

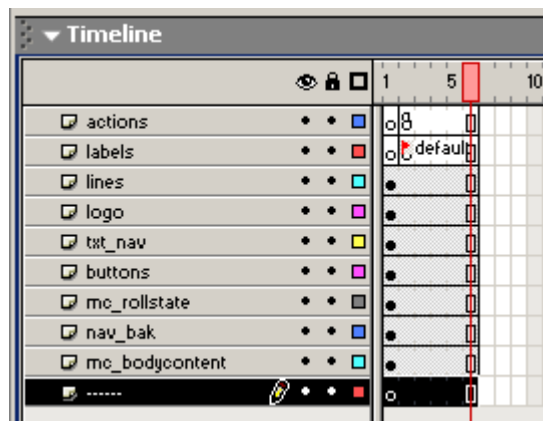
:: flashwebsite

intro

This tutorial is a continuation of tutorial #4. The goal of this tutorial is to add transitions in between each scene. For the purposes of this tutorial, we are going to use a window technique – where after we click our top nav to go to a new section, a window will close our body content, then open up to reveal the body content of our new section.

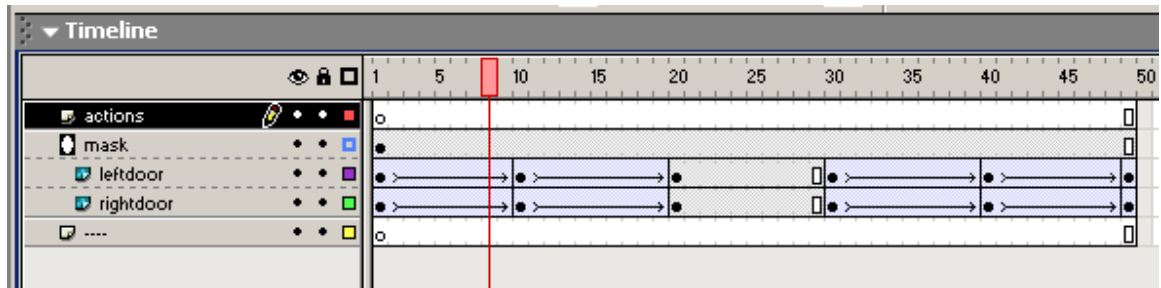
setup

If you completed tutorial #4, your timeline for the “main” scene should look something like this:

