

SAYRE AREA SCHOOL DISTRICT TECHNOLOGY TIPS

GROUP OF FADERS CREATED USING ADOBE FLASH

Purpose:

This procedure shows how to create a group of faders that can easily be navigated through using – Adobe Flash Version CS5.

Basic process is:

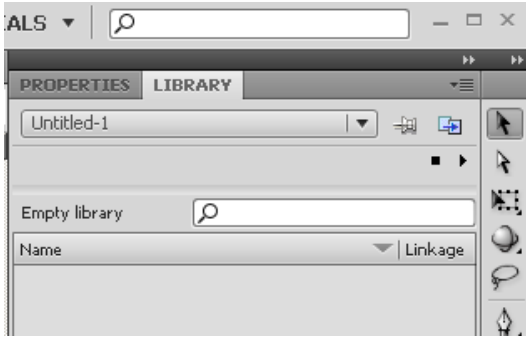
- 1) Setting Up
- 2) Importing all faders and organizing them
- 3) Creating a button to allow interaction
- 4) Building the stage
- 5) Making the file interactive

Open Flash CS5 and click on “Flash File (ActionScript 2.0)”

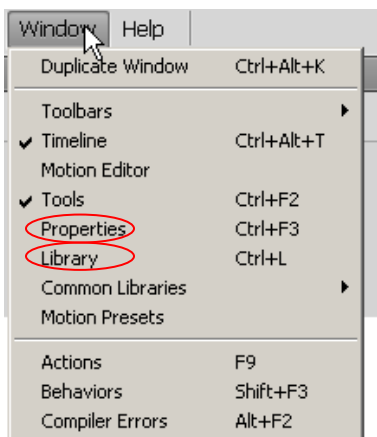


Setting Up

Make sure the following panels (“Properties” and “Library”) are open:

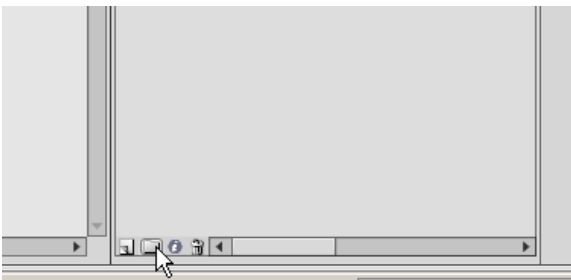


If they aren't, go to "Window" and then click on "Properties" or on "Library" (you can also just press "Ctrl and F3" for "Properties" and "Ctrl and L" for "Library")

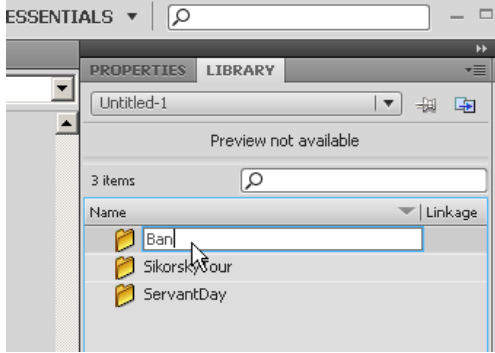


Importing All Faders and Organizing them

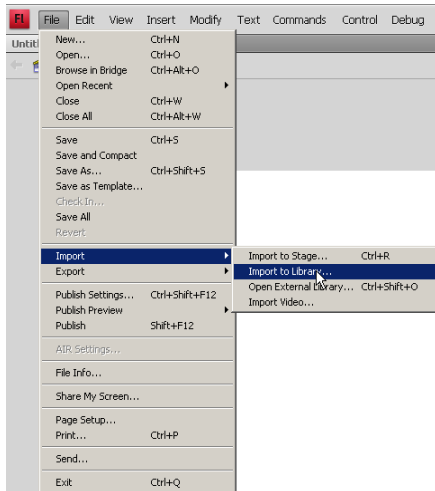
Next, you need to make separate folders for each fader you would like to insert. Do this by clicking on the folder icon at the bottom of the "Library" tab.



Rename each folder to the name of the fader by double clicking on the folder.



