

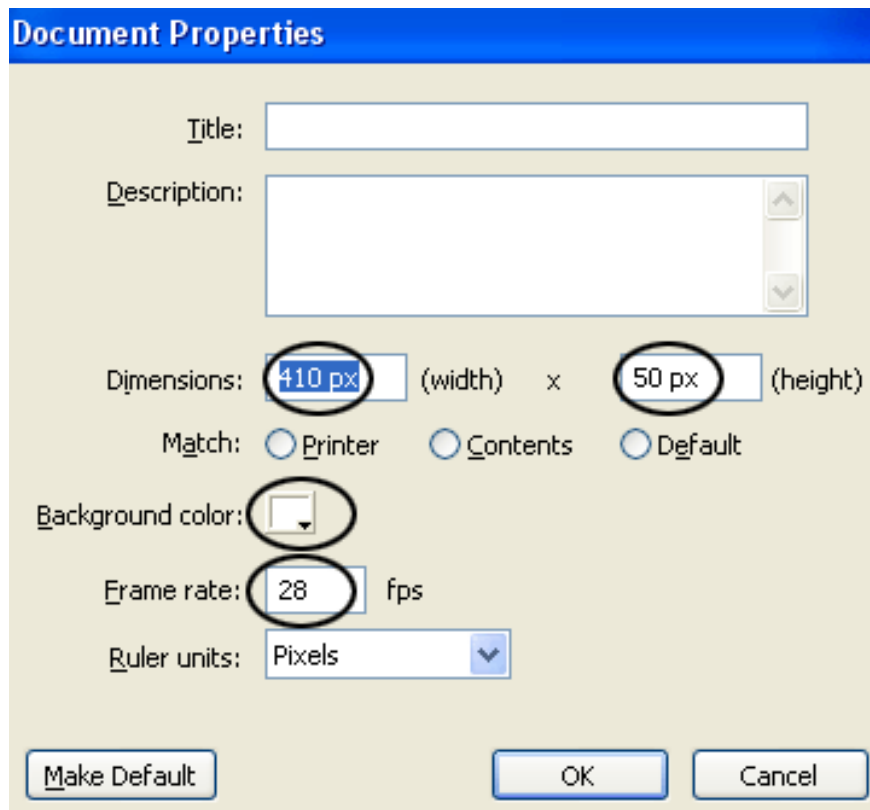
Macromedia Flash - Create flash menu with sound

In this flash tutorial, we will guide you to create a dynamic flash menu with sound. You can use this menu on any website.

In this flash tutorial, we will guide you to create a dynamic flash menu with sound. You can use this menu on any website. To create an effect in this lesson, we can use the Action Script code. After this lesson you will get the following menu:

Step 1

Create a new flash menu. Go to **Modify > Document** (Ctrl + J) and set the document width to 410 px, the height to 40 px. Select white as background color and **frame rate** at 28 fps. After setting up, click **OK** .



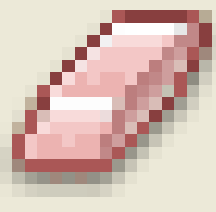
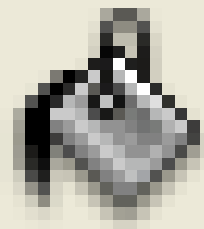
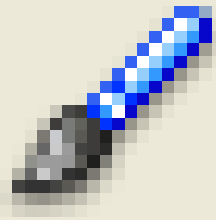
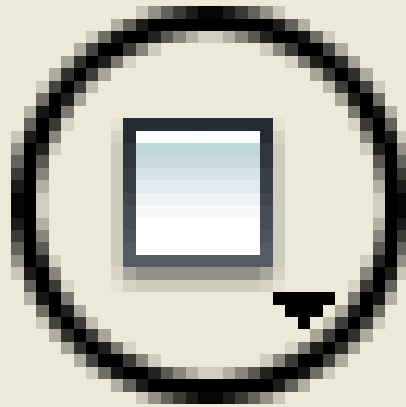
Step 2

Pick the **Rectangle Tool** (R). In the **Colors** section of the Tool Panel, remove the **Stroke** color by clicking on the small pencil icon and selecting the red diagonal square, in the **Fill color** choose # **3487B3** . Then draw a 100

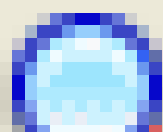
x 30px rectangle.