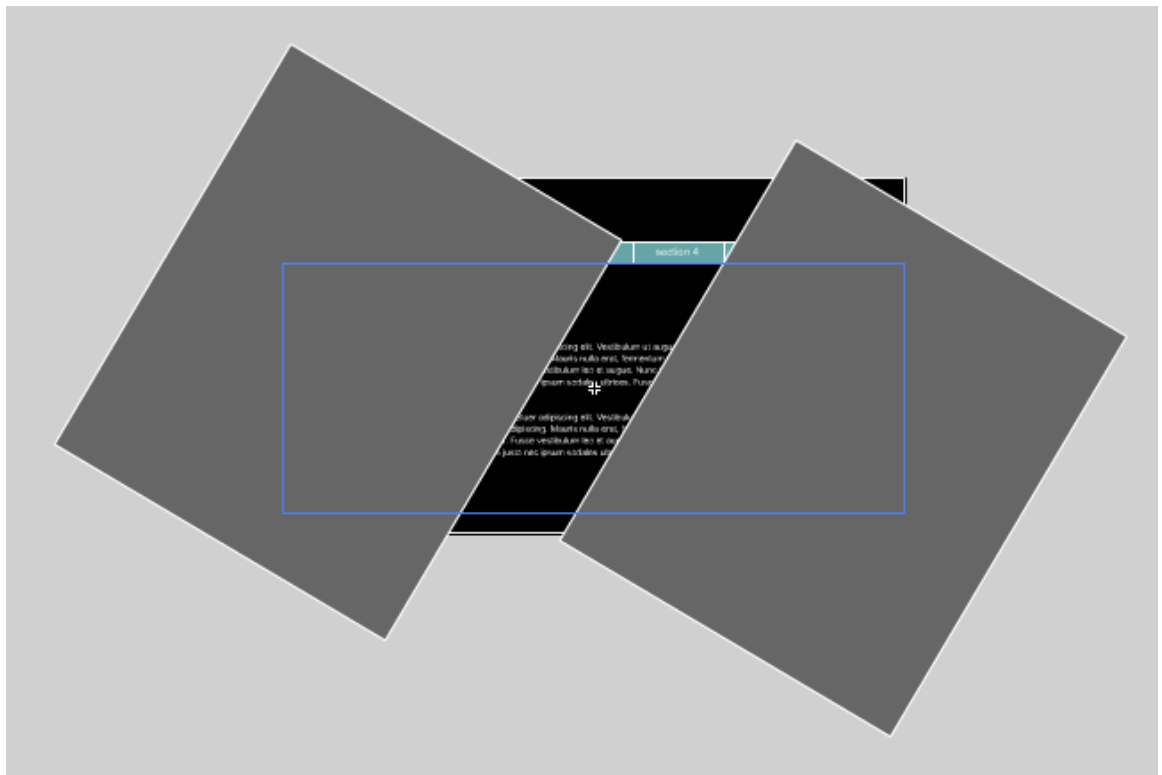


1. First, we need to make a movie clip for our window – but before we do this, let’s make our lives a little easier and start by making a mask for our movie clip. Since we already have a graphic perfectly sized for our body content known as g_subbak, let’s copy it by opening up mc_bodycontent, copy any keyframe on the bg_body layer, then return to your main timeline and paste this keyframe onto a new layer called mc_window. If you do this correctly, it should paste exactly in the correct spot where we need this. We are going to use this as our mask for our window animation.
2. Next we need to make our mc_window movie clip. To do this, let’s select the keyframe that we just made then go to INSERT > CONVERT TO SYMBOL. And make this symbol a movie clip named “mc_window”.
3. Next, and most importantly, name the instance of this movie clip “mc_window”.
4. Next, open up this movie clip, and inside let’s add an actions layer and then break apart our layer 1 g_subbak symbol. For clarity, let’s rename the layer “mask” and let’s change the color of our mask to red. I always choose a color like bright red to signify a mask, or a button hit state – so as to not confuse it with any other graphics.
5. Next let’s hide this mask layer temporarily, and create our two window panels. You can make any type of window, or “door” if you prefer, and animate in any way that you like. For this tutorial, I’m going to make two big rectangles that are rotated slightly in order to create the effect of two sliding doors. For efficiency and consistency, I will reuse the same graphic for each, and create a graphic called “g_door”.

- I will then create a layer on the timeline of mc_window for each, naming one “leftdoor” and the other “rightdoor” then animate the two doors closing, then remaining closed for a few frames, then opening again. When you are done, your timeline should look something like this:



And your canvas, with doors mid-way closing, should look something like this:



- Next, we need to add some keyframes, labels, and actions on our actions layer of our mc_window. First, let’s move everything over one frame to the right, and leave frame #1 completely empty.

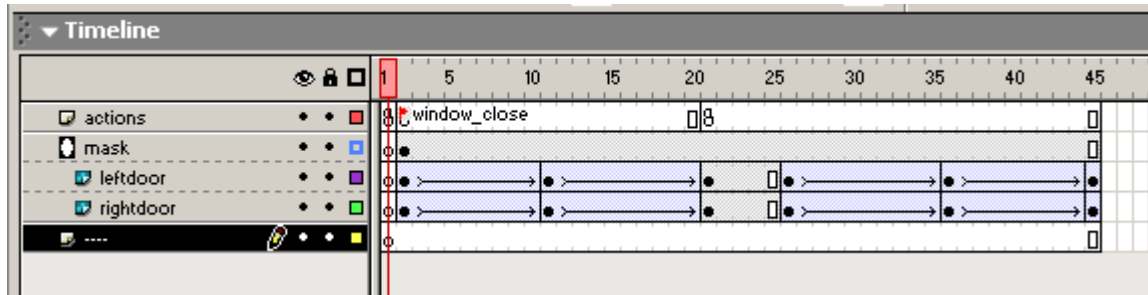
Then, let’s add a **stop();** action to this first frame.

Then, let’s label frame#2 “window_close”.

Then, let’s add a keyframe once our doors are closed, and inside of this keyframe we are going to “talk” to the mc_bodycontent movie clip on our main timeline and tell it which frame to go to. Since we already created the variable sectionID, we will use it here so that this keyframe will know which section of mc_bodycontent it needs to jump to. The action in the keyframe should be this:

```
_root.mc_bodycontent.gotoAndStop(_root.sectionID);
```

Your final timeline for mc_window should look something like this:



8. Then, we need to remove the action in each of our buttons on the “main” timeline that says:

```
_root.mc_bodycontent.gotoAndStop(sectionID);
```

and instead, all we need to do is tell mc_window to go to and play the frame labeled “window_close”. We do this by adding this line in the place of the one we just removed:

```
_root.mc_window.gotoAndPlay("window_close");
```

9. Lastly, repeat this last step for each button, then test your movie and check it out.

In our next tutorial we will do more cool stuff.