

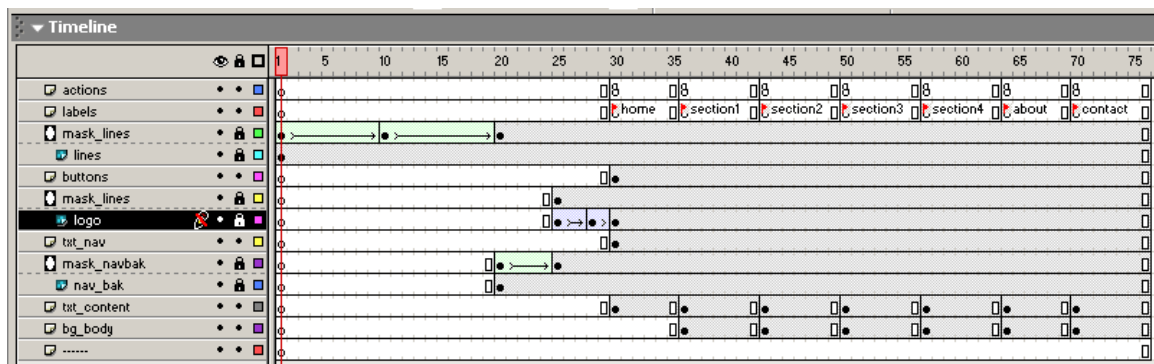
:: flashwebsite**intro**

This tutorial is a continuation of tutorial #2. The goal of this tutorial is to add more features and functionality to your flash web site. We will go over how to set up our flash file to be more flexible for when we want to add more advanced features and enhancements, such as transitions from page to page.

setup

If you completed tutorial #2, your flash site should be working, using the timeline in the “main” scene for the majority of your content.

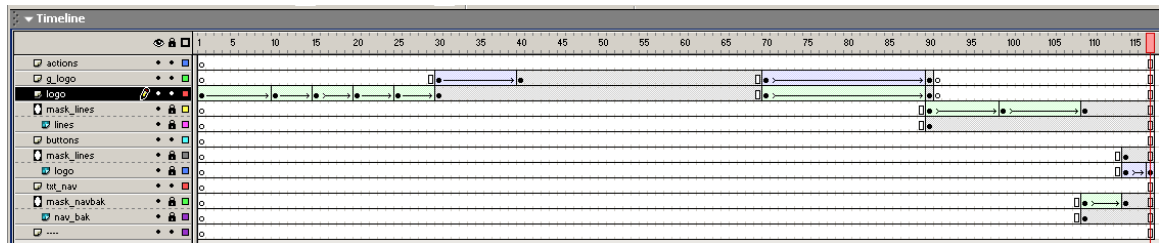
Your timeline for the “main” scene should look something like this:



1. The first thing we need to do to organize our scenes and our timeline to be a little cleaner and more efficient. Right now, our home “grows” during the first 30 frames of the “main” scene. Since this animation only occurs during the introduction of the site, or when a user first comes to the site, it should probably be in the “intro” scene, right? Right. So let’s move it.

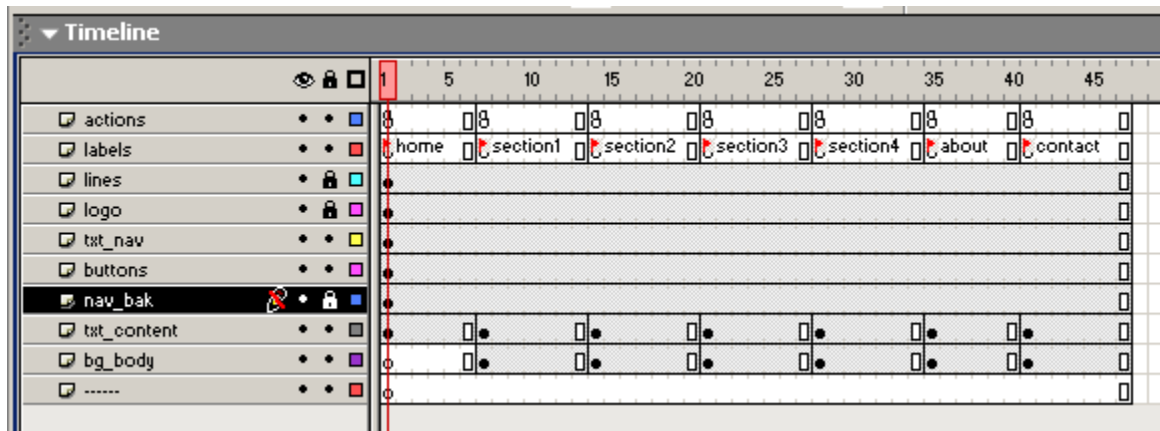
We are going to simply copy all layers and keyframes from this “main” scene and paste them into the “intro” scene. Before we do this, we need to make sure that we do not remove any elements from this scene, or delete any elements that we shouldn’t. The easiest way to avoid this is to make keyframes at frame 30 for all elements of the interface that “grow” or animate during the first thirty frames. Then, once you feel certain that frame 30 (labeled “home”) has all of the keyframes that it needs, you can then copy and paste the first 30 frames, and keyframes, into your intro scene. I usually animate from the top down, so I am going to place my frames below the logo animation that we already created in the intro scene.

