

## Jumpstart Card #6



# MAKE YOUR OWN CUSTOM BUTTONS IN FLASH CS4

This card will show you how to create your own custom buttons in Flash CS4.

### 1. DESIGN THE BUTTON

Use the draw tools to design what your button will look like when it isn't being pressed or rolled over. In Flash, this is called the 'up state'.



### 2. CONVERT YOUR DESIGN TO A BUTTON SYMBOL

Select the drawing of your button and press **F8** to open the **Convert to Symbol** box. In this box, give your button the name `button1_but` and select the **button** type option. Click OK.

### 3. EDIT YOUR BUTTON

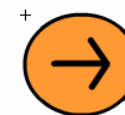
Double click on your button to edit it. You will see the timeline change to show a timeline with four frames with the words Up, Over, Down and Hit. These are the names of the button states. The up contains what the button looks like when it isn't pressed or rolled over, the over is when the mouse is over it, the down is when the user clicks on it and the hit is the active area that the user can hit to make the button work.

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Add the additional states to your button by doing the following:

- Click in the frame underneath the word over and press **F6** to add a keyframe. Change your button in this frame.
- Click in the frame underneath the word down and press **F6** to add a keyframe. Change your button again.

Your timeline should look like the one shown to the right.



Note that you only need to add a keyframe and a change to the hit state if you want the area that the person can press to be different to that of the previous frame.



### 4. TEST YOUR BUTTON

Click **Ctrl + Enter** to test your button. You should see it change as you move your mouse over it and click on it. Click on the **Scene 1** link above the stage to return to the main stage.



This card has taught you how to design your own custom buttons. Visit the Flash Classroom to learn more about how to add actionscript to make them work and to learn how they can be used creatively.

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