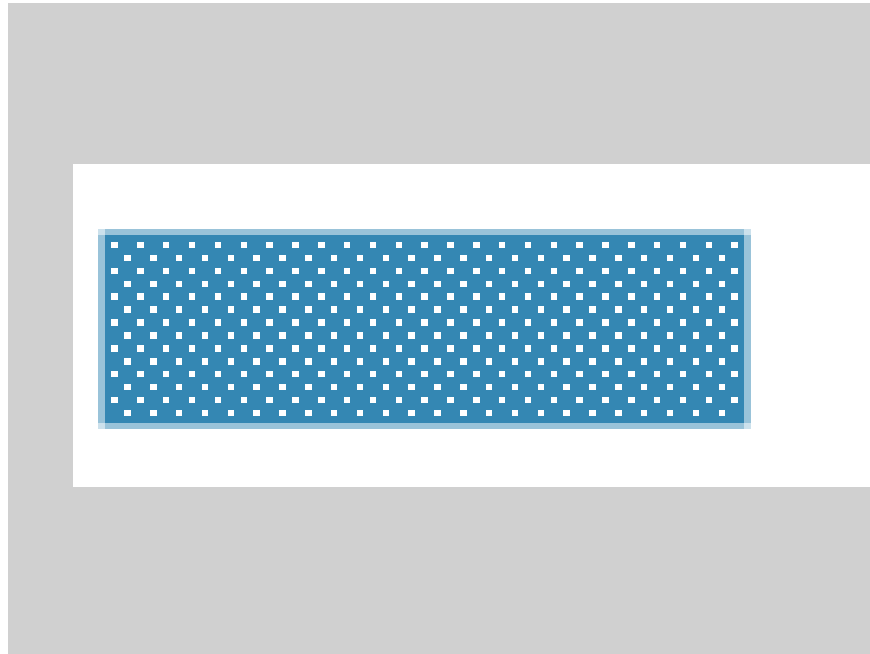


A



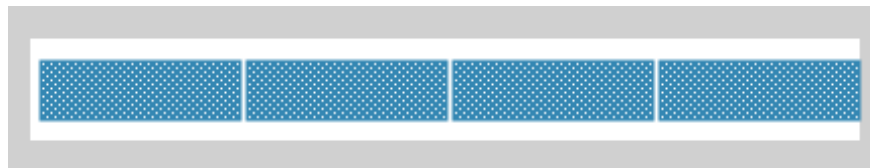
View





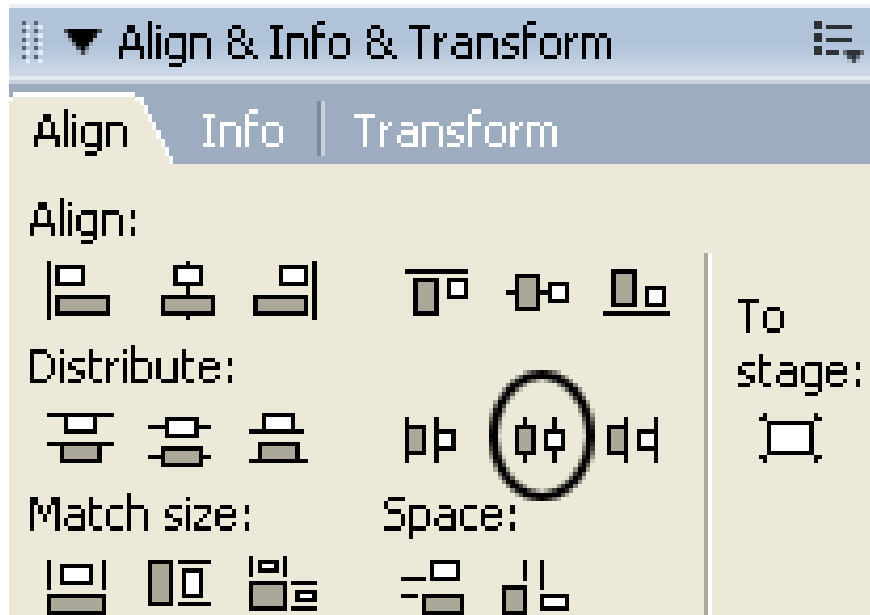
Step 3

While still selecting the rectangle shape just draw, press **Ctrl + D** (multiply by 3 times). After that, put the rectangles just multiply up as follows:



Step 4

Select all the drawn rectangles, go to **Align Panel** (Ctrl + K) and click on *Distribute horizontal center*



