



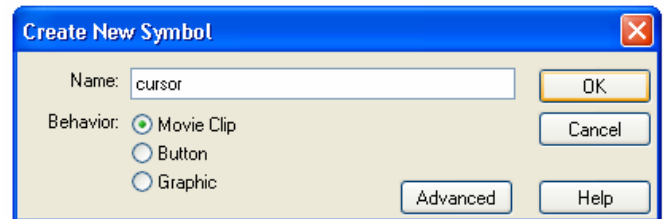
# CHANGING THE MOUSE CURSOR IN FLASH MX 2004

In this tutorial, you will learn how to change the standard mouse cursor to a custom cursor that you have designed.



## STEP 1. Design the symbol you want for your cursor.

1. Select **Insert > New Symbol**.



2. Name your new symbol **cursor** and select the **Movie Clip** behaviour option. Select **OK**.

3. You are now editing your new symbol that we have called cursor.

Use the draw tools to **draw** what you want your custom cursor to look like. Alternatively, you can **import** an image from another application or location by selecting **File > Import** and selecting it.

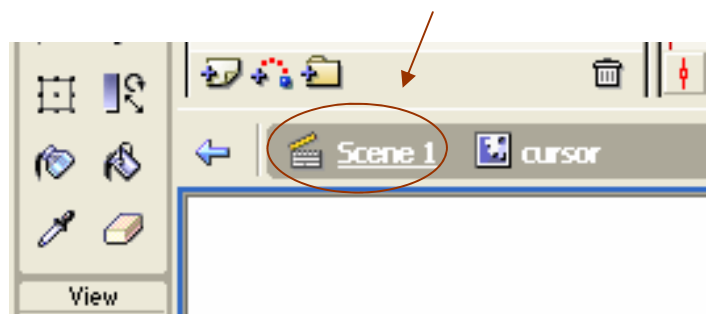
4. The click point of your new cursor will be the part of your drawing that is positioned over the crosshair in the symbol. For this reason, ensure that you have aligned your drawing in the centre of the crosshair.

An example of this is with the custom pencil cursor to the right which was created for a drawing game. Note that the pencil has been positioned so that the crosshair or registration point is over the pencil tip.



5. Once you are happy with the design and alignment of your new symbol, select the scene name link underneath the timeline to return to the scene.

6. Open your library by selecting **Window > Library**. From the library drag a copy of your cursor movie clip onto the stage.



7. Right click on the cursor movie clip and select **Actions** to open the actions panel.

*This tutorial is continued on the next page...*



9. In the Actions panel, type the following script.

```
onClipEvent (enterFrame){  
    startDrag(this,true);  
}
```

This script tells the Flash player to drag the cursor movieclip. Select **Control > Test Movie** to check your work so far. What you should see is your custom cursor drawing being dragged as you move your mouse around the screen.

However, at this point you can still see the standard cursor. To hide this cursor, follow the step below.

10. Select the first keyframe on your timeline. Click **F9** to once again access the **Actions Panel**.

11. Type the following script into this panel:

```
Mouse.hide();
```

This script tells the Flash player to hide the standard mouse cursor.

12. Test your movie to see if this works by selecting **Control > Test Movie**. You should now have your own very cool custom cursor. If not, work through this tutorial again to see where you went wrong.

**You've finished another Flash Classroom Tutorial. Great Work!**