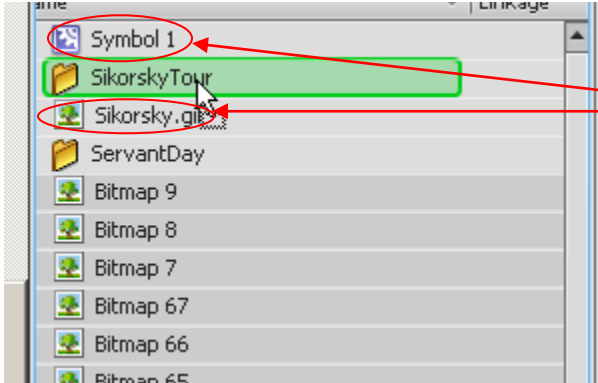
Go to “File” and then “Import” and then “Import to Library”



Click on the Gif version of the first fader and then click “Open”.



A LOT of files should have been imported into your library. Don't delete any, you need them all. Next, you select ALL the images for that fader and drag them into the correct folder. (Tip: click on the first image and then press "Shift" as you click on the last image to select all of the images in between).

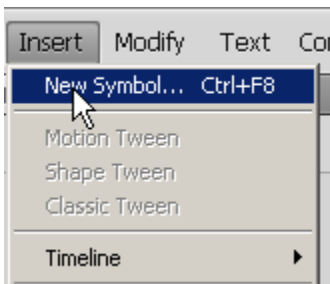


Be sure to drag "Symbol 1" and the Gif version of the fader into the folder as well.

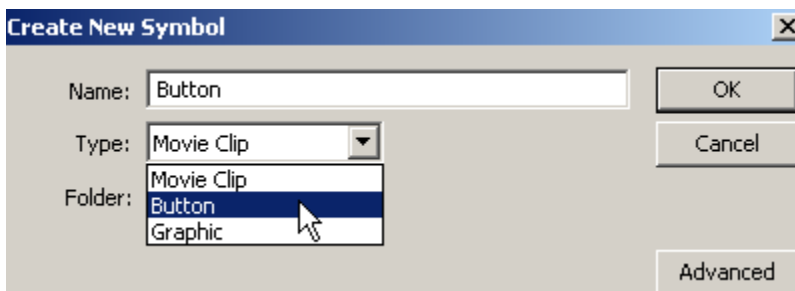
Repeat the last three steps for the other faders.

Creating a Button to Allow Interaction

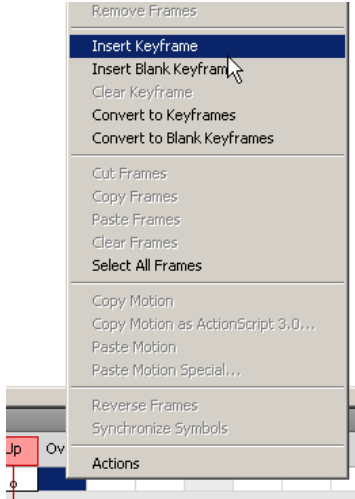
Now, we need to make a button so that when clicked, the faders will come up or we will be taken to an URL. First, go to "Insert" then "New Symbol" (you could also press Ctrl and F8).



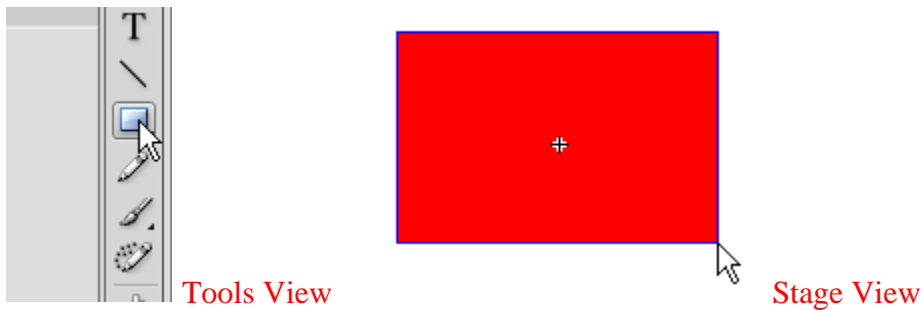
Next, name the button "Button" and be sure the "Type" is set to "Button". Click "OK".



