

Macromedia Flash - Self-designed animated menu

This tutorial is quite complicated but we will try to explain it in the easiest way. Make sure you follow the instructions step by step.

If you don't like to choose a traditional static menu, you can apply this tutorial to give your website a suitable dynamic menu, it can bring style to a professional website. This tutorial is quite complicated but we will try to explain it in the easiest way. Make sure you follow the instructions step by step.

Step 1

Create a new **250 x 140** Flash file and Frame rate is **40fps** .

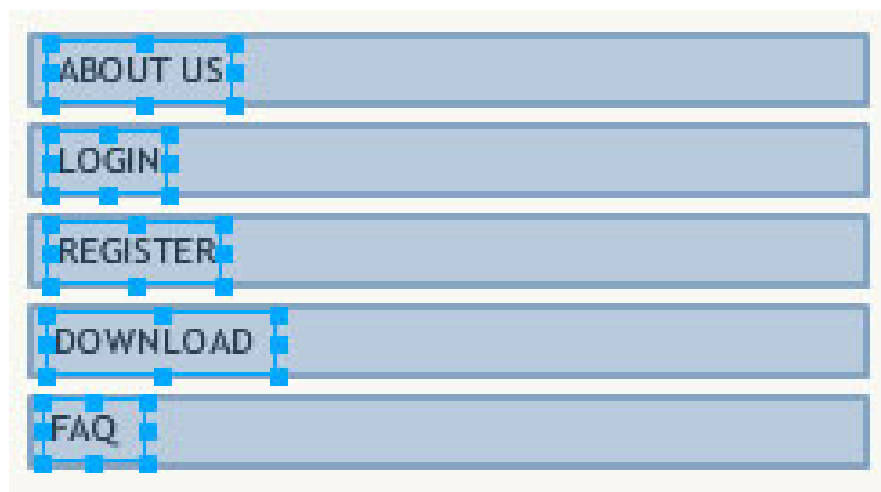
Step 2

Grab the **Rectangle Tool** (R) and draw 5 small rectangles (or as many as you want). See the following picture



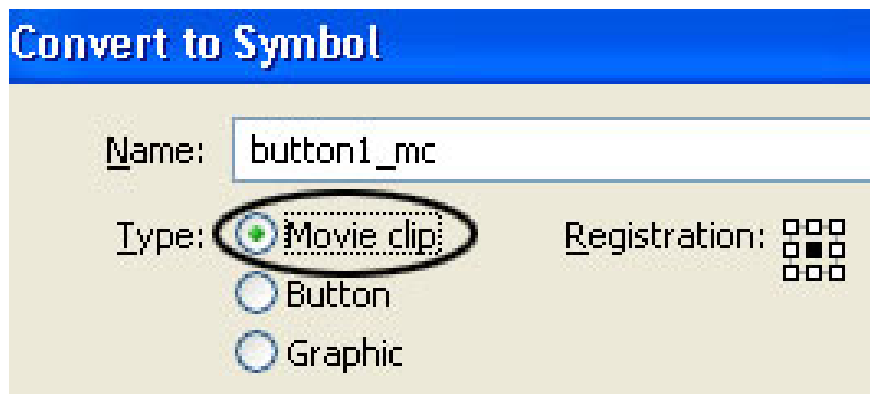
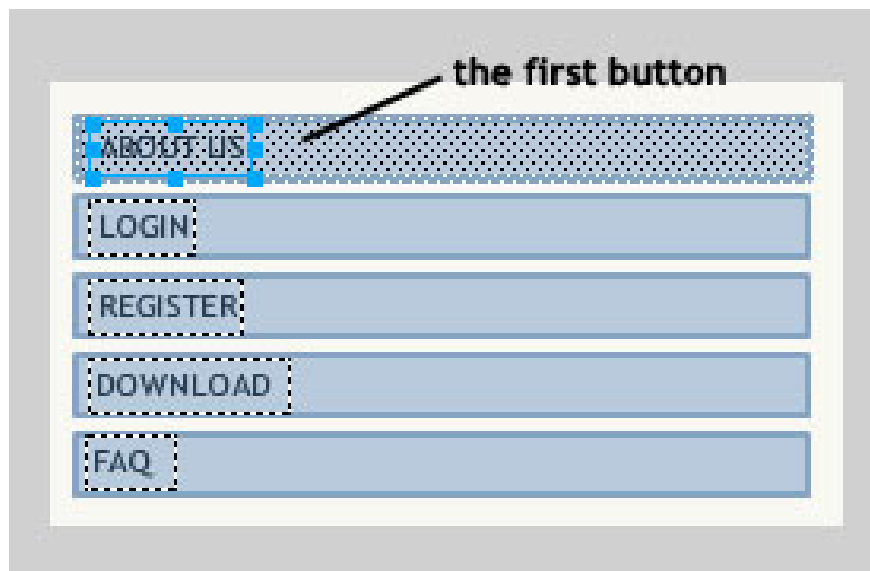
Step 3

