

:: flashwebsite

intro

This tutorial is a continuation of tutorial #6. The goal of this tutorial is to add scrollable text to your flash site, and to add sub sections to your flash site. There are several different ways to make text scroll in Flash, but the easiest way is simply to use Flash's built in Scrollbar UI component for the scrollable text.

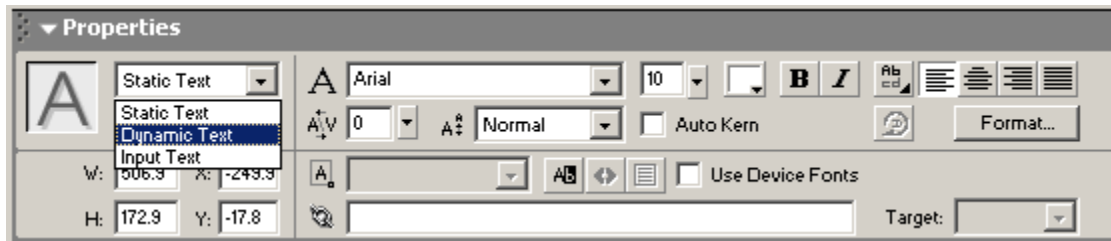
part 1: adding the scrollbar

In this part of the tutorial we are going to add a scrollbar to some scrollable text.

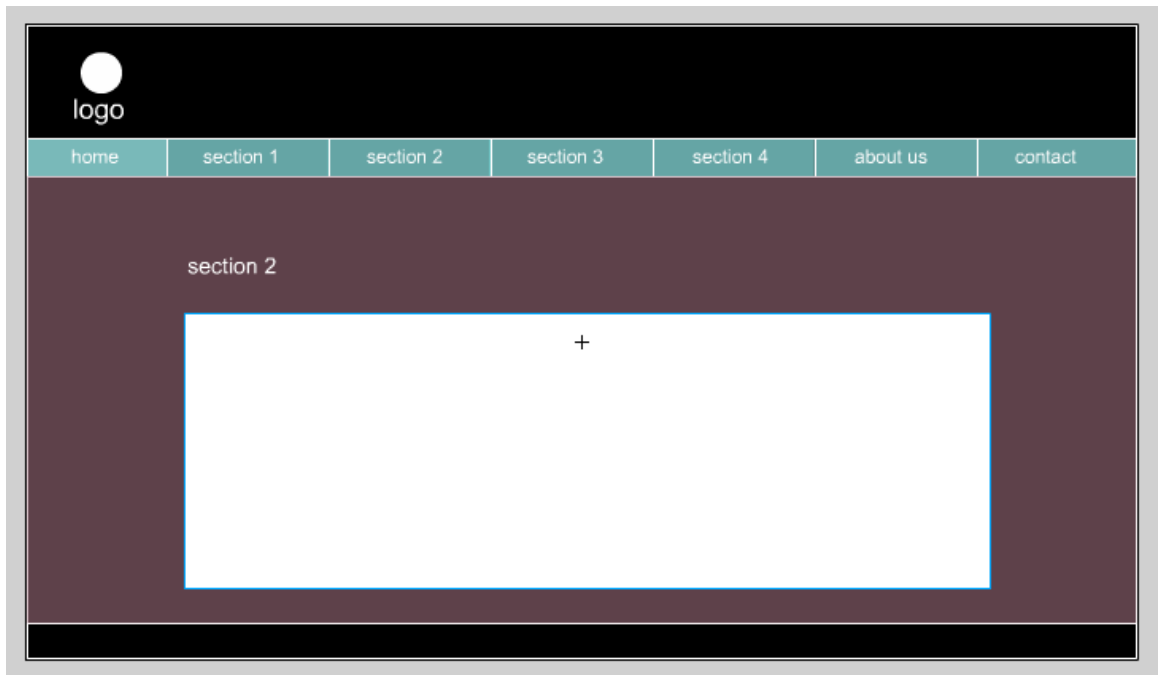
1. First, download **art257_f2005_tutorial_fs06 fla** from our class website and open it up.
2. Once you have the file open, open up the **mc_bodycontent** movieclip by double-clicking it right on your canvas.
3. We are going to choose only one section to add scrollable text. For this tutorial, I will choose section 2 as our example. Scrub over to section 2 on your timeline and select the text box in the center of the canvas.



