
Pemrograman Web

8. Membuat Sliding Menu dengan Flash

M. Udin Harun Al Rasyid, S.Kom, Ph.D

<http://lecturer.eepis-its.edu/~udinharun>

udinharun@eepis-its.edu

Sliding Menu



menu



Images assets



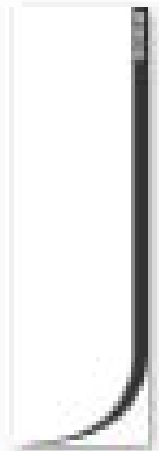
image1



image2



image3

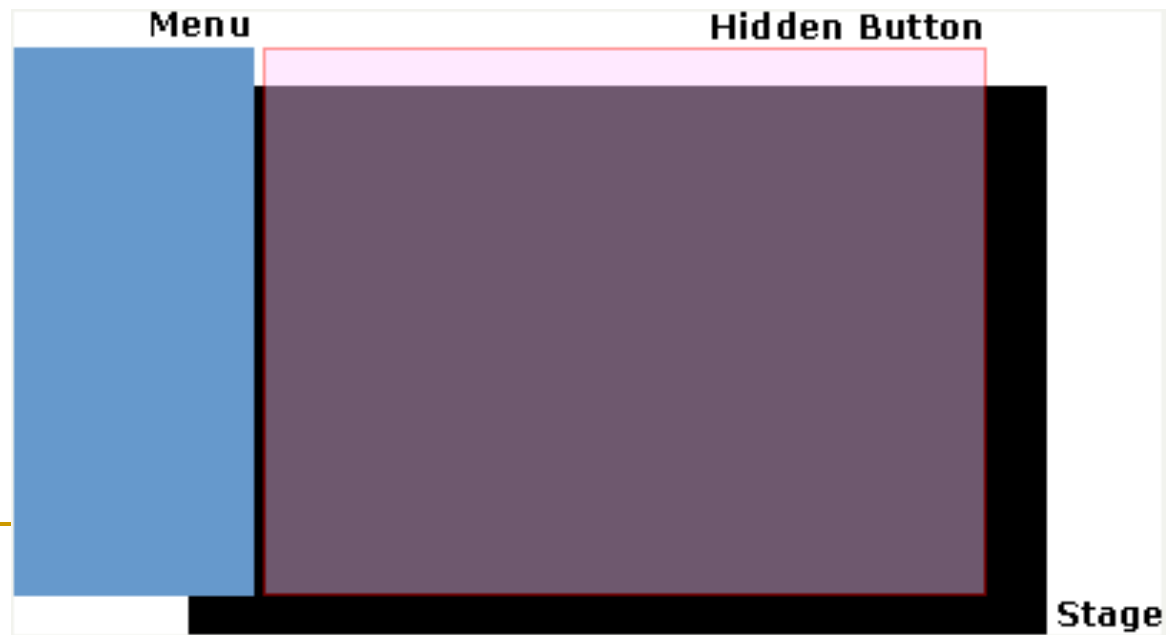


menu_graphic

Process

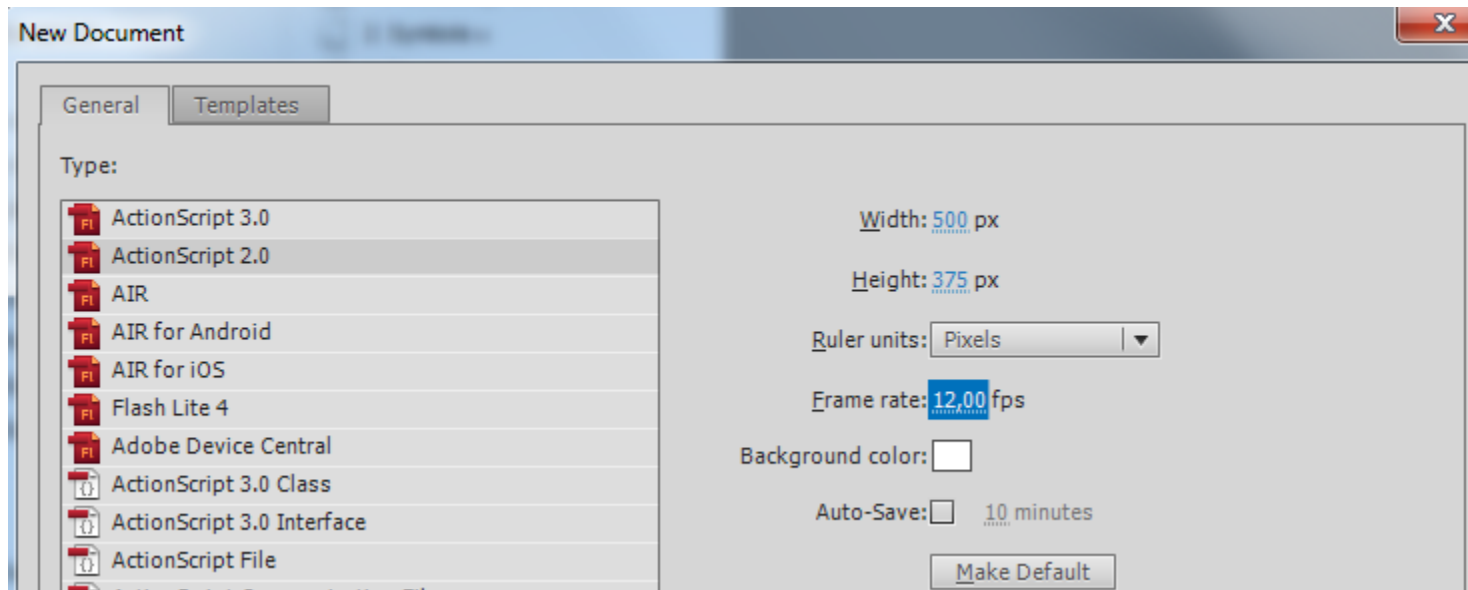
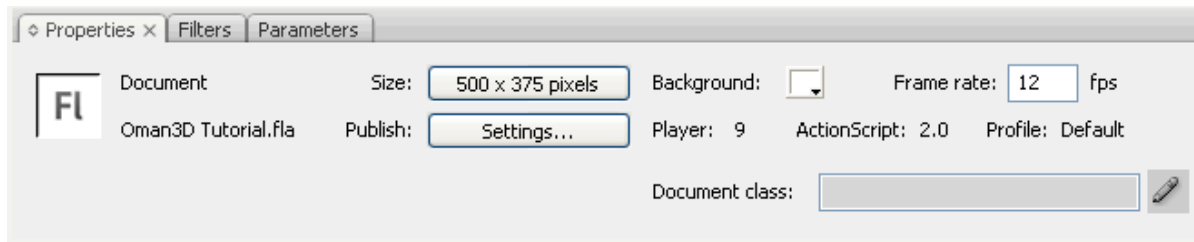
The process for creating this menu could be divided into the following sections:

- Setting up the movie and timeline.
- Creating a movie clip to hold our images (content).
- Creating the hidden button required for sliding back the menu.
- Creating the menu and buttons.
- Writing the ActionScript required to move the menu and configure the buttons.

