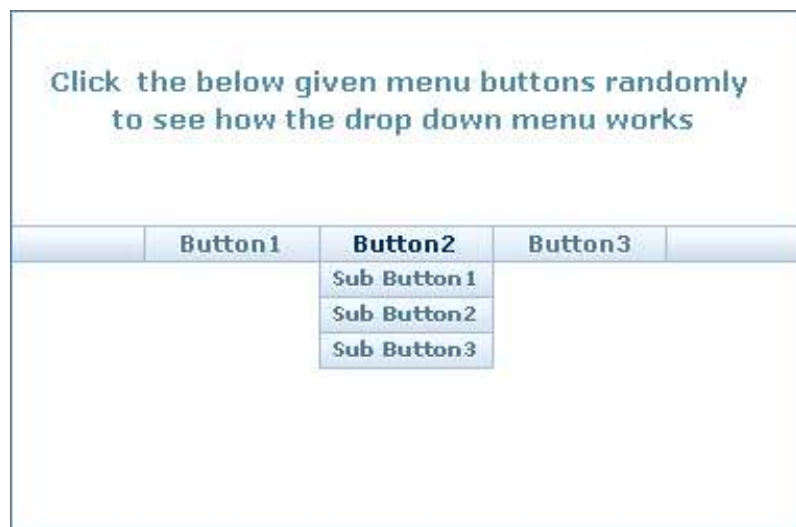


Dear Friend,

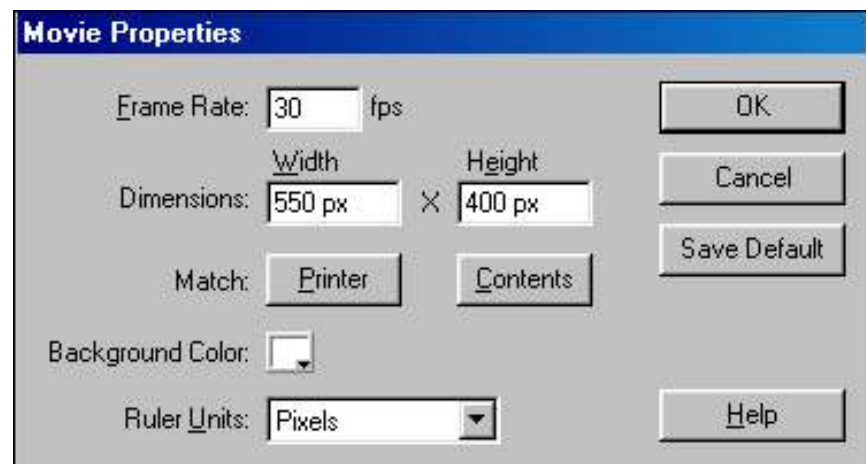
Hello & welcome back to **Firewire**, your friendly guide to the exciting world of web-design & web-solutions! In this newsletter we are going to make a buttons menu with sub buttons in it. Each button in the menu is having a animated drop down menu for sub buttons. A mouse click on the button will result in the fall of the sub buttons drop down and any click on the scene or on other button will cause the reverse animation of the previous drop down menu.

[Click here](#) to download the source (.fla) file.



Movie Properties

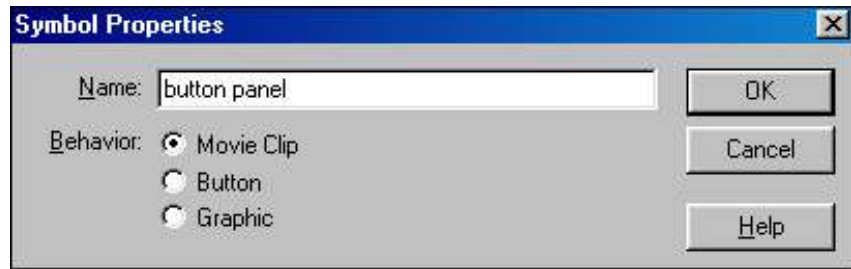
1. Create a new movie with dimensions of **550px X 400px** and **fps=30** with **white** as background color.



