----- VFX QUICK LINKS -----

Difficult Track As Menu
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- [DOWNLOAD THE .FLA](#)
- **SKILL LEVEL: Advanced (Very time consuming)**
- Comfortable working with Movie Clips, graphics and buttons - you will use all 3 to varying degrees
- Comfortable working in multiple layers and across frames
- Comfortable assigning and tracking Tell Target commands
- Labeling instances and Adding instances to frames
- Lots of patience

TUTORIAL

This tutorial is a dissection, of the FLA *"Menus-Track As Menu.fla"* that comes with Flash 3 and 4 and is located in samples folder. I will illustrate the concept - it will not be nearly as detailed as the Macromedia file though. ***Note*** - This is an example of a "track as menu" - not the "track as menu" command. This Menu system runs off of 2 primary movies - a Nested Menu and an Indicator Box. It also has several buttons and graphics in between.

Stage 0 - Buttons

- Start by making 2 buttons.
  The 1st button has one static state - up - don't worry about the hit, over and down states.
  The 2nd button can have all 4 states in different colors.

  Make both button shapes - like a rectangle or a square - something that can be connected easily.   Use NO text in either button - you will see why later - you are going to recycle the 2nd button 4 times.

Stage 1 - Part 1 - Movie Clip 1 of 2 - Main Menu

Lets start with the primary movie: The Main Movie

- Make a new movie clip - call it Nested Menu:
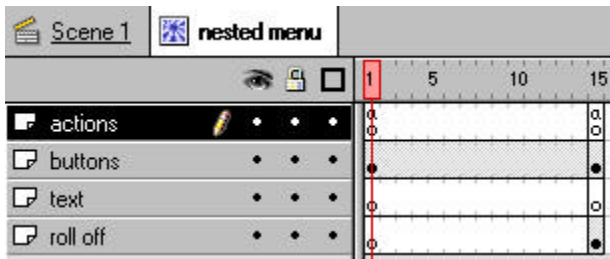
- Make 4 layers: Label them Actions, Buttons, Text, and Roll Off

- In the Actions layer - insert a Stop action in keyframe 1, Insert a keyframe at 15 and label it *up.* Assign another stop action in this frame.

Make Buttons you current layer. This is where you layout the buttons.

- In keyframe 1 insert the 1st button (alone)

- Assign it the following action - On mouse event - release - Go To and Stop - Label "up"
  (See screenshot below):
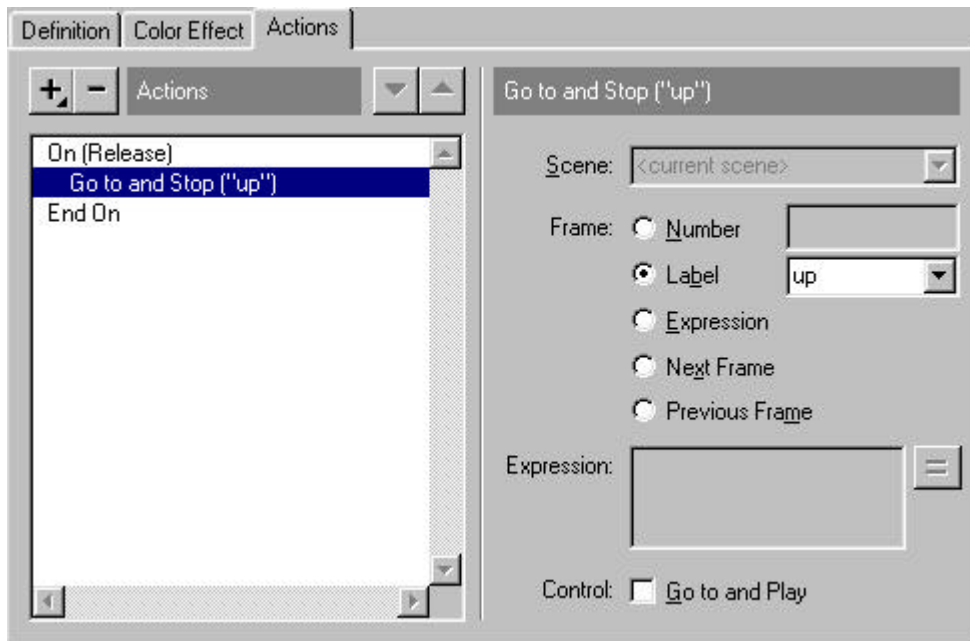
- Insert a keyframe (F6) at 15 - layout the 2nd buttons next to the 1st button in an upside-down L shape (See screenshot below)
  Green = 1st button
  Red = 2nd button (recycled 4 times)
  Important note - make sure each button is touching, slightly overlapping
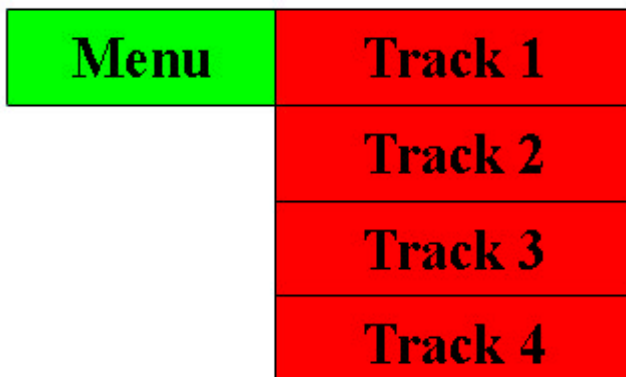