Select the **Text Tool** (A), go to the **Properties Panel** (Ctrl + F3), select **Dynamic Text** and create the letters that display the menu name.



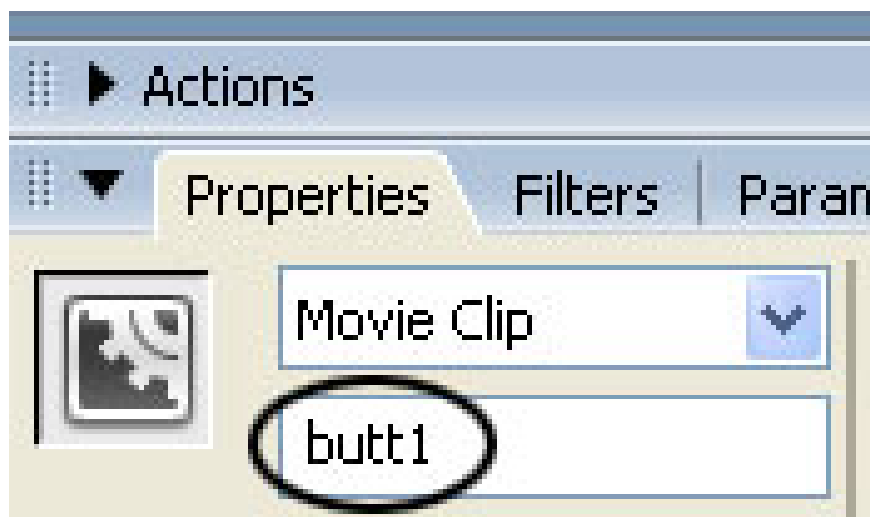
Step 4

Select the first letter (in the example ' *About us* ') and press **F8** on the keyboard (Convert to Symbol) to convert this text into a Movie Clip Symbol.



