

## Flash Lesson 2-C:

### Skip Around Time Line Lesson (Interactive Portfolio-webpages)

Overview:

- Menu Layer (buttons and text)
- Content Layer
- Using Actionscript: On Press, Go to, Stop
- How to reset options to blank screen

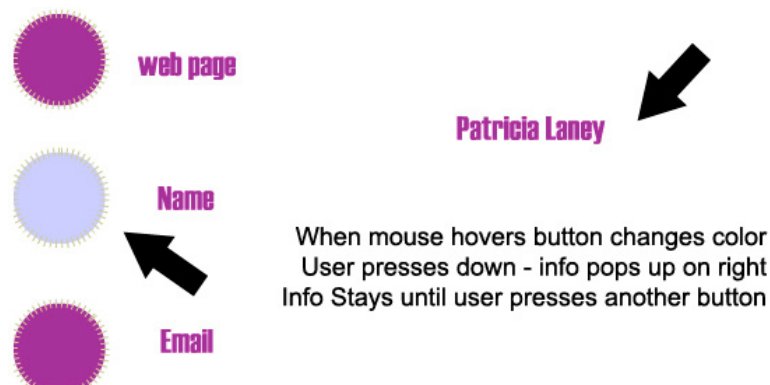
Lets Begin: This is a fun exercise because it is how designers begin to build user-interfaces. ([There will two examples shown with pictures referencing Example 1 & Example 2](#)). To begin lets build a simple button with an Up, Over and down state with color changes or whatever you want. In Scene One Timeline make a layer and name it "Menu". Insert a keyframe in frame #1. Drag the button you created on the stage 4 or 5 times so you have four or five buttons. Next to each button create some text. This will be a simple interactive portfolio, so we will use Name, Address, Phone, Website, Email address. Now insert a frame down the timeline somewhere in the same layer (25). We insert only a frame because we do not want {anything to change} as opposed to adding a keyframe which denotes {a change} in something. Lock this layer. Now create another layer and name it "Content". Insert a keyframe at 5,10,15,20 and 25 respectively. At each of these frames create the text that you want to pop up. Next unlock your menu layer and click on the stage to deselect all items. Only have the first button selected. Open up the Actions Toolbox Window. Enter in the following script (exactly with line returns, etc.):

```
on (press) {  
    gotoAndStop(5);  
}  
on (rollOver) {  
    gotoAndStop(1);  
}
```

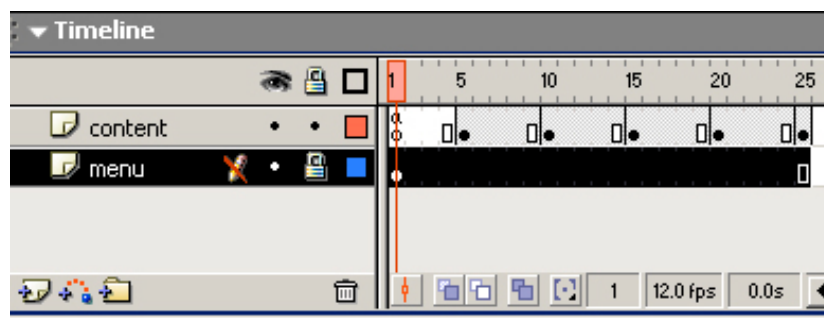
this second action "resets" options to blank screen (see picture)

Repeat this procedure for each button, changing out the frame number in the first set of actions to 10,15,20,25. This will take the user when the mouse is pressed down to each frame. Now apply a Stop action to frame one of the content layer to prevent movie looping:

```
stop();
```



### Example #1-what were trying to accomplish (Above) Timeline (Below)



**Example #2:** The concept is exactly the same here only I built a little interface for the information. I put the button text on layer #2, but it can also be included in the menu layer. So the first menu layer has the background, and the buttons in this example. Notice in the timeline-in content layer, frame one to four is empty, but has a Stop action in frame one. All code is the same as used in Example#1. So you have learned how actions can be applied to both frames and objects.



**Example #2- What were trying to accomplish (above) Timeline (below)**

