



Pemrograman Web

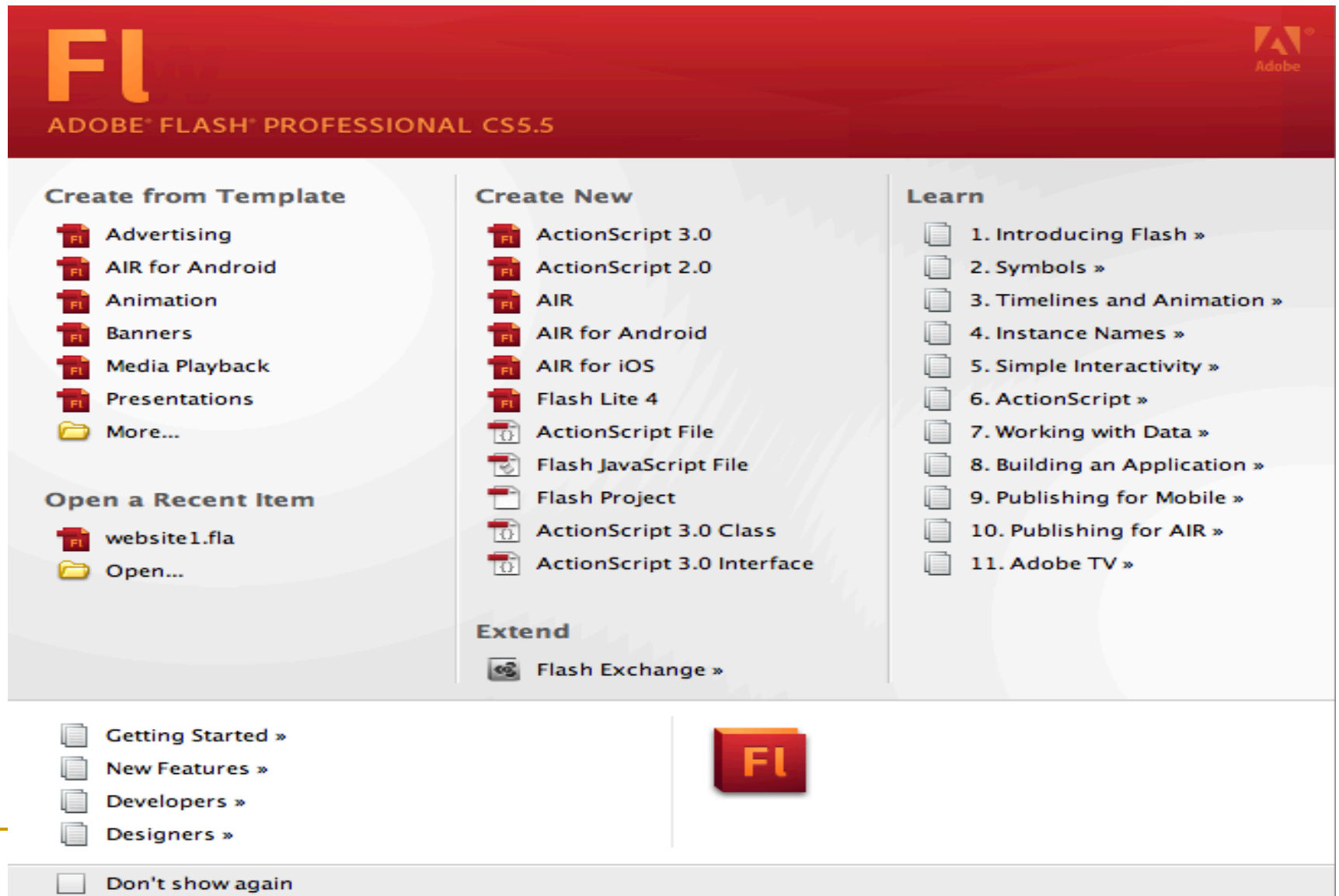
7. Flash

M. Udin Harun Al Rasyid, S.Kom, Ph.D
<http://lecturer.eepis-its.edu/~udinharun>
udinharun@pens.ac.id

Table of Contents








- Adobe Flash CS5
 - Build Website By Using Flash
 - Setting Up the Stage
 - Creating a Preloader
 - Adding the Content
 - Creating the Buttons
 - ActionScript
 - Creating dropdown menu buttons
-

Adobe Flash CS5





FI
ADOBE® FLASH® PROFESSIONAL CS5.5












Create from Template

-  Advertising
-  AIR for Android
-  Animation
-  Banners
-  Media Playback
-  Presentations
-  More...


Open a Recent Item

-  website1.fla
-  Open...












Create New

-  ActionScript 3.0
-  ActionScript 2.0
-  AIR
-  AIR for Android
-  AIR for iOS
-  Flash Lite 4
-  ActionScript File
-  Flash JavaScript File
-  Flash Project
-  ActionScript 3.0 Class
-  ActionScript 3.0 Interface




Extend

-  Flash Exchange »


Learn

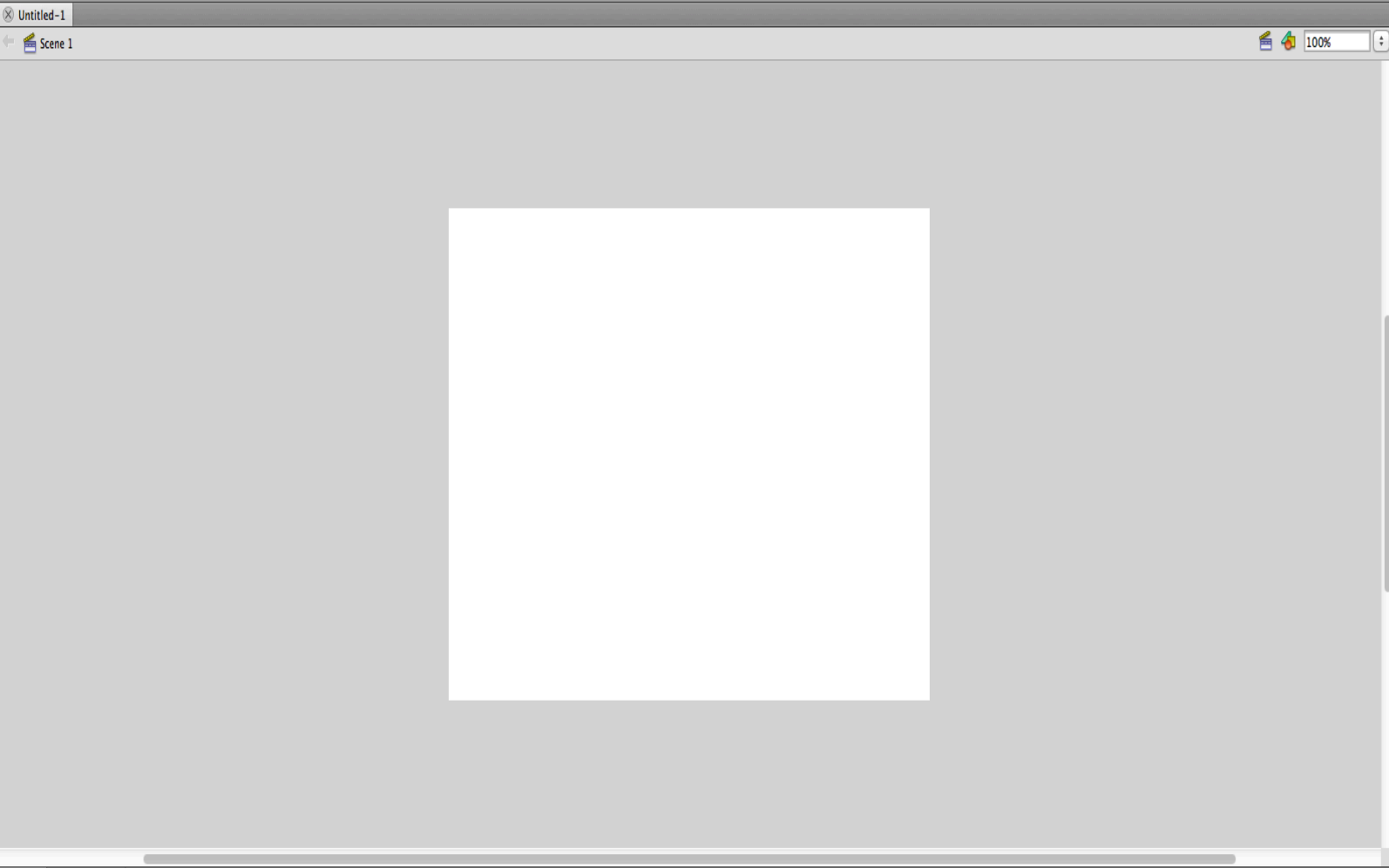
-  1. Introducing Flash »
-  2. Symbols »
-  3. Timelines and Animation »
-  4. Instance Names »
-  5. Simple Interactivity »
-  6. ActionScript »
-  7. Working with Data »
-  8. Building an Application »
-  9. Publishing for Mobile »
-  10. Publishing for AIR »
-  11. Adobe TV »

Getting Started »

-  New Features »
-  Developers »
-  Designers »

Don't show again





PROPERTIES LIBRARY

Document
Untitled-1

PUBLISH

Profile: Default
Publish Settings...

Player: Flash Player 10.2

Script: ActionScript 3.0

Class:

PROPERTIES

FPS: 24.00

Size: 550 x 400 px

Stage:

SWF HISTORY

Log Clear

TOOLS

The tools palette contains several rows of icons for different functions: selection (arrow, lasso, hand), drawing (line, rectangle, ellipse, text, brush, pencil, eraser), and editing (undo, redo, copy, paste, delete, zoom, pan).

TIMELINE MOTION EDITOR

Timeline ruler showing frames from 5 to 170. A red vertical line is positioned at frame 1. The timeline is currently in a single frame mode.