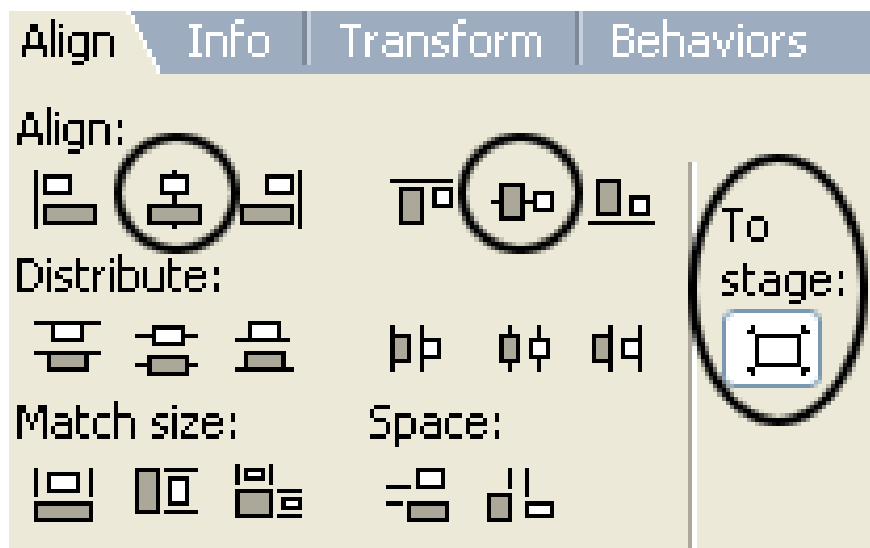
Step 5

Still select 4 rectangles, press **Ctrl + G** (Group) on the keyboard to group the rectangles.

Step 6

Then click the Align Panel again and do the following:

1. Make sure the **To stage** button of Align / Distribute is selected
2. Click the *Align horizontal center* button
3. Click the *Align vertical center* button



After alignment, you will see the following image



Step 7

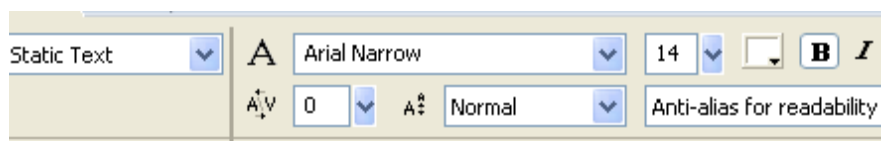
Press **Ctrl + B** (Break apart) to tear down the Group created in step 5



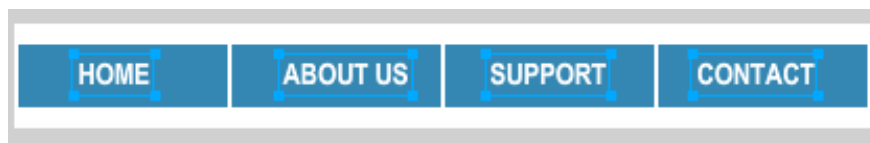
Step 8

Pick the **Text Tool** (A), go to the **Properties Panel** below it and do the following:

1. Select **Static Text**
2. Select the font is **Arial**
3. Choose a font size of **14** and a bold type
4. Font color is white
5. In the option under the font section, select **Use Anti-alias for readability** in the drop-down menu.

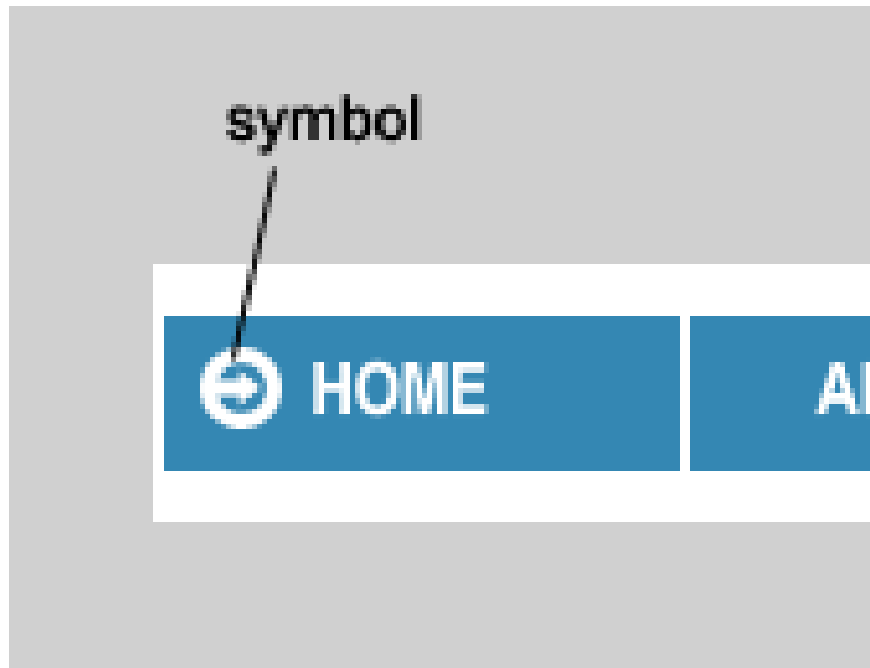


Enter the letters into each menu item:



