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Pop Up Menu (Windows 95 Style)

- **[DOWNLOAD THE .FLA](#)**
- **SKILL LEVEL: Intermediate / Advanced**
- Know how to create buttons
- Work with movie clips
- Group objects
- Assign actions to frames AND objects (buttons)
- Be comfortable working in and out of the library while making symbols

Pop Up Menu

TUTORIAL

**Screenshot of the Frames you will create in this tutorial:**
This is a 1 layer, 1 keyframe effect
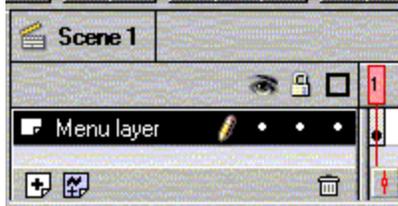
There are 2 objects you are going to make - 1 button and 1 movie clip. The button is going to be used in the movie

Stage 1 - the button and its layout

1. Start by drawing a rectangle in the corner - try to make it fit best to the corner as you can
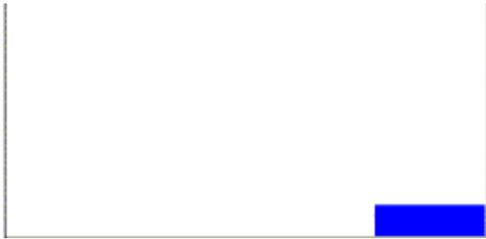
2. Next fill the box with text (menu or what ever you want to call it), and make sure it fits inside the box.
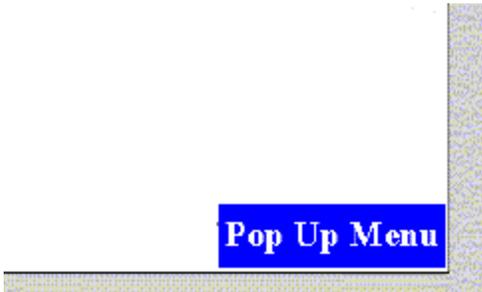
3. Next select the whole box (with text) and group the objects (Control G). With the objects grouped convert it to a button by hitting (F8).

   Since it is a grouped object you will have little freedom to adjust the over, down and hit states - but it doesn't really matter because the button is going to act as a target for the movie clip (Something we can assign actions to).

Stage 2 - Making the movie clip

1. Make a new symbol (Movie clip)

2. Go into your library (Control L) and place the pop up menu button inside the movie clip and center it in the cross hairs.

3. Next draw a box under the button - you can use any fill or lines - just make sure it is not wider than the box.

   This is where you drop the buttons onto the menu - but since I'm lazy - I am only going to illustrate how to make the pop up menu
   (If you want an active menu - simply put buttons on the box you just drew)

4. Next place keyframes at 5 and 10
5. Add Stop actions to keyframes 1, 5 and 10
6. At keyframe 1, 5 and 10 Group all the objects (Control G)
7. At keyframe 5 move the entire group up

8. Notice the cross hair is now at the bottom of the red box
9. Use the arrow keys to move the box up so it stays in line
10. Next add a motion tween from keyframe 1 to 5 and from keyframe 5 to 10

Stage 3 - Assigning actions

This is the tricky part - so stay with me

1. At keyframes 1, 5 and 10 select the BUTTON of the group of objects (In this case the blue box with text). In all 3 keyframes assign the following actions to the blue button

    On Mouse Event (Release)
    Play
    End On

    See Screenshot below
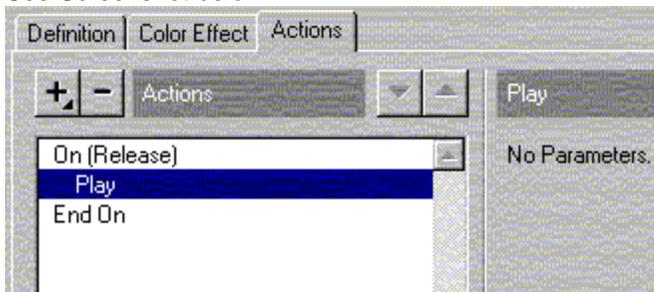
Making it work

After assigning the actions to the buttons - you are done with the movie clip. Go back to the stage and place the movie clip so only the blue button is on the stage. Let the red box hang off of the stage. That's It - Test it!!

Troubleshooting

- The most common mistakes are made in the movie clip.
- Make sure you assigned the actions to the BUTTON and not any other object in the Group.
- Make sure each group in each keyframe has the actions assigned to the button.
- Make sure each keyframe of the movie has a stop action.
- If the animation is choppy or pieces of the menu appear and disappear - go back to the movie clip and make sure the objects are grouped in all 3 keyframes.

Notes and Other Tweaking

This is the basic concept of how to get a Windows 95/98 type menu. You can try assigning different mouse actions in each keyframe of the movie (Like mouseover instead of release). But most importantly - You can add and subtract buttons on the menu as you like

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