Layer 1

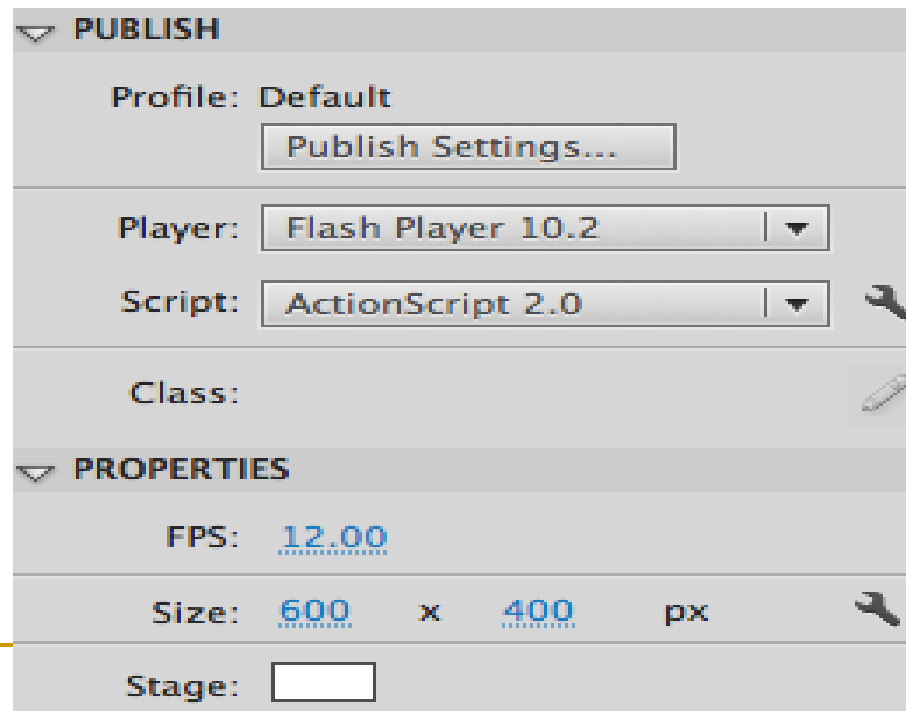
24.00 fps 0.0 s

Build Website By Using Flash

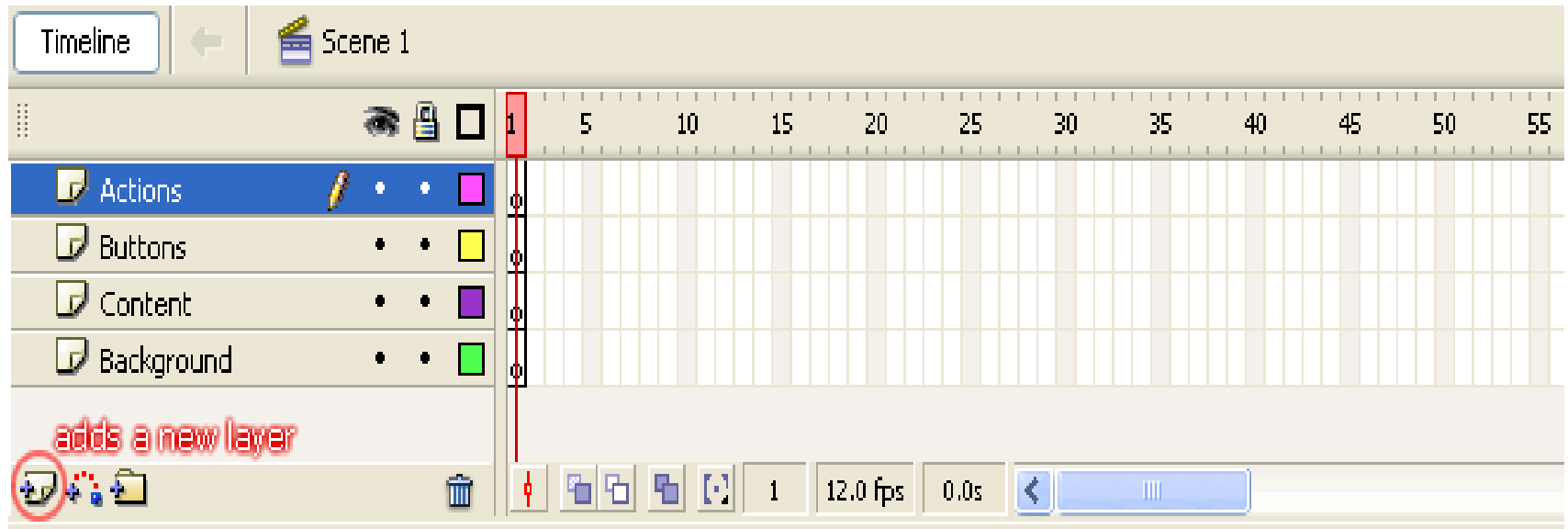


Setting Up the Stage

- Start off with a new Flash movie, access the Properties Inspector to set the dimensions of the movie to 600x400px, the background color to white, and the frame rate to 12 fps.

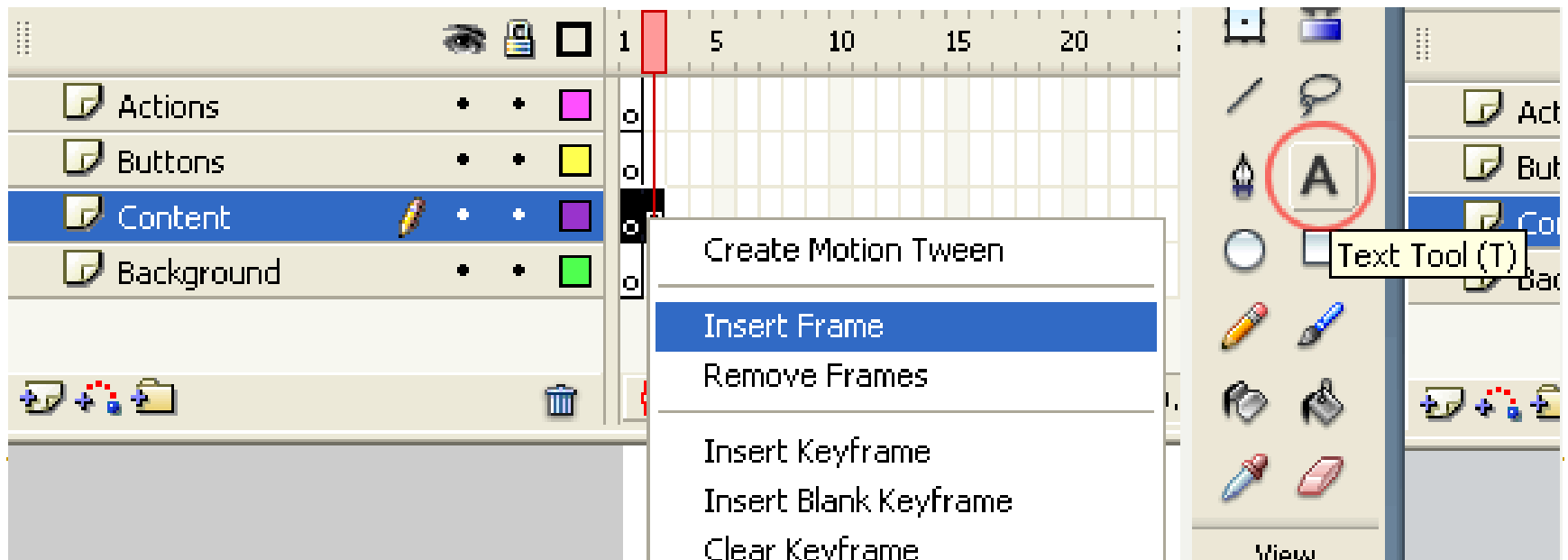


- On the timeline, create four layers and name them Background, Content, Buttons, and Actions.

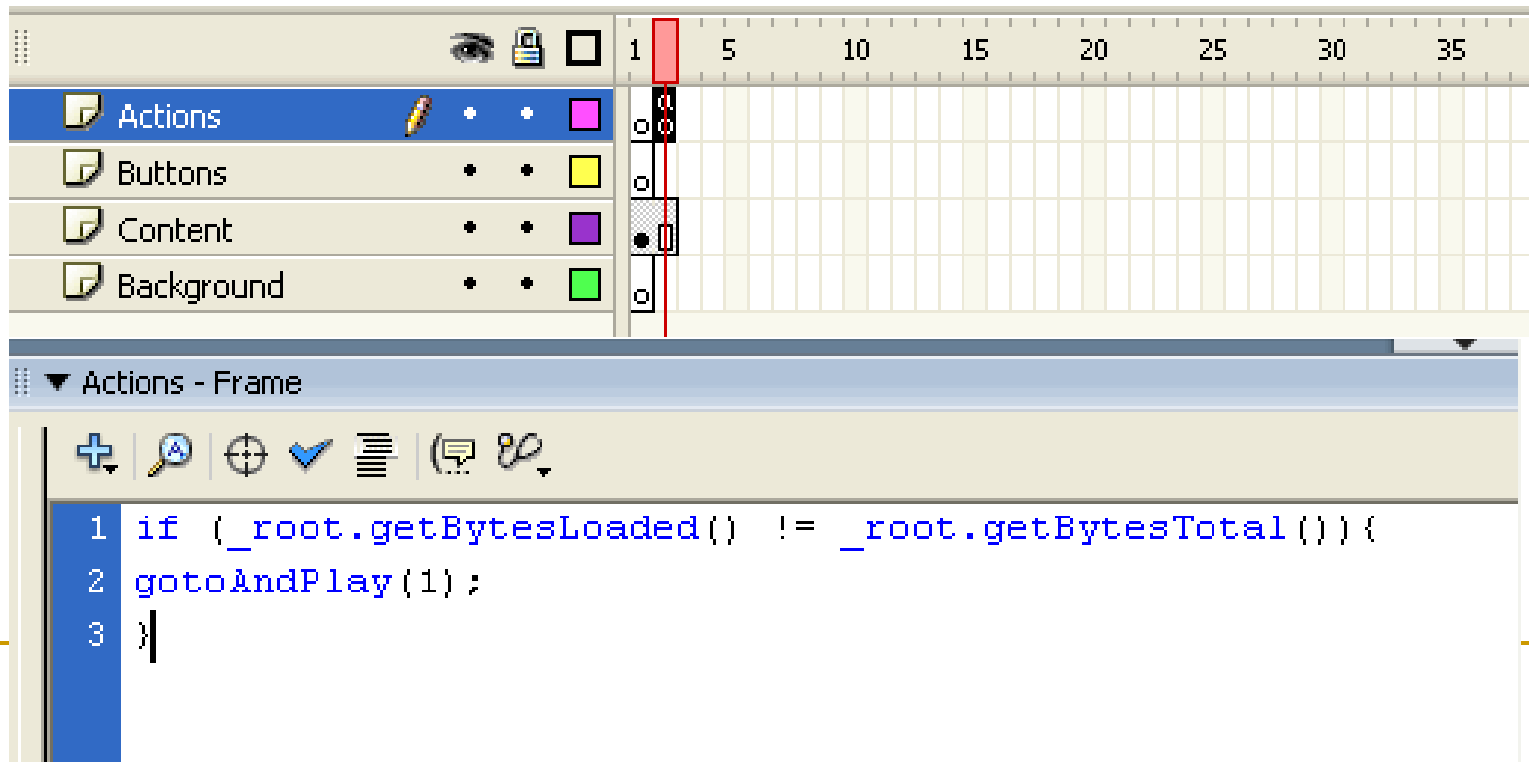


Creating a Preloader

- Click once on the name of the layer labeled Content, and then right-click the second frame on that layer and select Insert Frame.
- Use the Text Tool to write the word **Loading** on the scene. Once you have the word **Loading** written on the stage somewhere, you can change the font and the size of it through the Properties Inspector

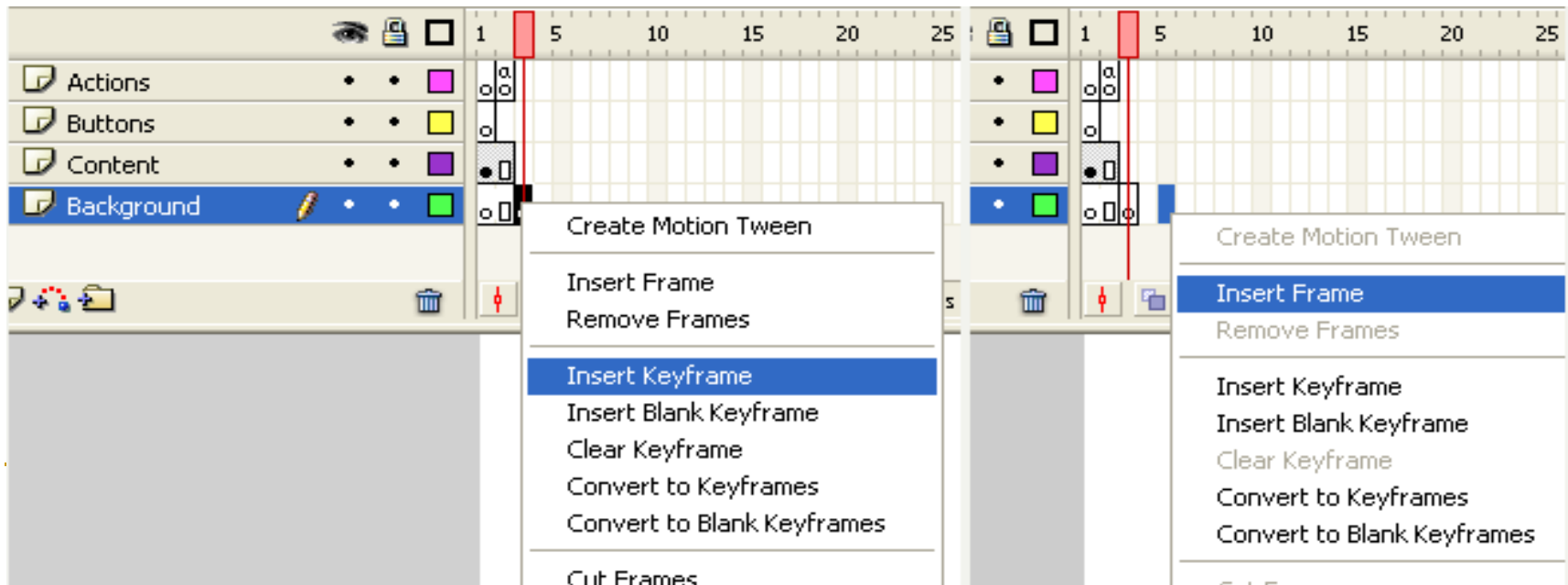


- Back to our timeline, right-click the second frame in the layer labeled Actions and select this time Insert Keyframe.
- Right-click the same frame once again and select Actions to open the Actions Panel.
- Paste the following code to complete your preloader:



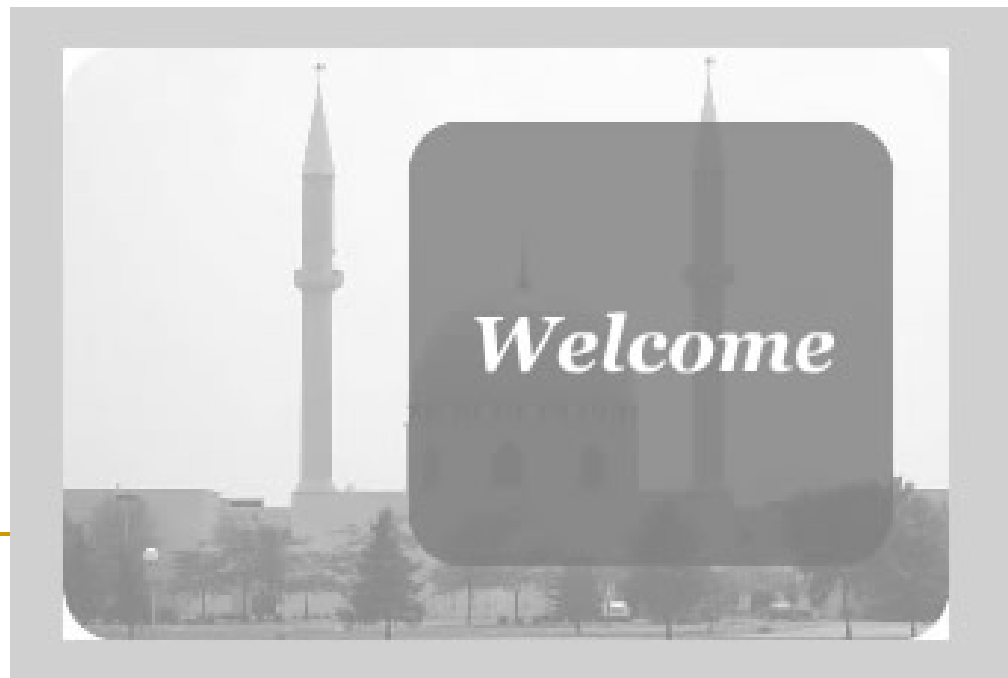
Adding the Content

- The website has three sections (i.e. pages), Put these different sections in three separate frames, those will be the third, fourth, and fifth frame on the timeline.
- Click once on the name of that layer first, and then Right-click the third frame on the Background layer and select the Insert Keyframe command. Expand this keyframe all the way to the fifth frame by right-clicking the fifth frame and then selecting the Insert Frame command.



