Example 3.3   Slide Show with Rollover Buttons

This example illustrates how to display graphics with a simple rollover effect on buttons. In the example upon rolling over each button a different textarea is shown. Features used include frame labels, OnMouseEvent, and embedded movie clips.

Step 1:   Start a new movie
- **File > New or <CTRL><N>**

Step 2:   Create a graphic called circle
- **Insert New Symbol <CTRL><F8>**
- **Change name to "circle"**
- **Select graphic radio button**
- **Draw a circle on the stage**

Step 3:   Return to the main stage
- **Click on Scene 1 at the top left hand side of the screen**

Step 4:   Create a Button called button1
- **Insert New Symbol <CTRL><F8>**
- **Name it "button1"**
- **Select Button radio button**
- **Drag an instance of circle to the stage from the library (<CTRL><L>)**
- **Insert keyframes in the over & hit frames using <F6>**
- **In the Over frame – Change the brightness with the effect panel (50%)**

Step 5:   Add 3 button1's to Scene 1
- **Click on Scene 1 at the top left hand side of the screen**
- **Drag 3 button1 instances onto the stage from the Library**

Step 6:   Test Movie
- **<CTRL><ENTER> or <F12>**

The button should have a rollover effect only (no effect on the down state). Next will add action to the buttons after step 12.

*Note: If the buttons don't have a rollover effect when the movie is tested, it might be because the graphic circle was dragged onto scene1 instead of the button button1.

Step 7:   Add layers to Scene 1
- **Rename existing layer to "button"**
- **Add two layers to you main stage (text & actions)**

Step 8:   Extend button layer
  • **Extend the button layer to frame 30 using <F5>**

Step 9:   Add labels to text layer
  • **Select the text layer, insert a keyframe <F6> at frame 10, 20, & 30**
  • **Add frame labels (from the frame panel, Window > Panesl > Frame) to frame 1, 10, 20, & 30 of text layer "blank", "text1", "text2", and "text3" respectively**
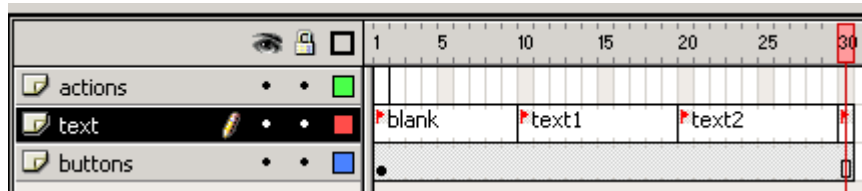
Step 10:   Add text to labeled frames
  • **Insert a textarea displaying "Text from button 1" in frame 10 of text layer**
  • **Repeat for frame 20 & 30 changing only the button number of the text**

Step 11:   Test Movie
<CTRL><ENTER> or <F12>
Notice the three textareas just added appear in order (& loop) without ever rolling over the buttons? To prevent the movie from play though without mouse events we need to add a stop(); to the first frame of scene 1.

Step 12:   Add action to stop the movie from playing and looping
  • **Select frame 1 on the actions layer**
  • **Open the action panel (double click on frame 1)**
    Insert a stop(); function from under the basic actions library folder

Step 13:   Add rollover to the first button1 instance
  • **Select the left most button1 instance, go to the action panel (Window > Actions)**
  • **Insert an onMouseEvent(); (Basic Actions > OnMouseEvent or Click on the '+' > Basic Actions > onMouseEvent)**
  • **Select rollover checkbox and deselect release checkbox**
  • **Insert a gotoAndStop() (Basic Actions > Go To)**
    *Make sure the OnMouseEvent is highlighted so the goto();n function comes up inside the gotoAndStop();
  • **Deselect the play checkbox**
  • **Under the type drop down, select Frame Label**
  • **Under the Frame drop down, select "text1"**

Step 14:   Add a rollout(); to the first button1 instance
- **Select the ending bracket } of the onMouseEvent(); so that the next function added will be outside of the previous onMouseEvent();**
- **Insert an onMouseEvent(); (Basic Actions > OnMouseEvent)**
- **Select rollout checkbox and deselect release checkbox**
- **Insert a gotoAndStop() (Basic Actions > Go To)**
  *Make sure the OnMouseEvent is highlighted so the goto();n function comes up inside the gotoAndStop();
- **Deselect the play checkbox**
- **Under the type drop down, select Frame Label**
- **Under the Frame drop down, select "blank**

The action panel should look like the following:

```
on (rollOver) {
    gotoAndStop ("text1");
}
on (rollOut) {
    gotoAndStop ("blank");
}
```

Step 15:   Add actions to 2nd and 3rd button1 instances
- **Repeat these steps 13 & 14 for the 2nd & 3rd button1 instances except point the gotoAndStop() functions to "text2" and "text3" respectively**

Step 16:   Test Movie
- **<CTRL><ENTER> or <F12>**

What's happening? Each time the user rolls over a button, a mouse event is fired taking the movie to the appropriate frame (i.e. displaying the text associated with each button). When the user rolls off the button, a mouse event is fired taking the movie back to frame 1 where no text is displayed.

Text for button 1

Example shows the case where the mouse is over the first button1 instance