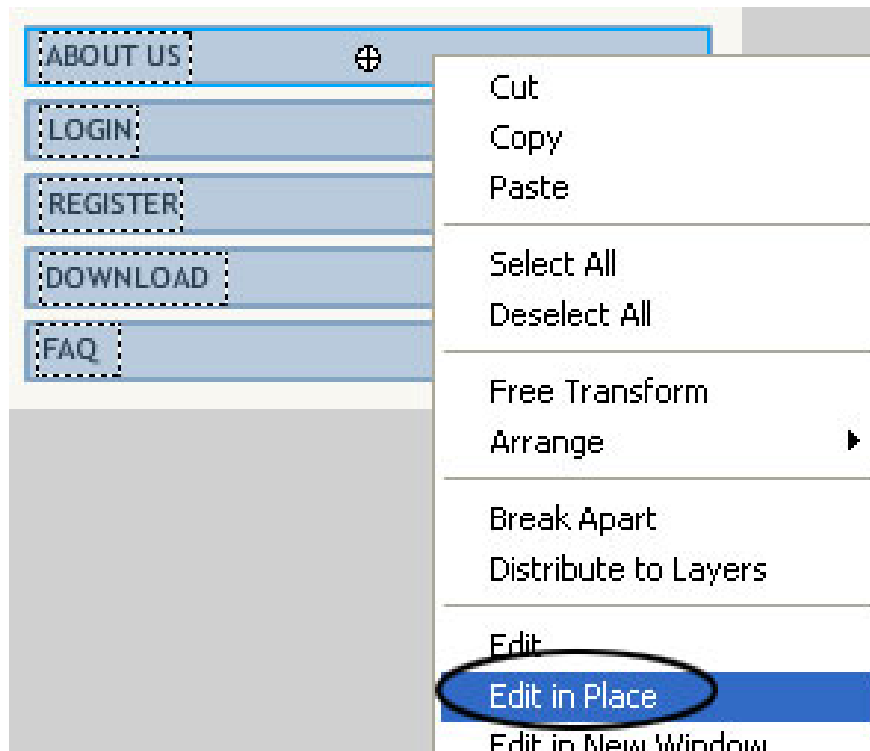
Step 5

Open the **Properties Panel** (Ctrl + F3) and enter **butt1** . See the following picture



Step 6

Double-click or right-click the newly created Movie Clip and select **Edit in Place**

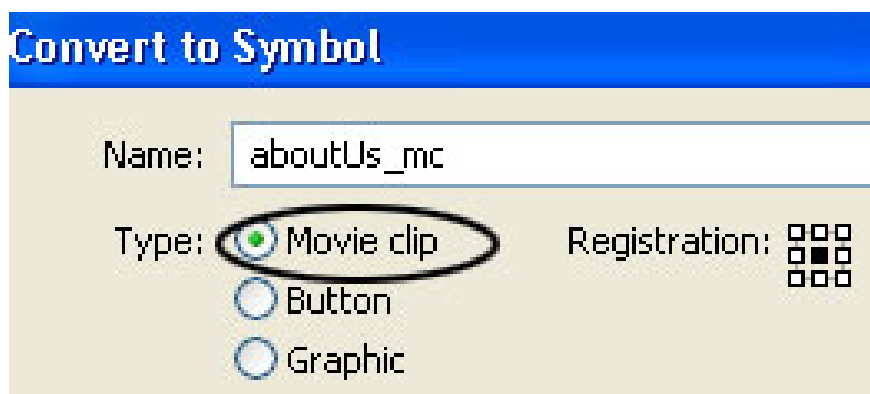


Step 7

Just select each letter (in this case 'About us'), press **Ctrl + X** (Cut), add a new layer above layer 1 (layer 2), select it and press **Ctrl + Shift + V** (Paste in place)

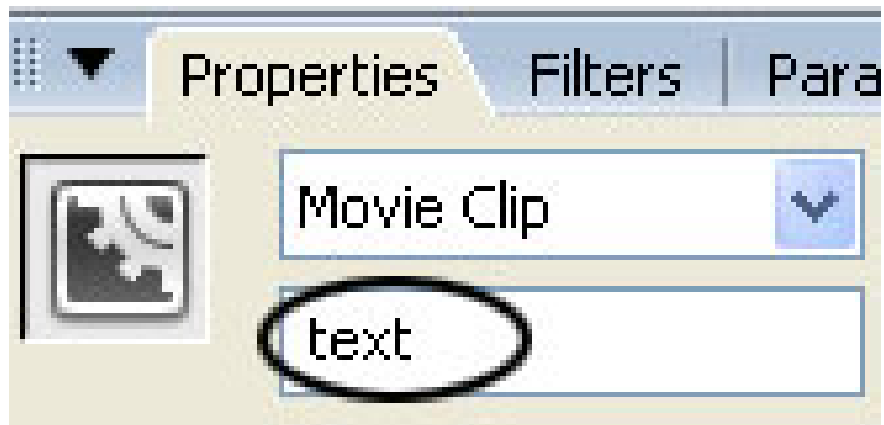
Step 8

Select layer 2 (text layer) and convert it into a Movie Clip (**F8**).