Insert background image.

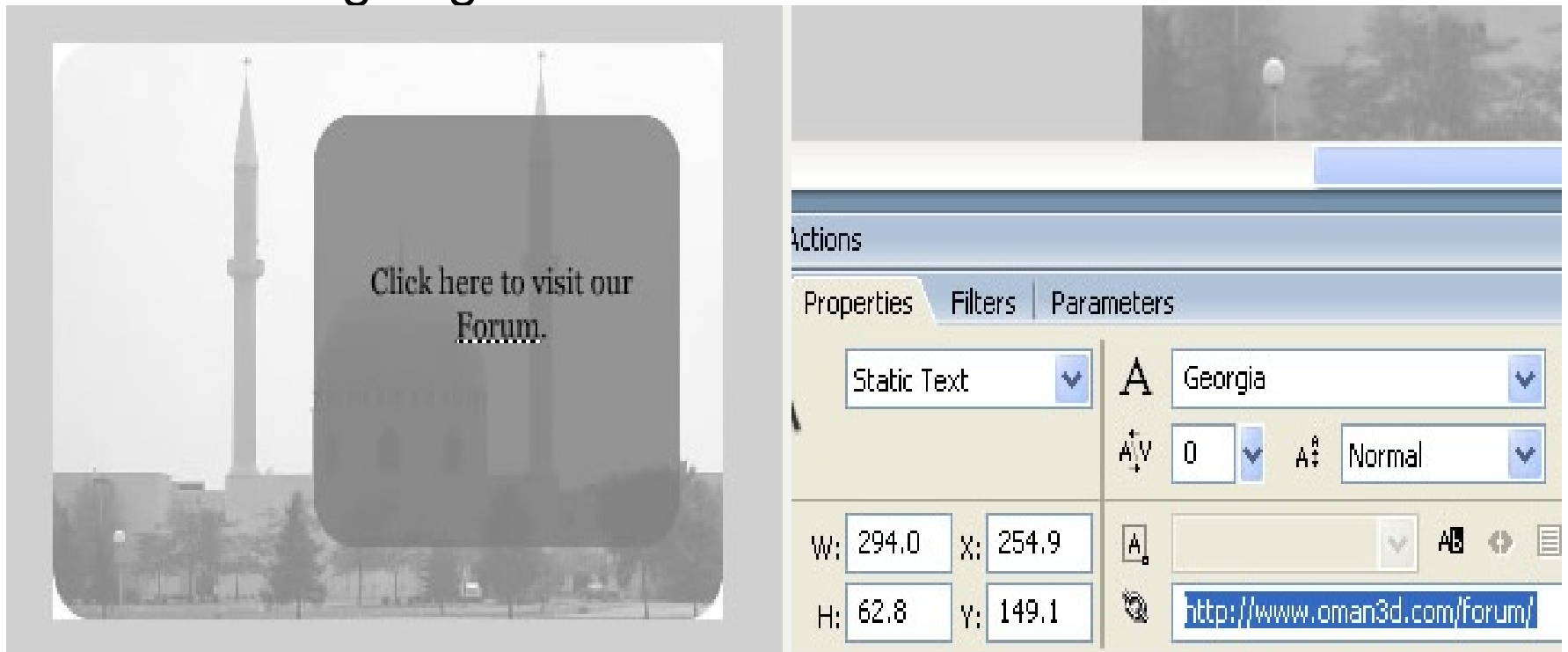
- Go through File>Import>Import to Stage and then select your image to import it onto the stage.
- Click on layer Content and then right-click the third frame on that layer and select the Insert Blank Keyframe command.
- Give introduction text in here, select the Text Tool from the toolbar and write 'Welcome'.



- Add the content for our second section 'Tutorials'.
- Right-click the fourth frame on Content layer, and then select the Insert Blank Keyframe command.
- Use the text tool to write different text in this page. Write 'tutorial links coming soon!'.

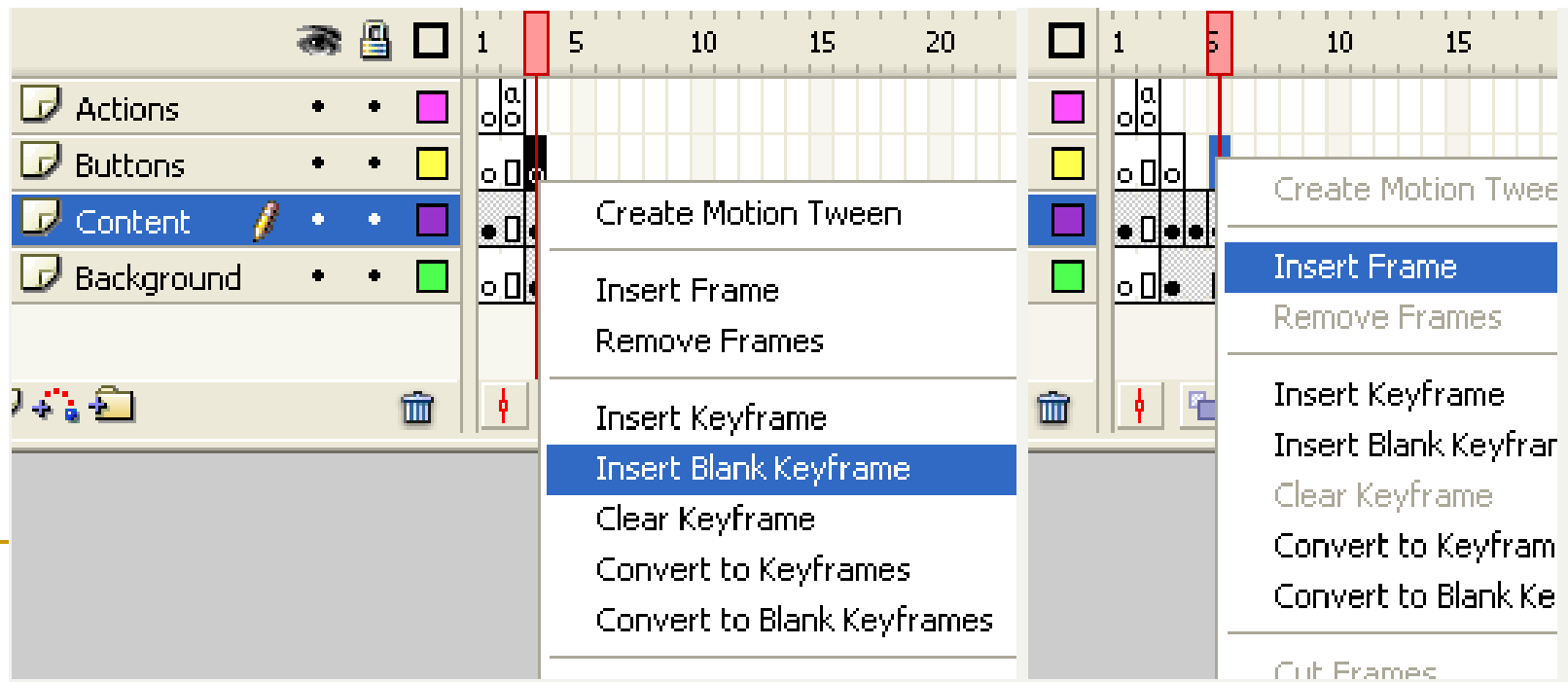


- The last step for the fifth frame on the Content layer to add the content of our third section.
- Right-click the fifth frame on that layer and then select the Insert Blank Keyframe command.
- Use the text tool to write 'Click here to visit our Forum'. Then assigning a URL in the URL field.

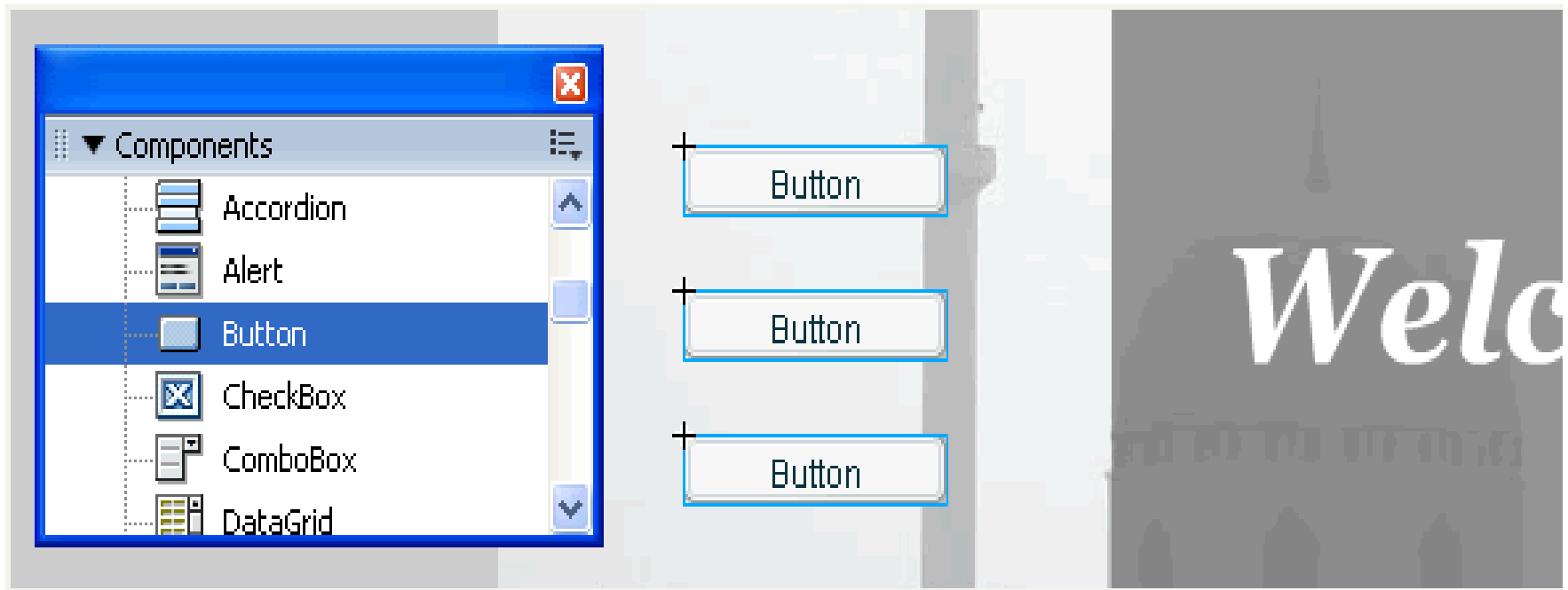


Creating the Buttons

- Click once on the layer labeled Buttons and then Right-click the third frame on it to select the Insert Keyframe command.
- This keyframe span all the way through the fifth frame, right-click the fifth frame and select the Insert Frame command.

