

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

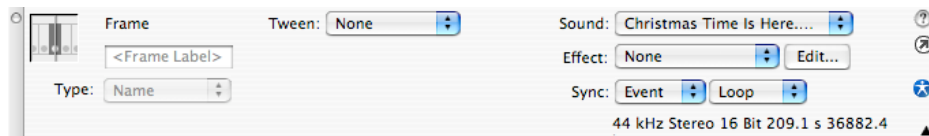
1. Create and build a movie clip representing the menu background
2. Add the movie clip to the bottom layer of a menu scene
3. You can create clips-within-clips to combine multiple effects, such as a transition and tweening

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)

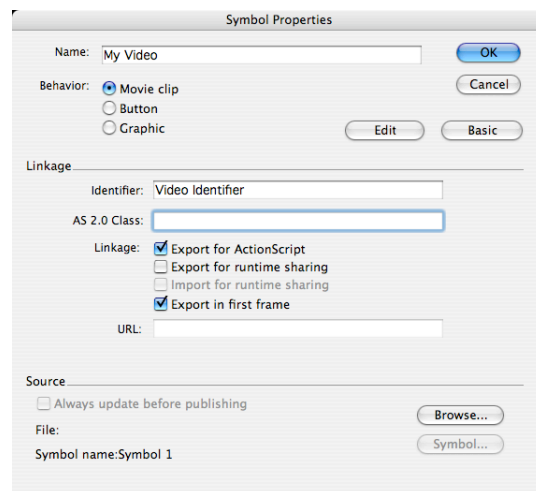
```
// Connect a menu button to its slideshow scene.
menu_btn.onRelease = function() {
    stopAllSounds();
    gotoAndPlay("Slideshow Scene", 1);
}
```

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

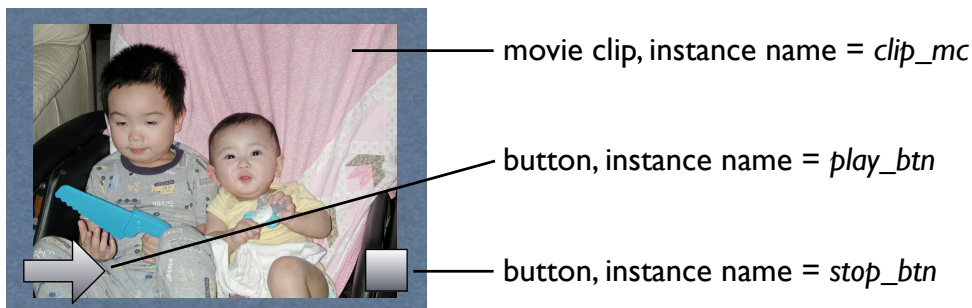
1. After placing the embedded video in a movie clip symbol, bring up that symbol's properties
2. Place a name in the Identifier field and check Export for ActionScript
3. Use the `attachMovie()` function to load the clip and play; `unloadMovie()` will take it off the stage



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();
};
```