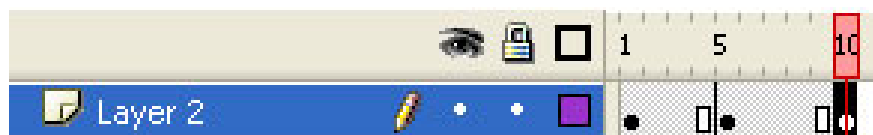
Step 9

Then, open the **Properties Panel** (**Ctrl + F3**) and enter the **text**.



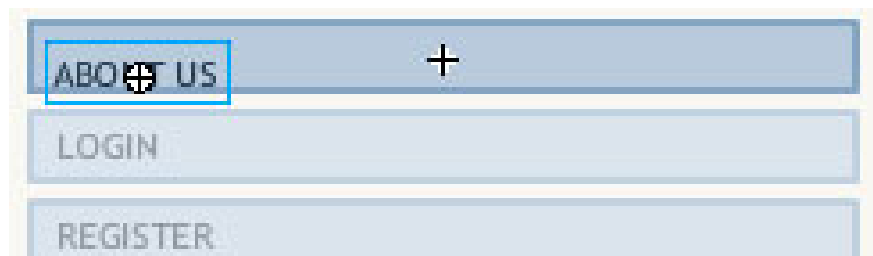
Step 10

Click on frame 5 of layer 2 (text layer) and press F6 key. Then click on frame 10 and press F6 again (create Keyframe).



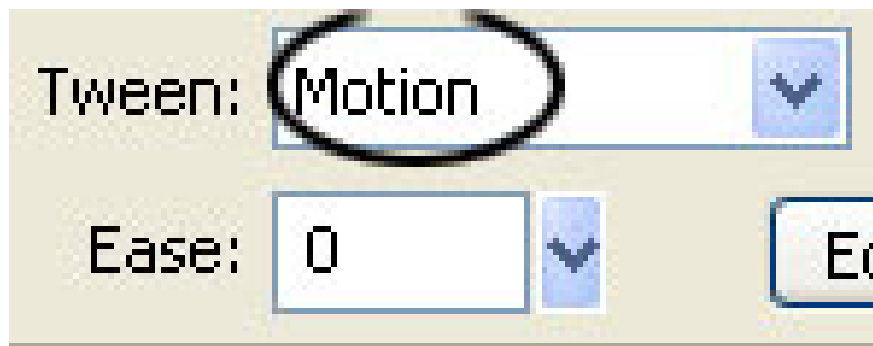
Step 11

Go back on frame 5 and use the arrow keys on the keyboard or the mouse to move the text (in this example 'About us') down a bit (or go horizontal if you like). See the following picture



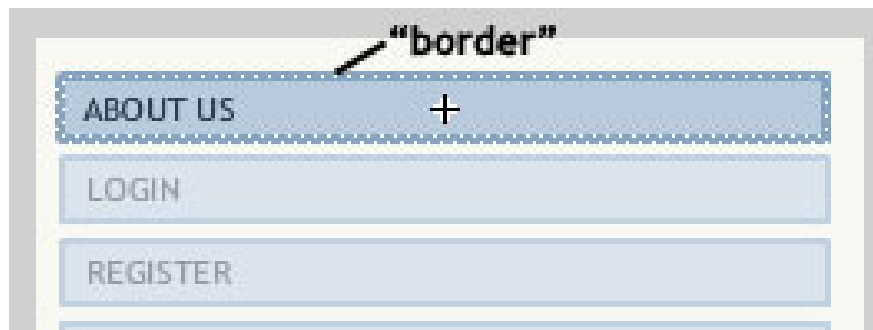
Step 12

Select layer 2 (text layer), open the **Properties Panel** (Ctrl + F3) and in Tween choose **Motion**.