For the menu we have to create total six buttons.i.e. one main button and remaining five as sub buttons

Creating Button

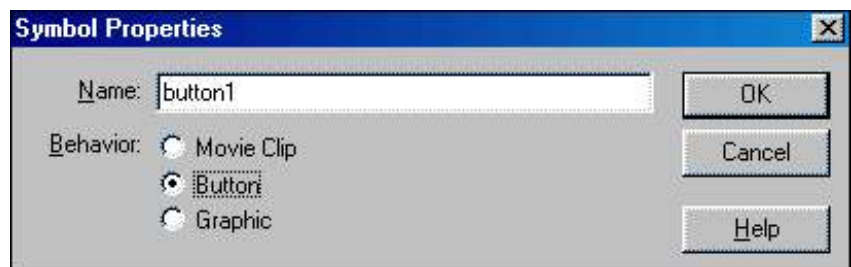
1. Choose **Insert > New Symbol**
2. Create a **movie clip** and name it as '**button panel**'



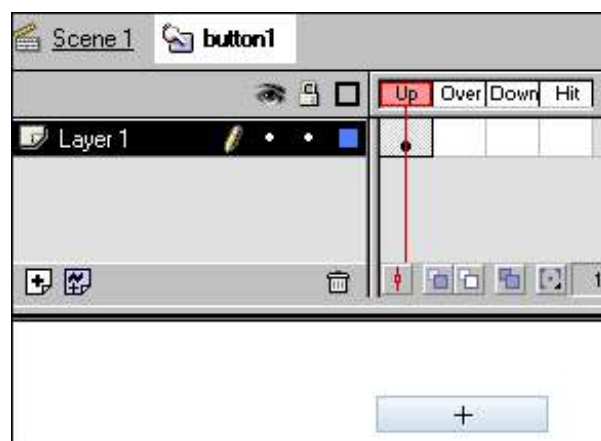
3. Select **rectangle tool** in the tool box and draw a rectangle.
4. Give a gradient color fill to the rectangle.



5. Choose **Insert > New Symbol**
6. Create a new **button** and name it as '**Button1**'

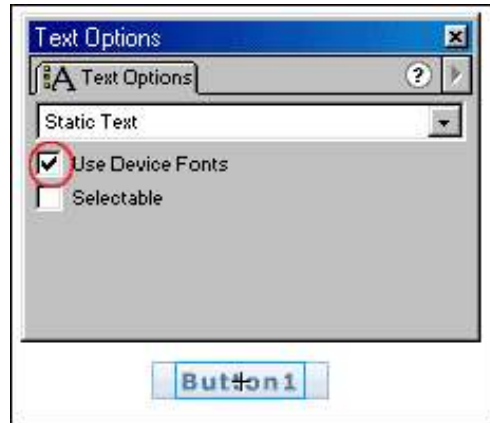


7. Select the **frame 1** in '**Button1**' button.
8. Select **Window > Library > button panel** movie clip
9. Drag the **button panel** movie clip from the library into the **button1** at the center.



10. Rename the layer as **button panel**.
11. Select **frame4** at **Hit** stage.

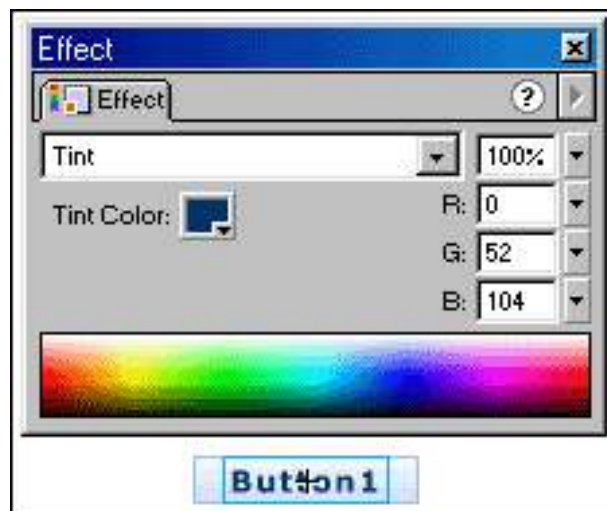
12. Choose **Insert > Frame**.
13. Insert a new layer (Choose **Insert > Layer**) above the **button panel** layer.
14. Type '**Button1**' text on this layer.
15. Choose **Window > Panels > Text Options**.
16. In the **Text Options** panel keep **Use Device Fonts** option on.
(it helps to keep font crisp).