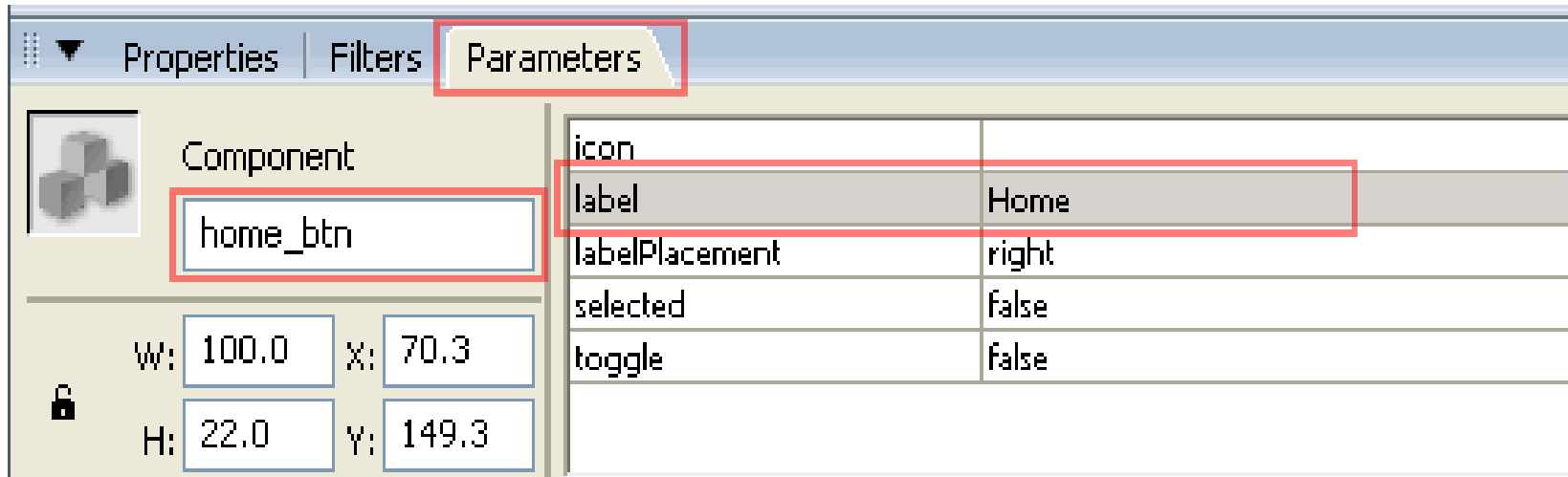


- Use the button component for creating button.
- Access the Components Panel by going through Window>Components.
- You will find the button component under the User Interface category, simply drag and drop three copies of it onto the stage.



Label button and instance name:

- Select the button at the top and then access the Properties Inspector and click on the Parameters tag.
- Change the label of the button to something descriptive, for example **'Home'**.
- Then assign an instance name to the button so that we can control this button via ActionScript. For example assign the name `home_btn` to button 'Home'.



The screenshot shows the Properties Inspector in Adobe Animate. The 'Parameters' tab is selected. The instance name is 'home_btn'. The 'label' parameter is set to 'Home'. The 'labelPlacement' is set to 'right'. The 'selected' and 'toggle' parameters are set to 'false'. The dimensions are W: 100.0, H: 22.0, X: 70.3, and Y: 149.3.

Parameter	Value
icon	
label	Home
labelPlacement	right
selected	false
toggle	false

-
- Repeat for the other two buttons, label the second one Tutorials and assign the instance name tutorials_btn to it.
 - Label the third one Forum and assign the instance name forum_btn to it.
-

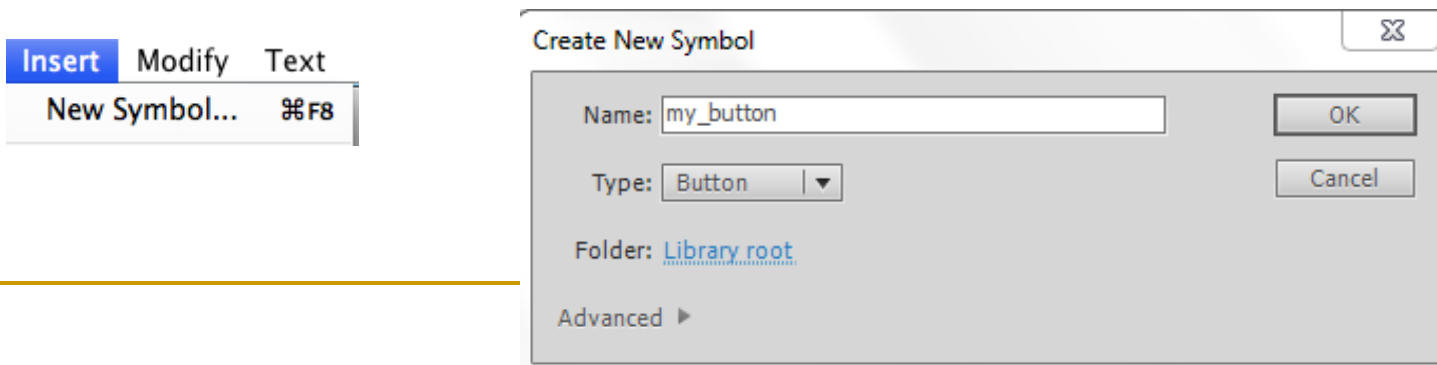
ActionScript

- Right-click the third frame in the layer labeled Actions and select the Insert Blank Keyframe command.
- Once you have a new keyframe in their, right-click that frame and then select the Action command to open up the Actions panel.
- Pasting the following code in the Actions panel.

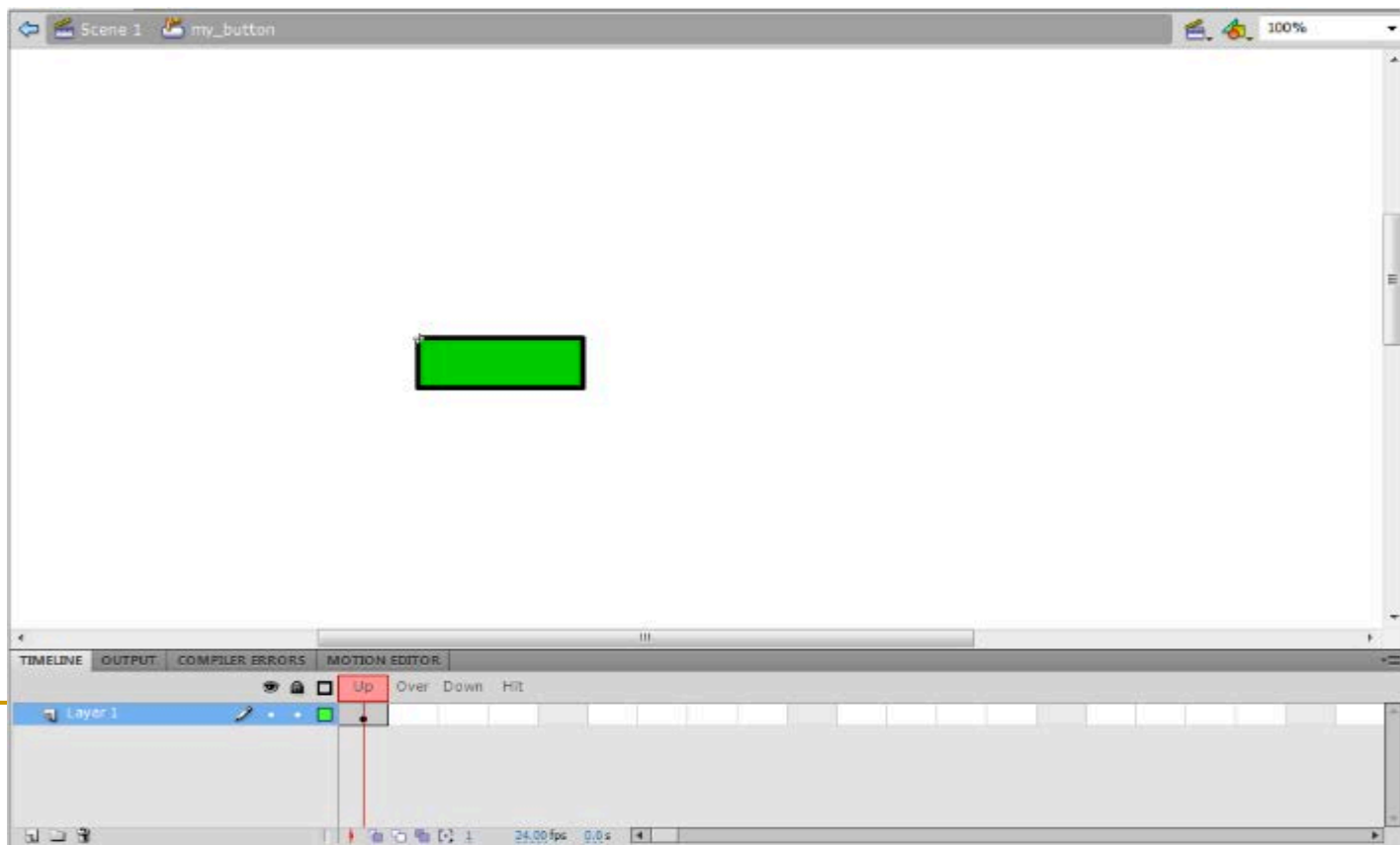
```
stop();  
home_btn.onRelease = function () {  
gotoAndStop(3);  
}  
tutorials_btn.onRelease = function () {  
gotoAndStop(4);  
}  
forum_btn.onRelease = function () {  
gotoAndStop(5);  
}
```

Flash Button

- Interactive web pages and Rich Internet Applications (RIAs) are one of the best areas of Flash.
- Launch Adobe Flash and creating a new document.
- Make the button symbol. Press the keyboard shortcut Ctrl+F8 .You will see dialogue box open up, here you can name your symbol and select the type of the symbol.
- You have to set the Type to Button and you can give any name to your button.

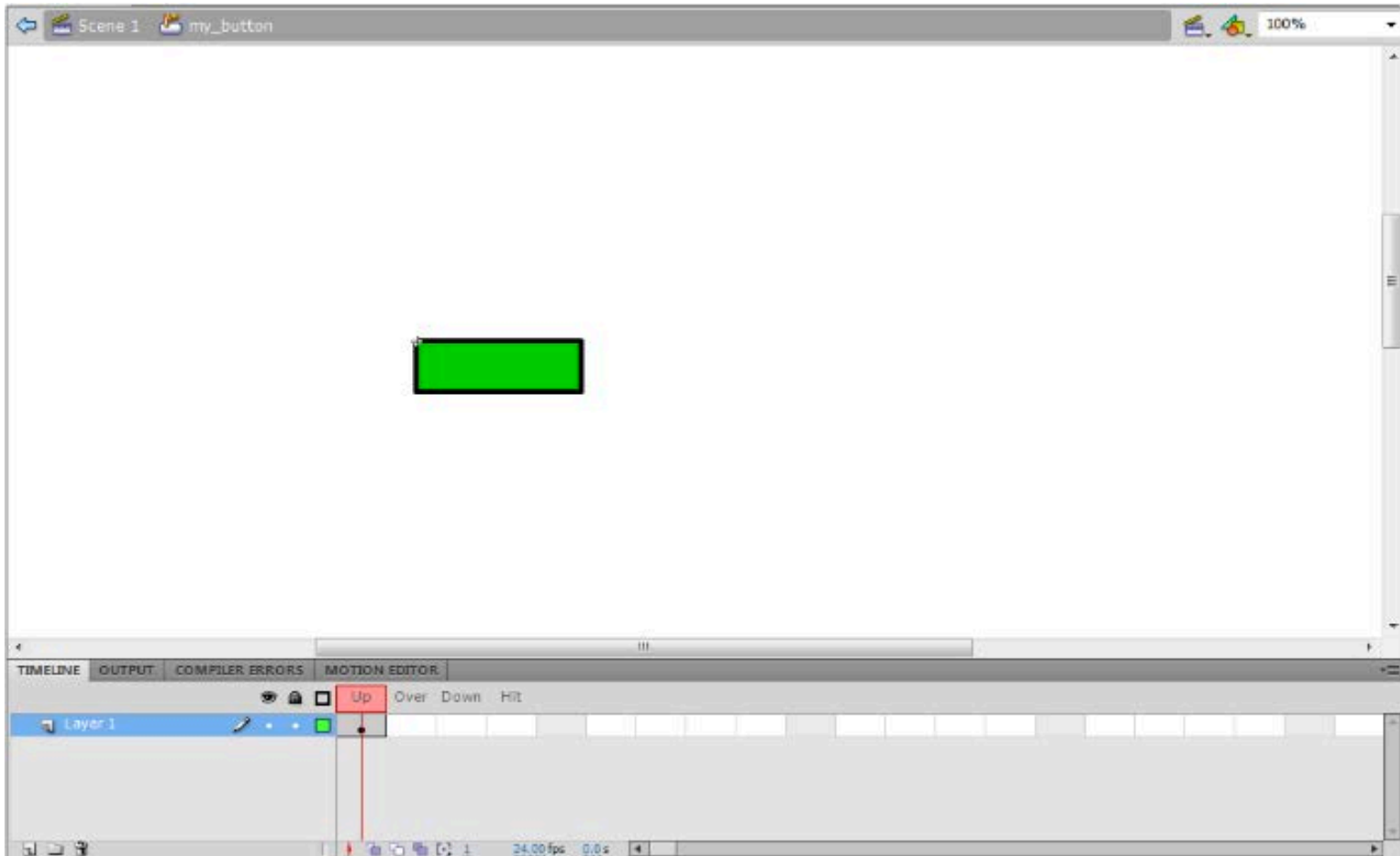


- When you press OK, you will be taken to the button creation screen.
- Now take a close look at the timeline, you can see the labels “Up”, “Over”, “Down” and “Hit”.
- These four frames are the ones on which we will create our button.