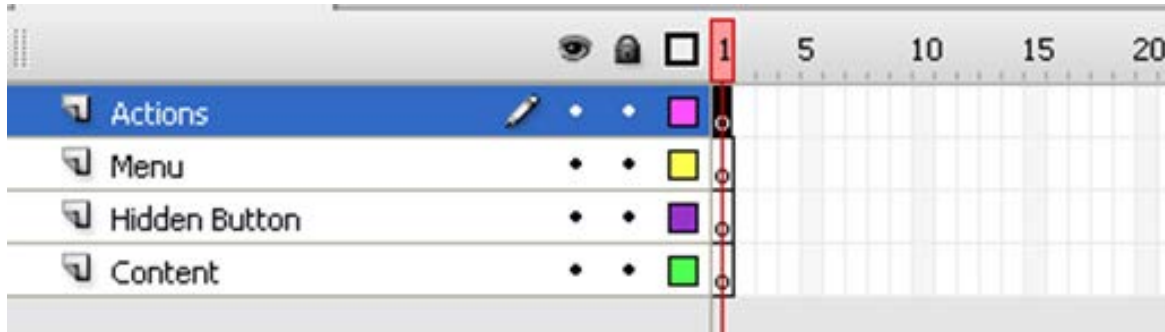


Setting Up the Movie and Timeline

- Create a **new ActionScript 1.0 or 2.0** Flash movie, set the dimensions of the movie to **500x375** px, for example used the default settings for the frame rate and background.

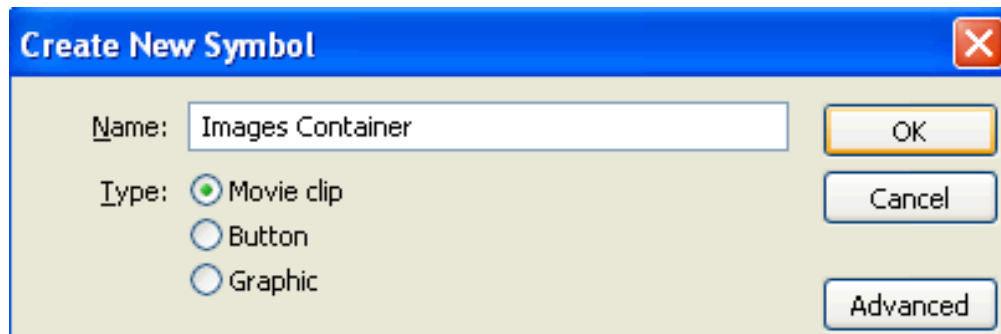


- Create **4 layers** on the timeline each with a single frame, name them **Actions**, **Menu**, **Hidden Button**, **Content**.

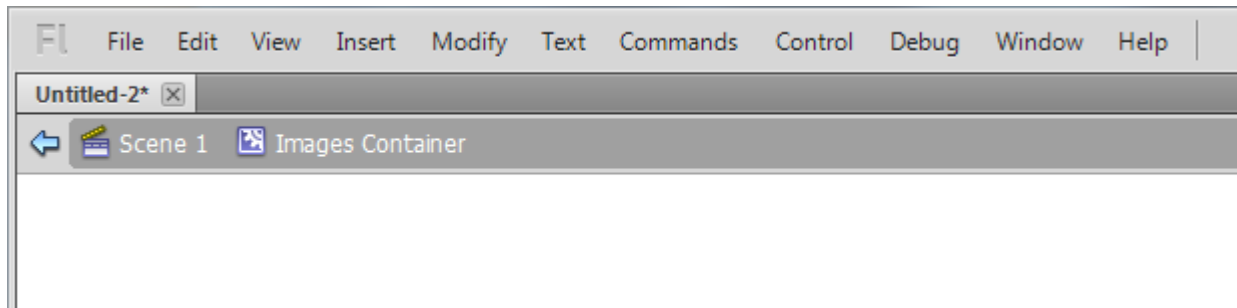


Creating the Image Container Movie Clip

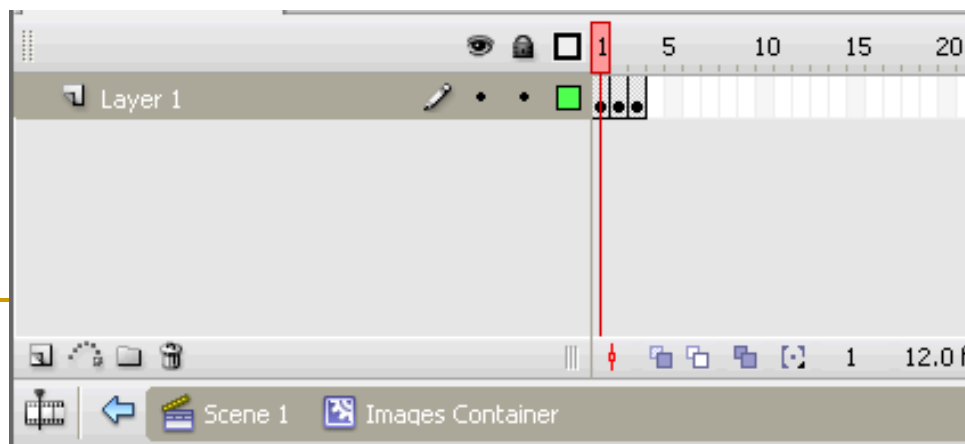
- Our content in this movie will be a set of images that will be contained within one movie clip.
- The menu will command this movie clip to display a specific image when the corresponding button is clicked.
- To create this new movie clip to contain our images go through ***Insert>New Symbol... (Ctrl+F8)*** to create a new symbol. Name the clip ***Images Container***, select ***Movie Clip*** as the symbol type and click ***OK***.