17. Select the '**Button1**' text.
18. Choose **Insert > Convert to Symbol**.
19. Create a **movie clip** and name it as '**button 1 text**'.



20. Rename **Layer 2** as **button 1 text**.
21. Select **frame 2** at **Over** stage.
22. Choose **Insert > Keyframe**.
23. Select **button1 text** movie clip at **frame2**.
24. Choose **Window > Panels > Effect**
25. In the **Effect** panel change the **Tint** of the **button 1 text** movie clip.



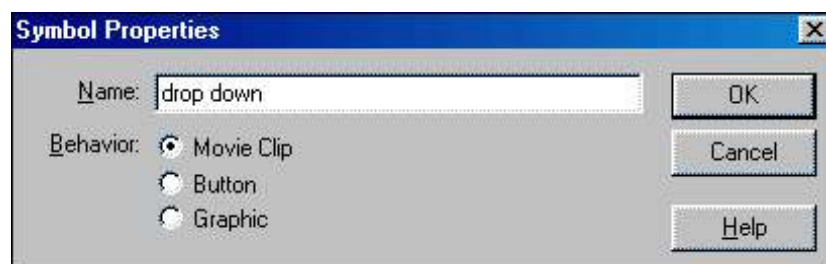
26. Insert a new layer (Choose **Insert > Layer**) below the **button 1 text** layer.
27. Select **Window > Library > button 1 text** movie clip.
28. Drag the **button 1 text** movie clip on newly added **Layer 3**.
29. Choose **Window > Panels > Effect**
30. In the **Effect panel** change the **Tint** of the **button 1 text** movie clip and make it **white**.
31. Keep this white tinted **button 1 text** movie clip **slight down** and **slight left**.



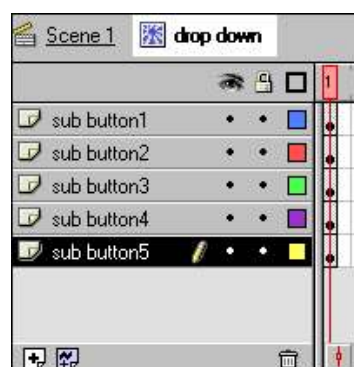
Now your button is ready. Similarly you have to create remaining 5 buttons i.e. Sub Button1, Sub Button2, Sub Button3, Sub Button4 and Sub Button5. Create these buttons and give them names accordingly.

Creating Drop Down Menu Movieclip

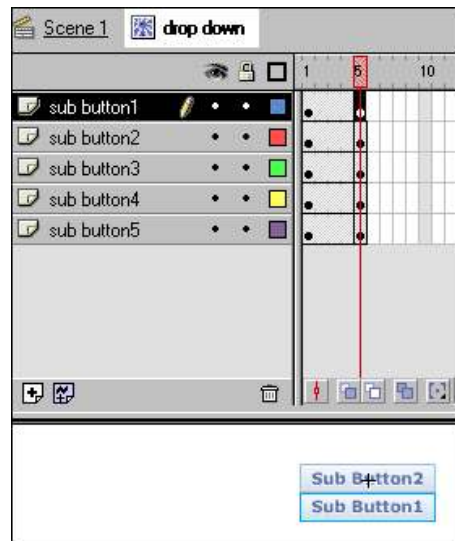
32. Choose **Insert > New Symbol**
33. Create a **movie clip** and name it as '**drop down**'



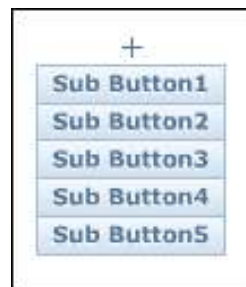
34. Select **Window > Library > Sub Button1** button.
35. Drag the **Sub Button1** button from the library into the **drop down** movie clip at the center.
36. Rename the layer as **sub button1**.
37. Insert a layer (Choose **Insert > Layer**) below the **sub button1** layer.
38. Select **Window > Library > Sub Button2** button.
39. Drag the **Sub Button2** button from the library into the **drop down** movie clip at the center.
40. Rename the layer as **sub button2**.
41. Similarly drag remaining buttons from the library into the **drop down** movie clip at the center and place them on **separate layers**.