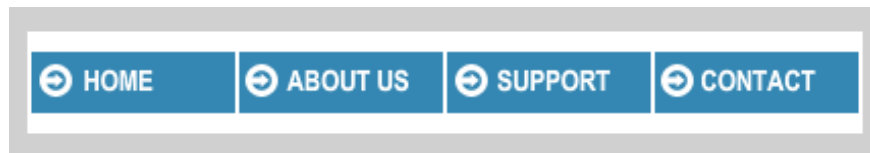
Step 9

Use the flash tools to draw a small icon and place it at the top of the menu as shown below



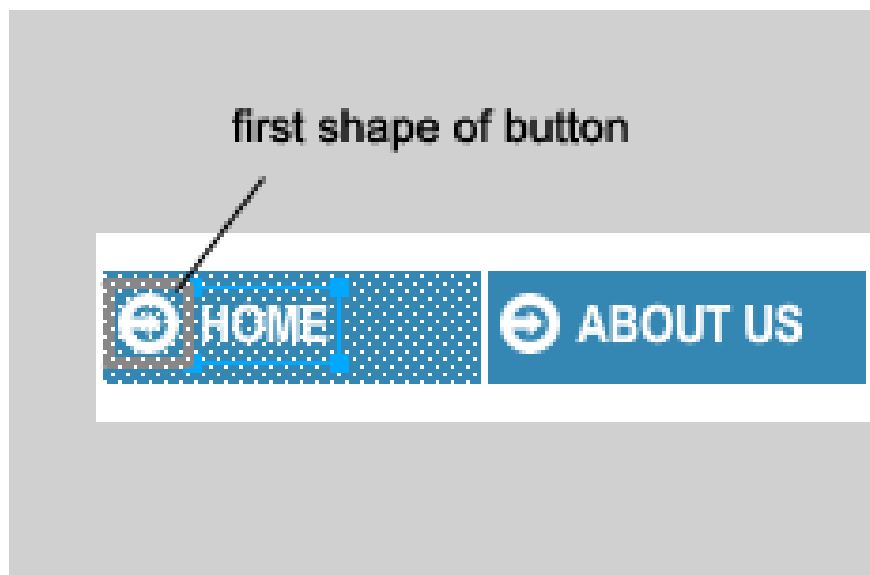
Step 10

Create measurement icons for each menu item



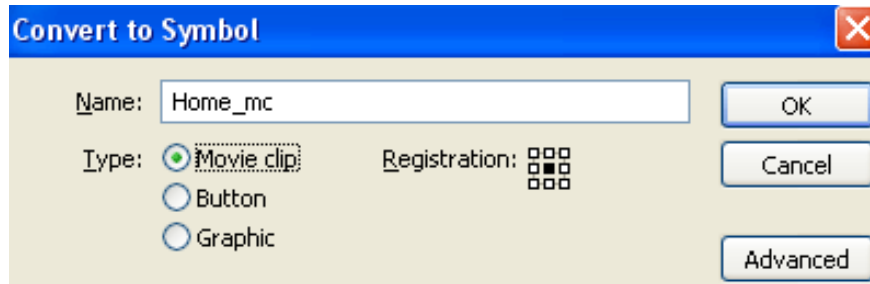
Step 11

Take the **Selection Tool** (V) and select the shape of the first button (see picture below).



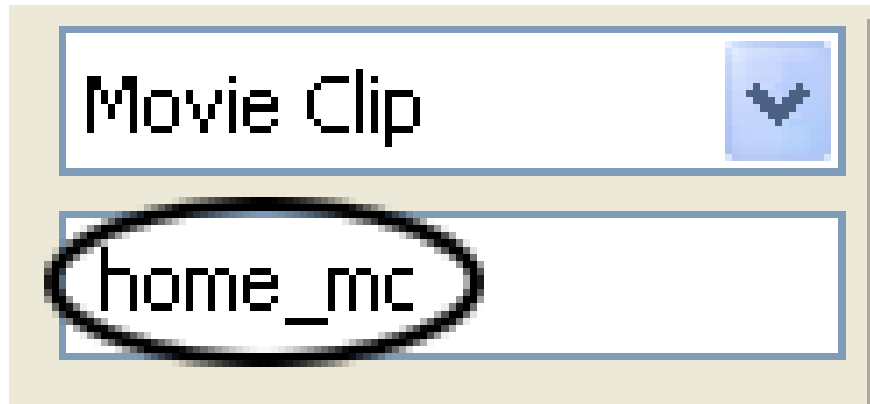
Step 12

Press F8 (**Convert to Symbol**) to convert that shape button into a **Movie Clip Symbol** .