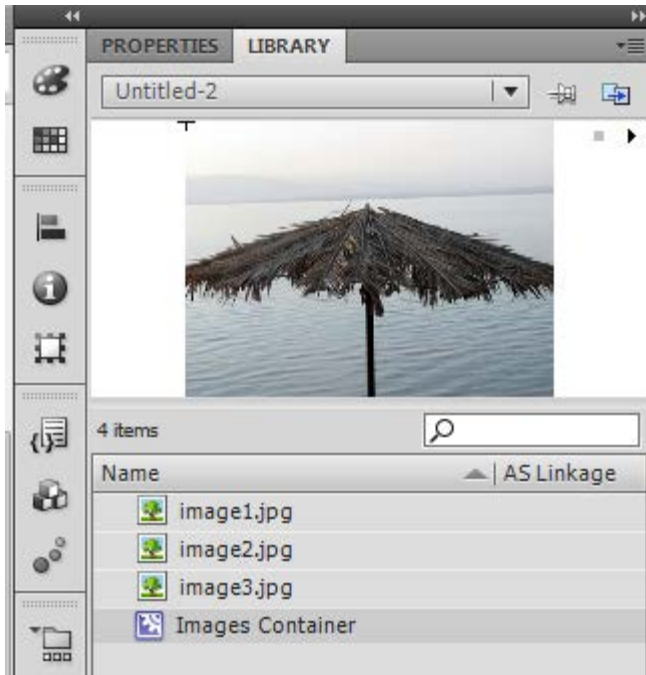
- You should find on the timeline of new **Images Container** movie clip.



- To add your images to this movie clip simply go through **File>Import>Import to Stage** and browse for the folder in which you extracted the images we provided you with.
- If you select and import **Image1**, Flash should detect that this is a **sequence of images**, so let it import them all in one go. You should end up with our three images, each on a different keyframe on the only layer of our **Images Container** movie clip.



- Our *Images Container* movie clip is now done. Go back to the main timeline (**Scene 1**). Open up the **Library (Ctrl+L)**.

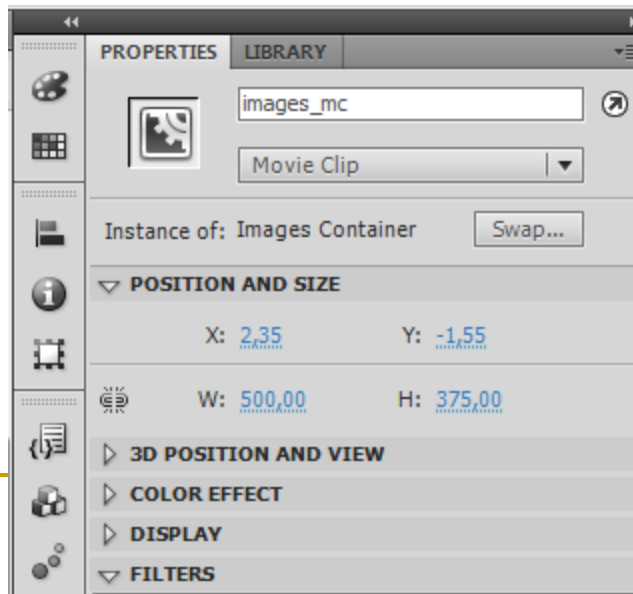


- look for the *Images Container* movie clip and **drag** an instance of it onto the only frame of the **Content layer** of your timeline.

- You should see the first frame of that movie clip now on the stage.

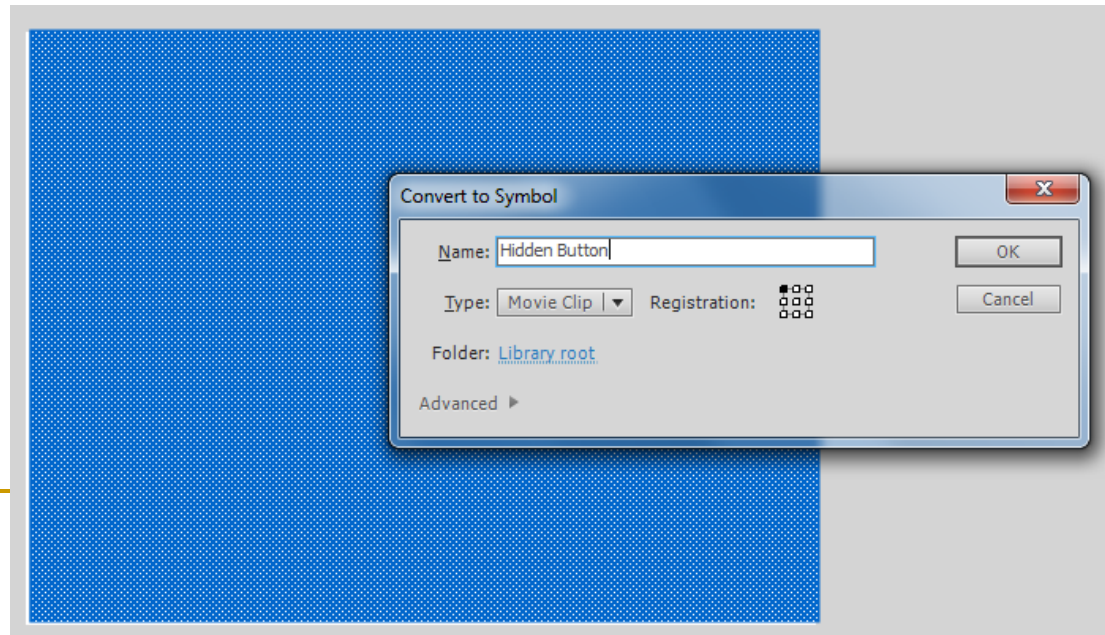


- **Select the movie clip**, access the **Properties Inspector** and assign the **instance name images_mc** to it. We are done workign with the actual subject of our movie.