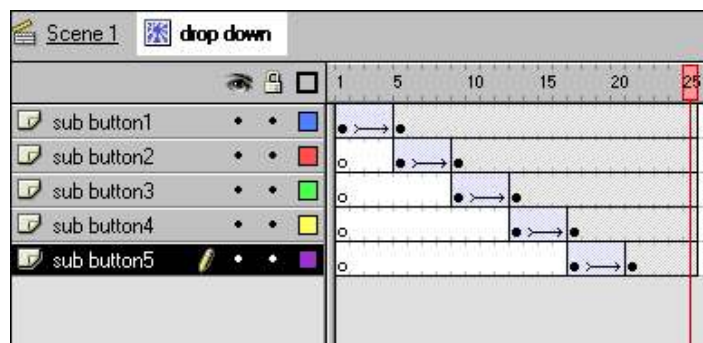
42. Select **frame 5** on all the layers.
43. Choose **Insert > Keyframe**.
44. Select **frame 5** on **sub button1** layer.
45. Move the **Sub Button1** downwards.



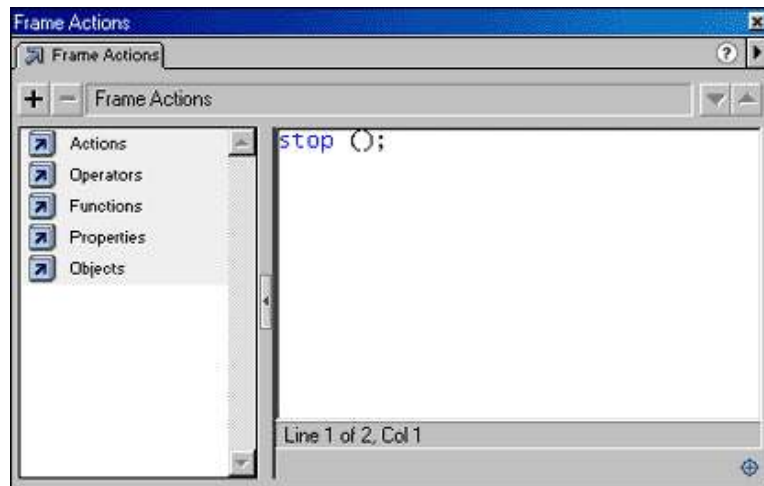
46. Similarly select **frame 5** on other layers and shift the respective buttons downwards on those particular layers.
47. Arrange all the buttons in such a way that we can see them in descending order.



48. Select any frame **between 1 and 5** on all the layers.
49. Choose **Insert > Create Motion Tween**.
50. Now arrange the layers in such a way that the **first keyframe** of the **sub button 2** layer appears below the **last keyframe** of the **sub button 1** layer.
51. Also arrange other layers accordingly.
52. Select **frame 25** on all the layers.
53. Choose **Insert > Frame**.



54. Select the **first keyframe** on the **sub button 2** layer.
55. Move the **Sub Button 2** button downwards so that it come **exactly behind** the **Sub Button 1**.
56. Select the **first keyframe** on the **sub button 3** layer.
57. Move the **Sub Button 3** button downwards so that it come **exactly behind** the **Sub Button 2**.
58. Similarly arrange other buttons' positions.
59. Insert a new layer (Choose **Insert > Layer**) above all the layers and rename it with 'actions'.
60. Select **frame 1** on **actions** layer.
61. Choose **Window > Actions**.
62. In the **Frame Actions** panel type the following action.
`stop ();`

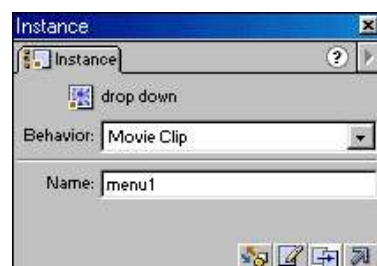


63. Select **frame 25** on the **actions** layer.
64. Choose **Insert > Blank Keyframe**.
65. Choose **Window > Actions**.
66. In the **Frame Actions** panel type the following action.
`stop ();`

Now our sub buttons menu is ready. We have to give actions to the **button1** to see the animated drop down menu

Assigning Actions to Button

67. Now come back into the main scene i.e. **Scene 1**.
68. Rename the Layer1 as '**drop down**'
69. Select **Window > Library > drop down** movie clip.
70. Drag the **drop down** movie clip from the library at **drop down** layer.
71. Choose **Window > Panels > Instance**.
72. In the **Instance** panel type the Instance name as **menu1**.