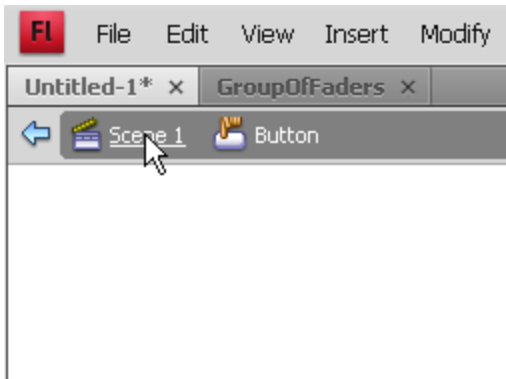
You will be taken to a new stage where you can make your button. The button needs to be invisible, however, so you don't need anything in the frames "Up", "Over", or "Down". Simply right click on each rectangle under these frames and press "Insert Keyframe" (you can also just press "F6").



Insert a Keyframe on the frame "Hit" as well. Now, you just have to make a rectangle on the plus sign in the middle of the stage.

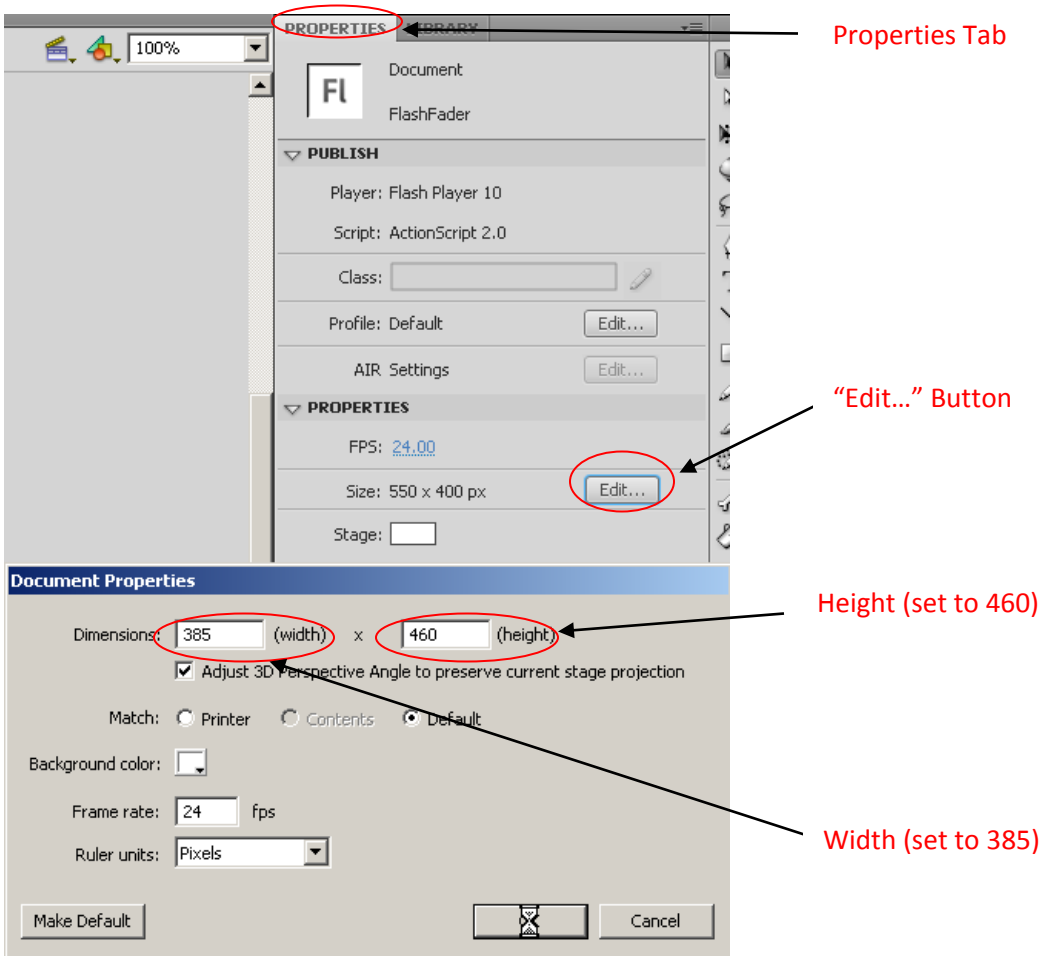


Return to your main stage by clicking "Scene 1" at the top.