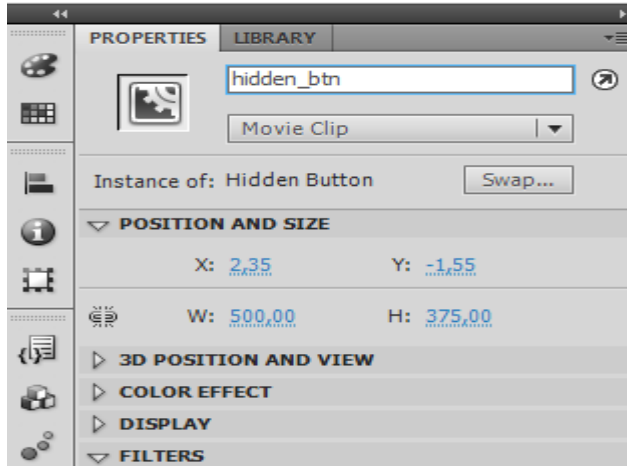


Creating the Roll Back Hidden Button

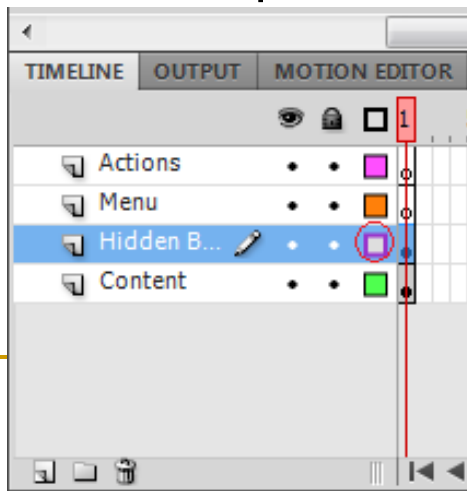
- Our hidden button will be used to command the menu to slide back when the mouse rolls over this button. This button must cover the entire area of the stage in order for it to work well.
- Select the **Hidden Button layer**, and then use the **Rectangle Tool** to draw a box that cover the whole canvas in whatever colour that you choose.
- Once done, **click on the layer** again on the Timeline to select the box and its outline, then press **F8** to convert it to a **Movie Clip Symbol**. Name this symbol **Hidden Button**.



- While your newly created Movie Clip symbol is still selected, access the **Properties Inspector** and assign the **Instance Name** *hidden_btn* to it.

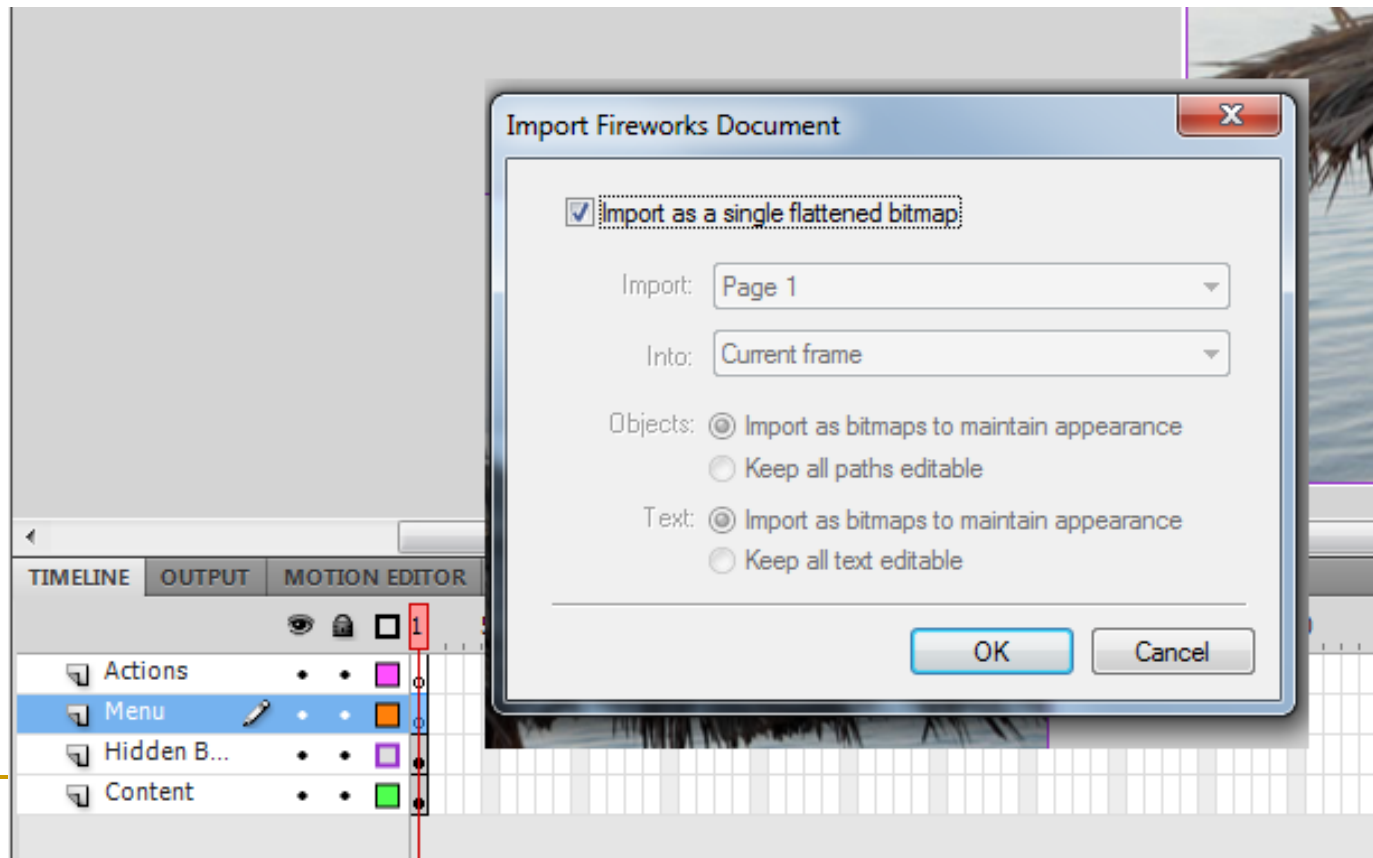


- We do not need to see this layer any more, access the Timeline and hide the **Hidden Button** layer by clicking on the **Display as Outlines** option for the layer.