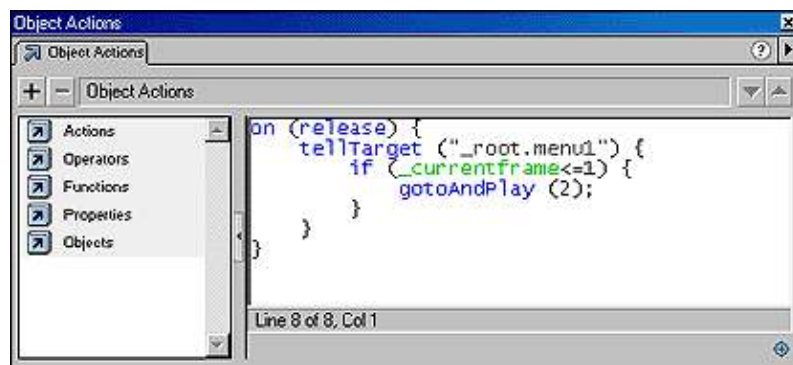


73. Insert a new layer (Choose **Insert > Layer**) above the **drop down** layer and rename it as **button1**.
74. Select **Window > Library > button1** (button)
75. Drag the **button1** button from the library on the layer named as **button1**.
76. Place the **drop down** movie clip exactly under the **button1** so that it can look proper.i.e. sub buttons of button1.
77. Select the layer names as **button1**.
78. Choose **Window > Actions**.
79. In the **Object Actions** panel type the following actions.

```

on (release) {
tellTarget ("_root.menu1") {
if (_currentframe <= 1) {
gotoAndPlay (2);
}
}
}

```



On button release this action checks the condition ,whether the **drop down** movie clip (**instance name=menu1**) is currently at **frame 1** or not If it is then the drop down movie clip starts playing from **frame 2**.

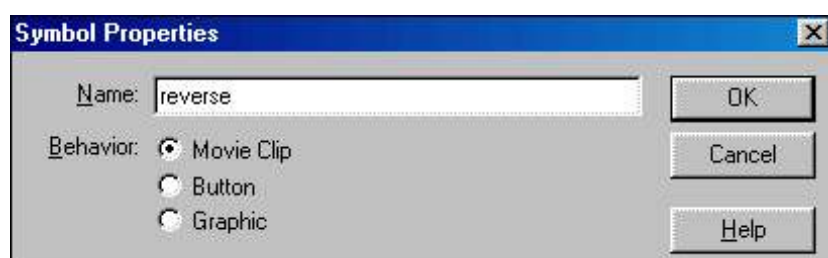
80. Choose **Control > Test Movie**.

After clicking the button1 you can see the drop down movie clip playing and animation of sub buttons forming one by one.

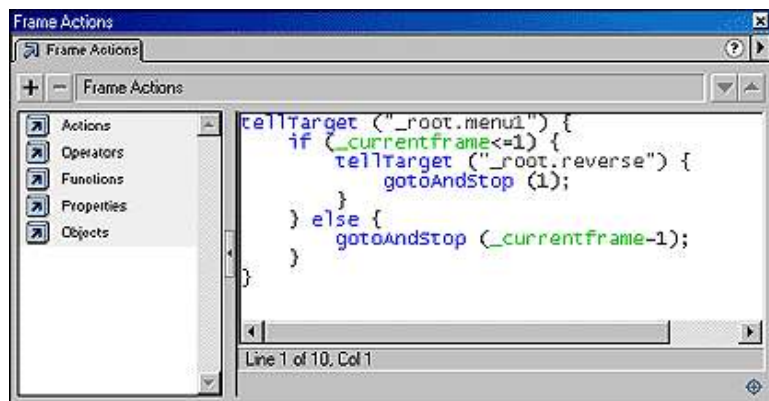
But still we have to make the drop down go reverse. As we are going to make this happen with the help of ActionScripting, there is no need to make a reverse animation of sub buttons manually.

