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----- VIRTUAL-FX ----- ----- FLASHADDICT -----

CREATING TOOLTIPS

Visit this tutorial in:

Italian

- ***DOWNLOAD THE .FLA***
- **SKILL LEVEL: INTERMEDIATE**
- Know how to work with Actions well !!
- Know how to work with Symbols
- Have working knowledge of basic Flash interface (layer, frames, etc...)

TUTORIAL

This effect is actually quite easy to do. There are only 3 pieces to this effect.

- A button
- A graphic
- A movie clip

CREATING THE COMPONENTS

1. First just create yourself any old button symbol. This will be the button that your tooltip pops up on.
2. Next, create yourself a graphic symbol. This will be the tooltip graphic. You probably want this to be smaller than the button as it's just there to pop a little bit of extra information up. Make sure to type the information you want to say on your tooltip.
   NOTE FOR ADVANCED: You may even be able to include movie clips on tool-tips, which means you could get real fancy!
3. Next create a new movie clip symbol. This is where we make the tooltip with the transparent look.
   1. Create a blank keyframe on frame #1 and assing a "Stop" action to it.
   2. Insert your tooltip graphic from the library into frame #2. Make sure to align the 'point' of the tooltip to the center of the crosshairs - See below:

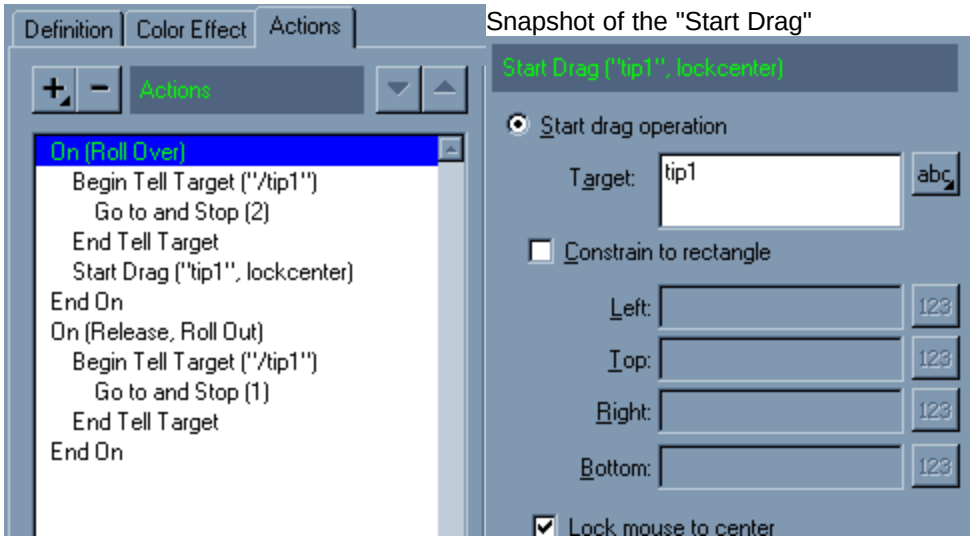
3. Double click the tooltip graphic, and go to the 'Color Effect' tab. Select 'Alpha' from the drop-down menu, and set it to 50%.
4. On the main movie stage, create two layers. On the bottom layer insert the button you created at frame #1.
5. On the top layer, insert the tooltip *movie clip* you just finished at frame #1. Now, since the movie clip was empty on frame #1, you won't be able to see your movie clip on the stage. The only thing it will show is a small clear circle. You need to align this circle to the top center part of your button. See below:

6. Double click your tooltip movie clip (indicated by the small circle), and on the 'Definition' tab assign it an 'Instance Name' of: Tip1.

THE ACTIONS

Double click your button on the main stage and assign it the following actions:

```
On [Roll Over]
   Begin Tell Target ("/tip1")
      Go to and Stop (2)
   End Tell Target
   Start Drag ("tip1", lockcenter)
End On
On [Release, Roll Out]
   Begin Tell Target ("tip1")
      Go to and Stop (1)
   End Tell Target
End On
```



Snapshot of the "Start Drag"

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