Creating the Menu

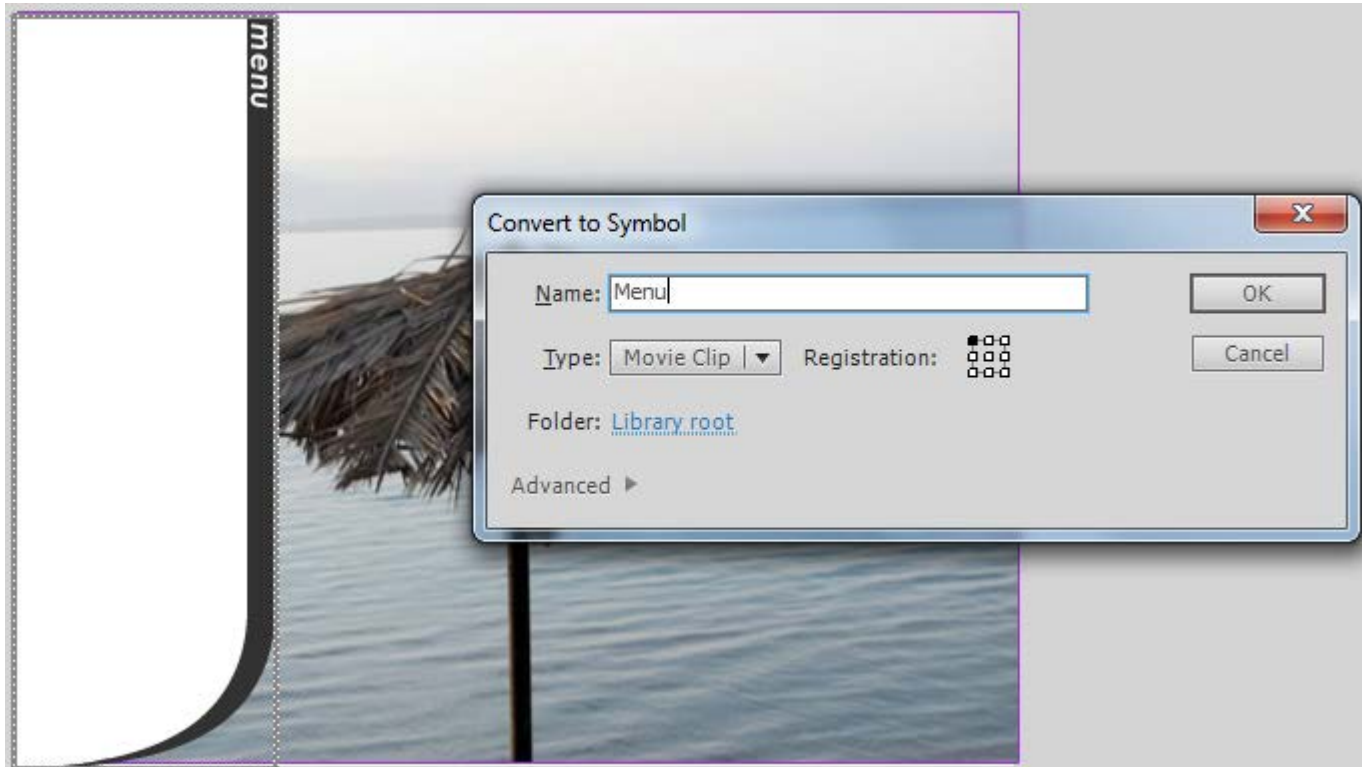
- To start create our menu select the layer labeled **Menu** and then go through **File>Import>Import to Stage** to browse for the **menu graphic** of our menu. Make sure you check the option to import the file as a **Single Flattened Bitmap** and then click on **OK**.



menu

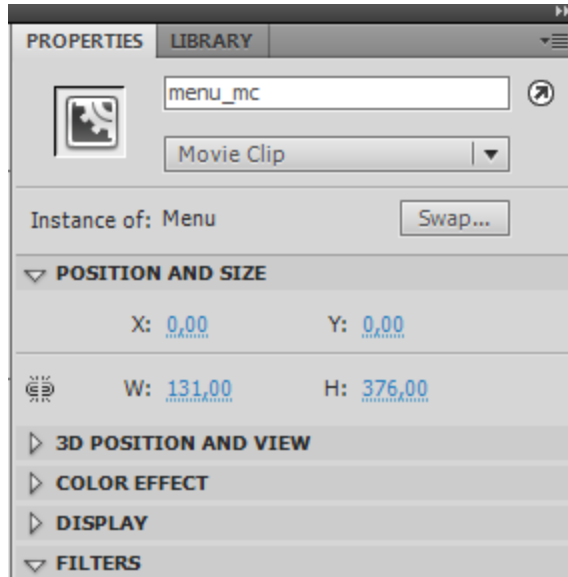


- Select your imported menu and click on **F8** to convert it to a **Movie Clip** symbol. Name this movie clip **Menu**.

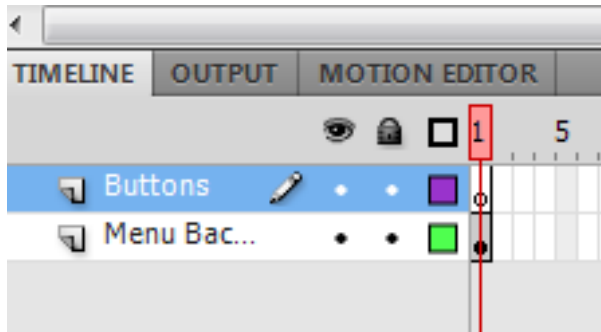


- Make sure that you set the **Registration Point** to the **top left corner** - this will help us align the menu on the stage easily.