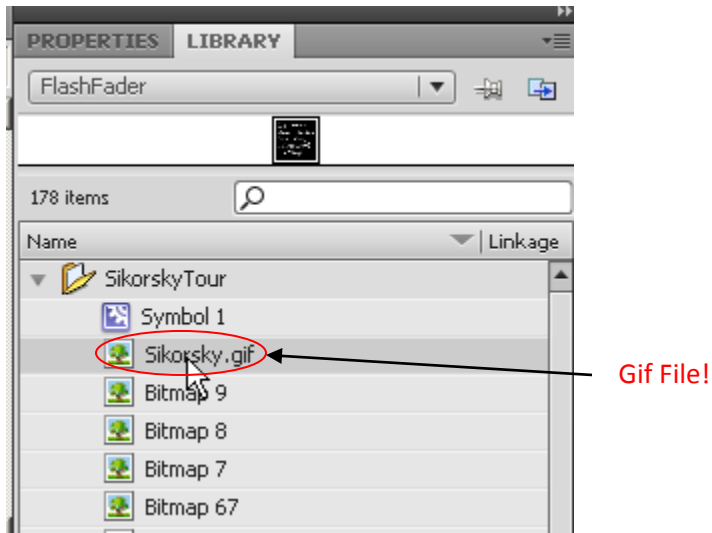


Building the Stage

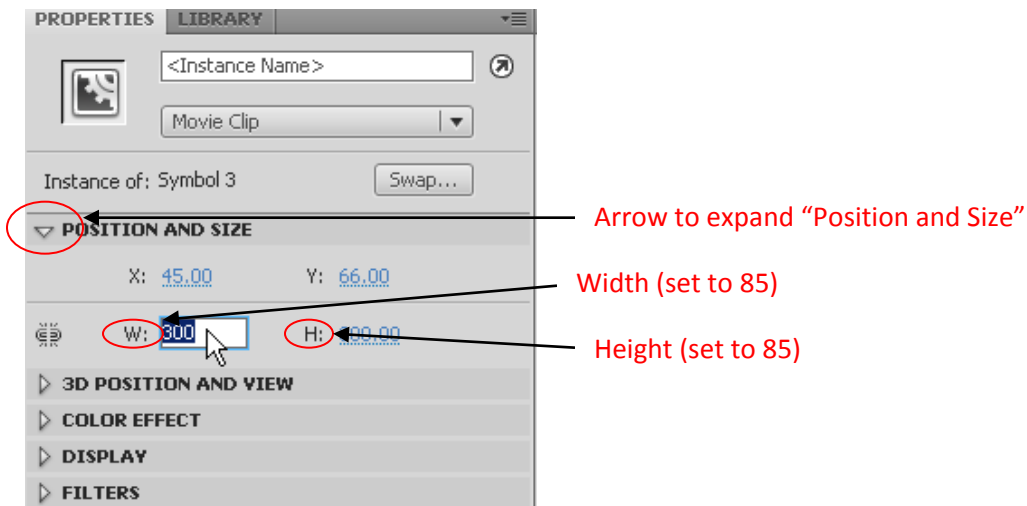
You are now ready to start building on the stage. First resize the stage to 385 X 460. Do this by going to the properties tab and click on “Edit...”. After putting 385 in for the width and 460 in for the height, press “OK”.



Start with the most recent fader. In this case, it is the Band Banquet fader. Go to the Library tab and open the BandBanquet folder. Next, drag the Gif file onto the stage.



