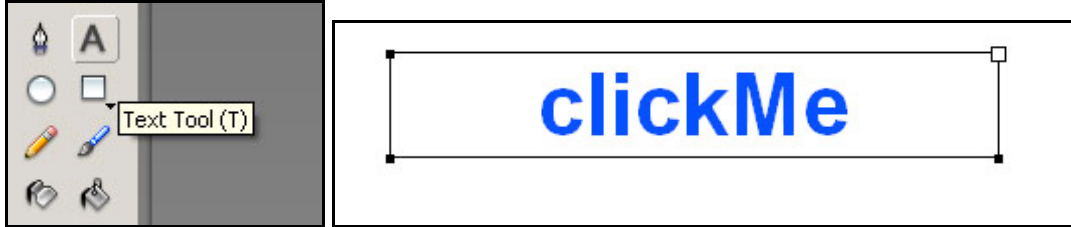


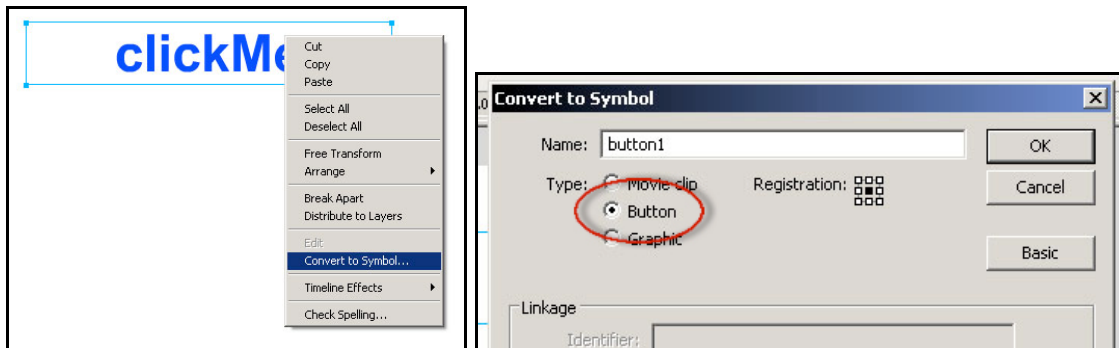
How to Create a Button in Flash

1. Converting Text into a Button

Select the text tool and create the word you would like to use as a button.

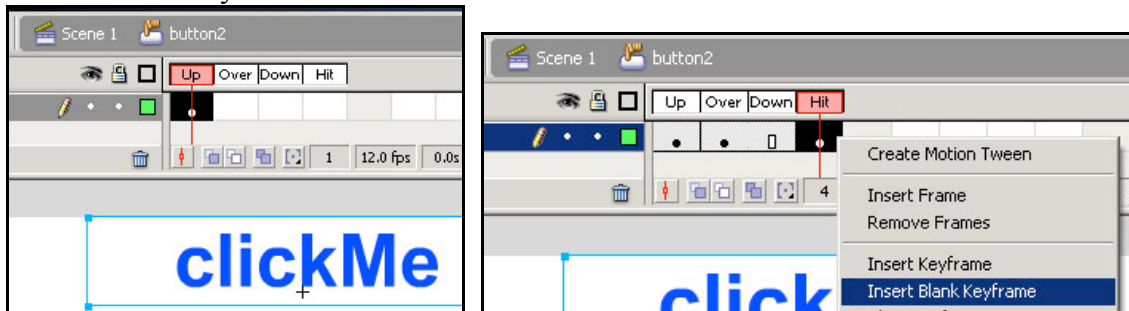


Next, we need to convert the text into a functional button. Right Click on the text box and select 'Convert to Symbol...'. Give your button a unique name and set the Type to Button.

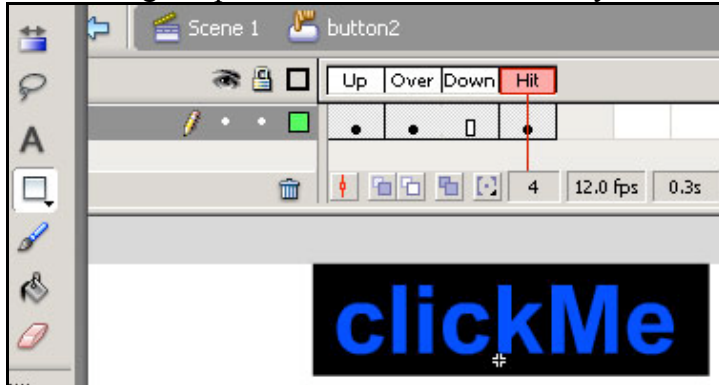


2. Defining the Hit Area (Clickable) part of a Button

Next, we need to define the Hit Area, the part of the button which we can click upon. To do this, we need to edit the button. Double Click on the button to access it. This will reveal the four editable frames within the button. Right Click on the Hit frame and select 'Insert Blank Keyframe'.



