

# Flash Authoring Recipes

- General guidelines for how to accomplish certain multimedia application functions in Macromedia Flash
- By no means the only way to get things done — as you learn more, you may find other ways that you prefer

## Menu Screens

1. Create menus as distinct Flash scenes
  - a. Choose *Insert > Scene* from the menu bar, or click the **+** button on the Scene design panel
  - b. Name the new scene to your liking
2. Menu scenes typically need a single frame with an *Actions* layer to set its buttons up
3. Move among scenes using *ActionScript*: *gotoAndPlay()* or *gotoAndStop()* functions

# Slideshows

- Treat slideshows as straight-up vector-animated movies:
  1. Create a new scene
  2. Add still images to the scene
  3. Move from one image to another either with tweening or by using the *Insert > Timeline Effects* tools
  
- Because slideshows are full-fledged Flash movies, you can do a lot to “enhance” them beyond the usual slideshow:
  - Add buttons, text, or other elements
  - Mix up transitions and effects with a lot more freedom and flexibility
  - Instead of a scene, use a movie clip symbol so that you can embed it anywhere

# Animated Menu Backgrounds

1. Create and build a movie clip representing the menu background
2. Add the movie clip to the bottom layer of a menu scene
3. You can create clips-within-clips to combine multiple effects, such as a transition and tweening

# Animated Buttons

1. Create a button symbol and edit its 4 frames to taste — place a keyframe in each one for full customization
2. Instead of static shapes or colors, place a movie clip symbol within the applicable frame (*Up, Over, Down*)
3. Movie clips can contain any animation, tweening, or timeline effects

# Background Audio or Music

- Import the desired audio file into the Flash library
  - MP3 and WAV files are supported, among others; if your file's format is not supported, convert it using any sound utility
- Set the sound in the *Sound* drop-down menu in the frame's properties panel; for background, set *Sync* to *Event*



- The *stopAllSounds()* ActionScript function halts all background audio when needed (in a frame, when a button is clicked, or anywhere that you can invoke ActionScript)

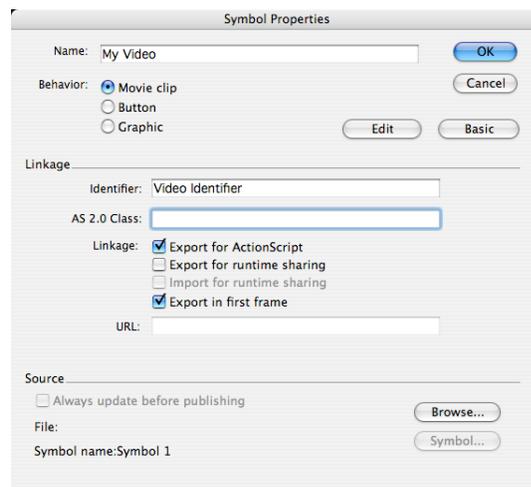
```
// Connect a menu button to its slideshow scene.
menu_btn.onRelease = function() {
    stopAllSounds();
    gotoAndPlay("Slideshow Scene", 1);
}
```

# Video Assets

1. Import a video file into the Flash library — you will be asked to specify some import settings
2. Video file appears in the library as embedded video
3. Create a new movie clip symbol, and add the embedded video to that movie clip

## Video in ActionScript

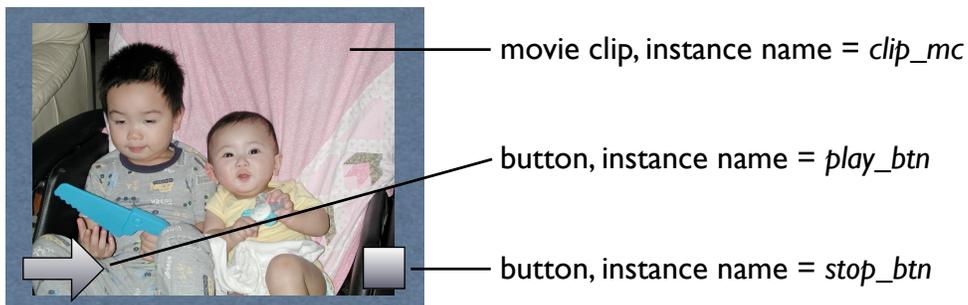
1. After placing the embedded video in a movie clip symbol, bring up that symbol's properties
2. Place a name in the Identifier field and check Export for ActionScript
3. Use the `attachMovie()` function to load the clip and play; `unloadMovie()` will take it off the stage



# Video Playback Control

- No DVD remote control here, so we need to set up our own playback controls
- General idea:
  1. Create movie clip symbol, place it on the stage, and give it an instance name
  2. Create button symbols, and on release they manipulate the movie clip

Flash stage



## Script in Actions layer of timeline:

```
clip_mc.stop();

play_btn.onRelease = function() {
    clip_mc.play();
};

stop_btn.onRelease = function() {
    clip_mc.stop();
};
```