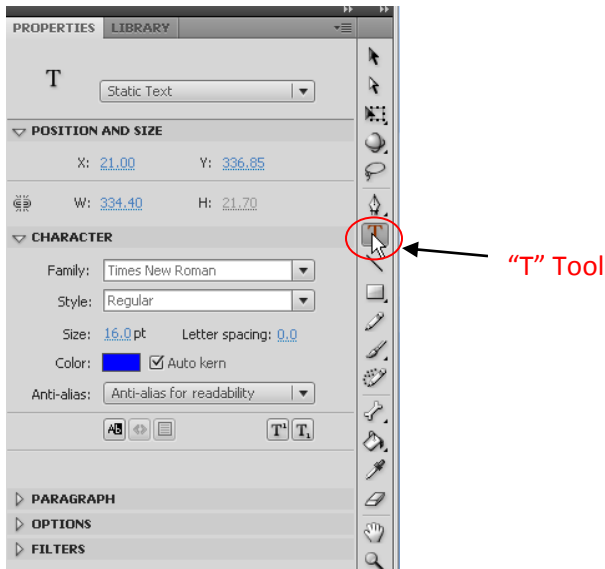
Now you need to resize the image you have just dragged to 85 X 85. Make sure the image is selected and go to the properties tab. Click on the arrow next to "Position and Size" if it is not visible. Next, click on the number next to "W:" and change it to 85, do the same for the height.



Move the image to the left hand corner of the stage. (You can also just set the “X:” to 45.50 and the “Y:” to 365). Repeat the last two steps for the other two faders. You can set the second fader to “X: 141.95” and “Y: 365”. You can set the third fader to “X: 243.95” and “Y: 365”. This is how the stage should now look.



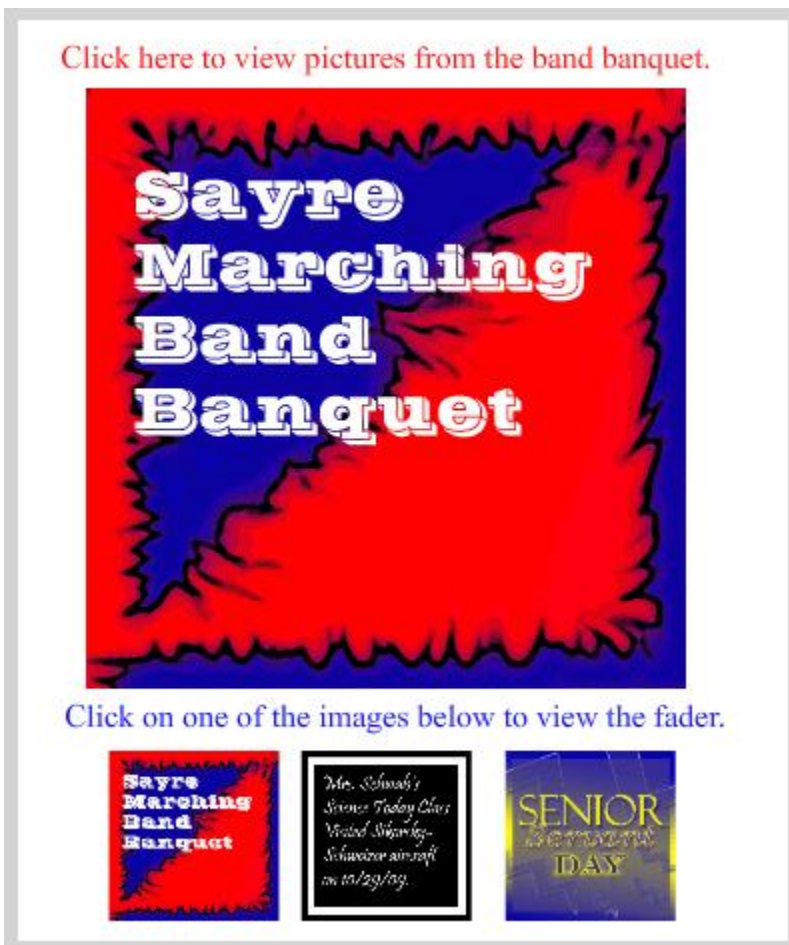
Next, make text right above the three faders that says “Click on one of the images below to view the fader.” To do this, click on the “T” in the tools panel. Adjust the properties so that the color is blue, the size is 16 and the family is Times New Roman. Then make a box right above the faders and type the statement above into it. After that, adjust the position of the text by dragging or by setting the “X:” to 21 and the “Y:” to 336.85.