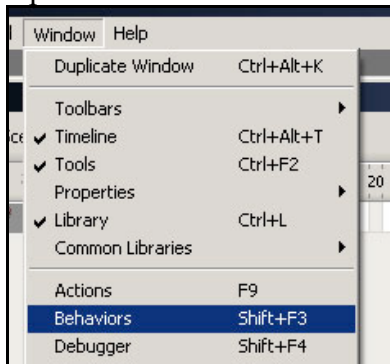
With the Hit frame selected, select the Rectangle Tool and draw a box around your word. The rectangle represents the clickable area of your new button and will appear invisible.



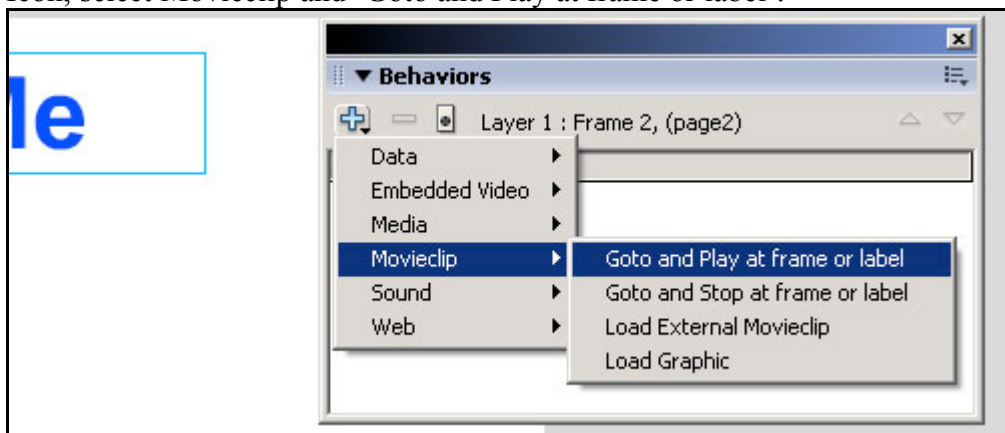
3. Adding Functionality to the Button

We now have a new button with a large Hit Area, but it is still lacking information on how to function as a button. For this, we will assign a Behavior to the button. First, above the timeline, click 'Scene 1' to stop editing the button and to return to the main timeline.

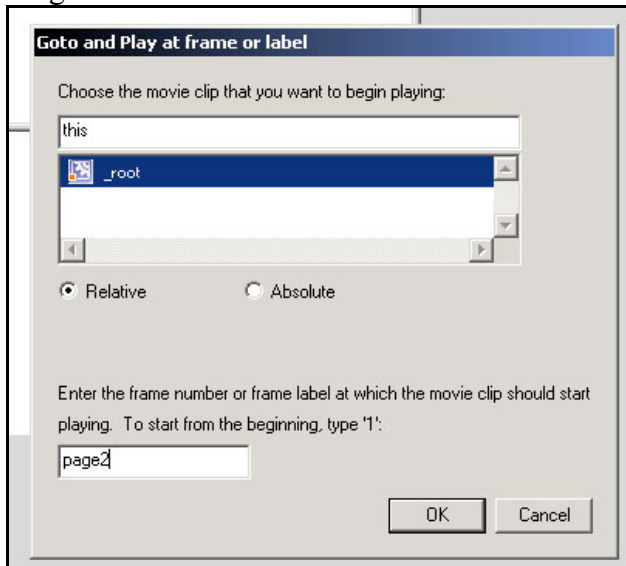
Open the 'Behavior' window in Flash by selecting "Window → Behaviors".



Select your button by clicking on it once. In the Behaviors window, click on the Plus Icon, select Movieclip and 'Goto and Play at frame or label'.

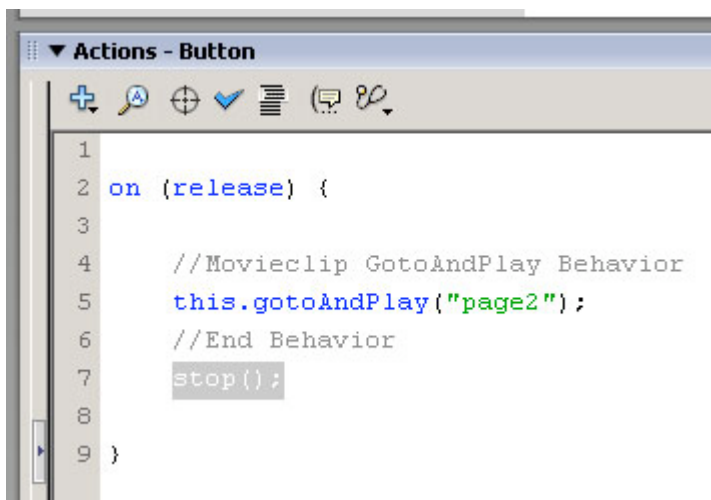


In the 'Goto and Play at frame or label' window, select “_root”. At the bottom of the window, enter the name of the frame you want the button to take you to. In this example 'Page2' is the name of the frame we want the button to take us too.



After having created your button's behavior, view the Action window to see the code created by the behavior. This code states that on the release of a mouse click, go and play the frame called “page2”. Finally, we want to add a 'stop command' so that flash knows to pause after taking you to the new frame.

Below the line that says “this.gotoAndPlay(“page2”);” add the line: stop();



Finally, test your button by pressing Ctrl+Enter and clicking on the button.