

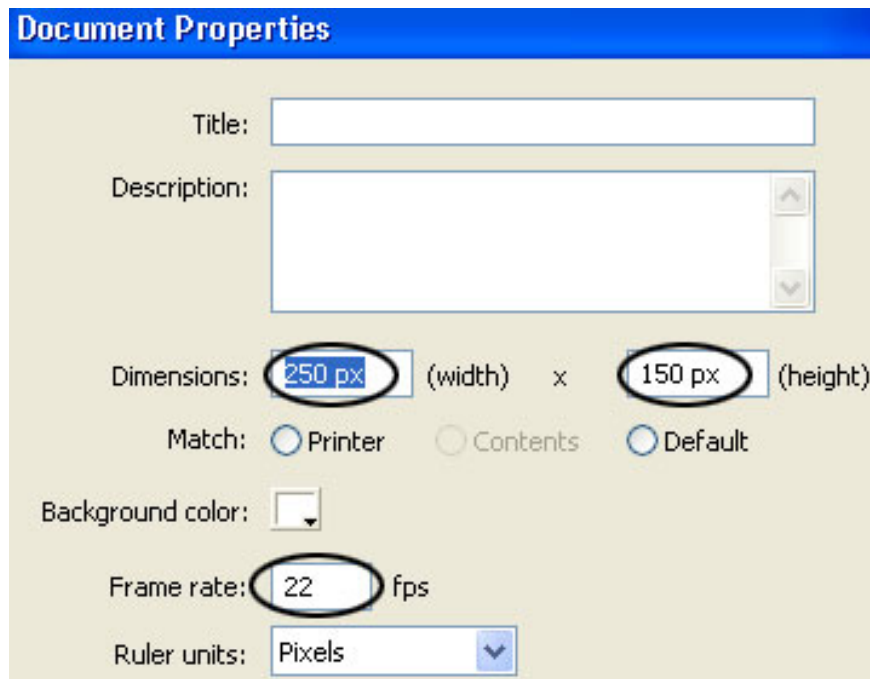
Macromedia Flash - Customize cursor

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Step 1

Open a new flash file. Go to **Document Properties** (*Ctrl + J*) and set the **Width** and **Height** of the file. Set the **Frame rate** set to **22fps** .

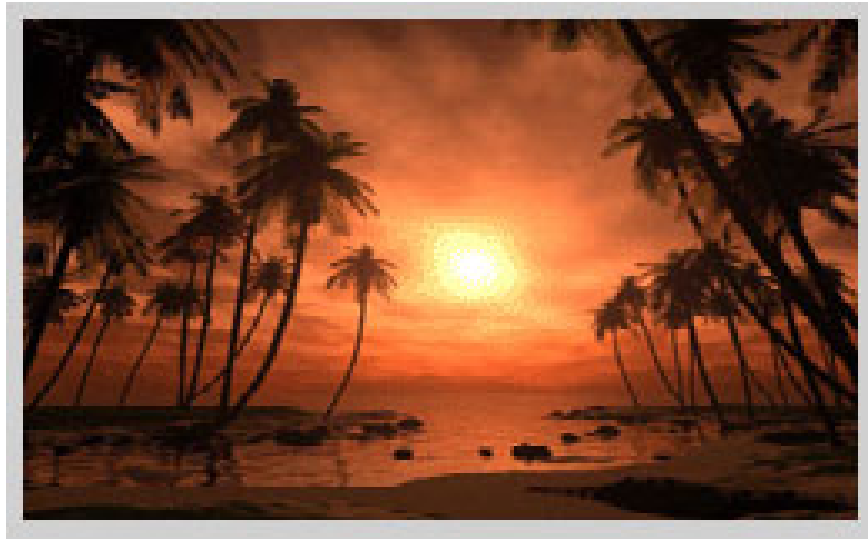


Step 2

Double click on layer 1 and rename its name to **background** .

Step 3

Press **Ctrl + R** (*Import to Stage*) to put the background image into the file.

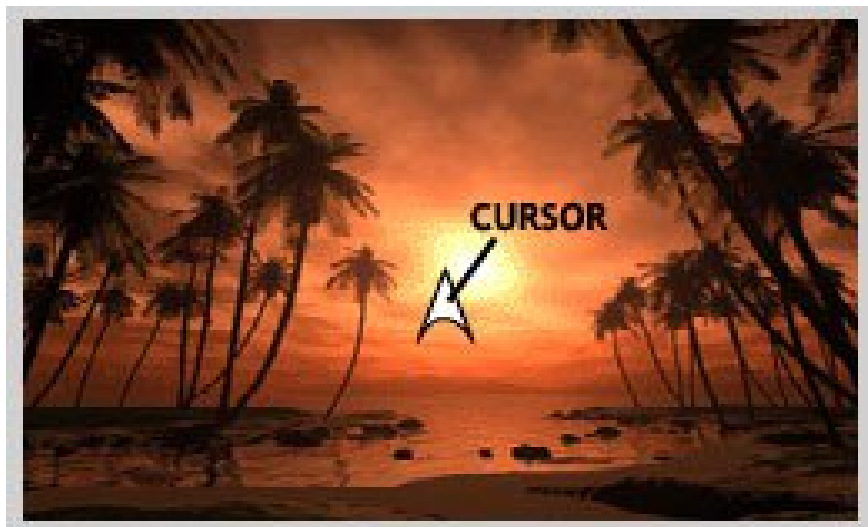


Step 4

Name a new layer and name it *cursor* .

Step 5

Select the *cursor* layer and draw any shape on that layer to replace the default cursor. May be the picture as below.



Step 6

Select the pointer and press **F8** key (or go to **Modify** -> **Convert to Symbol**) to convert it into a Movie Clip. See the picture below



Step 7

Open the **Properties Panel** (*Ctrl + F3*), in the Color section choose **Alpha** and the value is **45%** .



Step 8

Still in the Properties Panel, under the Movie Clip section, enter the **cursor** name (as shown below).



Step 9

Add a new layer and name it **action**



Step 10

Select the new layer just now, click on the first frame and open the Action Script Panel (F9), then enter the following script:

```
_root.cursor.swapDepths (1000);  
  
_root.onEnterFrame = function () {  
  
Mouse.hide ();  
  
cursor._x = _root._xmouse;  
  
cursor._y = _root._ymouse;  
  
};
```

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