Now, go back to the Library tab and find the Symbol version of your first fader. Drag it right above the text. (or to X: 34 and Y:34.00)



Now make a second text box and type in something like “Click here to view pictures from the [you can put the event here]”. Make the text color red this time. (The position of the text needs to be above the fader or at X: 19 and Y: 7.75). The stage should now look like this:



Making the File Interactive

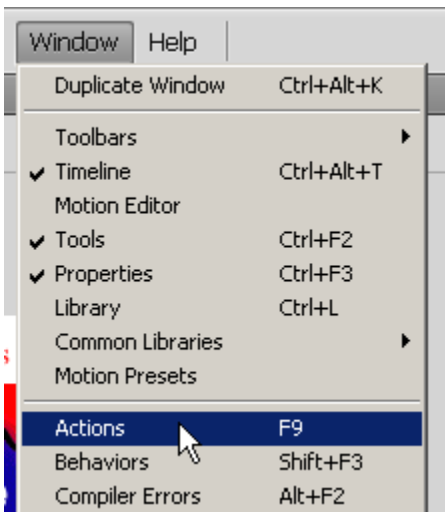
Now you can start to make the flash interactive. First, make two more frames on the timeline one right after the other. The timeline should look like this:



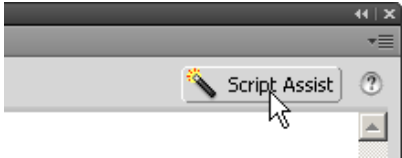
Go back to the first frame, and click anywhere on the white area. (Be sure you aren't still on the text tool before you do this. Go to any of the mouse tools at the top of the tool panel.)



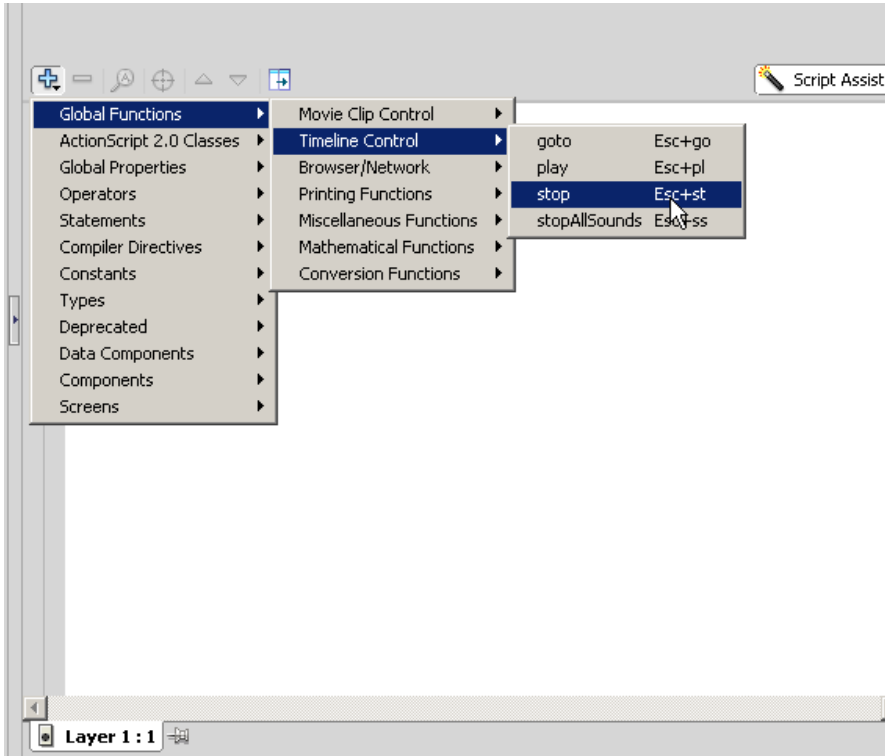
Now, go to “Window” and then “Actions”. (or press F9)



In the actions window, click on “Script Assist” on the top right hand corner of the window.