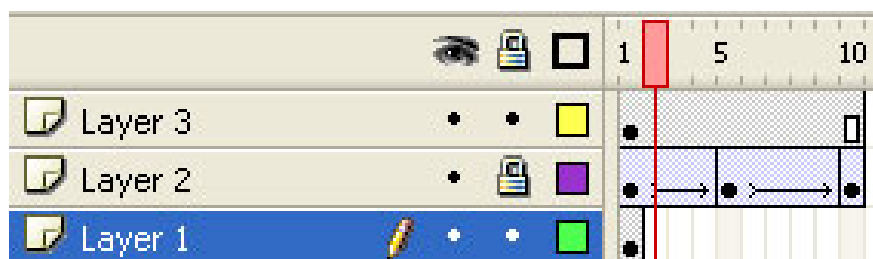
Step 13

Back to layer 1, select only the border of the rectangle and press **Ctrl + X** (Cut) on the keyboard.



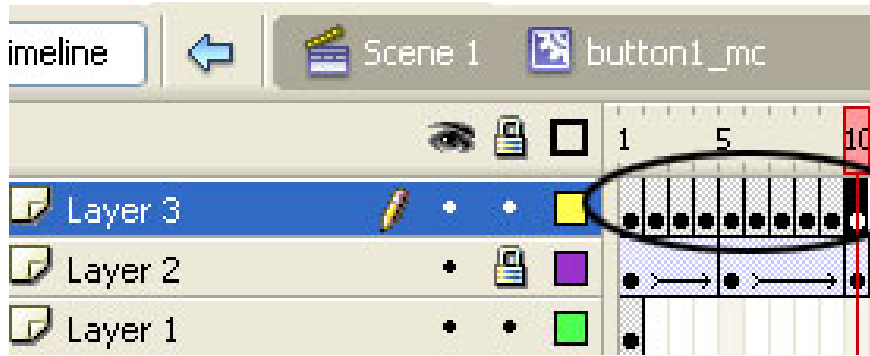
Step 14

Insert a new layer (layer 3), select it and press **Ctrl + Shift + V** (Paste in Place)



Step 15

Then press 10 times the F6 key (Keyframe) on the keyboard. The result will look like the following figure



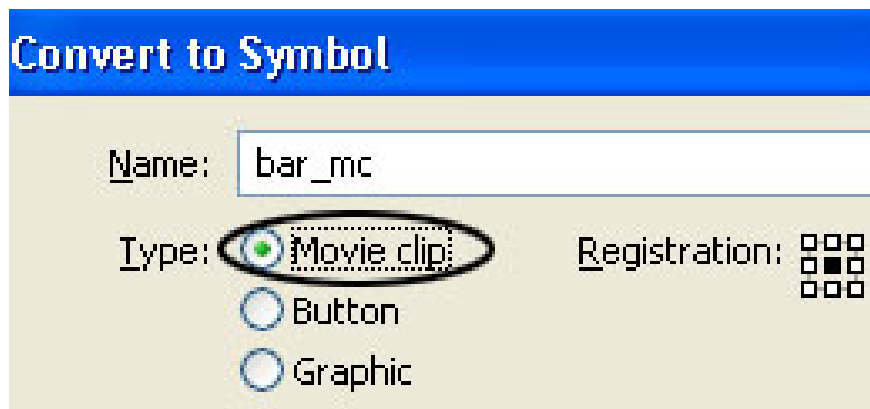
Step 16

Then select each even keyframe (except frame 10) and press **Delete** (Del) key on the keyboard. Results after deleting some even keyframes:



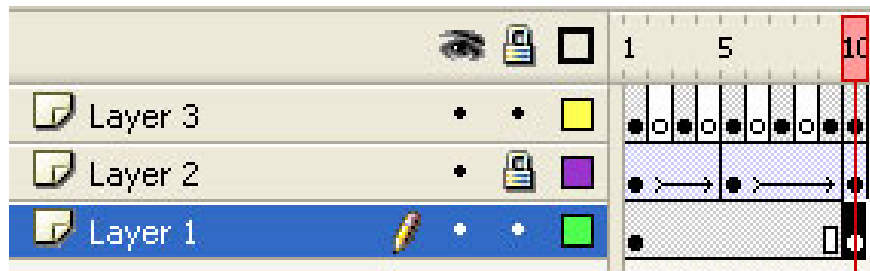
Step 17

Click on layer 1 and press **F8** (Convert to Symbol) to convert it into a Movie Clip Symbol.



