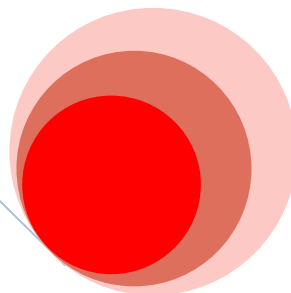
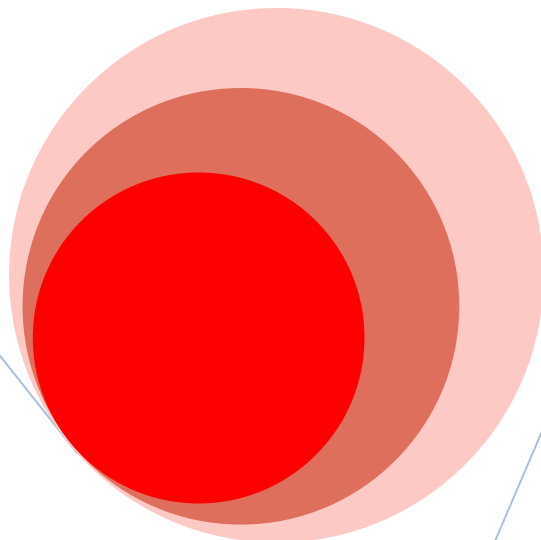


Software
Videos



E-Books in Flash



Section 1

Getting started

Using flash isn't simply following a strict set of guidelines. As with most things done on a computer, there are always different ways of achieving the same outcome.

These examples are designed to show you how it can be produced.

It is then up to you to use the knowledge gained and possibly come up with your own designs using the skills and understanding you have of how flash can be used to produce your finished e-book or website.

There isn't necessarily a right and wrong way to do something – there are lots of ways of doing things – this is just one way of doing it!

- **Watch the videos and keep asking yourself – how could I use those skills and change it to suite my needs?**

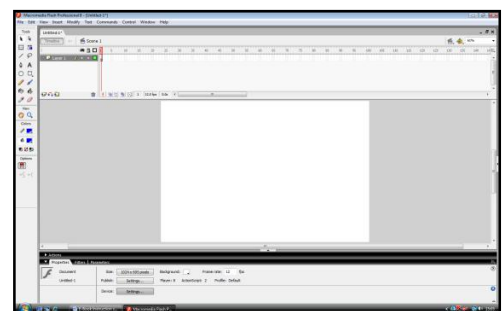
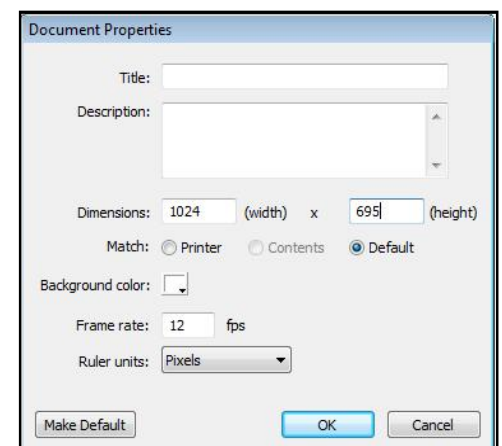
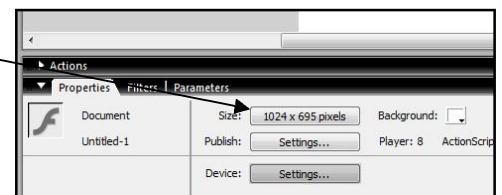
1. Open a new flash document and set the stage size to **1024 x 695**.

- If you intend to run the e-book just in Flash player, you can set it at 1024x695 as flash player doesn't have a menu at the top.
- Whereas, if you want the user to run it in a web browser you will need to reduce the stage size to allow for the substantial menu system you find in browsers – if not, the user will then need to scroll your e-book.
- Experiment with a blank stage size – see the publishing section later to see how to publish to an HTML and a SWF file – then you decide.

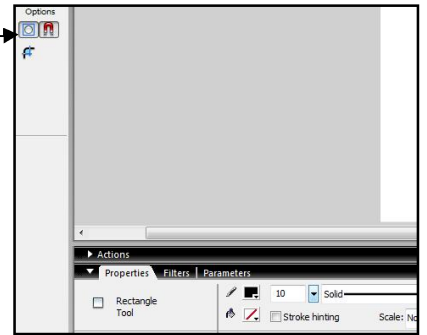
2. Save your document – then **remember to save every few minutes as you will lose your work if it crashes – and Flash is a memory hungry program!**

3. Set the view option to **fit in window** so you can see the whole of the stage.

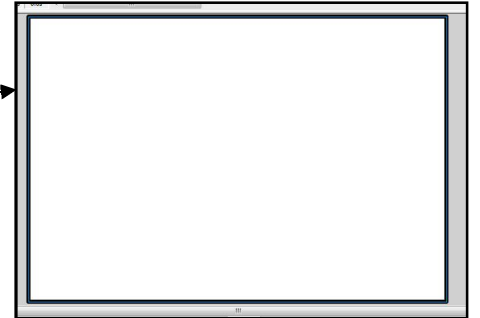
- > Press **Ctrl+2** and see what happens. Now try **Ctrl+1** and **Ctrl+3**.



