

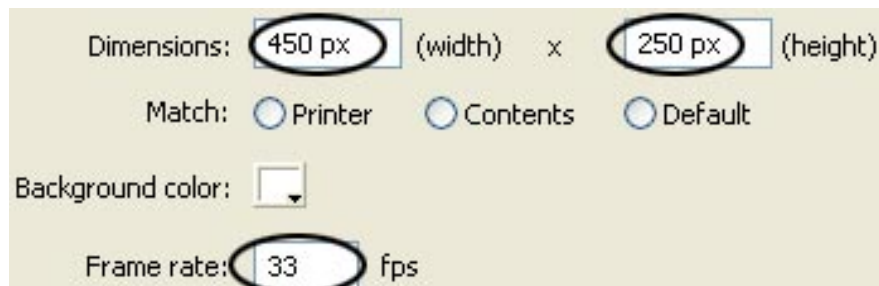
Macromedia Flash - Create vertical Flash menu

You have seen many beautiful Flash menus and want to do that? Take a look at this exercise and you'll know how to create a vertical flash menu.

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Step 1

Create a new flash file, go to **Modify > Document** (*Ctrl + J*) and set the settings as shown below

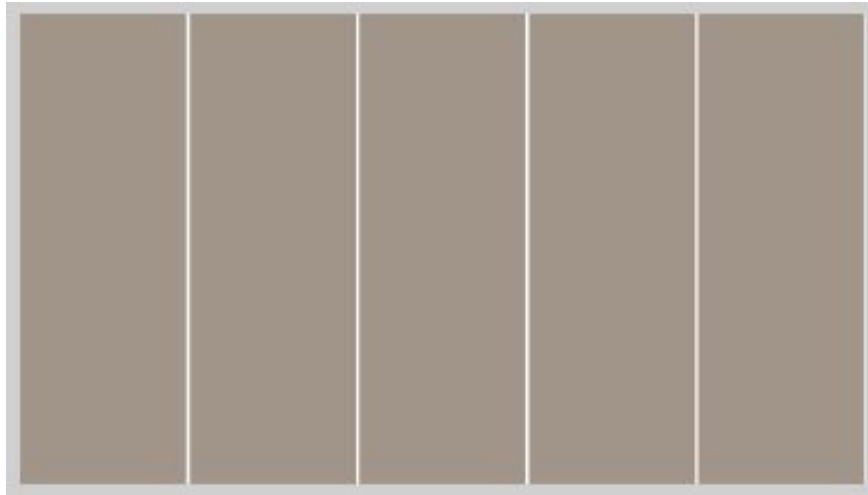


Step 2

Double click on layer1 and rename it to background. Add a new layer and name it menu. Then use the **Rectangle Tool** (R) to draw 5 88.5 x 250px sized rectangles with the following settings:

1. *Stroke color* : not selected
2. *Fill color* : # A1958A

See the picture below



Step 3

Select the *Text Tool* (T) with *Fill Color* #FFFFFF and enter the first button of the menu with the word 'Home'



HOME

Step 4

Select *Modify* > *Transform* > *Rotate 90° CW* (*Ctrl* + *Shift* + 9)

HOME

Step 5

Select the first button in the menu (Home), press F8 key (*Convert to Symbol*) and convert it into a *Movie Clip* .