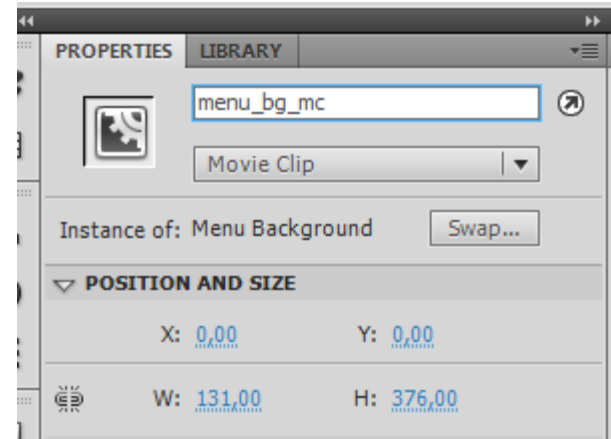
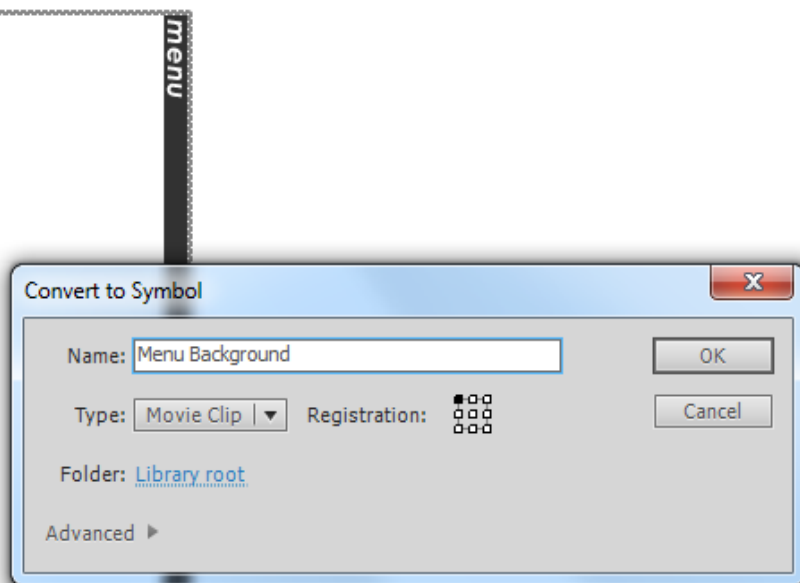
- Once you have the graphic as a movie clip on the stage, access the ***Properties Inspector*** to assign the **instance name *menu_mc*** to it



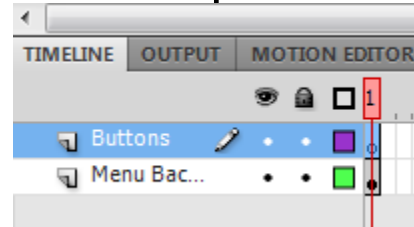
- Double click the **menu_mc** movie clip to start editing its own timeline. You should have a single layer on this movie clips timeline, rename that layer to **Menu Background** and then create another layer and name it **Buttons**.



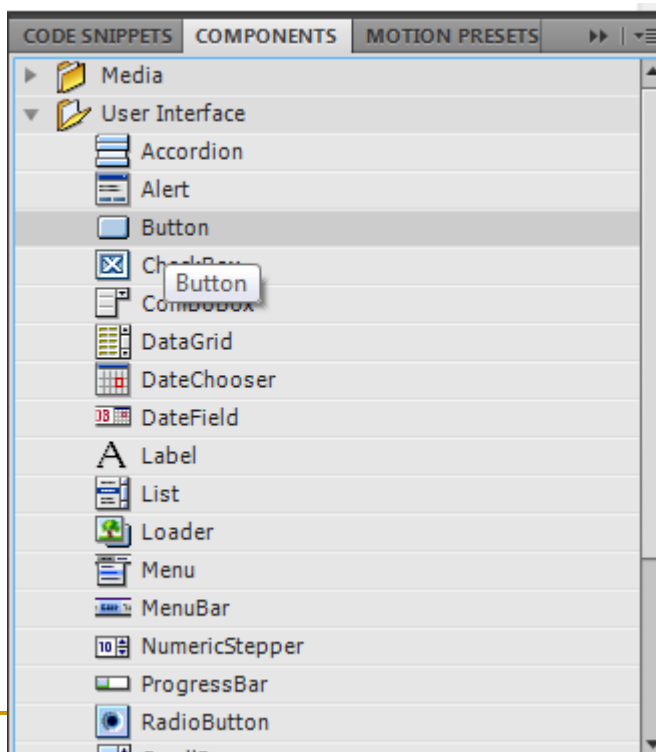
- Select the only object on this timeline (**the menu graphic**), press **F8** to convert it to a movie clip symbol again.
- Name this movie clip **Menu Background**, assign the instance name **menu_bg_mc**.
- This is required to have access to the background itself as the background is the object that will trigger the slide back function when the mouse rolls over it.



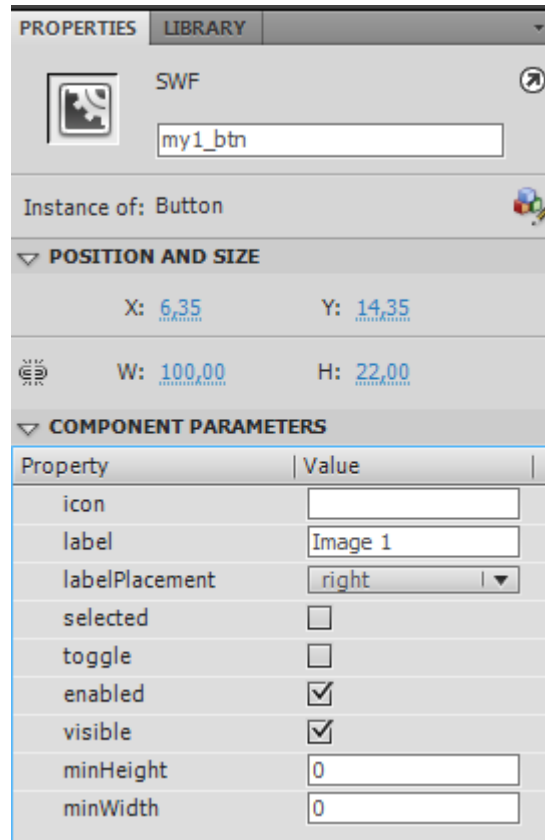
- Time to create the actual buttons of the menu, for the sake of simplicity we will use the basic Button component instead of creating graphic buttons.



