

## Valuable points from Lesson 6

### Adobe Flash CS4 Professional Classroom in a Book

You are expected to understand and know how to use/do each of these tasks in Flash CS4, unless otherwise noted below. If you run out of time during lab, then complete the lesson on your own. If you find any of the tasks to be confusing or unclear, please ask about them either during lab or during my office hours.

#### Lesson 6: Making Buttons

1. What is a “nonlinear navigation”? (How is it related to the actions of the playhead and the Timeline?)
2. What is a “nav bar”? What does it contain?
3. Set the height, width, X and Y of the nav bar background shape (Properties panel). Make sure to *unlock* the height and width so you can set *each* one without affecting the other.
4. Title text: Select font family, size, font weight, color. Also set the X and Y.
5. Use of Align panel, relative to the entire Stage.
6. Buttons: What are the four button states? What does each one of the four states *do*?
7. Create a new Button Symbol—using all four states *correctly*.
8. Note that when you set the X and Y for the first button, it is *very important* that you *do* set 0 for both coordinates!
9. Create and use layers within a Button Symbol. Although the book doesn’t tell you to do it, please *name each layer* in your button symbol (pages 203–206).
10. Add a sound effect to the Down state of a button.
11. How to make an “invisible button”; see also <http://flashjournalism.com/tips/invisiblebutton.htm>
12. How (and why) to duplicate a Button Symbol.
13. How to swap a bitmap (photo or other image) inside any Symbol.
14. Use of Align panel to distribute the buttons in an evenly spaced row, with equal spacing between buttons.
15. How to name each of the *button instances*.

In class I will explain why the author’s way of naming both his Button Symbols and their instance names is *not a best practice*. There’s a better way, and you should do it that way. However, the “Naming Rules” (page 212) are *all very good*, so please pay attention to them.

#### Lesson 6: ActionScript (pp. 212–228)

You must pay close attention to the section about ActionScript. You don’t need to memorize the terms, but as you use ActionScript throughout this course and afterward, you should *refer to this section* to increase your understanding of what you are doing when you write and use ActionScript. (Page 221 is particularly useful!)

1. **Actions panel:** Use of the Actions panel.
2. Adding a *stop()* action on the Timeline, page 217.
3. Create an event Listener for a button.
4. Create a function to go with your Listener. See also [http://www.flashjournalism.com/tutorials/buttons\\_as3\\_tutorial.html](http://www.flashjournalism.com/tutorials/buttons_as3_tutorial.html)
5. Copy and paste, then edit, to create Listeners and functions for each one of the buttons.
6. The “destination keyframes” (page 223) correspond to the functions. One function goes with one destination. See No. 23.
7. Frame labels are important (page 226); *much better* to use than frame numbers when jumping around on the Timeline.
8. What is the difference between *gotoAndStop()*; and *gotoAndPlay()*; —in a function?

### Lesson 6: Additional Material

1. You may stop at page 228 if your brain is tired.
2. Note, however, that the following pages (229–233) teach you a nifty fade effect—an animation for the big photos in the exercise. If you add animation, you will need to also add a bunch of new keyframes in the “actions” layer, with a *stop()* action in each keyframe. **This is relevant to your Flash 2 exercise!**
3. You may skip pages 234–235.
4. On page 236, make sure you understand numbers 2, 3, 4 and 5.

For a wonderful explanation of Flash AS3 Events and the things associated with them (such as the EventListener), see—

<http://active.tutsplus.com/tutorials/actionsript/a-close-look-at-the-actionscript-30-event-framework/>