where the small picture is out onto the stage for the buttons over state (which should already be selected).

DONE! Now when you run your movie and go over your button your movie clip will play and look like it's rotating around the button.

TIP: If you want the clip to play on the over state & down state seamlessly, then just clear the keyframe in the down state, which will sort of like join the two, so it plays through both.

BUTTONS WITH SOUNDS APPLIED

Ever wondered how they get those buttons to make 'click' sounds when you run the mouse over them or press them. Well here's a simple explanation of how.

You should already know the button up, down, over, and hit states. So let's move on to add a sound.

Follow these steps for practice:

1. Design yourself a simple button with all the states included.
2. Now you select the down frame state, and make sure you have the layer selected and all that good stuff.
3. Go to Libraries on the Flash Menu bar and grab just any old silly sound that Flash comes with. They should have a library of sounds already pre-installed for you to mess around with. Don't know about Libraries -- [click here](#).
4. Once you find one that you like grab it from the library window where it shows a preview of it and drag it onto the button.
5. Now when you look at your button timeline, it should have a little 'squiggle' in the Down state notating that a sound file is now there.
6. Insert your button onto your main movie stage, by returning to your main movie, and opening Window > Library and grabbing you button from it -- dragging it to your movie stage.
7. Hit Ctrl + Enter to play your shockwave file and test your button.

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