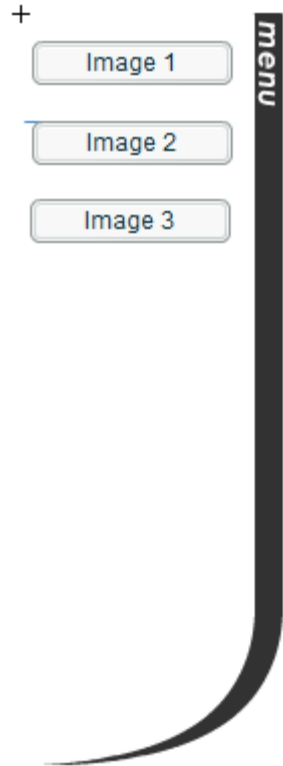
- Select the layer named **Buttons** and then go through **Window>Component** to display the **Components Panel**.



- Drag an instance of the **Button** component onto stage, access the **Properties Inspector**, assign the instance name **my1_btn** to this button, then access the **Parameters tab of the Properties Inspector** and change the **label** parameter to **Image 1**.



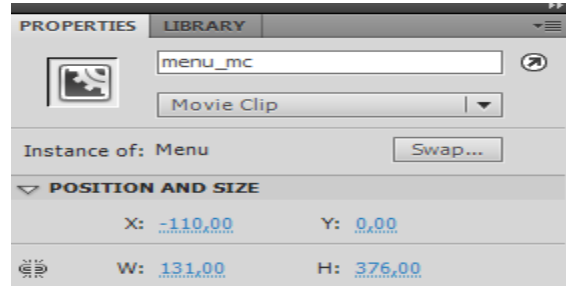
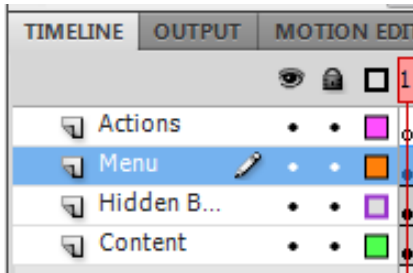
- Repeat the process to add two component buttons labeled **Image 2** and **Image 3**, then assign the instance names **my2_btn** and **my3_btn** to them respectively.



- Our menu is now done! Go back to the main timeline (Scene 1).

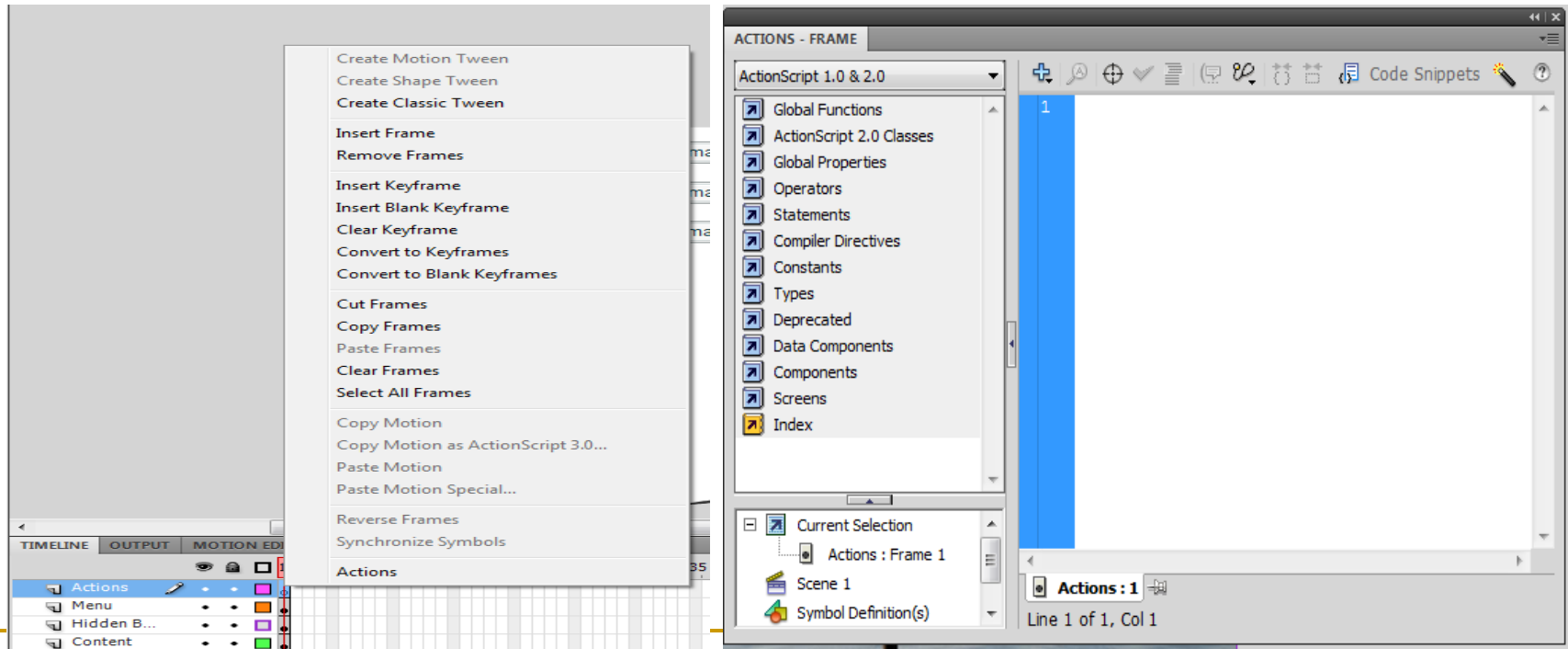


- Then move the menu to the left side of the screen so that the word *menu* and a little bit of the body of the menu is only on the stage.
- An easier way to move the menu can be done by accessing the *Properties Inspector* and settings its *X* position to *-110*.



Scripting the Menu and Buttons

- Describe the code line by line. We will create two functions, one to slide out the menu, and the other to slide it back in.
- Back in the main timeline, select the **Actions** layer and then right-click the only frame and open up the *Actions* Panel.