Step 13

While the new made Movie Clip is still selected, go to the **Properties Panel** below the window. In the left section, at the **Instance name** section enter the field name ' *home_mc* ' here.



Step 14

Pick the **Selection Tool** (V), double click on the movie clip in the working window. You will edit the content inside the Movie Clip



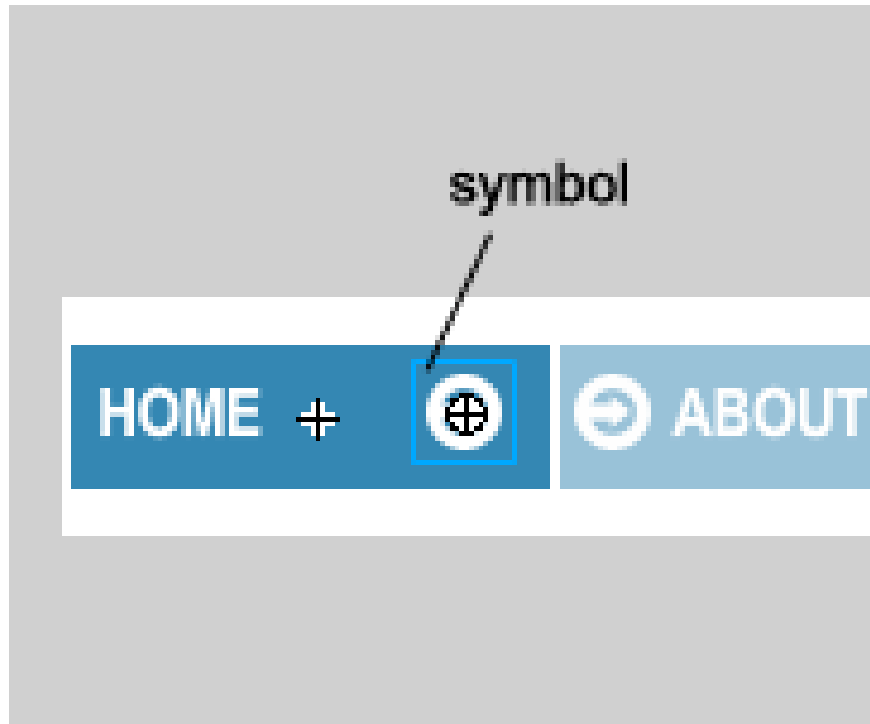
Step 15

Pick the **Selection Tool** (V) and select the icon at the top of the menu. Press **Ctrl + X** (Cut). Create a new layer above the layer 1 (layer 2) and press **Ctrl + Shift + V**.

Step 16

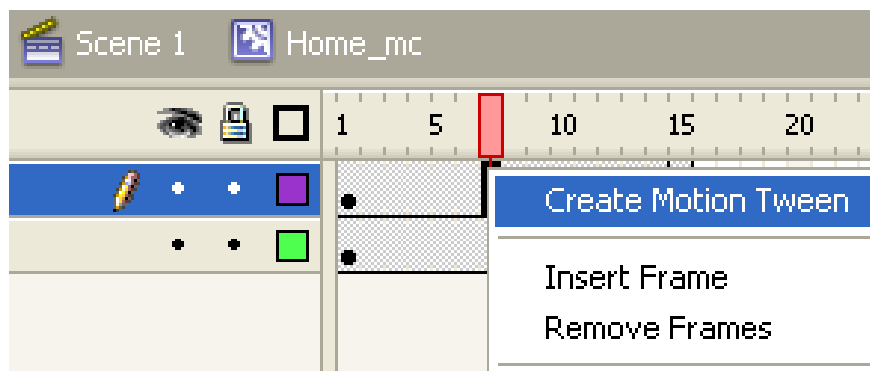
Click on frame 15 of layer 2 and press F6. Then translate the menu icon to the right corner. See the following

picture



Step 17

Right-click anywhere on the gray area between the two Timeline keyframes and select **Create Motion Tween** from the menu that appears.