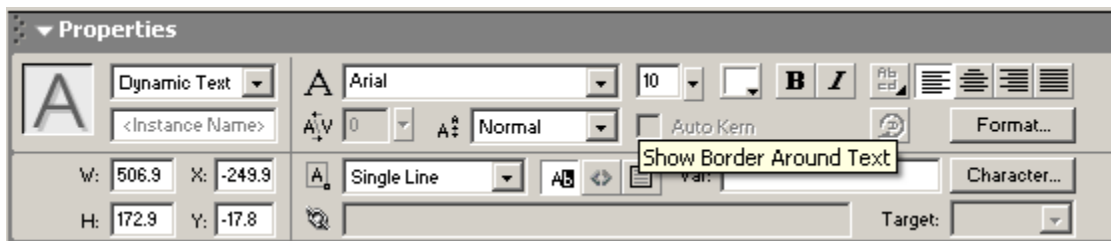
4. Right now, it is a static text box, meaning that it will simply display the text exactly as it appears on the canvas. In order to utilize Flash's Scrollbar UI component, we need a dynamic text box. To convert it to dynamic, go to your properties palette and select from the pulldown menu "Dynamic Text".



5. You'll notice that it turned the entire box white.



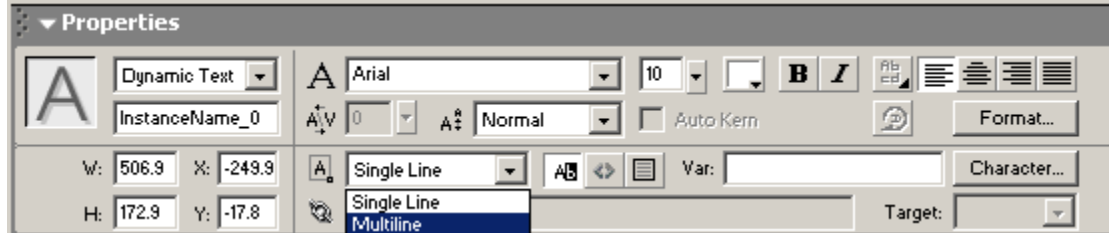
It did this because of a setting inside of our properties box that is set to “Show Border Around Text”. We need to disable this feature by clicking on the associated icon.



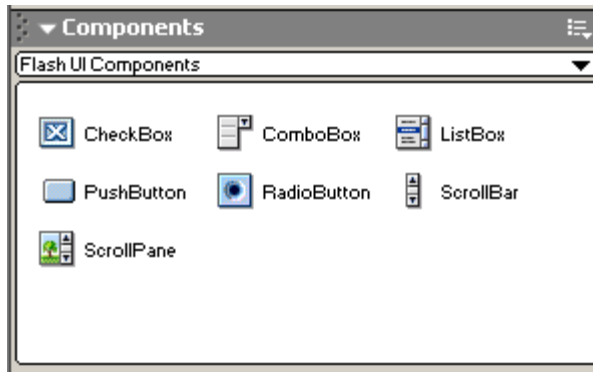
You'll notice that after you do this, the white background will disappear, and when you deselect the text box on the canvas, its border will become a dotted line – telling us that our text box is now a dynamic text box.



- By default, flash makes dynamic text boxes appear on a single. Even though it appears as if the text is scrolling, if you rendered your movie you will notice that it is displaying it on a single line. To make the text wrap to the size of the window, we next need to set it's display setting in the properties palette to display "Multiline" instead of "Single Line".



- Next, we need to add some more text inside of this text box in order for it to have something to scroll. The easiest way to do this is to copy the existing text inside of the text box and paste it a couple of times underneath. You'll notice that the text box is set to scroll by default (it should not resize – allowing the text to stretch open the text box). If you have this problem you need to make sure that your text box is set to scroll by going to TEXT > SCROLLABLE and then resize your text box to the desired height and width.
- Next, open up your "Components" palette (WINDOW > COMPONENTS) and you'll notice a few built-in UI components that Flash MX has provided for us. In this case we are going to use the Scrollbar component.



