Timeline Interface

Part Two
Creating Buttons and Rollovers
Buttons are one of the primary objects for interaction between the user and the program.

Adding a rollover effect lets the user know that the button is an interactive object and that the program is functioning.

The rollover indicates that there is more the program has to offer.
When creating buttons with a rollover effect, you first need to create two like buttons
  ◦ The first image is for the normal state
  ◦ The second images is for the rollover state
  ◦ The other states included in the rollover are the mouse_down and hit states.
  ◦ Not all programs support all the states.
My two button images
Import the images

- The two images now need to be imported into the program
  - They will be imported into the library of your program.
  - Remember that the library can also be called the cast.
Director’s Cast
Drag the first image onto the stage
Notice the timeline and score

This image button is one layer 1 and is now showing on frames 1 through 30.
There are several methods to use to create the rollover effect.
The methods vary due to the program or language being used.
There are also various methods based on whether you use the helper functions or whether you program the code yourself.
One method is not necessarily better than another.
This code swaps sprite images from the cast/library with the image on the stage on the mouseEnter and swaps back on the mouseLeave.
The Result
Method Two: Behavior Library

- Director offers a multi-state button behavior
First Step With the Multi-State

- Again, we need to create the two images.
- Then, drag the first image to the stage.
- Drag the behavior onto the image
The multi-state dialog box

- Fill in the fields with the images you'll use
The Multi-State becomes part of the cast
The Result

- Notice that the result is exactly the same as the previous method.
Let’s do it in Flash
My two buttons in the Flash library
Choose Insert–New Symbol
Choose Button as the symbol type

- Name: btn_home
- Type: Button
The Button has 4 states
Insert a keyframe and image for each state.
Stop the play head

You must stop the playhead from moving past the frame.
We will discuss controlling the timeline in the next lesson.
The Result
“A” is for ActionScript

An “a” is placed in the keyframes where actionScript is present
When I release the left mouse button, the playhead will jump to frame 15 and stay there until another event causes it to move.
Frame 15

This is frame 15!
The Final Result
Next Week

- We will start to look at controlling the timeline in detail.
- This is the most important skill with a timeline interface.