4. Select the rectangle tool and set the stroke to point 10 with no fill. Choose a dark grey for the stroke colour.
5. **Switch on** (In) the object drawing so that it is a solid object.

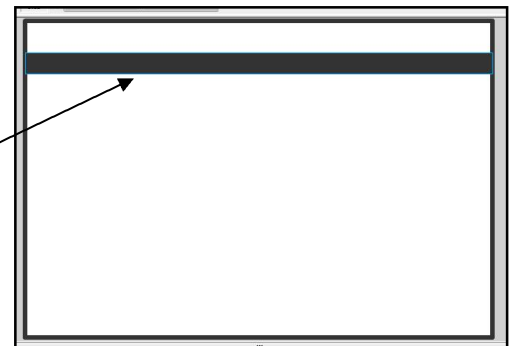


6. We now need a border around the eBook. To do this I am going to draw a rectangle around the edge of the stage.

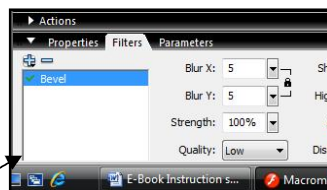


We need a grey rectangle across the stage to act as the menu bar.

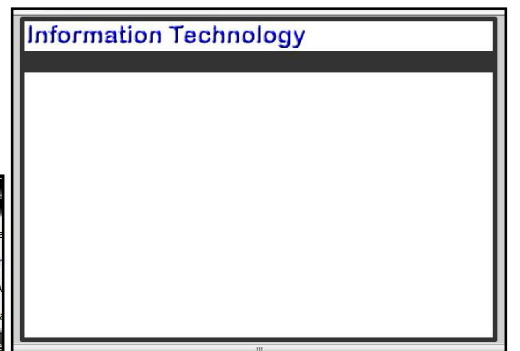
7. Select the rectangle tool with the same colour grey but no stroke.
8. **Switch on** the object drawing so it is a solid bar – then draw the rectangle from one edge of the stage to the other.



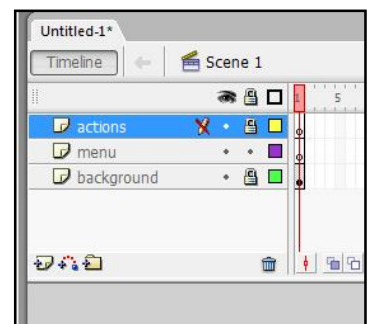
9. Use the text tool and type the heading for your page – remembering that this is the background that will be visible throughout your book. Other section headings will be placed on individual pages later!



- I set a bevel filter on my text by clicking on the filters tab in the properties inspector.
- Insert a piece of clipart in the title bar if required.



10. This is the first layer done in scene 1. Name this layer – **background**. Add another layer called **menu**. Then a third layer called **actions**.



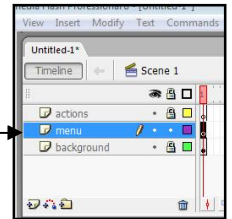
11. **Lock** the background and actions layer as we are about to work on the menu layer only – **Save**

Producing the menu

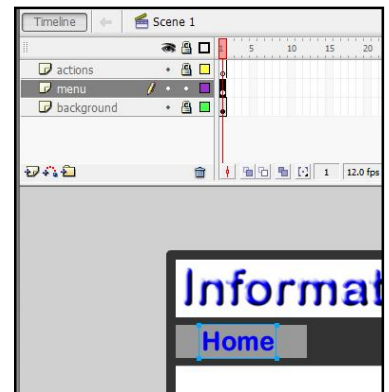
12. Zoom in to 100%. I am producing simple buttons on my menu – you will obviously choose your own style

- ❖ Make sure you know exactly what buttons / sections you want before you start this menu – write them down or draw them as it is annoying to go back later to add a button you forgot about for instance the evaluation section.

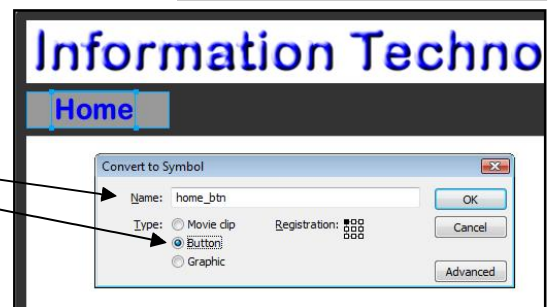
13. Make sure that the **menu layer** is selected in the timeline as this is the layer the buttons are to be placed.