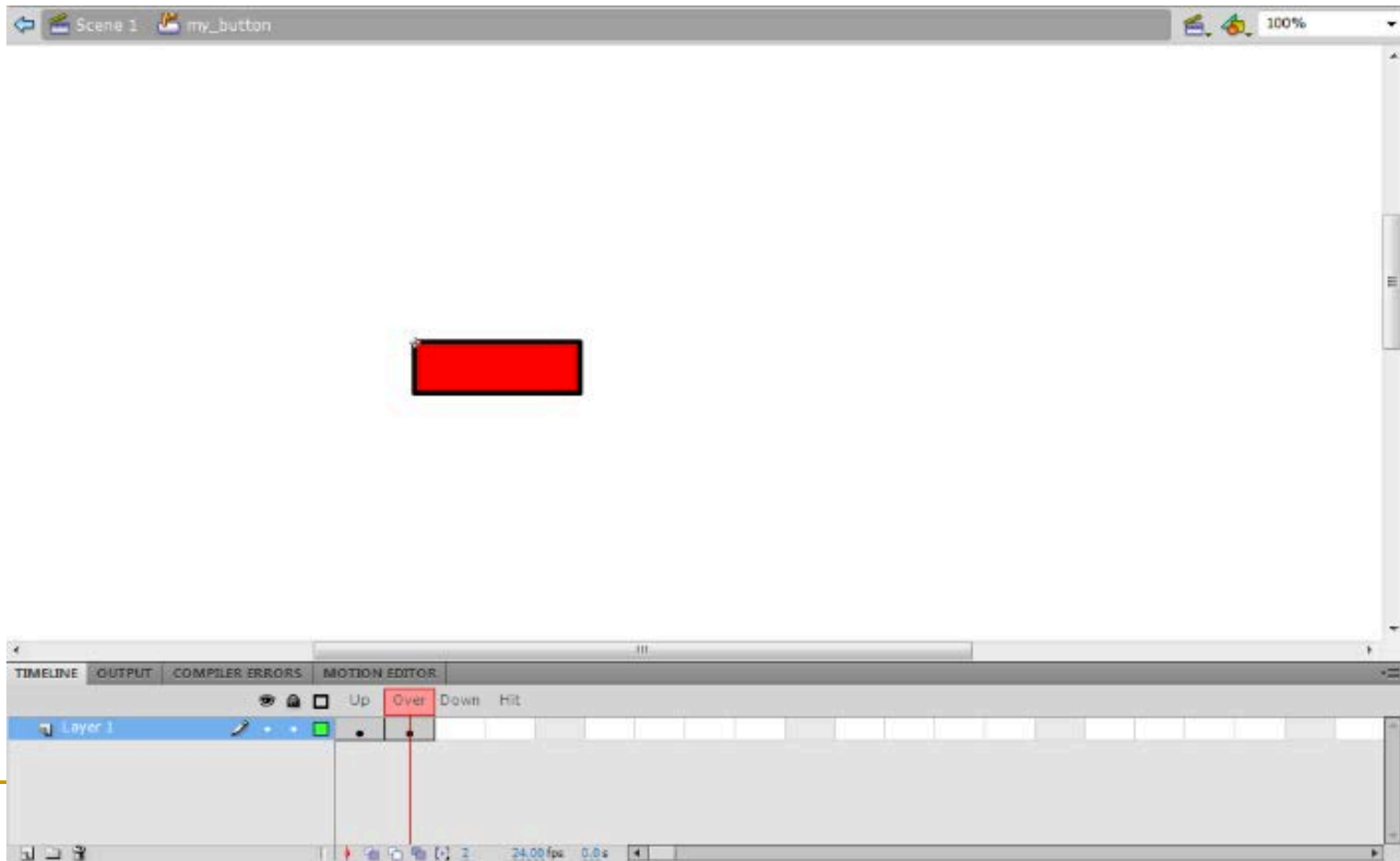


-
- Up : This frame will contain the regular state of our button i.e. when the button is in idle state.
 - Over: This frame will contain the state of the button when the cursor is over the button.
 - Down: This frame will contain the state of the button while it is being pressed.
 - Hit: This frame is an invisible frame, it is used to define the clickable area on the button. Everything you draw on this frame becomes the clickable area but the contents of the frame are never visually displayed in the application.
-

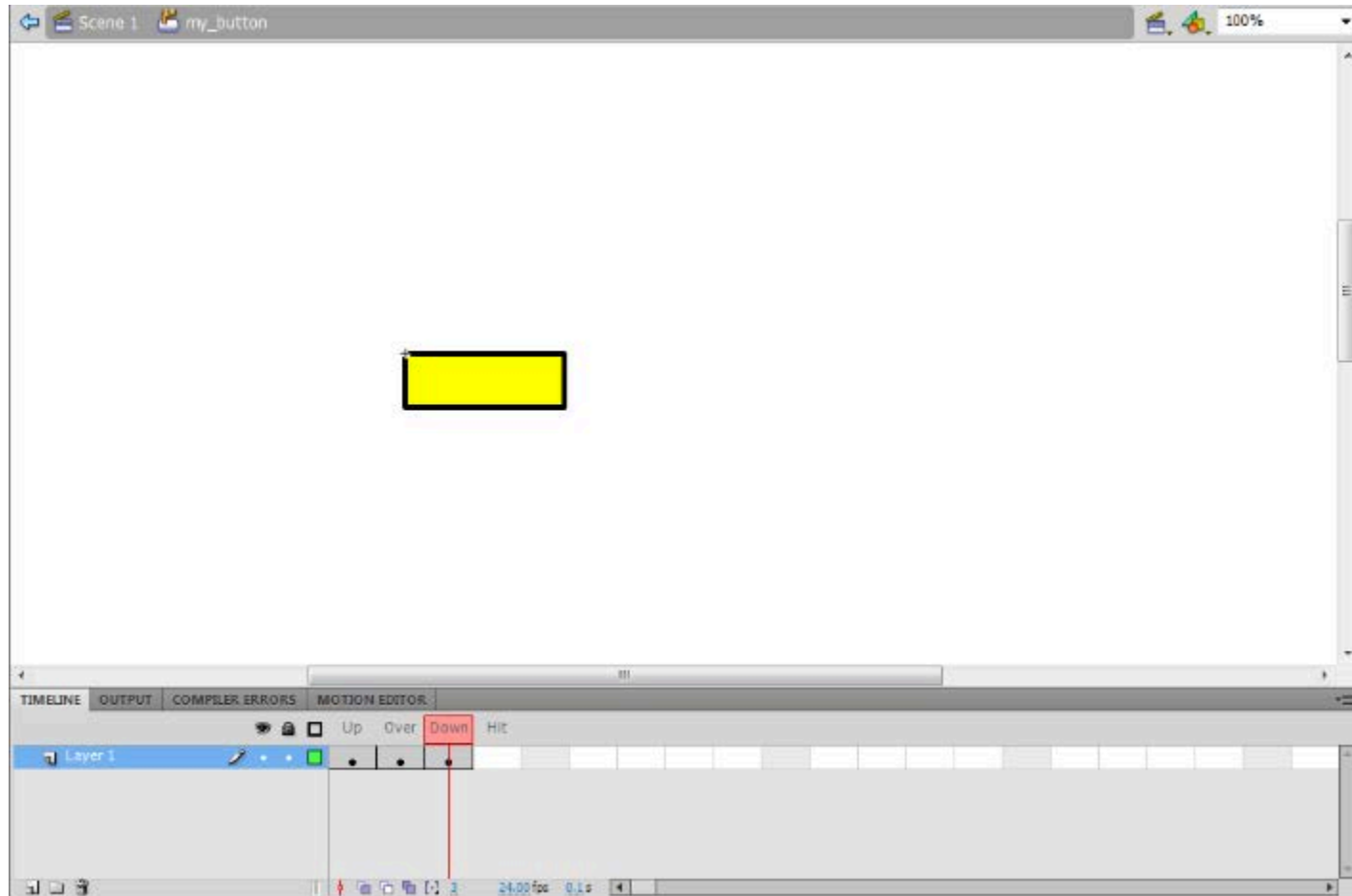
- Now, take a rectangle tool and draw a rectangle on each of the frames and change the color of the rectangle on every frame.



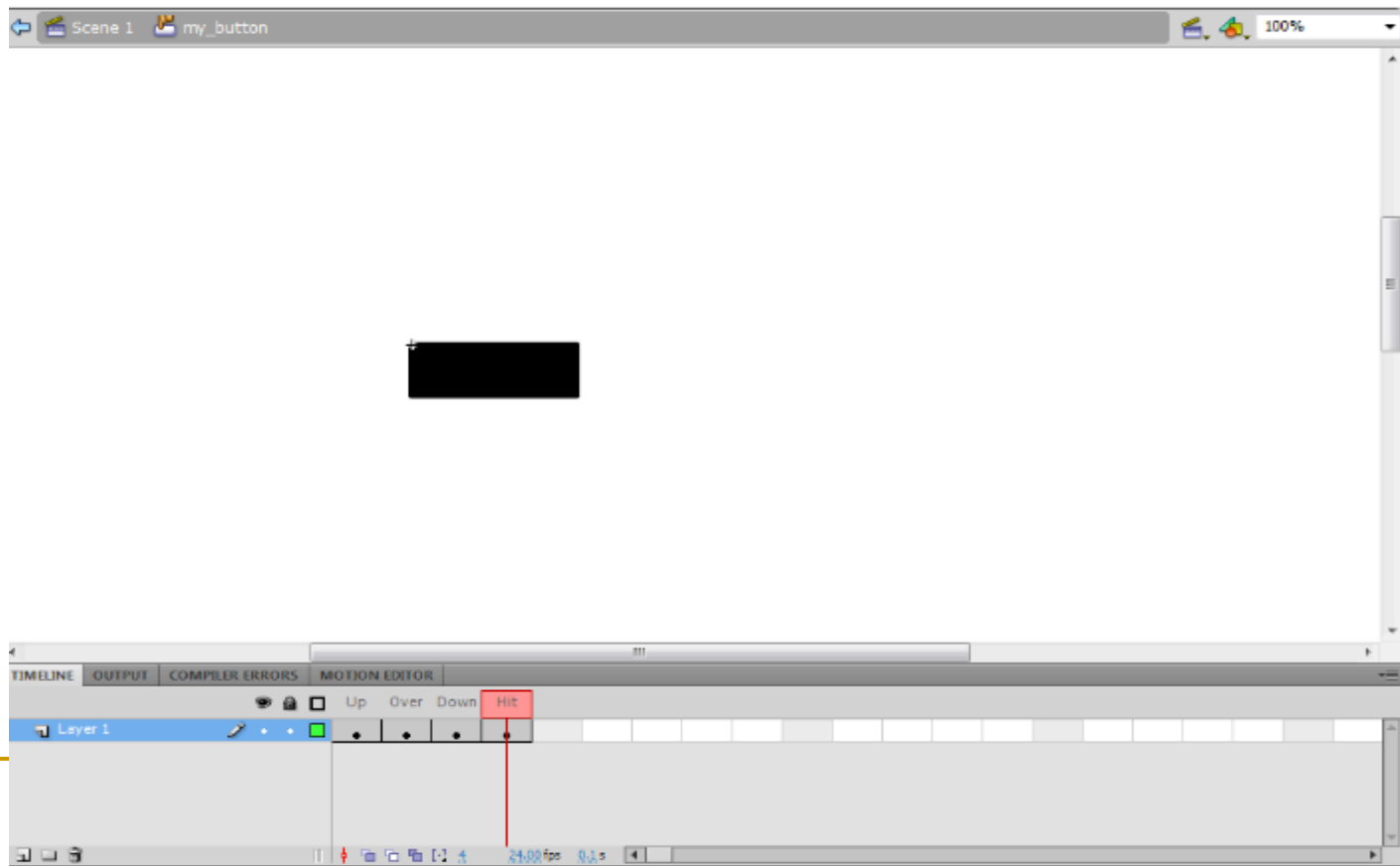
- When you have made the first frame, press F6 to go to the next frame.
- The rectangle will get copied in the next frame and you can just change the color of the rectangle on this frame.