Creating Reverse Animation of Drop down Movie Clip

81. Choose **Insert > New Symbol**.
82. Create a **movie clip** and name it as 'reverse'.



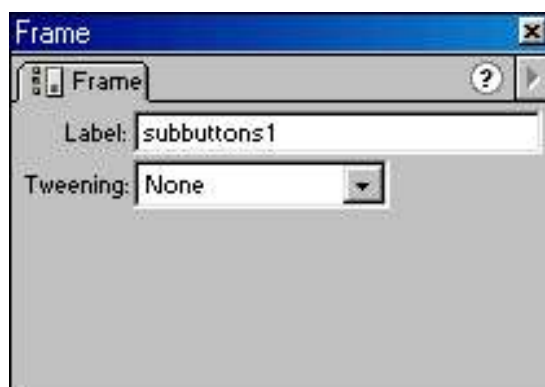
83. Rename the layer as '**actions**'.
84. Select **frame 1** on the layer named as **actions**.
85. Choose **Window > Actions**.
86. In the **Frame Actions** panel type the following action.
`stop ();`
87. Now select next frame i.e **frame 2**.
88. Choose **Insert > Blank Keyframe**.
89. Choose **Window > Actions**.
90. In the **Frame Actions** panel type the following action.
`tellTarget ("_root.menu1") {
if (_currentframe <= 1) {
tellTarget ("_root.reverse") {
gotoAndStop (1);
}
}
} else {
gotoAndStop (_currentframe-1);
}
}`



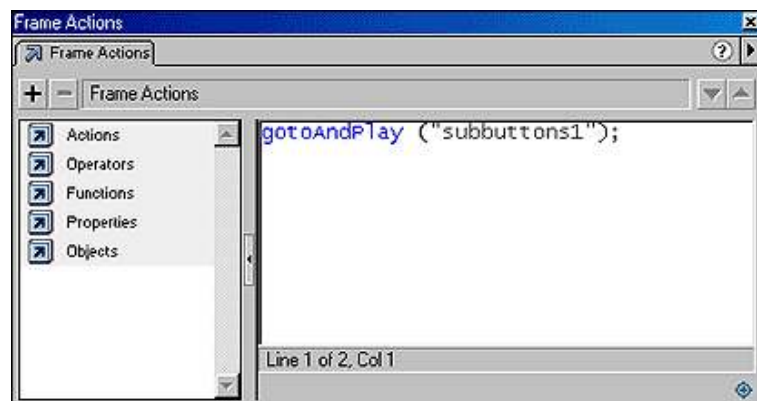
In **reverse** movie clip At **frame 2** this action checks the condition whether the **drop down** movie clip (instance name=**menu1**) is currently at **frame 1** or not. If it is then **reverse** movie clip **stops at frame 1** and if drop down movie clip is **not at frame 1** then it will start playing in **reverse direction**. (It will start moving reverse from its current position, frame by frame.)

i.e. `_currentframe-1`

91. Insert a new layer (Choose **Insert > Layer**) above the **actions** layer and name is as '**labels**'.
92. Select **frame 2**.
93. Choose **Insert > Blank Keyframe**.
94. Choose **Window > Panels > Frame**.
95. In the **Frame** panel type the label name as **subbuttons1**.



96. Select **frame 3** on the layer names as **actions**.
97. Choose **Insert > Blank Keyframe**.
98. Choose **Window > Actions**.
99. In the **Frame Actions** panel type the following action.
`gotoAndPlay ("subbuttons1");`



// At **frame 3** ActionScript goes back to **subbuttons1** label i.e.frame 2 and starts playing from **frame 2**.

100. Now come back into the main scene i.e. **Scene 1**.
101. Insert a new layer (Choose **Insert > Layer**) above the **button1** layer and rename it as '**reverse**'.
102. Select **Window > Library > reverse** movie clip.
103. Drag the **reverse** movie clip from the library at layer named as **reverse**.
104. The **reverse** movie clip will look like a **small dot** in the scene.



105. Select the **reverse** movie clip.
106. Choose **Window > Panels > Instance**.
107. In the **Instance** panel type the Instance name as **reverse**.



Now we have created a movie clip which can animate the drop down movie clip in reverse direction. But to interact with this reverse movie clip we have to create a dummy button.