9. To attach the scrollbar component to our text box, we need to drag the scrollbar component icon and drop it directly onto our text box on the side that we want to scroll. In our case, let's drag it onto the right hand side of our text box. It should snap right to it and resize itself accordingly like this:



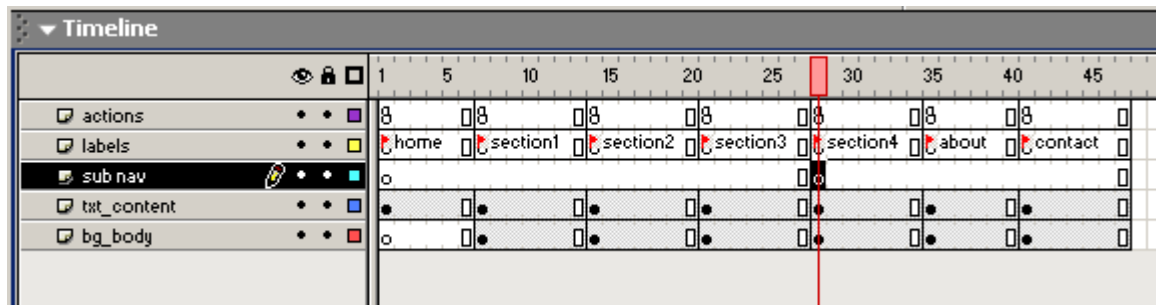
10. At this point we can test the movie and you should have a working scrollbar.
11. To adjust the margins, or space between the scrollbar and the text box, you can simply resize your text box or move your scrollbar over on your canvas to the desired location.



part 2: adding sub-sections

In this part of the tutorial, we are going to add a few sub sections to section 4 of our flash site.

1. First, let's open up the **mc_bodycontent** movieclip by double-clicking it right on your canvas.
2. Next let's add a text box to the left of our sub page body content that will act as our sub-nav. But first, I am going to add a new layer called "sub nav" and then make my new text box inside of a blank keyframe that is only at section 4 of our timeline.

