

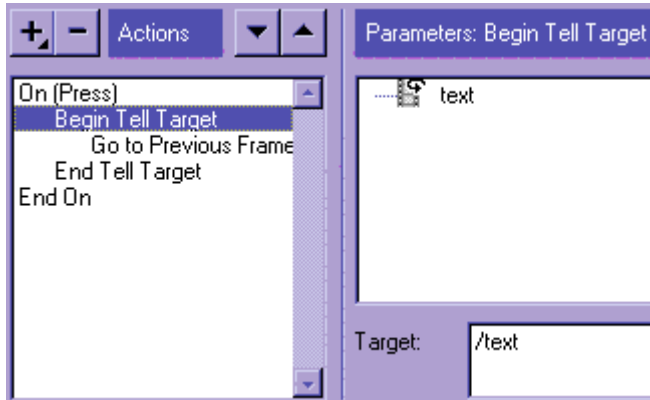
[HOME](#)

FLASH SCROLLBARS

[Easy Bar - only 2 buttons](#) | [Complex scroll - with sliding bar](#)

EASY SCROLLBAR -- BUTTONS ONLY

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- Create your text that you will want to scroll as a movie clip symbol and make a series of frames that will 'act' like your scrolling text. Do this effect by making your text and having it tween in an upward motion until the bottom of the text is right above the crosshairs. Now add a second layer and on *each* frame through your tweening add a stop action.
NOTE: The more frames you have the more deailed/smaller your scrolling will be.
- Now, create your graphic buttons for scroll up and down. Have two layers on your stage. Drop the text into one layer, and the buttons on the other.
- Double click your text on the stage and under the Definition tab > Instance Options name your text. I just call it 'Text'
- Now you will use Tell Target commands to make it scroll. Double click your 'Up button' and go to the Actions Tab. This is the exact order on which you should make the actions (also see pic above):
 - Add On MouseEvent > Check Press
 - Add Tell Target > double click "Text" in the window
 - Add GoTo > Previous Frame > Hit OKThat is all.
 - Now follow the same steps for the 'down button' except your GoTo will check 'Next Frame'.

COMPLEX SCROLLBAR - WITH SLIDING BAR

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Creating a scrollbar with the ACTUAL bar is much more complex than the one above. You should know the following things before trying to do this:

- Tweening
 - Tell Target commands
 - Creating movie clips
 - Creating buttons
 - Actions
1. In the stage of your movie, hit F8 and create a button called timeline. This will be the area where your 'bar' will scroll down. Make this button appear to be invisible by onlyhaving the rectangle in the 'Hit State' .
 2. Next create a new button (F8) that the user will be able to grab and scroll with. Make it similiar in width to your rectangle you just created. You will need to make this button tween in an up down motion so here is what needs to be done ----- Make button in first frame. Make keyframe on frame 20 (F6) and paste the button right above the crosshairs. Now insert a new layer and put stop actions on EVERY frame from 1 - 20.

3. Create a new movie clip (F8) that will contain your text to scroll. You will also need to make this text tween in an up down motion so follow these steps again. Make text in first frame. Make keyframe on frame 20 (F6) and paste the text right above the crosshairs. Now insert a new layer and put stop actions on EVERY frame from 1 - 20.
4. Go back to your main movie and create 3 layers total. One for your text, bar, and 'invisible scrolling timeline'.
5. Insert the text onto your text layer and double click the movie clip. For the instance nametype 'text'.
6. Insert your button on the button layer for people to grab and double click it. For the Instance name type 'bar'.
7. On the invisible scrolling timeline layer, you will need to insert that appropriate button 20times (to match the amount in your text movie clip) stacked one on top of another downthe left or right hand side of your movie. On EACH one apply these actions.

On (Drag Over)

Begin Tell Target (/bar)
Go To and Stop (choose between 1 - 20)
End Tell Target
Begin Tell Target (/text)
Go to and Stop (choose between 1-20)
End Tell Target
End On

THAT IS IT!!

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