- Do the same thing for the Down frame.



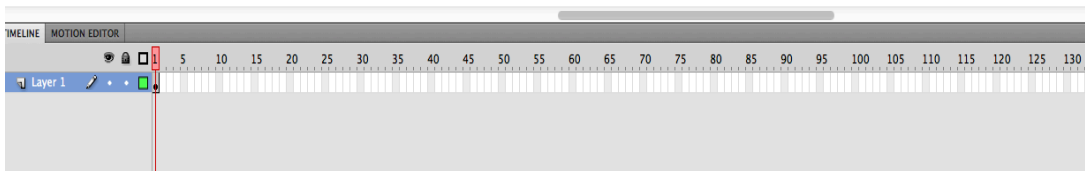
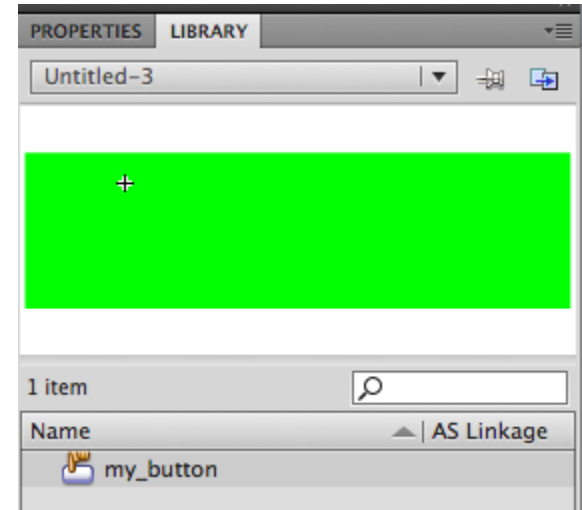
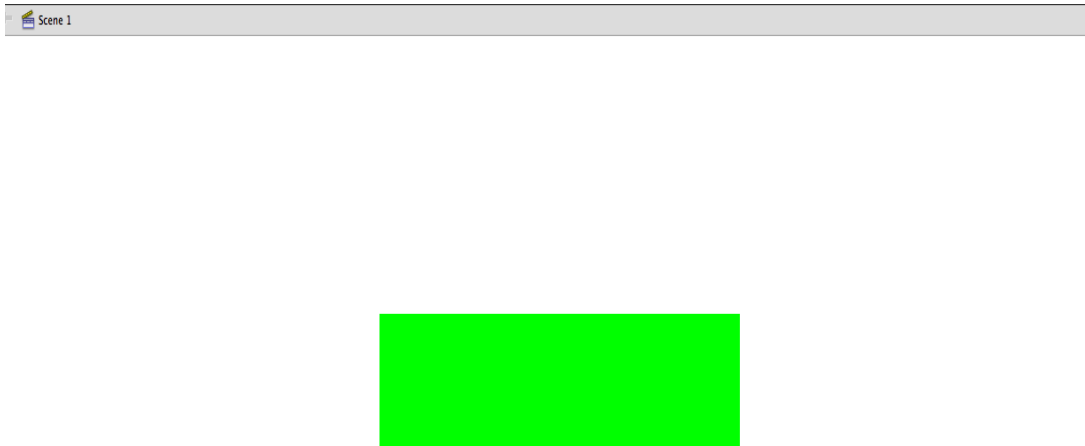
- We have finished adding all the visual frames. Now we need to add the Hit frame .
- Anything we draw on this frame will not be visually visible in the application but it will become the clickable area of the button.



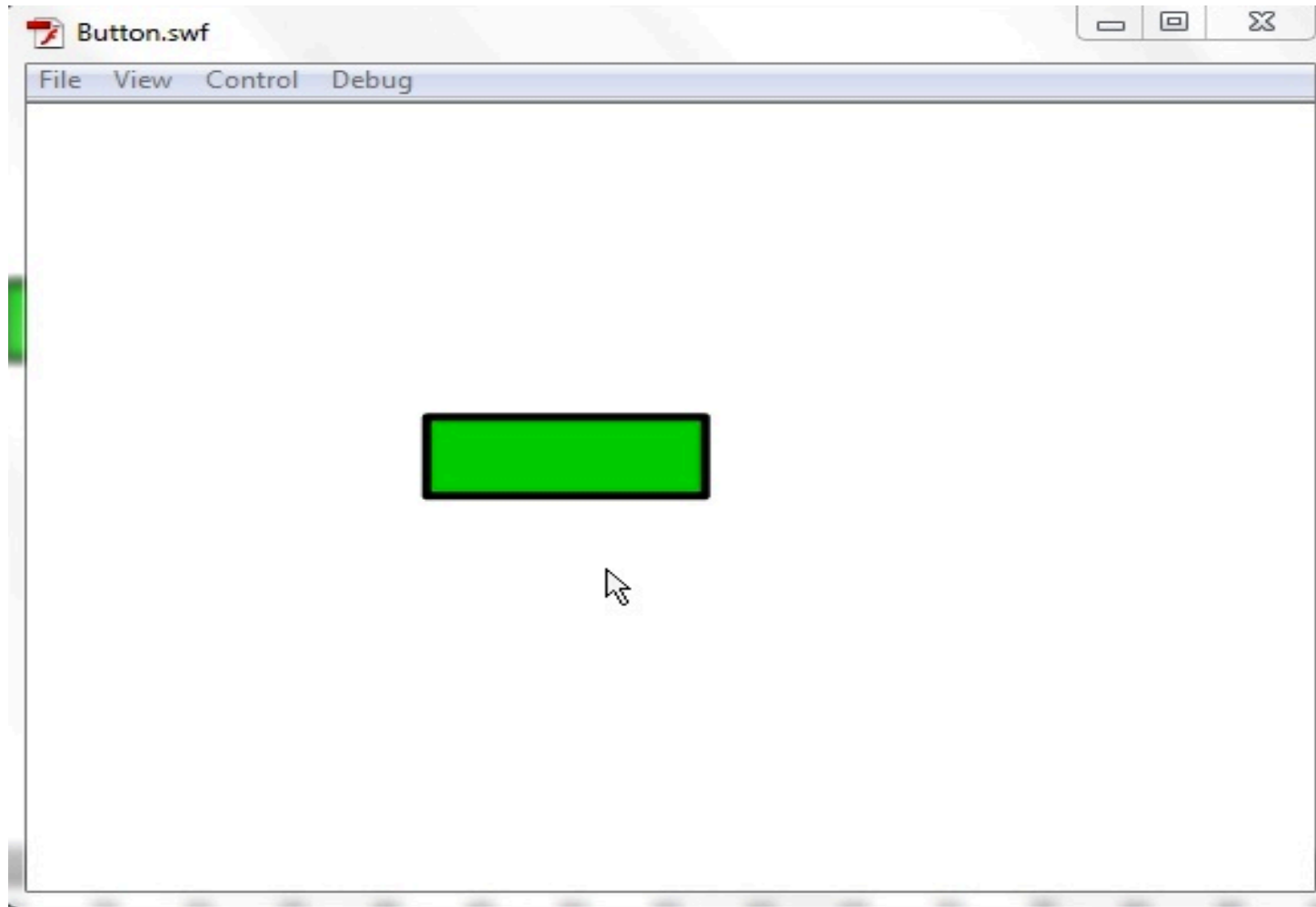
- Now that you have completed the button, go back to your stage by pressing the “Scene 1” button on top of the drawing area.



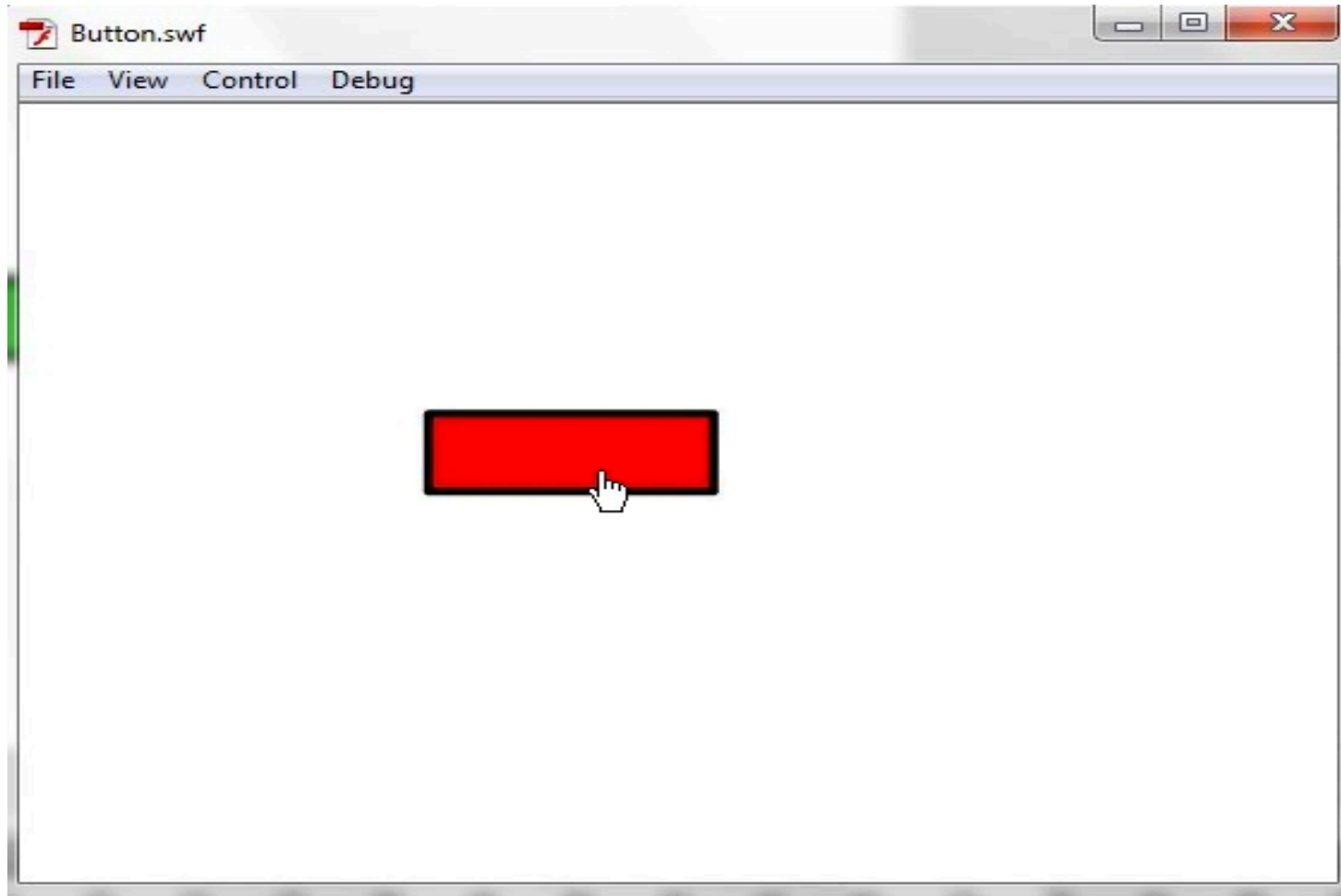
- Now, press “Ctrl+L” to open the library and drag your button from the library to the stage.