Make Text your current layer

- Use the text tool to label each button
- Insert blank keyframe (F7) at 15

Make Roll Off your current layer -- OK - I lied - you have to make 1 more button

- Draw a giant square in the hit state - ALL other states are blank and empty
  This is the invisible button :)

- Place the invisible button over the upside-down L set of buttons in keyframe 15 of this layer
  (Scale it to cover the L if necessary)

- Assign the invisible button the following action - On Roll Over - Go To and Stop - Frame 1
  (See screenshot below) (Note - because of the Roll Over command - this is why you want all buttons to be

touching. By doing so - on mouseover the menu will collapse)
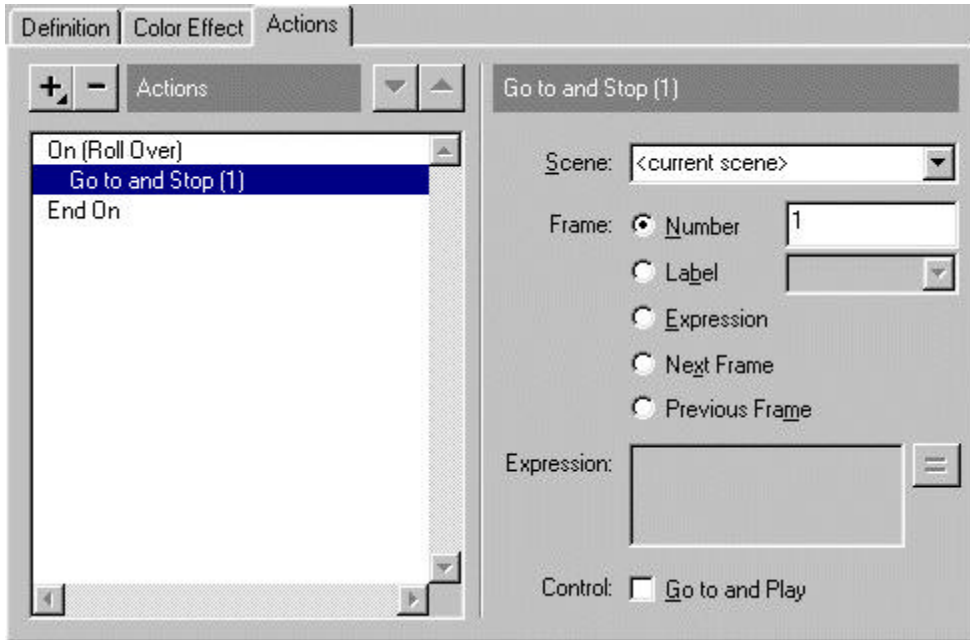
Stage 1- Part 2 - Movie Clip 2 of 2 - The Indicator Box

- Make another movie clip - call it 'Indicator'. Because of the labels and frame actions - the more items you have to track, the longer it will take to setup.

- Start by making 2 layers - layer 1 - actions, layer 2 - numbers

Make the actions layer your current layer
This is where you label frames for the Tell target actions.

