

Macromedia Flash - Visual effects using mouse click

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In this article we will step by step learn how to create visual effects using mouse clicks. You can use these effects for flash banners, for some presentations . Now we will start!

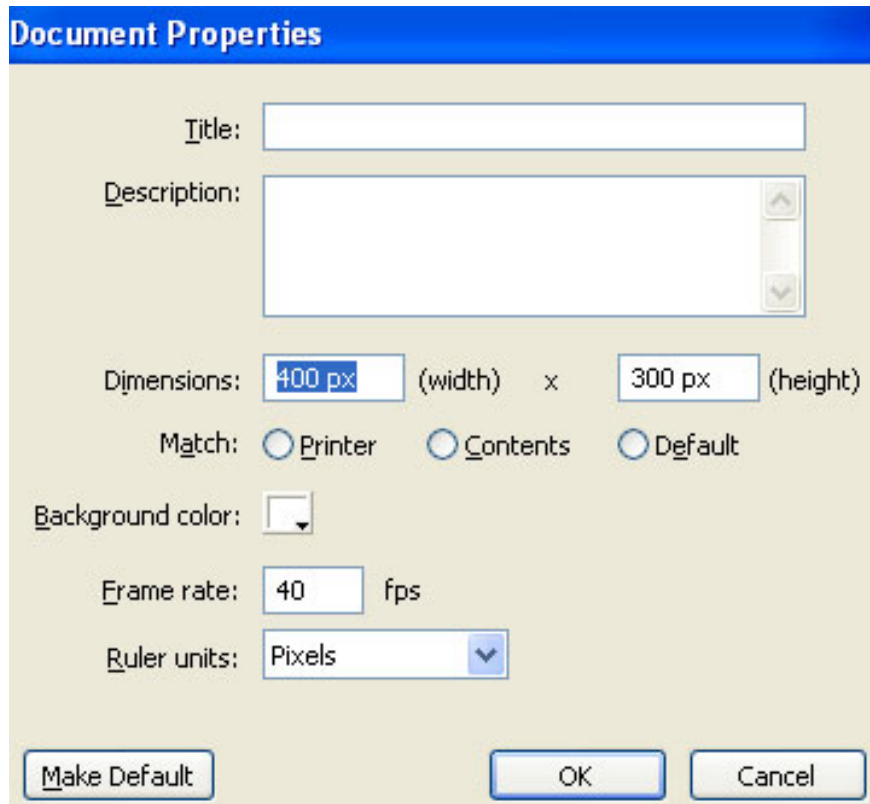
Step 1

First, save the image below



Step 2

Create a new flash document. Press **Ctrl + J** key on the keyboard (*Document Properties*) and set your document width to 400 pixels and its length to 300 pixels. Choose white as the background color. Set the frame rate of Flash movie to **40** and click **OK** .



Step 3

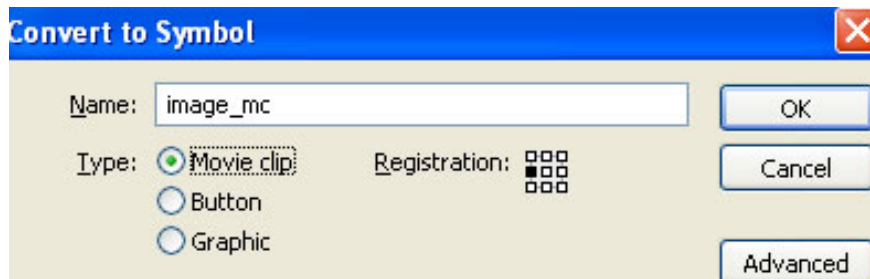
Call the current image layer as image. Double-click on its default name (layer 1) to change the name. Press Enter when you have finished typing the new name.

Step 4

Now select **File > Import > Import to stage** (*Ctrl + R*) and import the image you just saved in step 1.