HOME



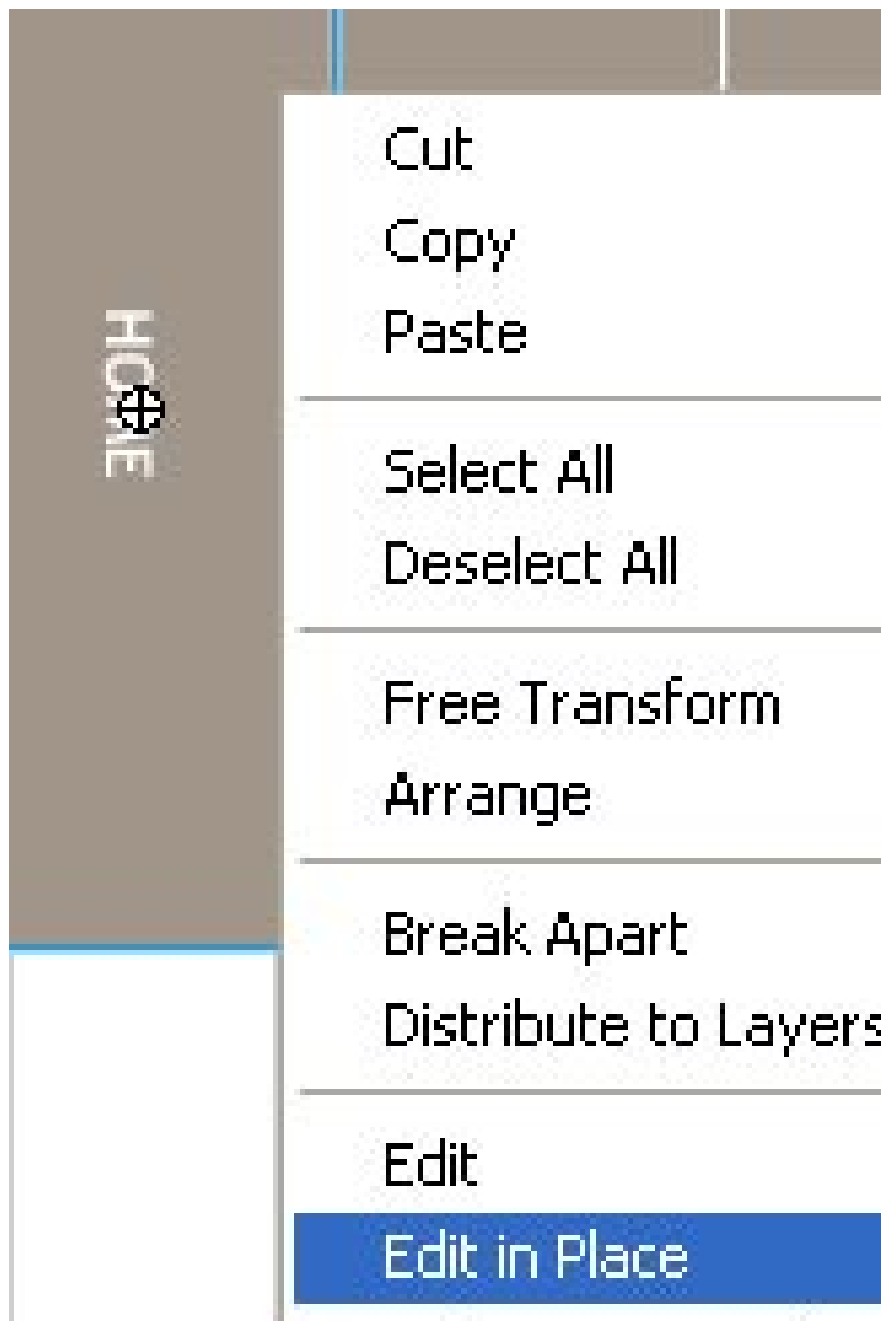
Step 6

Select the converted Movie Clip, open the *Properties Panel* (Ctrl + F3) and enter button1 in the box



Step 7

Double-click the newly created Movie Clip (Button) or right-click and choose *Edit in Place* .



Step 8

Select text Home, press *Ctrl + X* (Cut), add a new layer (layer 2) and paste the text just cut into the newly created layer (press *Ctrl + Shift + V*) to paste.

Step 9

Go back to layer 1, click on frame 20 and press *F6* key. Then in the **Fill Color** box set the color to # E16802. Go back on frame 1, go to the **Properties Panel** (*Ctrl + F3*) at **Tween** choose *Shape* .