The new timeline for your intro scene should look like this:



- Next you need to delete the first 30 frames of your “main” scene. The easiest way to do this is to select the first 30 frames, then hit shift-F6 and then shift-F5, or go to INSERT > CLEAR KEYFRAME and then INSERT > REMOVE FRAMES.
- Since we are no longer animating any part of the layout in this scene anymore, we no longer need the three mask layers that we used previously. Those we already copy and pasted into the “intro” scene. Therefore you can delete those layers from the timeline.

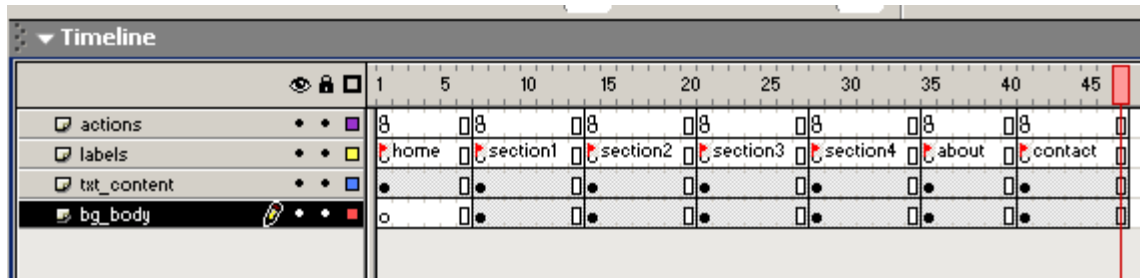
At this point your “main” scene timeline should look like this:



- The next thing that we need to do is place all of our body content into a movie clip. Instead of jumping around the main timeline to go from page to page, we are going to instead remain at one frame of the main timeline and then tell a movie clip called “mc_bodycontent” to jump from frame to frame – displaying the content of each sub page. This is a cleaner, more efficient way of setting up your content and it will allow us to add scene transitions later on.

To begin, you first need to make a new symbol, by clicking on the sub-menu button in the upper-right of your library palette and choosing NEW SYMBOL. Name it “mc_bodycontent”. Then, go to your “main” timeline and highlight/select both the txt_content layer and the bg_body layer and copy all frames (EDIT > COPY FRAMES). Then open up your new symbol, by double-clicking it in your library panel, and paste these frames into your mc_bodycontent timeline.

You also need to copy the actions and labels layers of your “main” timeline and paste them into your mc_bodycontent timeline. When you are done, the mc_bodycontent timeline should look like this:

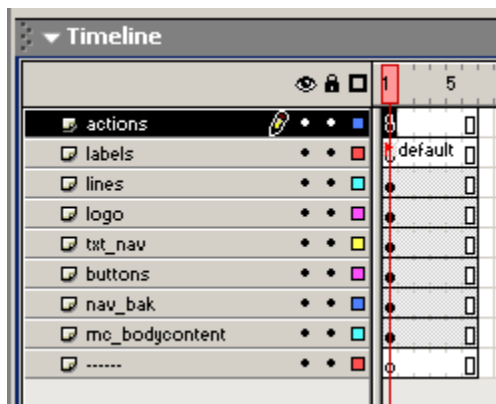


5. Next we need to place this new symbol into its own layer on the main timeline. The easiest way to do this is to drag and drop it directly into your canvas from your library panel. Rename the layer to “mc_bodycontent” and move the symbol on the canvas to the correct position. You can use the old layers as a guide to get it placed exactly.
6. Next we need to clean up/delete any no-longer-needed elements in your “main” timeline. You can delete the two old body content layers: txt_content and bg_body. You can also delete all frames except for frame #1. You can do this by selecting all frames except for frame #1, then hit shift-F6 and then shift-F5, or go to INSERT > CLEAR KEYFRAME and then INSERT > REMOVE FRAMES.

For clarity’s sake, I am leaving a few frames on my timeline just so that you can see the label on the labels layer – which leads me to our next step...

7. Rename the “home” label on frame #1 of your “main” scene to “default” rather than home. We are already using the word “home” inside of our mc_bodycontent movie clip, and we do not want to have two frames with the same label.

When you are done, your new “main” scene timeline should look like this:



8. Next, we need to update our buttons. Select a button and open the actions panel. Right now it should say something like the following:

```
on (release) {
    gotoAndStop("section2");
}
```

Since we are now storing our body content inside of a movie clip, we need our buttons to talk to the movie clip instead of talking to the “main” timeline. To do this, I open my actions panel and switch to “Expert Mode”. This will allow me to code by hand and take advantage of some of ActionScript’s more advanced features. I will then change it to say:

```
on (release) {
```

```
    _root.mc_bodycontent.gotoAndStop("section2");  
}
```

9. I will iterate this out for all buttons, then test my site to make sure that it is working. You'll notice that nothing has changed to the functionality of the site from a user's perspective. But from a developer/programmer's perspective – we are using a new, more flexible technique to achieve the same results.

In our next tutorial we will add more advanced features to our site, such as transitions in between sections.