



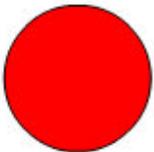
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# Easy Track As Menu

Patrick Rey, [Flash Addict](#)

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- [DOWNLOAD THE .FLA](#)
  - **SKILL LEVEL: Easy / Intermediate - Easy to do (with some intermediate commands and concepts)**
  - Requirements
  - Know how to make movies clips and buttons
  - Concept of the Tell Target command
  - Adding instances to frames
  - Labeling instances and frames



**Nothing  
Selected**

## TUTORIAL

**Note** - This is an intro to the "track as menu" concept - not the "track as menu" command. This effect is simple enough to do but requires some intermediate knowledge of Flash actions - mainly the Tell Target command. Since this is the easy version - let's keep it that way

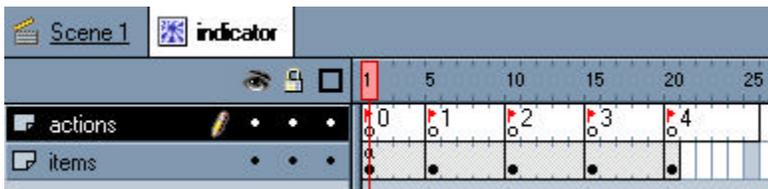
### Stage 1 - Buttons

The concept is - you have a set of items - buttons or graphics - that you want identified on mouse event - in this example it is a set of 4 shapes. Each *shape* is a button - but the *indicator box* is a movie clip

- Start by making the buttons you want. I used 4 very simple buttons - a circle, square, rectangle, and a parallelogram

### Stage 2 - The Indicator Box

This is a movie clip. Because of the labels and frame actions - the more items you have to track, the longer it will take to setup



- Start by making a movie clip with 2 layers - call it 'Indicator'. Layer 1 is for actions, layer 2 is for the menu items.

*Make layer 1 your current layer.*

This is where you label frames for the Tell target action.

- Start by inserting keyframes (F6) at 1, 5, 10, 15, and 20 (There are extra frames after 20 only to show the label text). Label each keyframe as follows: keyframe 1 = 0, keyframe 5 = 1, keyframe 10 = 2, keyframe 15 = 3, keyframe 20 = 4 -

**See above screenshot**

*Now make layer 2 your current layer.*

These are the frames that advance upon command

- The easiest way to align the text is to choose your font and size - write the first piece of text on the stage in keyframe 1 and then insert keyframes (F6) at 5, 10, 15, and 20 - but in each keyframe replace the first text with the proper text. The text for this example is as follows:

**Label 0** = Nothing Selected

**Label 1** = Circle

**Label 2** = Square

**Label 3** = Rectangle

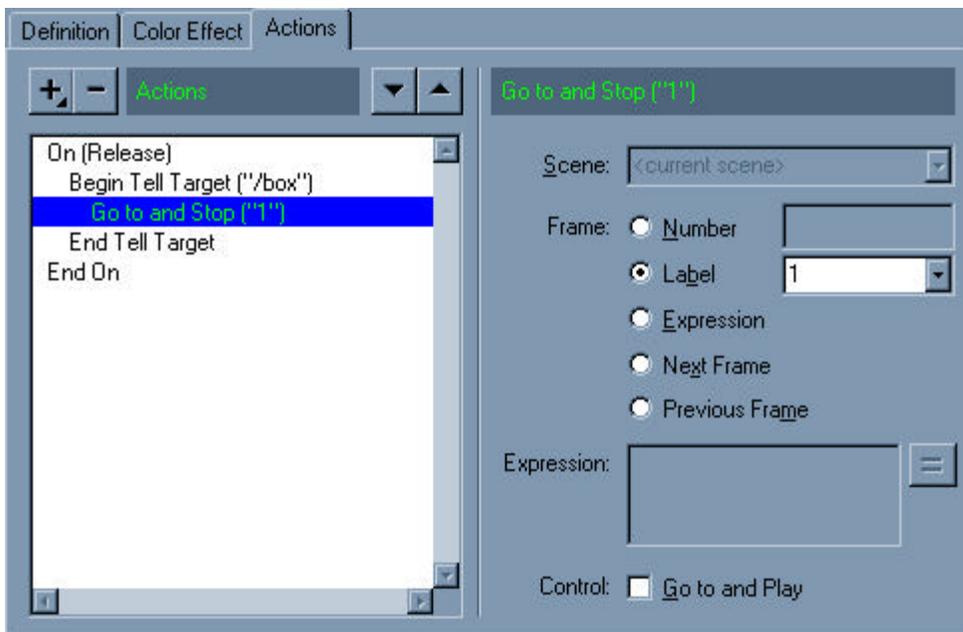
**Label 4** = Parallelogram

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

### Stage 3 - Layout and Assigning Tell Target commands

Now back to the stage

- Place each item - the 4 buttons and 1 movie clip - on the stage where you want them. This is where you assign each button a Tell target command but first you must give the movie clip an Instance name. Do so by double clicking on it and call it something simple like 'Box'
- Each button must be assigned its own Tell Target command. Double click on the 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 = Circle  
 Label 2 = Square  
 Label 3 = Rectangle  
 Label 4 = Parallelogram

**THAT'S IT!**

### 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

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