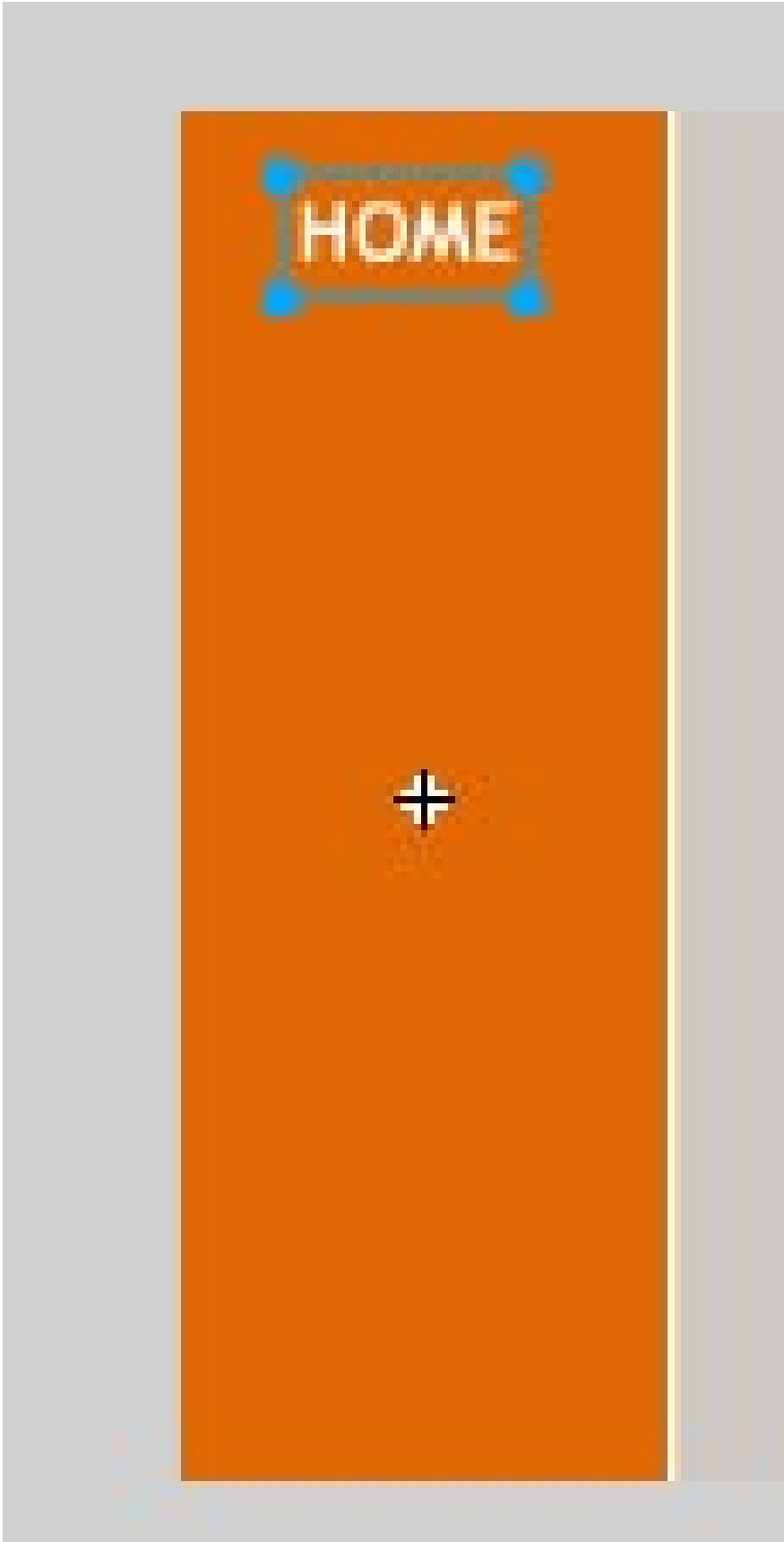


Step 10

Lock layer1, select layer2, go to frame 10 and press **F6** key. Select *Modify > Transform > Rotate 90° CCW* (*Ctrl + Shift + 7*)