Step 18

Then select frame 10 and press F6 (Keyframe).



Step 19

Still on frame 10, open the **Properties Panel** (Ctrl + F3) and set the Color to **Alpha** with **40%** contrast.



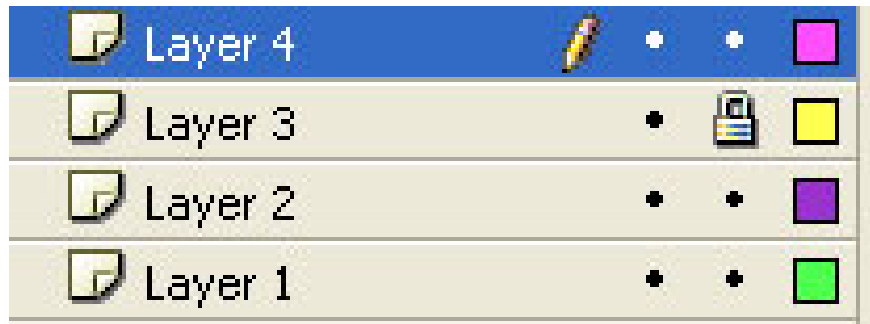
Step 20

Still in the **Properties Panel** (Ctrl + F3), select **Motion** in Tween.



Step 21

Create a new layer (layer 4)



Step 22

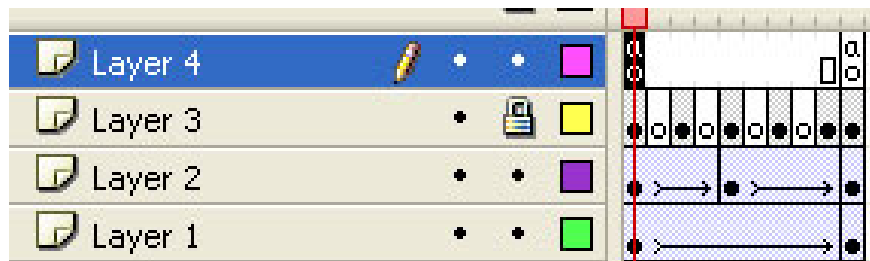
Click on the first frame, open the **Action Script Panel** (F9) and include the following code:

```
stop ();
```

Step 23

Then click on frame 10, press F6 (Keyframe), open the **Action Script Panel** again (F9) and include the following code:

```
stop ();
```



Step 24

Go back to the main scene (Scene 1), insert a new layer and name it **Action** .



Step 25

Click on the first frame, in the Action Script section, enter the following code:

```
butt1.onRollOver = over;
butt1.onRollOut = out;
butt1.text.buttonText.text = "ABOUT US";
function over () {
this.gotoAndPlay (2);
}
function out () {
this.gotoAndPlay (1);
}
```

So we have created the first menu button. Repeat the above steps corresponding to each necessary button. The following are the different codes between each command button:

```
butt1.onRollOver = over;
butt1.onRollOut = out;
butt1.text.buttonText.text = "ABOUT US";
```

```
butt2.onRollOver = over;
butt2.onRollOut = out;
butt2.text.buttonText.text = "LOGIN";
```

```
butt3.onRollOver = over;
butt3.onRollOut = out;
butt3.text.buttonText.text = "REGISTER";
```

```
butt4.onRollOver = over;
butt4.onRollOut = out;
butt4.text.buttonText.text = "DOWNLOAD";
```

```
butt5.onRollOver = over;
butt5.onRollOut = out;
butt5.text.buttonText.text = "FAQ";
```

```
function over () {
this.gotoAndPlay (2);
}
```

```
function out () {
this.gotoAndPlay (1);
}
```

Haven't you done it yet? Please see the original file [here](#).

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