

FILLING 'LOADER' BAR

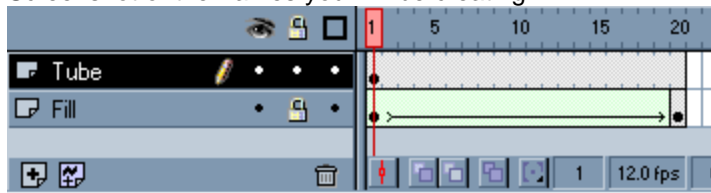
- [DOWNLOAD THE .FLA](#)
- **SKILL LEVEL: EASY**
- Know how to use gradient fills
- Know how to create symbols
- Know how to apply Alpha to a symbol



TUTORIAL

I've seen these types of bars on a few sites and I've always thought they were so much better than just a regular flashing 'Loading' sign....or something of that nature. This is great for preloading movies of all different types.

Screenshot of the frames you will be creating:



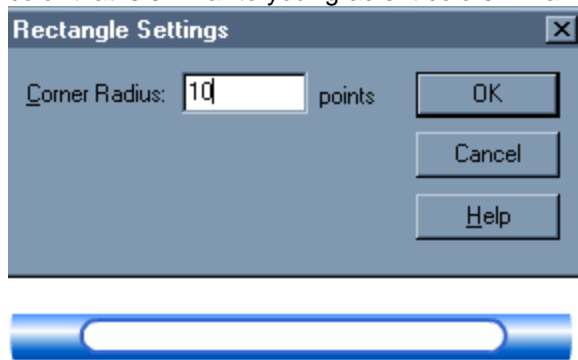
Here's how to create the effect I did above:

Making the bar interface

1. First you need to create a square and fill it with a gradient fill similar to the one below:



2. Now double click the square button and set the Corner Radius to 10. Set the line size to 1.5 and select a color that is similar to your gradient colors. Draw a smaller 'pill' over the gradient fill you just created:



3. Now select the fill that is *inside* the pill you just created and hit F8 to make it a graphic. You can just name it 'Middle'.



4. Double click the fill you just made a graphic and under the 'Color Effects' tab, set the Alpha to 50%.



Making the loading bar

1. Create another layer *below* the bars layer. Also, to make it easier, lock the layer with the bar on it.
2. Draw a small square in Frame #1 and fill it with a deep maroon color. Make sure to delete the outer lines on it. And also scale it very small so that it fits perfectly (height wise) with the pill, but small enough (width wise) to where the viewer can't see it yet.



3. Create a keyframe at Frame #20 and stretch the box to where it covers the whole pill.



4. Now apply Shape Tweening to Frame #1. This will cause the box to stretch over the period of frames and make it look like it's filling up the pill.

Adding the accessories

1. The buttons and decorations on it are optional. The buttons were nothing more than radial fills to look like spheres. You can add whatever you'd like to them though to get the effect you want.

©Amanda Farr
Last Updated 12/08/1999