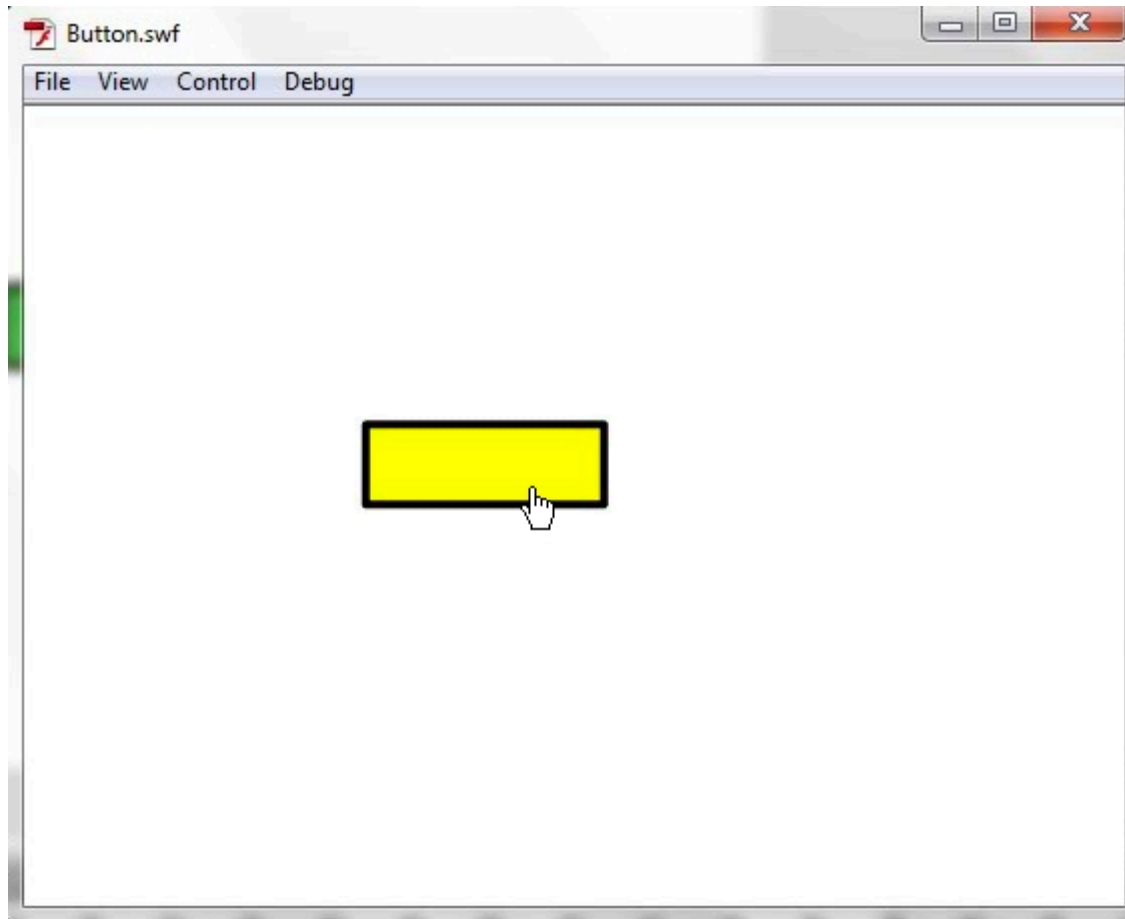
- the button will be in the idle state



- When we hover the cursor over the button, it will change color.

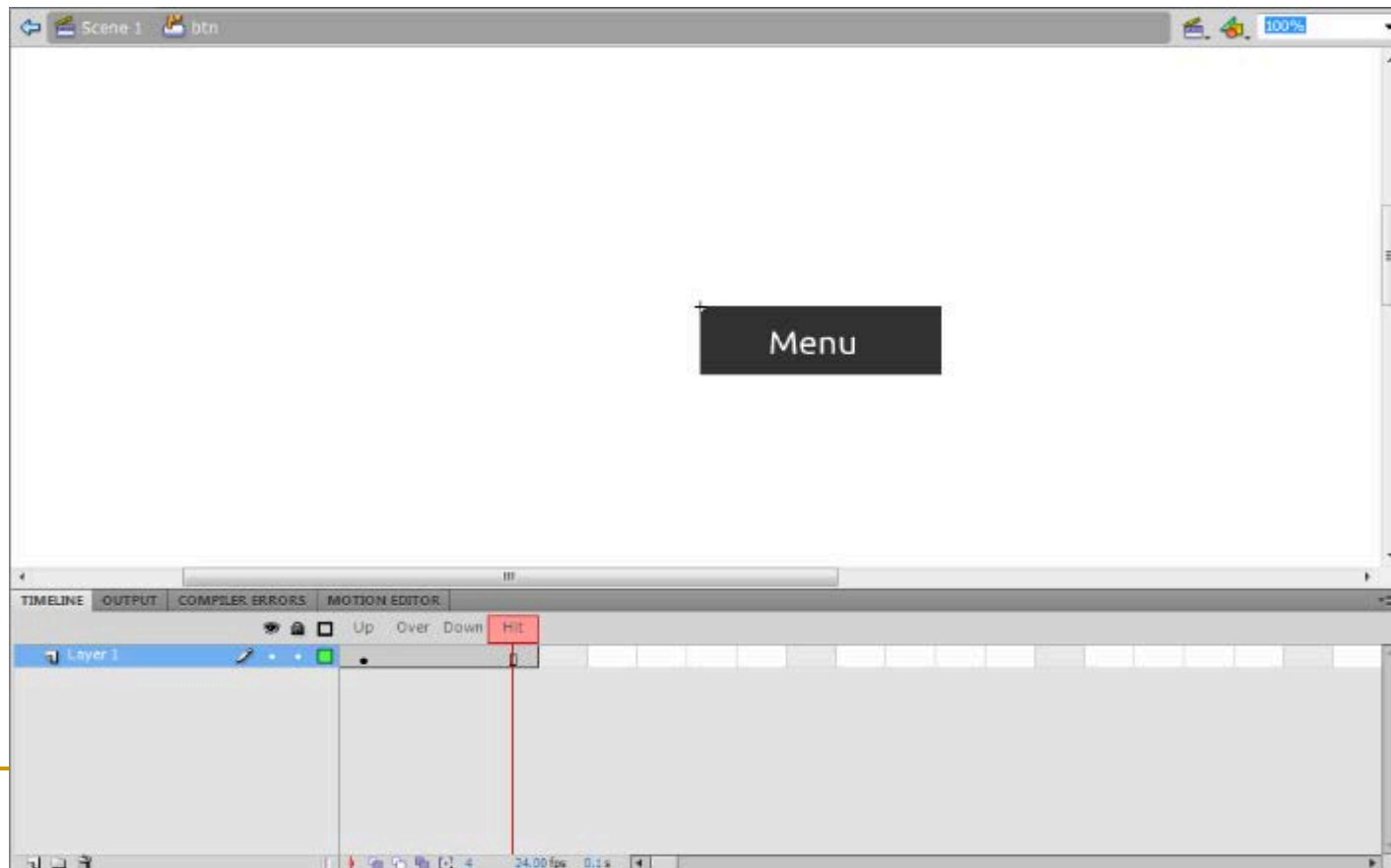


- when we click on the button, it will change color again.

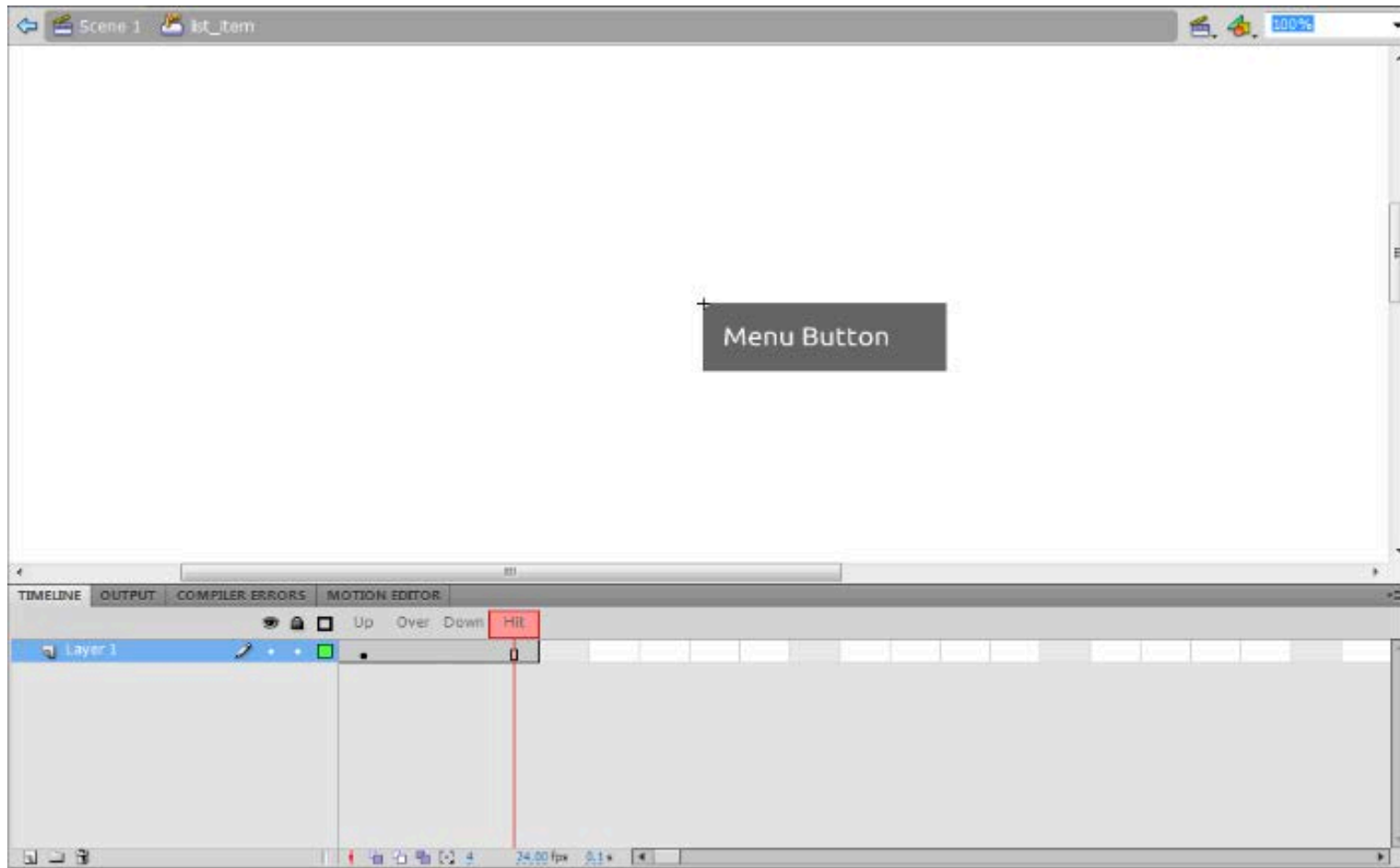


Flash Drop Down Menu

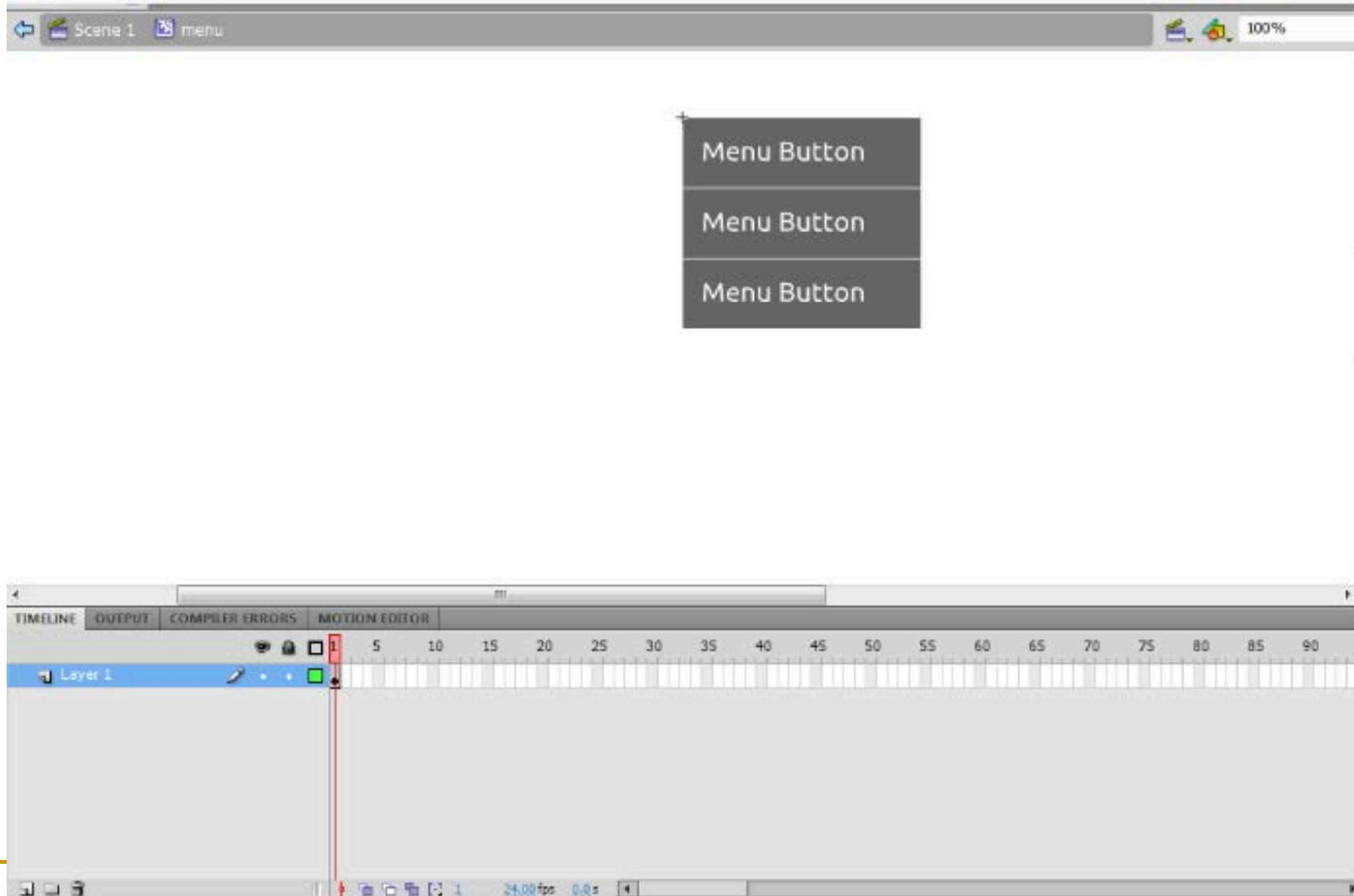
- Create a new ActionScript 3.0 flash application.
- Create new symbol, type 'button'.
- Create a new button for the drop down.