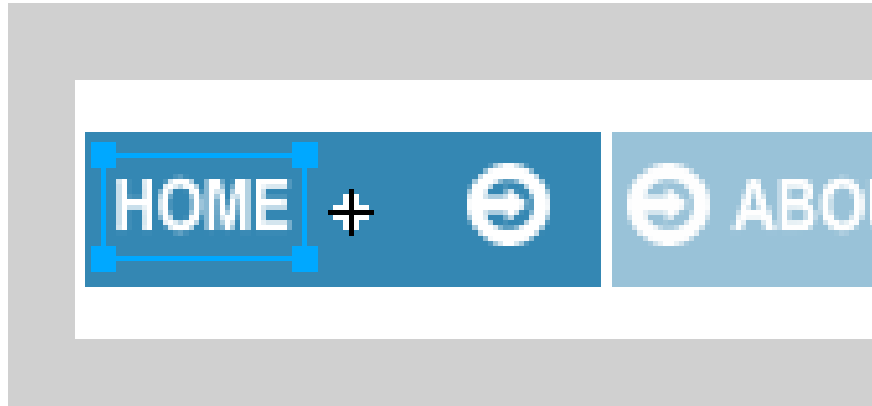


Step 18

Go back to layer 1, take the **Selection Tool** (V) and select only the word (*Home*). Press **Ctrl + X** (Cut) and create a new layer (layer 3) on top of layer 1. Select the newly created layer 3 and press **Ctrl + Shift + V** (Paste in Place)

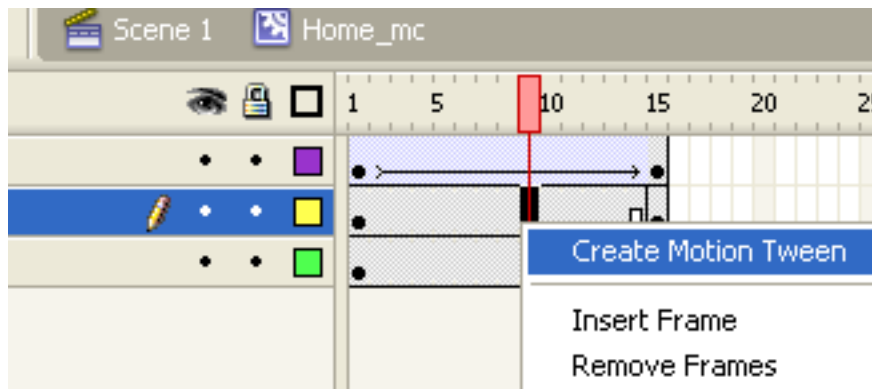
Step 19

Select frame 15 of layer 3 and press F6. After that, move the *Home* text slightly to the left (see picture below).



Step 20

Right-click anywhere in the gray area between the two keyframes on the Timeline section and choose **Create Motion Tween** from the menu that appears.



Step 21

Return to the main scene (Scene 1)

Step 22

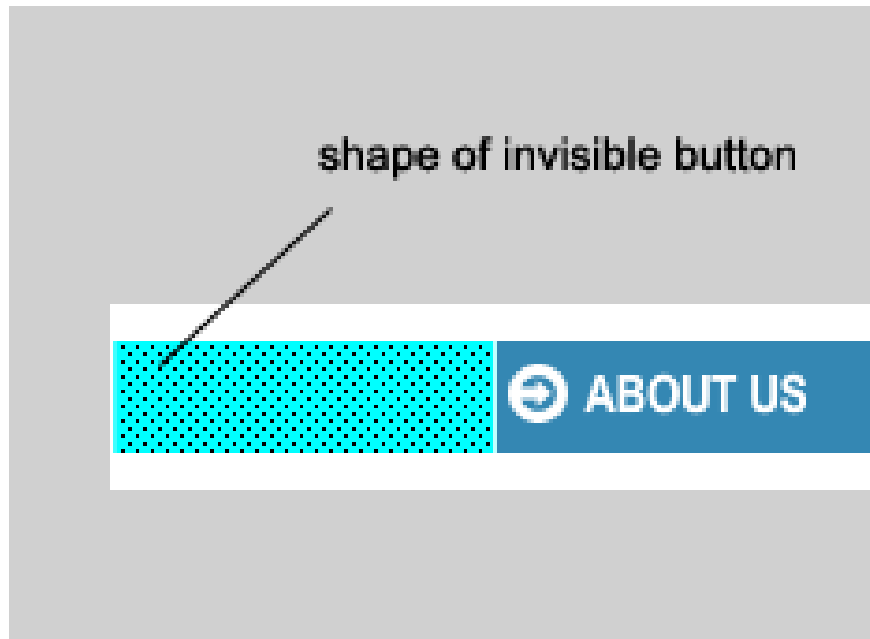
Select the **Selection Tool** (V) and double click on layer 1 to rename its name into a *menu*