- Start by inserting keyframes (F6) at 1, 5, 10, 15 and 20

- Label each keyframe as follows keyframe 1 = 0, keyframe 5 = 1, keyframe 10 =2, keyframe 15 = 3, keyframe 20 = 4 (The extra frame is only to show label 4)
  (See screenshot below)
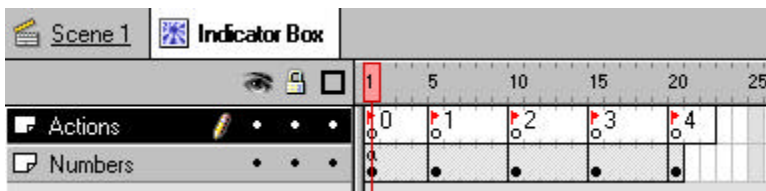
Now make the numbers layer you current layer.
These are the frames that advance upon command

- In keyframe 1 draw a box with some text

- Insert keyframes at 5, 10, 15 and 20

- At keyframes 5, 10, 15 and 20 - insert a graphic or text - for this example use numbers 1 to 4

  Label 0 = Nothing
  Label 1 = 1
  Label 2 = 2
  Label 3 = 3
  Label 4 = 4

- Last - place a *stop action* in the first keyframe of this layer

Stage 2 - Layout and Actions

Now that you have the 2 main elements constructed - lets get back to the stage

- Make 3 layers - name them as follows
  1) Actions
  2) Menu
  3) Indicator box

- Place the 2 movies on the stages keeping in mind each movie will have its own layer.

- Double click on the Indicator box and assign it the Instance name *box*

- Back to the Library (Control L) - In the Movie Clip - Nested Menu - In keyframe 15 of the buttons layer. Double click on the each individual button and assign the following actions - Begin Tell Target (Target is /box), Go To and Stop, (label), End Tell Target

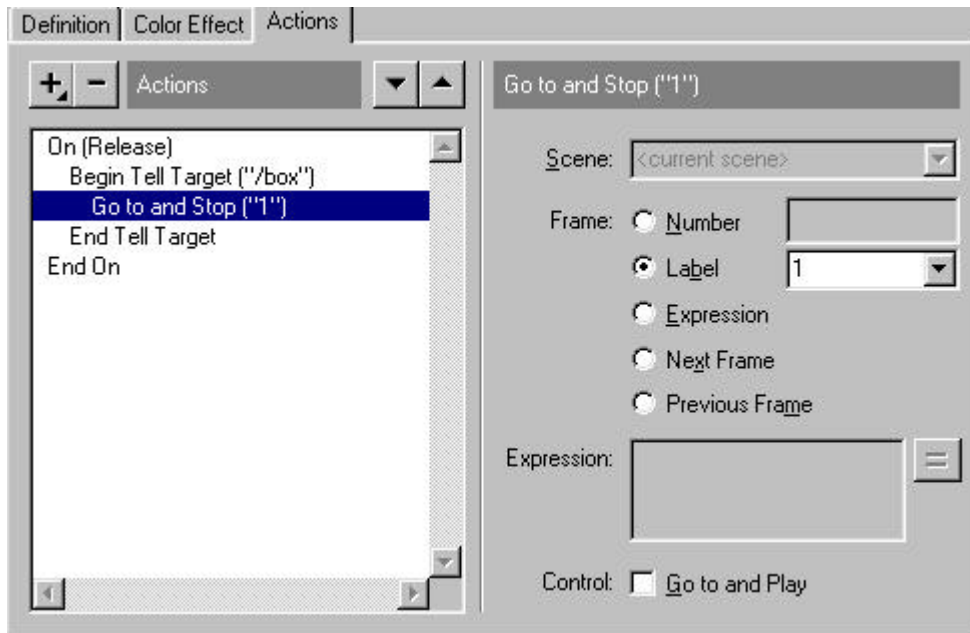 Remember the corresponding labels for each button
  Label 1 = 1
  Label 2 = 2
  Label 3 = 3
  Label 4 = 4
  (See screenshot below)

Troubleshooting

- ***The indicator box plays through*** - Make sure there is a stop action in the first frame of the movie clip

- ***Buttons don't track*** - make sure the movie clip has an instance name assigned to it and that the labels match the Tell target AND that labels are spelled right in the movie clip as well as the Tell Target sequence

- ***Menu doesn't retract*** - make sure the roll off button has the proper action assigned to it

Customization

- You can add menu items as you like - but that just means you have that many more Tell Target actions to assign.

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