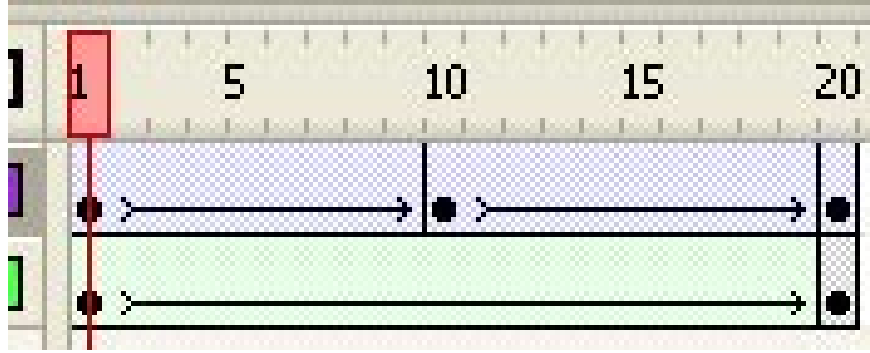
Step 11

Select frame 20 and press **F6** key. Then use the mouse to drag the Home text to the top of the button (rectangle) as shown below



Step 12

Select layer1, go to the **Properties Panel** , at **Tween** choose **Motion** .



Step 13

Select frame 20 of layer1, open the **Action Script Panel** (*F9*) and enter the following script:

```
stop ();
```

Step 14

Go back to the main scene (Scene 1), add a new layer and name it Invisible Button 1. Then create the ' *Invisible Button* ' on the first button (see image below).

“Invisible Button”

HIDE



Step 15

Select ' *Invisible Button* ', open the **Action Script Panel** (*F9*) and enter the following code (note to change the link to the address you want Home link to).

```
on ( rollOver ) {
  _root .mouse_over_button1 = true ;
}
on ( rollOut ) {
  _root .mouse_over_button1 = fstartlse;
}
on ( release ) {
  getURL ( "https://quantrimang.com/" , "blank" );
}
```

Step 16

Add a new layer and name it Action Script. Go to the first frame and enter the following script:

```
_root .button1.onEnterFrame = function () {
  if (mouse_over_button1) {
    _root .button1. nextFrame ();
  } else {
    _root .button1. prevFrame ();
  }
};
```

So we've finished the first button of the menu. Follow the same steps as above to complete the remaining buttons in the menu.

The Script for the ' *Invisible Button* ' of other buttons

```
on ( rollOver ) {
  _root .mouse_over_button2 = true ;
}
on ( rollOut ) {
  _root .mouse_over_button2 = fstartlse;
}

on ( release ) {
  getURL ( "https://quantrimang.com/" , "blank" );
}
```

And Action Script for buttons is

```
_root .button1.onEnterFrame = function () {
if (mouse_over_button1) {
_root .button1. nextFrame ();
} else {
_root .button1. prevFrame ();
}
};
_root .button2. onEnterFrame = function () {
if (mouse_over_button2) {
_root .button2. nextFrame ();
} else {
_root .button2. prevFrame ();
}
};
_root .button3. onEnterFrame = function () {
if (mouse_over_button3) {
_root .button3. nextFrame ();
} else {
_root .button3. prevFrame ();
}
};
_root .button4. onEnterFrame = function () {
if (mouse_over_button4) {
_root .button4. nextFrame ();
} else {
_root .button4. prevFrame ();
}
};
_root .button5. onEnterFrame = function () {
if (mouse_over_button5) {
_root .button5. nextFrame ();
} else {
_root .button5. prevFrame ();
}
};
```

Download source file (.fla)

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