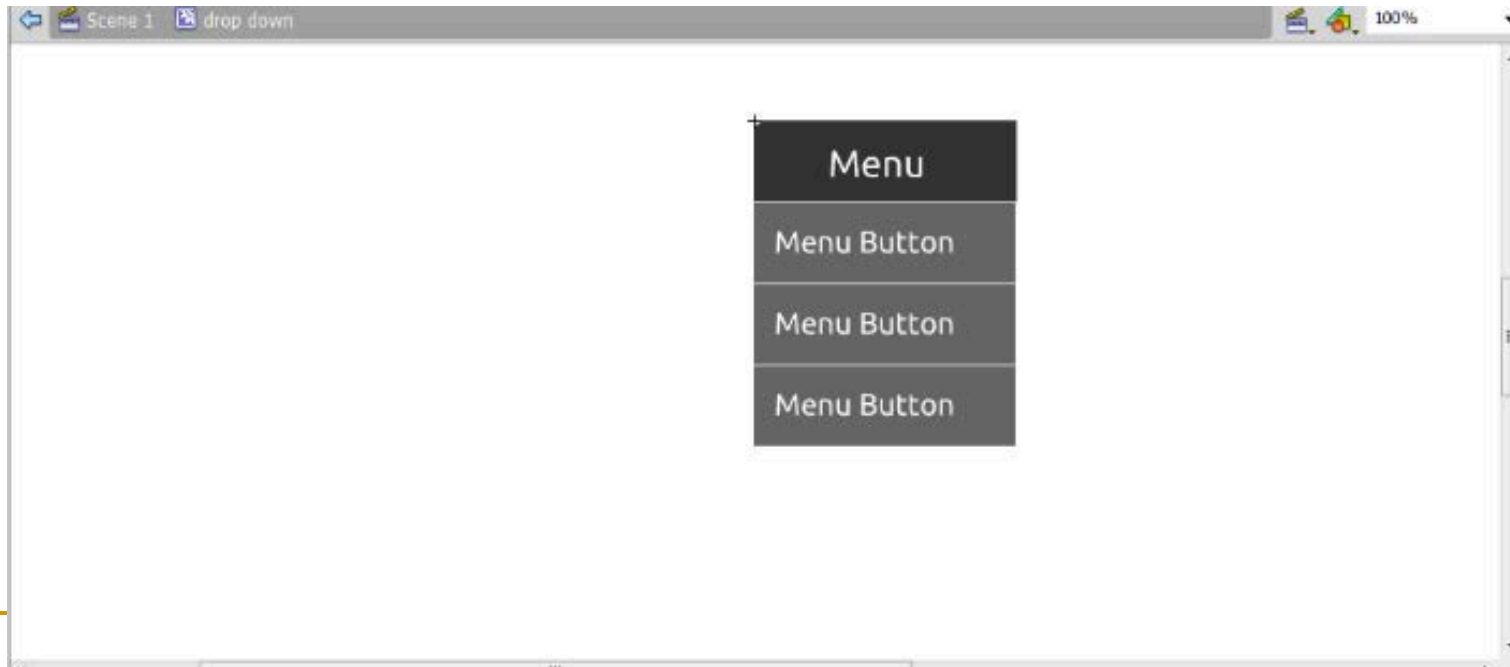
- Now you need to create the buttons that would be in the menu. Created a button with just a simple rectangle and text.



- Create new symbol, type 'movie clip'.
- Put 3 buttons in it but you can put any number of buttons you want.

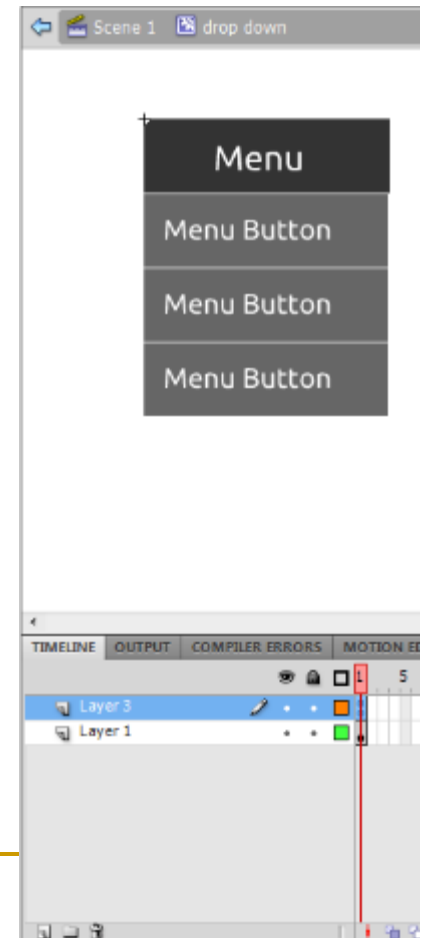


- And now to bind all of this together, create a new movie clip. This movie clip has to contain the whole menu and its code.
- In this movie clip, drag the menu and the button with the text “menu” that we have created earlier. It should look something like this now.

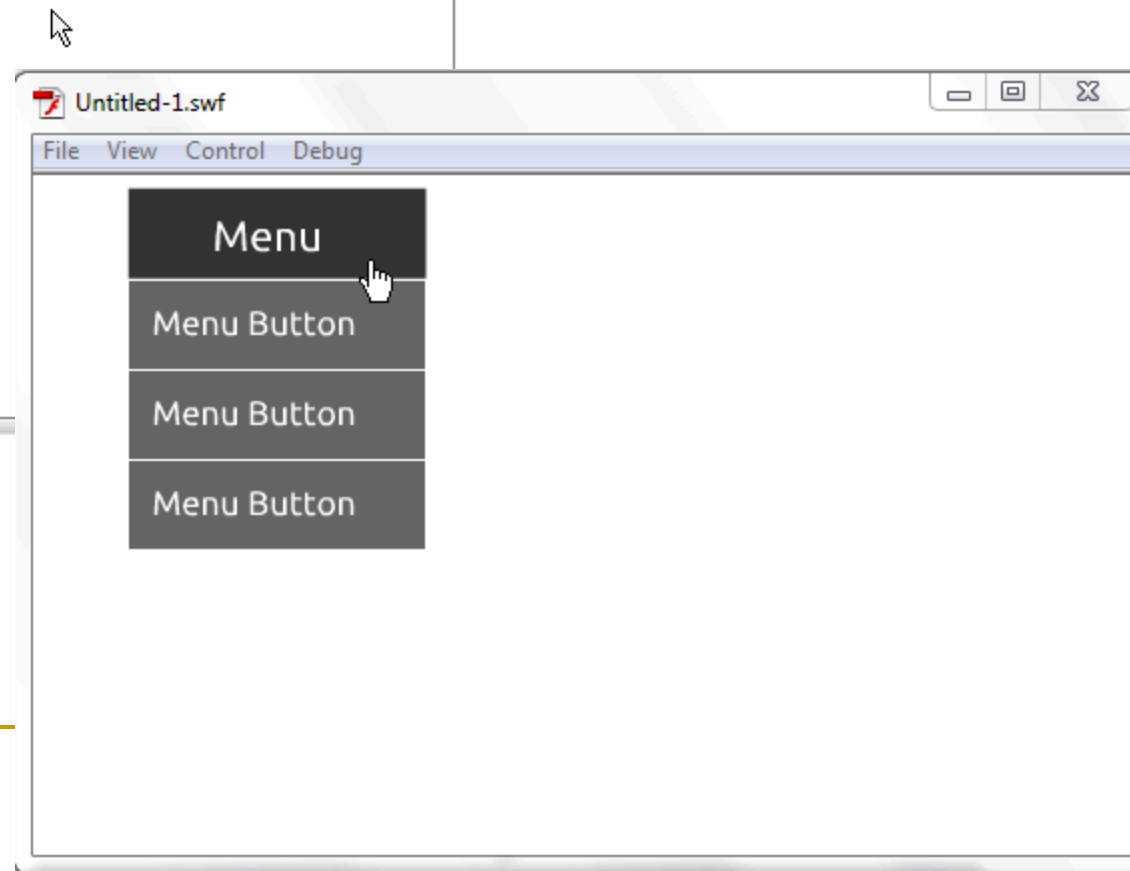
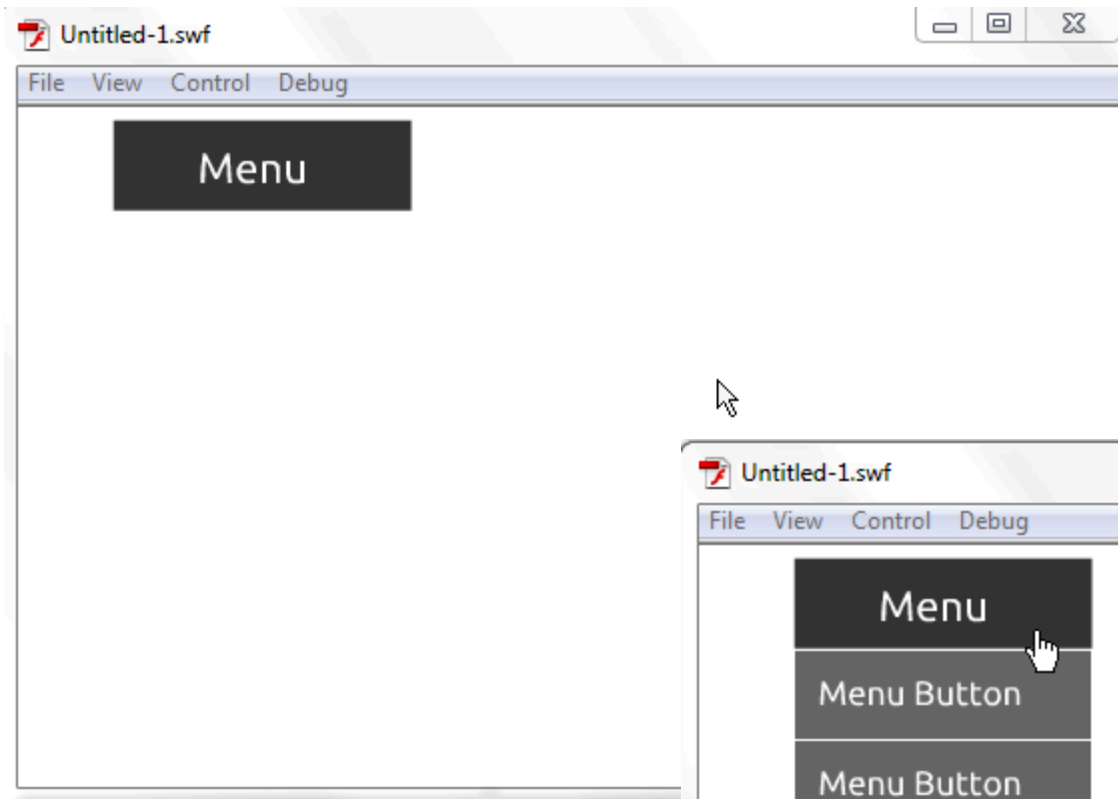


- You can name the home button “hover_btn” and the menu as “menu_mc”.
- Insert a new layer in the movie clip for the action script and paste the following code in it.

```
menu_mc.visible = false;  
this.addEventListener(MouseEvent.CLICK,drop);  
this.addEventListener(MouseEvent.CLICK,up);  
function drop(e:MouseEvent){  
menu_mc.visible = true;  
}  
function up(e:MouseEvent){  
menu_mc.visible = false;  
}
```



■ Run



Finish