Step 23

Then create a new layer above the layer *menu* and name it *invisible button*

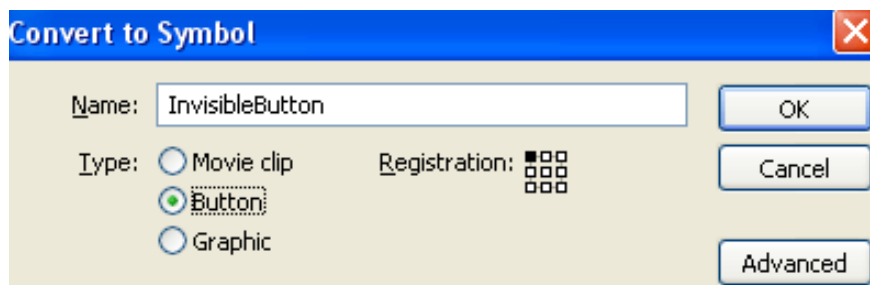
Step 24

Select the *invisible button* layer and select the **Rectangle Tool** (R). In the **Color** section of Tool Panel, lock the **Stroke** color by clicking on the square with the red diagonal line. **Fill color** select any color, then draw a rectangle above the first button. See the following picture:



Step 25

While the rectangle is still selected, press **F8** (Convert to Symbol) to convert the rectangle into a **Button Symbol**



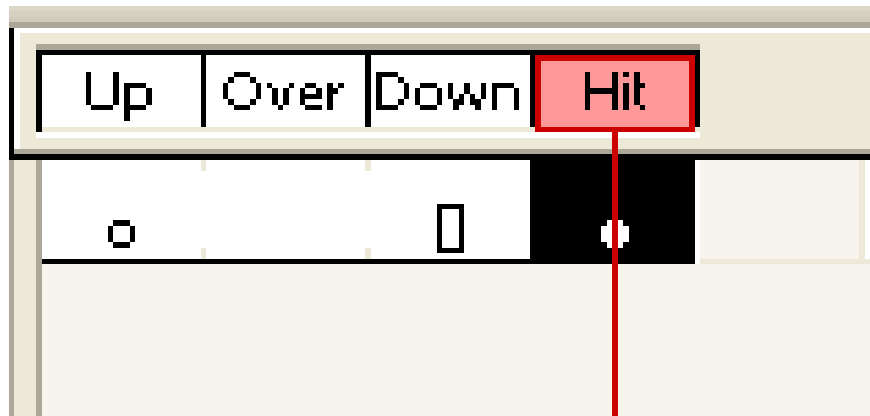
Step 26

Pick the **Selection Tool** (V) and double click on the newly created button



Step 27

Drag the keyframe from the *Up* to the *Hit* section.