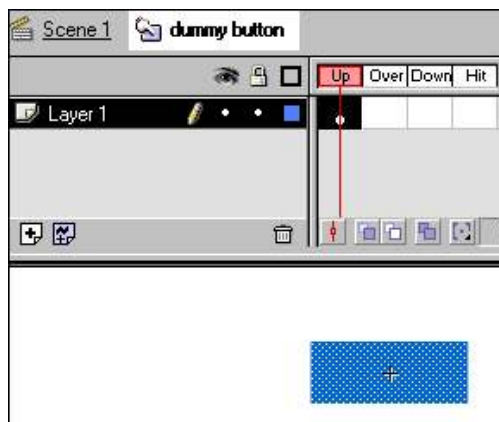
Creating a dummy button to interact with the reverse movie clip

108. Choose **Insert > New Symbol**

109. Create a **button** and name it as '**dummy button**'.



110. Draw a small rectangle at **frame 1** in the **dummy button**.



111. Select **Window > Library > drop down** movie clip.

112. Double click the **drop down** movie clip to go inside it.

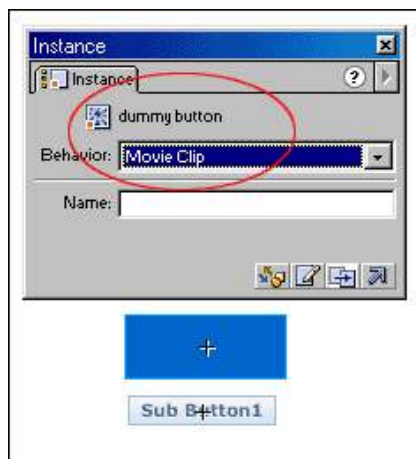
113. Insert a new layer (Choose **Insert > Layer**) above the **actions** layer and rename it as **dummy button**.

114. Select **Window > Library > dummy button** (button)

115. Drag the **dummy button** (button) from the library on the layer named as **dummy button**.

116. Choose **Window > Panels > Instance**.

117. In the **Instance** panel change the **Behavior** of the **dummy button** from **button** to a **movie clip**.



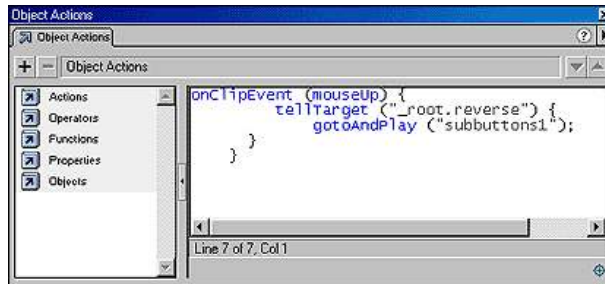
118. Choose **Window > Actions**.

119. In the **Object Actions** panel type the following actions.

```

onClipEvent (mouseUp) {
tellTarget ("_root.reverse") {
gotoAndPlay ("subbuttons1");
}
}

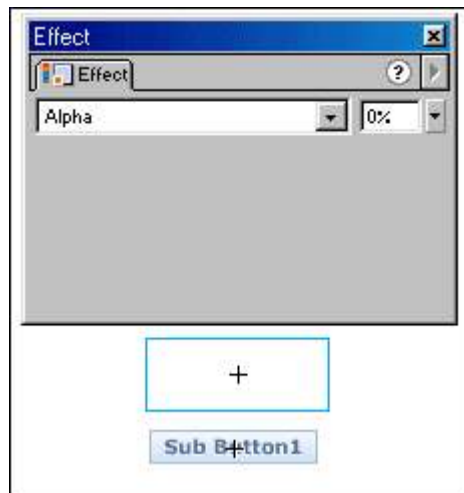
```



As soon as the mouse click releases (anywhere on the movie area) the ActionScript goes into the **reverse** movie clip and starts playing from the **subbuttons1** label i.e. frame 2

120. Choose **Window > Panels > Effect**.

121. In the **Effect panel** select **Alpha=0%**.



122. Choose **Control > Test Movie**.

After clicking the button1 you can see the drop down movie clip playing and animation of sub buttons forming one by one. Any click on the scene can make the drop down movie clip to go reverse.

Such a way you can create other menu buttons and their sub buttons also.

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