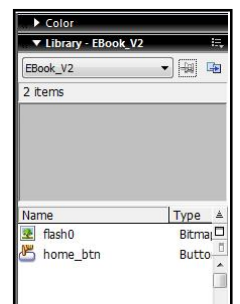
14. Draw a light grey rectangle for the button on the menu bar and use the text tool to place some text on the button – make sure you are using static text in the properties panel.



15. Select the **rectangle and the text** – press F8 and convert to a button called **home_btn**.

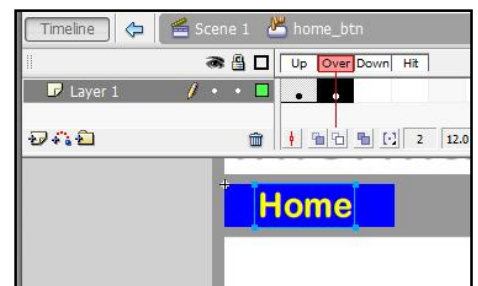


➤ Look how the button is added to the library along with the clipart you added.



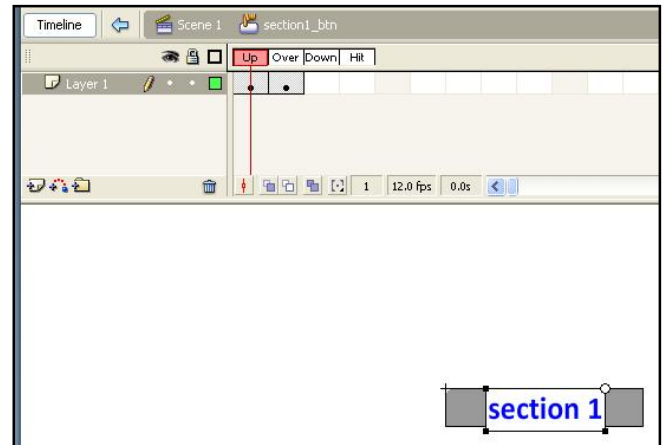
16. Double click to go into the button and add an over state if required – to change colour when the mouse is over it.

- Up state is when the mouse isn't near it.
- Click in the over state frame – press F6 to add a key frame.
- Now change the buttons colours for this over state.



17. Go back into scene 1. In the library you will see this button you have created. Right click, and duplicate it. Name the copy **section1_btn**.

❖ Try and keep your names logical, small letters and whole words so it is easy to remember when writing the script later. Also write them down as a reference for later.



18. You now have a new symbol called section1_btn. Double click on it to go into it so you can edit the text. Change the text so it says section 1. Remember to do both the up and over state!

19. Click back on scene 1 and drag an instance of the new section 1 symbol onto the menu – next to the home button. Run your movie to see if they work.

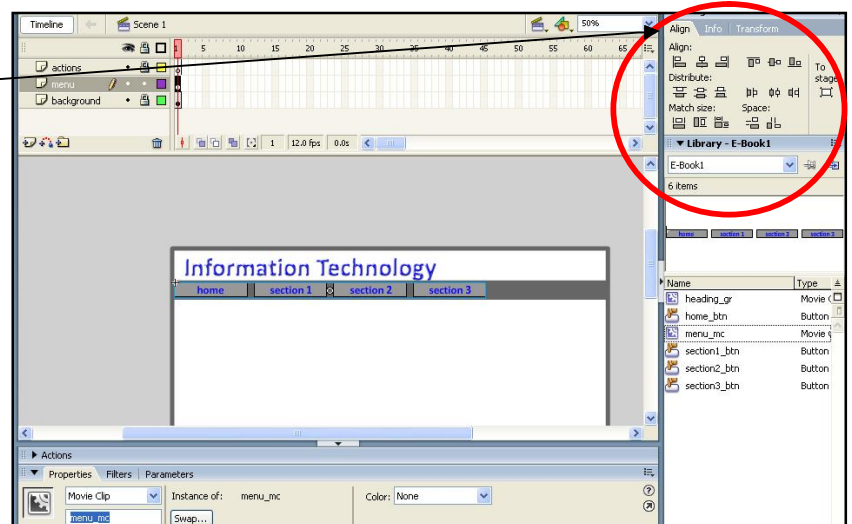


20. Now duplicate that button in the library and call it section2_btn and then again calling it section3_btn.

21. Double click on these two new buttons to go into them and change the text on both up and over states.

22. Go back into scene 1 and drag them both onto the menu.

23. Use the **alignment** tools to set them in a perfect line on the grey menu bar.



Convert them to a movie clip

All of your buttons need to be selected and converted into one movie clip so that you can go into this movie clip and make the menus.

24. Use the selection tool and the shift key to select all of the buttons.

25. Convert them all to a movie clip – called **menu_mc**.