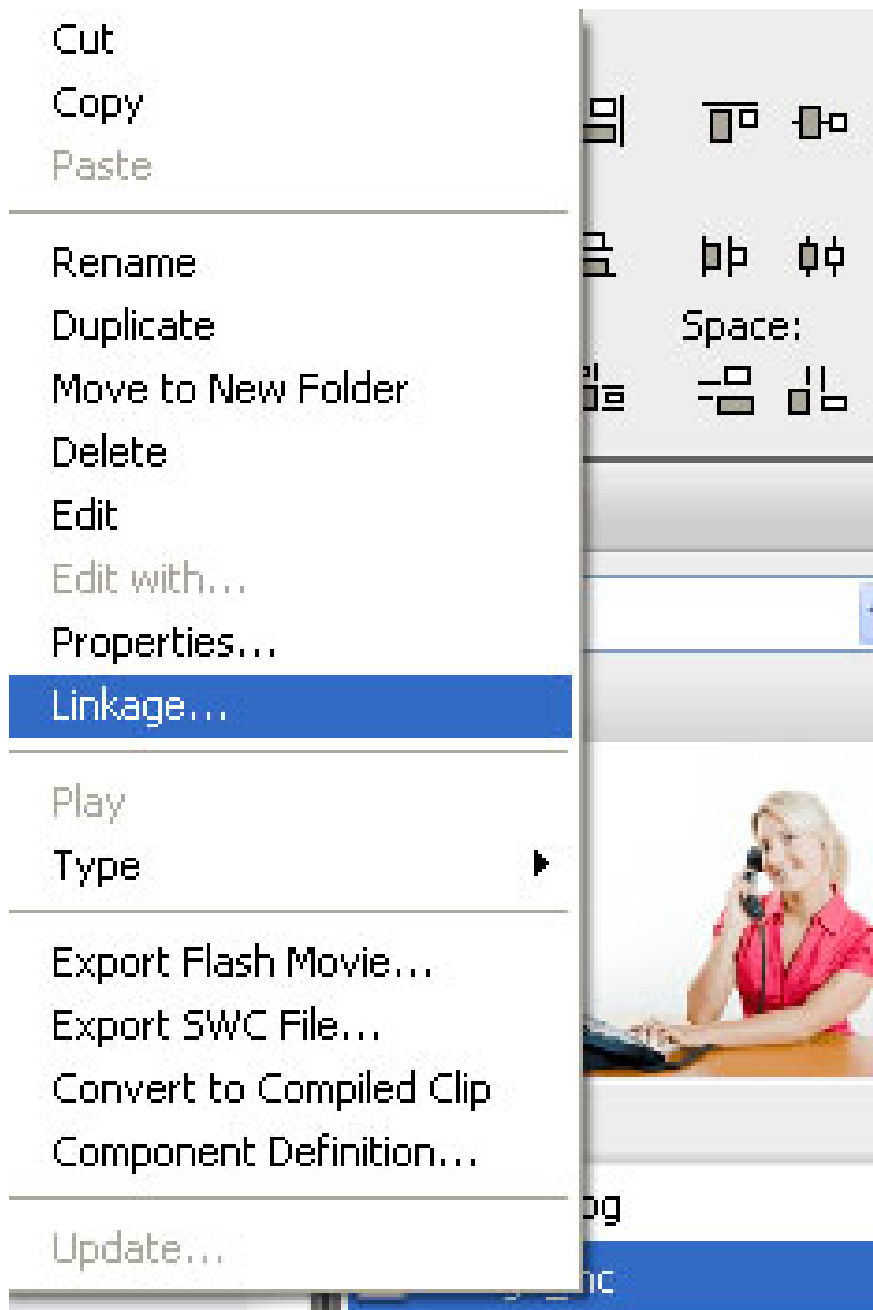
Step 5

While the image is still selected, press **F8** key (Convert to Symbol) to convert it into a Movie Clip Symbol.



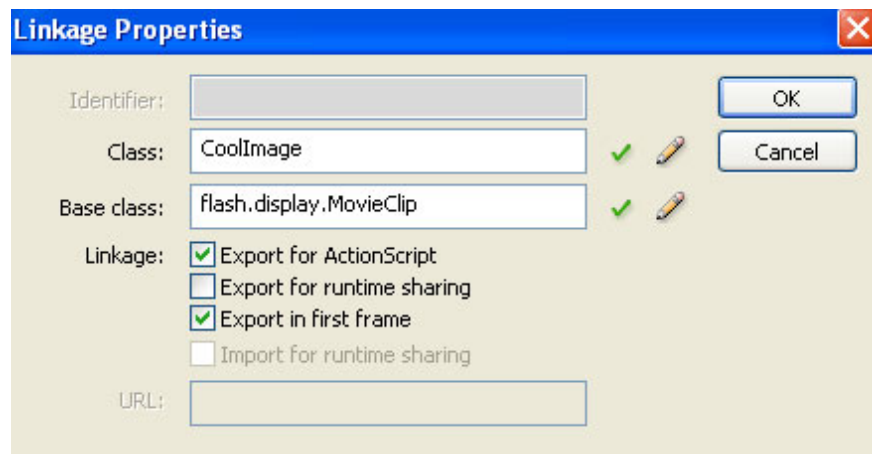
Step 6

Now go to Flash Library (*Ctrl + L*), right click on **image_mc** and select **Linkage**



Step 7

In the Linkage Properties window, select **Export for ActionScript** and in the Class section type CoolImage as shown below:



Now click **OK** , ignore the ActionScript Class Warning warning. Click **OK** .

Step 8

Now select the image in the stage and press the delete key on the keyboard to delete it

Step 9

Select the first frame and go to the Action Script Panel (F9). Then, find this code inside the actions frame:

```
function Main () {  
stage.addEventListener (MouseEvent.CLICK, AddImage);  
}  
  
Main ();  
function AddImage (e: MouseEvent): void {  
newImage var: CoolImage = new CoolImage ();  
this.addChild (newImage);  
  
newImage.x = mouseX;  
newImage.y = mouseY;  
newImage.scaleX = 0;  
newImage.scaleY = 0;  
  
newImage.alpha = 0;  
newImage.addEventListener (Event.ENTER_FRAME, ZoomImage);  
}  
function ZoomImage (e: Event): void {  
var imageMC: MovieClip = MovieClip (e.target);  
imageMC.scaleX += .05;  
imageMC.scaleY += .05;  
  
if (imageMC.scaleX 4) {  
imageMC.alpha += .05;
```

```
} else {  
imageMC.alpha -= .05;  
if (imageMC.alpha < .8) {  
imageMC.removeEventListener (Event.ENTER_FRAME, ZoomImage);  
}  
}  
}
```

We are finished. Good luck!

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