

MovieClip As Button - AS3 Tutorial (schoolofflash.com)

Many Flash beginners stick with using button symbols when creating navigation links for their Flash websites. And why not! That's what button symbols are made for, right?

Well, you can also create buttons using **movie clip** symbols. **Movie clip** buttons are basically buttons on steroids. With movie clip buttons, you have much more control over how your button behaves.

For example, when you're dealing with your button symbol's timeline, there's only so much you can do on the button's "over" state. If you want, you can stick a movie clip symbol within your button symbol's "over" state in order to add a little bit of animation, but what if you wanted a different animation to occur when you moved your mouse away from the button? There's not really a whole lot you could do there if you were using a simple button symbol.

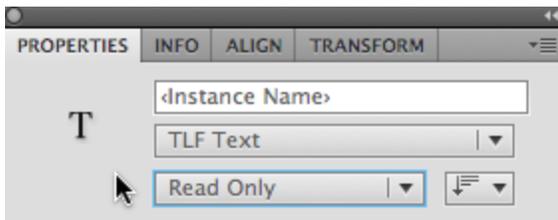
Downloads

- <http://establishareconnect.org/gra447/> (latest blog post, click on link)

Resources

- schoolofflash.com/2008/05/flash-cs3-tutorial-movie-clip-buttons/
- schoolofflash.com/2011/04/tutorial-actionscript-3-buttons/

1. Create your movie clip button. For this example, create a simple rectangle with a piece of text centered on top of it. **Be sure to have your text properties set to "read only."**



2. Select your graphics, hit F8 to convert to a symbol, select Movie Clip and call it whatever you want. (x0/y0!)
3. Code your movie clip button. Create a new layer on the top of the layer stack in the main timeline and call this new layer Actions. Lock this layer by clicking on the layer underneath the padlock icon, click on frame 1 for the Actions layer, and hit Opt+F9 (F9 on PC) to open up your actions panel.

Enter the following code into your actions:

Imports Always Go First

```
|  
| ///////////////////////////////////////////////////////////////////  
| /*IMPORT STUFF!*/  
| ///////////////////////////////////////////////////////////////////  
| import flash.display.MovieClip;  
| import flash.events.MouseEvent;
```

Add Your Event Listeners

```
////////////////////////////////////  
/*EVENT LISTENERS*/  
////////////////////////////////////  
movieClipBtn_mc.addEventListener(MouseEvent.ROLL_OVER, onRollOverHandler);  
  
movieClipBtn_mc.addEventListener(MouseEvent.ROLL_OUT, onRollOutHandler);  
  
movieClipBtn_mc.addEventListener(MouseEvent.CLICK, onClickHandler);
```

Fake Out the Mouse, MC, Act Like a Button + Add Some Functions

```
////////////////////////////////////  
/*TELL MC'S TO ACT LIKE BUTTONS;  
MEANING TO SHOW A HAND CURSOR WHEN MOUSED OVER*/  
////////////////////////////////////  
movieClipBtn_mc.buttonMode = true;  
movieClipBtn_mc.useHandCursor = true;  
  
function onRollOverHandler(myEvent:MouseEvent){  
    trace("Over");  
}  
  
function onRollOutHandler(myEvent:MouseEvent){  
    trace("Out");  
}  
  
function onClickHandler(myEvent:MouseEvent){  
    trace("I waited for Press AND Release!!!");  
}
```

4. You can now apply AS3 inside the button handlers (functions) to animate the button itself or affect other MC's
5. Give it a try. Comment out the OnRollOverHandler trace with an alpha change like `movieClipBtn_mc.alpha = .5;`
6. Now under in OnRollOverHandler add `movieClipBtn_mc.alpha = .5;` to switch it back to full opacity (alpha).

```
function onRollOverHandler(myEvent:MouseEvent){  
    //trace("Over");  
    movieClipBtn_mc.alpha = .5;  
}  
  
function onRollOutHandler(myEvent:MouseEvent){  
    //trace("Out");  
    movieClipBtn_mc.alpha = 1;  
}
```