-
- We will start off by stopping our *Images Container* movie clip from playing automatically when the movie is started. We can do that easily by using the *stop()* method. We also need to hide our *Hidden Button* by setting its transparency level to zero.

```
images_mc.stop();
```

```
hidden_btn._alpha = 0;
```

- Use the Tween Class to slide our menu in and out.

```
import mx.transitions.Tween;
```

```
import mx.transitions.easing.*;
```

- Before we start moving our menu, we need to create some initial **Variables** to hold organisational data of our movie.
- The variable ***rolled_up*** stores the current location of the menu movie - this will be used by the Tween class to tell the menu to go back to this position when the menu slides back in.
- The ***rolled_out*** variables stores the position at which the movie should end up at when it is fully slid out, *zero* here means that the menu is fully outside.

```
var rolled_up = menu_mc._x;  
var rolled_out = 0;
```

- We are going to create a **Function** that commands the menu to slide out. This function should be easy to understand if you read the Tween Class tutorial.
- We added the ***current_x*** variable to store the current location of the menu so that the animation rolls out from the exact point at which the menu is at instead of jumping if triggered before the menu is fully rolled back.

```
function slide_out() {  
    current_x = menu_mc._x;  
    var anim:Tween = new Tween(menu_mc, "_x", Strong.easeOut,  
    current_x, rolled_out, 1, true);  
    hidden_btn._x=0;  
    menu_mc.menu_bg_mc.enabled=false;  
}
```

- We will create the function to roll back the menu, the only difference between this one and the one above is that it uses the ***rolled_up*** variable instead of ***rolled_out***.

```
function slide_in() {  
  current_x = menu_mc._x;  
  var anim:Tween = new Tween(menu_mc, "_x", Back.easeOut,  
  current_x, rolled_up, 1, true);  
  hidden_btn._x=-1000000;  
  menu_mc.menu_bg_mc.enabled=true;  
}
```

- Our basic functions are set. We need to assign these functions to event handlers attached to the menu background and our hidden button.

```
menu_mc.menu_bg_mc.onRollOver = function(){  
    slide_out();  
}
```

```
hidden_btn.onRollOver = function(){  
    slide_in();  
}
```

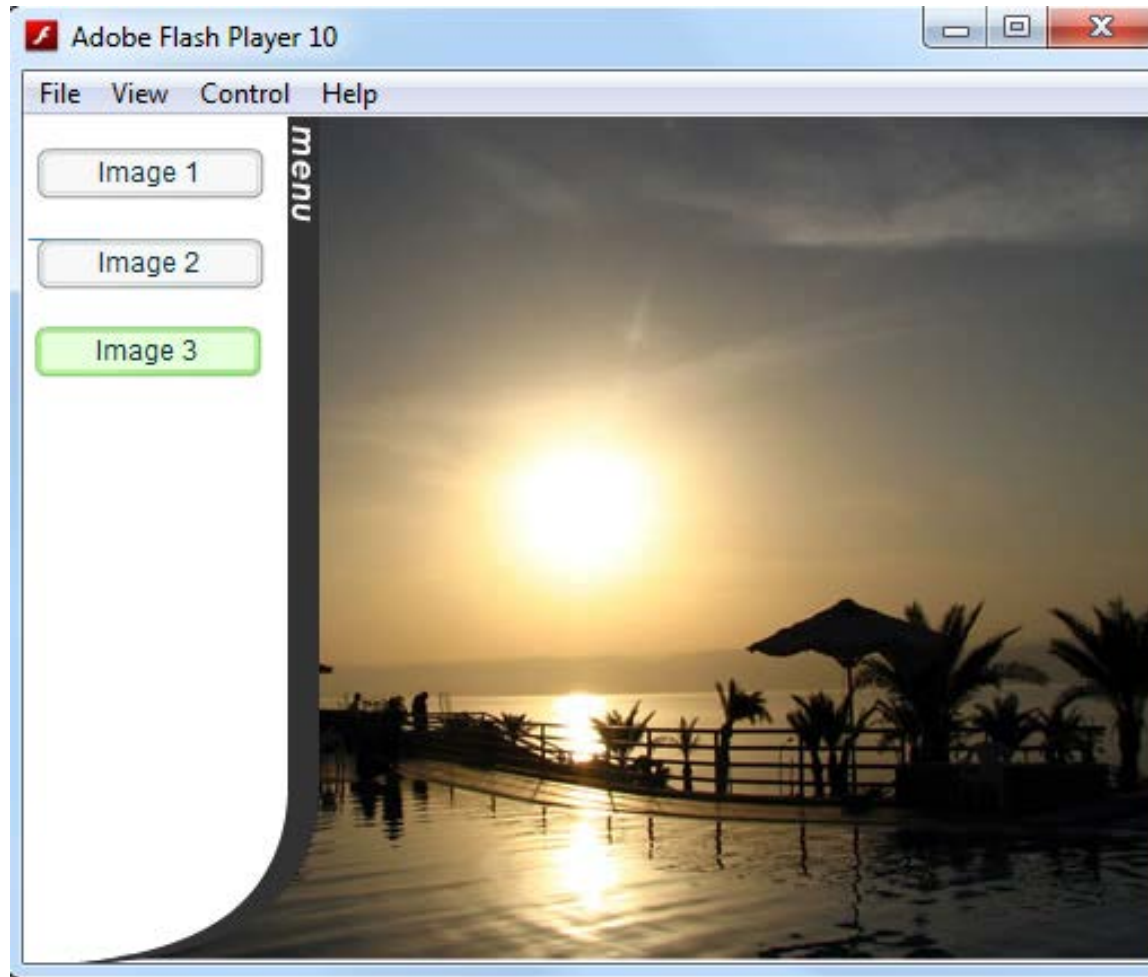
- Finally, our buttons need to have event handler properties attached to them as well to command the images container to show the required image when clicked.

```
menu_mc.my1_btn.onRelease = function(){  
images_mc.gotoAndStop(1);  
}
```

```
menu_mc.my2_btn.onRelease = function(){  
images_mc.gotoAndStop(2);  
}
```

```
menu_mc.my3_btn.onRelease = function(){  
images_mc.gotoAndStop(3);  
}
```

- Finally, try it with run **publish** menu.



Praktikum 8 – Membuat Sliding Menu dengan Flash

Petunjuk:

- Kerjakan percobaan sesuai langkah-langkah diatas.



Finish

