



Click here to find out how to advertise at VFX

----- VIRTUAL-FX -----

----- FLASHADDICT -----

HOW TO MAKE A PANORAMIC VIEW SLIDER

(The join is intentionally messy so you can see how this works.)

- [DOWNLOAD THE .FLA](#)
- **SKILL LEVEL:** Expert

Since there is a lot of algebra involved in this, it is hard to make a tutorial. So I have tried. Here is a brief explanation of how it works: There is a movie clip (in this case, Hong Kong) that gets duplicated to the right and left of the original. When it slides, are looking at the ORIGINAL and a DUPLICATE at any one time. That's all. The slider mechanism is - again - hard to explain. It simply detects your mouse position relative to the center of the movie width... and sets speed according to the distance away from the center. If you want to understand it better, look at the actionscripts in the top layer. (Edit the tiny item that is in that layer.) Plug in a value for x and the w (the width of whatever clip you put in) and follow the formulas. That's the best way to learn the more advanced algebra actionscripts in flash. Follow the formulas and calculations

There is no tutorial for this one, because the tutorial would be far too complicated. HOWEVER I always try to name variables names that make sense and place explanation comments liberally throughout the ".fla"

This is an adaptation of the horizontal slider menu in the experts section of Virtual-FX. It is the exact same code as the sliding menu, just cut down to its basest minimum abilities. If you can't grasp the menu slider, download this and learn how it works first. That may make the menu much easier to understand!

This was made based on a request. (I normally don't do requests but since this was something that was sitting on the back shelf of things I always intended to get around to doing one day in Flash, here it is.)

Here's an idea for this that I never got around to doing: Mask off the city so you can't see the plain blue sky. Make a second layer with clouds that slide at a different speed (slower) than the city. This would make quite a nice depth of field effect. NO I can't help you do it. YES it will require a fair amount of reworking of code. In any case, NOT EASY!



Last Updated 03/14/00