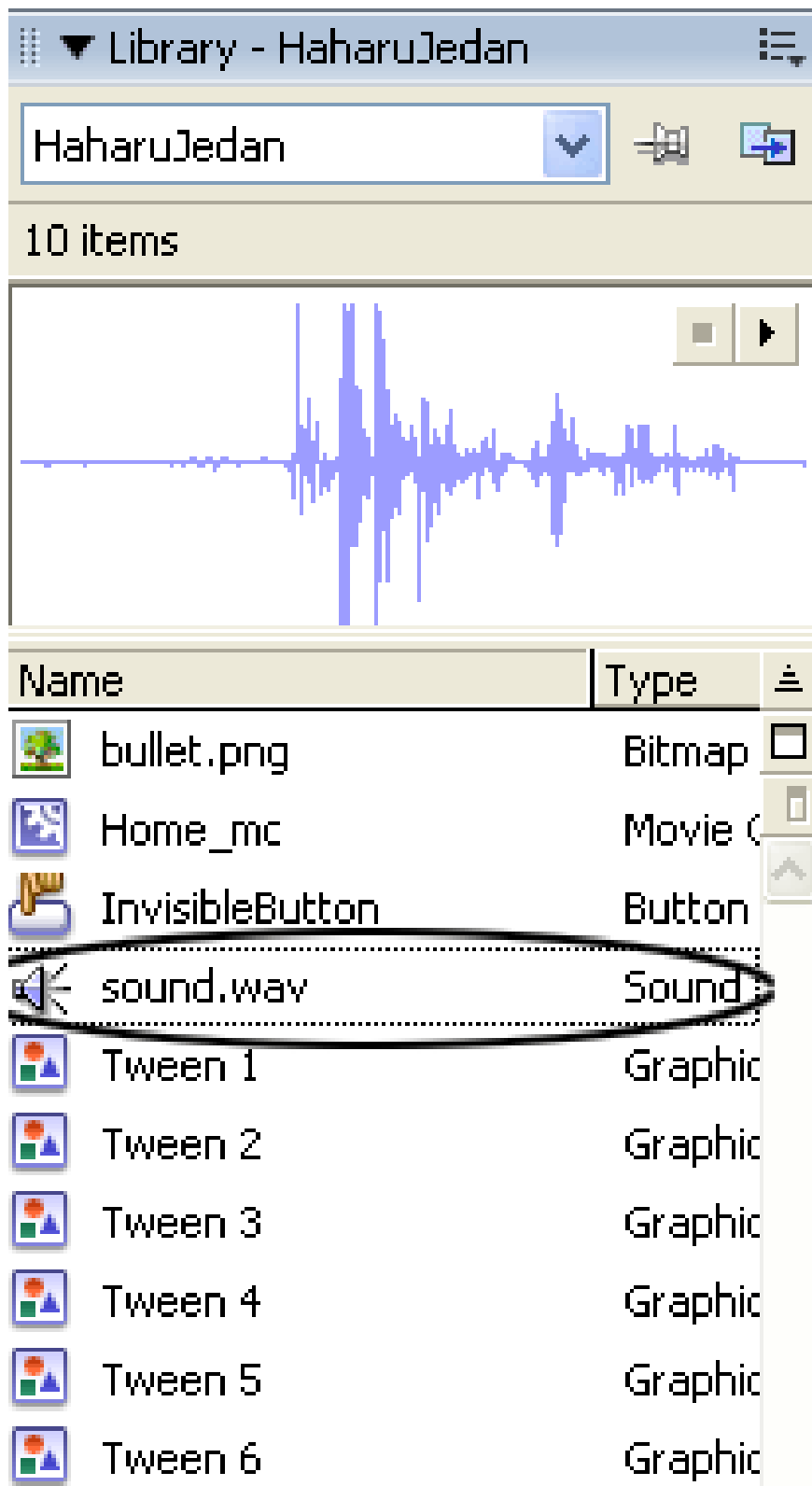


Step 28

Create a new layer above the layer 1 (layer 2).

Step 29

Click on the *Over* section on the Timeline and press F6. Then, find a sound track (.mp3 file) to use to access the menu. Import the audio file into the **Flash Library** (**File > Import > Import to Library**).



Step 30

After that, still select the *Over* frame, drag the audio file just imported from the library into the workspace.



Step 31

Return to the main scene (Scene 1)

Step 32

Using the **Selection Tool** (V), click the Invisible Button button on the working window, open the **Action Script Panel** (F9) and enter the following code:

```

on (rollOver) {
    _root.mouse_over_home_mc = true;
}
on (rollOut) {
    _root.mouse_over_home_mc = false;
}
on (release) {
    getURL ("https://quantrimang.com/");
}

```

Step 33

Create a new layer above the invisible button layer and name it action. Then select the first frame of layer action and enter the following Action Script code

```

_root.home_mc.onEnterFrame = function () {
    if (mouse_over_home_mc) {
        _root.home_mc.nextFrame ();
    } else {
        _root.home_mc.prevFrame ();
    }
};

```

After you have completed the above steps, you have created the first button. Repeat the above process (from step 11 onwards) for the rest of the menu buttons. Note that for each node you will have to change the button name (this example is home_mc) and the path in the Action Script code.

Action Script code for all buttons in the *action* layer:

```
_root.home_mc.onEnterFrame = function () {  
if (mouse_over_home_mc) {  
_root.home_mc.nextFrame ();  
} else {  
_root.home_mc.prevFrame ();  
}  
};
```

```
_root.about_us.onEnterFrame = function () {  
if (mouse_over_about_us) {  
_root.about_us.nextFrame ();  
} else {  
_root.about_us.prevFrame ();  
}  
};
```

```
_root.support.onEnterFrame = function () {  
if (mouse_over_support) {  
_root.support.nextFrame ();  
} else {  
_root.support.prevFrame ();  
}  
};
```

```
_root.contact.onEnterFrame = function () {  
if (mouse_over_contact) {  
_root.contact.nextFrame ();  
} else {  
_root.contact.prevFrame ();  
}  
};
```

You can download the source file [here](#) .

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