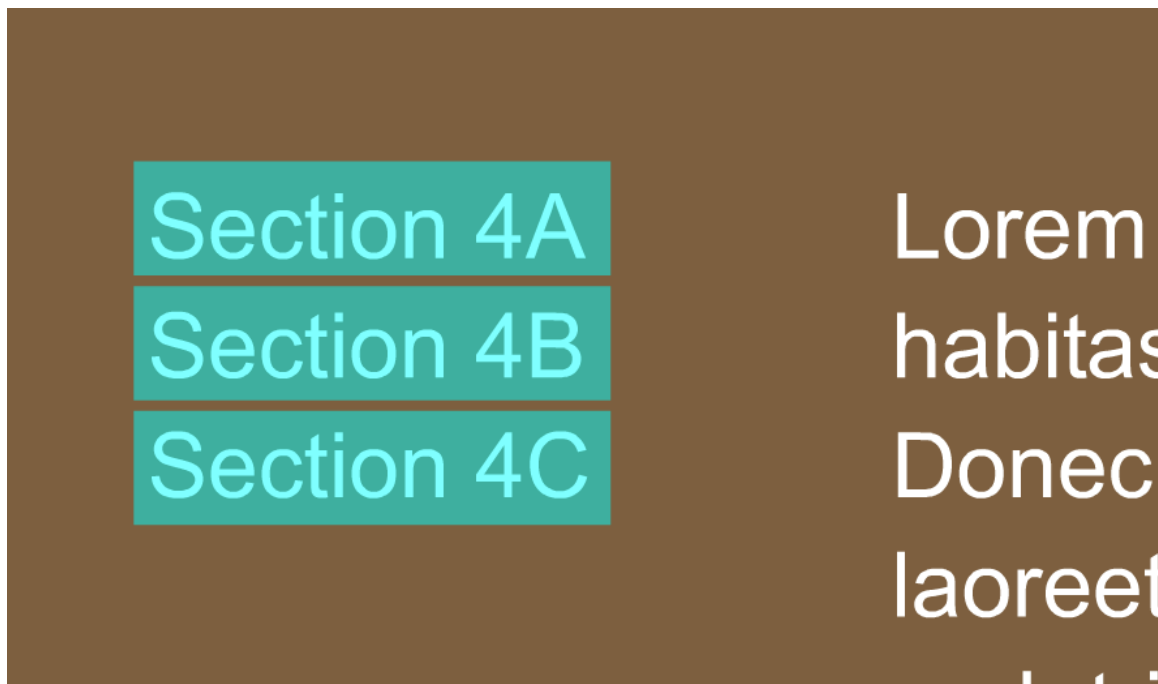


3. For this example, I am going to name 3 sub sections:
 - Section 4A
 - Section 4B
 - Section 4C



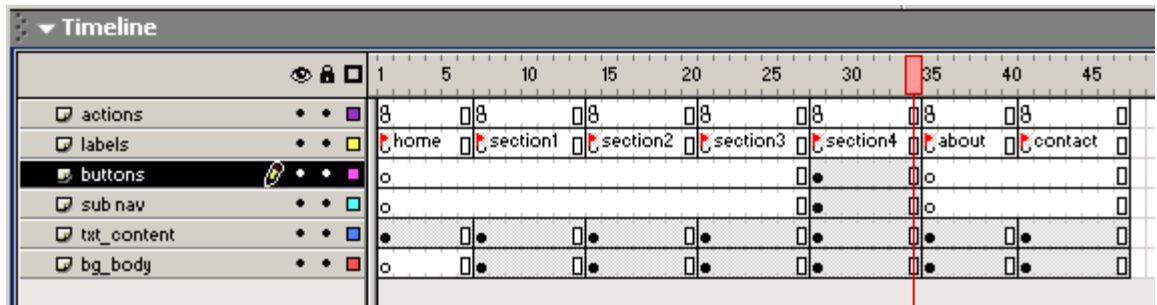
4. Next we need to add some buttons for each of these links. We need to first create a new layer called “buttons” and place this layer near the top of the layers in your timeline palette. Be sure to add a blank keyframe only in section 4 where you will add your buttons.
5. Next, open up your library, and expand the _buttons folder. For simplicity, we are going to use the universal button that we used previously for our top nav rollovers: **but_universal**. Simply drag and drop the button onto the blank keyframe on the buttons layer that you just created, then resize it and duplicate it over each link.

Your links with buttons should look like this:



- Be sure to add blank keyframe on next section for both the buttons layer AND the sub nav layer, so as to avoid any overlap of section content.

Your timeline at this point should look like this:

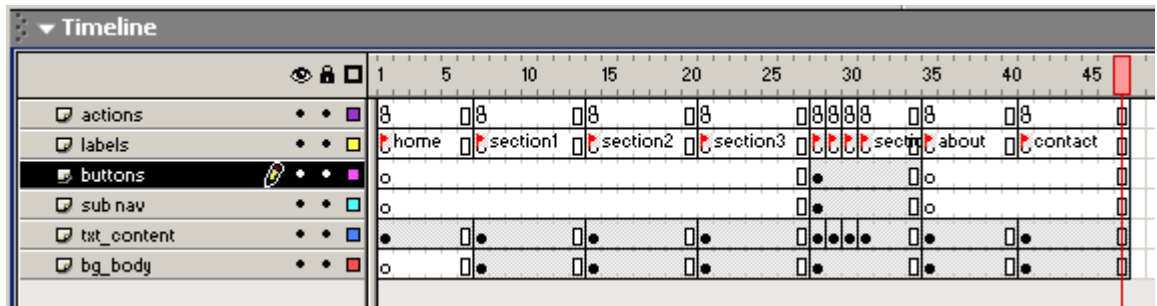


- Next let's add some content for our three new sub sections by creating three new keyframes on the txt_content layer. You should change the body text of each one so that we know what sub section we are on when we test our movie.
- Next, we need to add three new frame labels for our sub-section. We are going to do this right on this timeline, right on the labels layer. I am going to name my labels:

- section4a
- section4b
- section4a

- Next we need to add stop actions above each new sub section that we just created. Simply and copy-and-paste from an already existing keyframe on the actions layer.

When you are done, your timeline should look something like this:



- Next, we need to give each of our buttons some functionality (actions). Select the first one and give it the following action:

```
on (release) {
    gotoAndStop("section4a");
}
```

Repeat this for each of the other buttons

- Finally, test your movie to see if the sub nav and rollovers are working.