Click on the blue “+” at the top left hand corner of the white box. Go to “Global Functions” then “Timeline Control” and then “stop”. Or you can press “Esc and st”. The stop function will make it so flash doesn’t play through all the frames on its own.



Repeat the last step for the other two frames. Your timeline should look like this now:



Go to the second frame. Delete the main fader (in this case the fader is the band banquet fader). Drag your second fader into its exact same place, be sure it is the symbol file! (X: 34 and Y: 34). Now, fix the statement above the fader. For instance, instead of “Click here to view pictures from the band banquet.” To, in this case, “Click here to view pictures from the Sikorsky Tour”. Repeat this step for the third frame with the third fader.

Now, you can finally use the button. Drag the button onto the stage, and resize it to W:85 and H:85. Drag it directly over the first small image of the first fader (or you can set it to X: 88.50 and Y: 410.35). It should look like this:

Click on one of the images



Repeat the last step for the other two smaller images (position the second fader's button to X: 184.95 and Y: 410.35. Position the third fader's button to X: 286.95 and Y: 410.35), as well as for the other six small images in each of the frames. Your small fader images should look like this:

Click on one of the images below to view the fader.

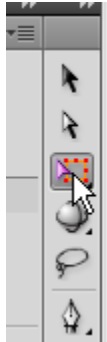


Now, you need to add a button to the fader. Drag the button onto the stage from the library again and resize it to W: 300 and H: 300. Position it right over the fader or to X: 185.75 and Y: 194.40. Repeat this step for the two other frames. The fader should look like this:



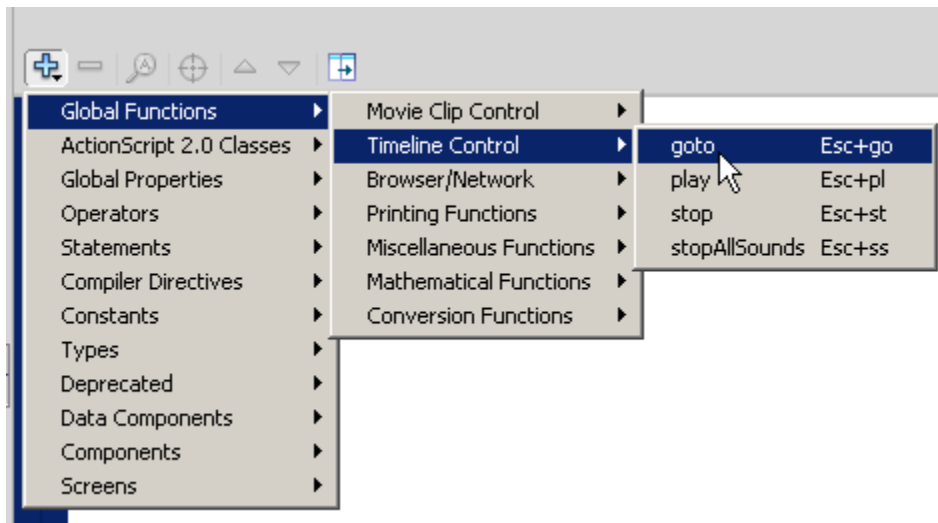
Next, you need to make the statement “Click here to view pictures from the [you can put the event here]” clickable. Drag the button onto the stage from the library yet again. Resize it to

W: 327.90 and H: 16.70 (if the button still doesn't fit on the text, resize it by clicking on the Free Transform Tool and then clicking on the button and resizing it) and set the position to X: 186.95 and Y: 21.65. Do the same to the statement on the other two frames. It should look like this:

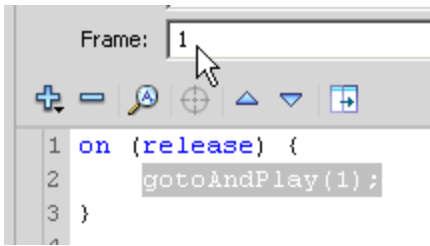


Free Transform Tool (or you can press Q).

