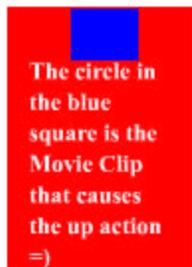


## MOUSEOVER SCROLLBARS

.FLA submitted by Mike [Belgedin@aol.com](mailto:Belgedin@aol.com)

- [DOWNLOAD THE .FLA](#)
- **SKILL LEVEL: INTERMEDIATE**
- Know how to use symbols and create movie clips
- Know how to apply actions



Nothin to say just dummy text  
 Nothin to say just dummy text

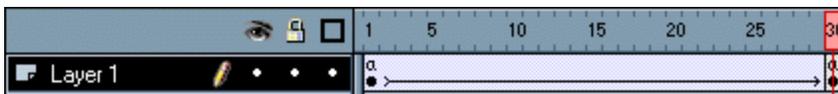
### TUTORIAL

This tutorial basically has 3 parts to it: The movie clip that you want to scroll, the buttons with the actions, and a movie clip that has the up actions.

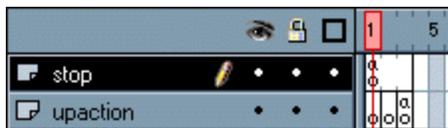
So let's start by just getting everything set up and then leave the actions for last =)

### GETTING ALL THE COMPONENTS TOGETHER

- First create the button you are going to use to scroll with. You just need one if it has an arrow.
- Then, create the text you want to scroll as a graphic. Place that text after you are finished inside a *NEW* movie clip and motion tween it. Apply a 'Stop' action to the first frame. On the last frame apply a label "End", and apply an action that is: Go To & Play "End"



- Next create a new movie clip with two layers like the one below:



- On the top layer 1st frame apply a 'Stop' action
- On the bottom layer ... 1st frame give it a label name of "Stopup". 2nd frame give it a label name of "Up".
- 3rd frame apply these **actions** to it:

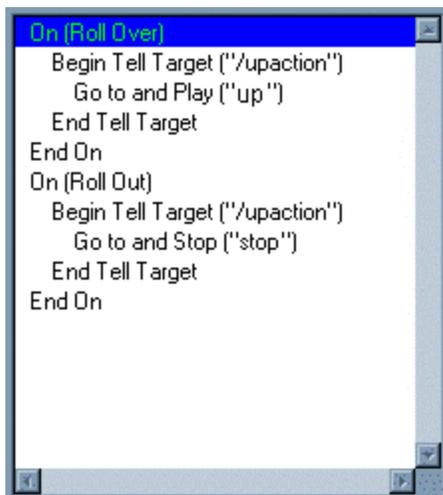


## PUTTING EVERYTHING TOGETHER ON THE STAGE

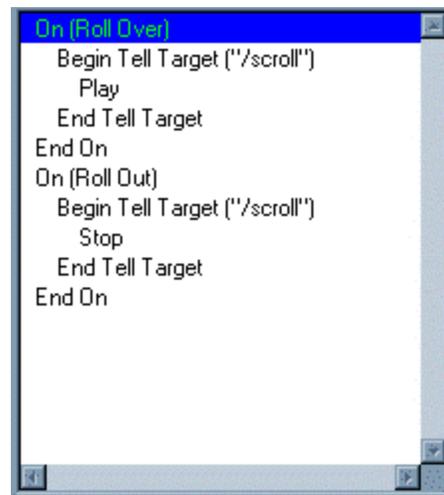
Now go to your scene, and open up your library of symbols.

- Insert your movie clip that has the scrolling text. Double click the symbol and give it an Instance name of "Scroll".
- Insert your button onto the stage. Copy it and paste it, and on the 2nd button (the newly pasted one) select "Modify > Transform > Flip Vertical" from the menu. So now you should have an arrow button that is opposite.
- On your buttons you will need to apply the following actions (this is where the work comes in here):

### BUTTON THAT SCROLLS TEXT UP



### BUTTON THAT SCROLLS TEXT DOWN



- Lastly, just insert your other movie clip that has all the actions in it onto the stage. Give it an instance name of "Upaction". You can put this anywhere on the stage and it will not matter. You will know it's there because a small white circle will appear. This is just telling you that it is a movie clip with no objects in it. Just actions =)

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