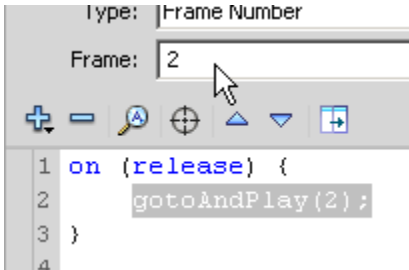
Almost done, now you just need to make the buttons do something when you click on them. Go to your first frame and click on the first small button. Open the Actions window (Window and then Actions). Go to the “+” sign then Global Functions, then Timeline Control, then goto (or you can press Esc and go).



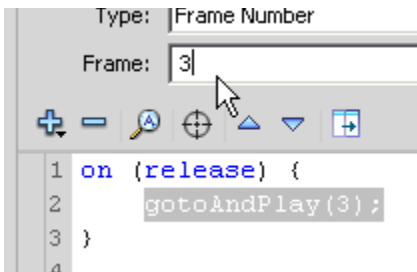
You will see that the Frame is “1”. This means that when the button is clicked it will go to frame number one. You want this button to go to frame one because that is the frame that the small image has a corresponding fader.



Repeat the last two steps on the next small image. Only this time, you need to have the frame set to 2 because two is where its fader is.

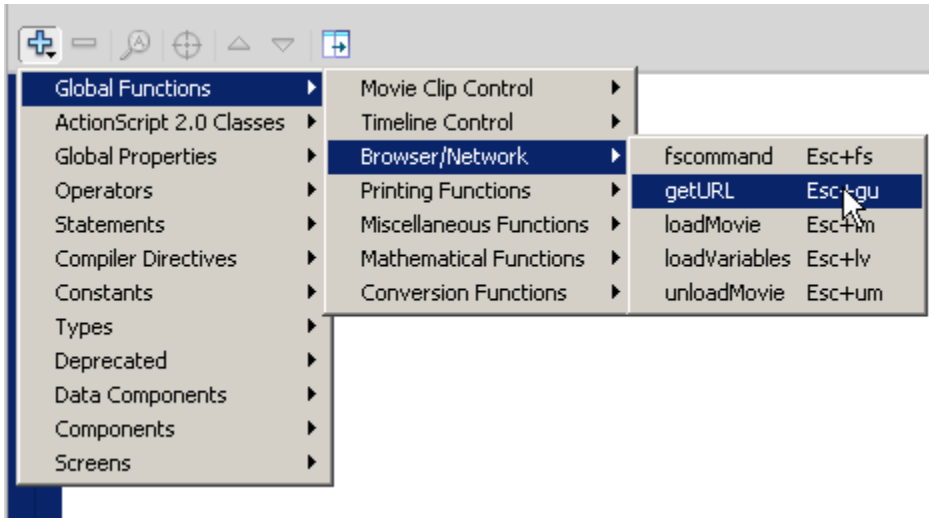


Repeat those steps once again for the third and final small image button. Just set the frame number to 3 because, yet again, this is the corresponding fader's frame.



Now, repeat the last four steps for the other two frames' small image buttons. Now, you just need to make clicking on the top statement and clicking on the main fader go somewhere. Go back to the first frame. Select the fader's button and open the actions window. Go to the "+"

sign, and then Global Functions, then Browser/Network and then to getURL (or press Esc and gu).



Go to the URL: space and put in the url of the page that the fader advertises. For instance, for the Sayre Marching Band Banquet, I would have it to go the following URL: <http://www.sayresd.org/2009RedskinPride/BandBanquet.asp>. My window would look like this:



Repeat the last two steps for the statement above the fader as well as the statements and faders on the other two frames. Now, go to Control then Test Movie to check if everything works (or press Ctrl and Enter). All finished!

