

Automatic Fade In/Fade Out Button

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- [DOWNLOAD THE .FLA](#)
 - **SKILL LEVEL:** Easy / Intermediate
 - Know how to make buttons
 - Know how to make movie clips
 - Be comfortable working out of your library when making symbols
 - Know how to assign frames actions
 - Know how to adjust alpha
 - Know motion tweening

Shockwave Below:

TUTORIAL

This button trick is actually not a true button but a movie clip that contains a button. You need to make 2 things:

- A simple Button
- A Movie Clip that contains the button and actions

Stage 1 - The Button

1. Make a button - something simple - make the Up and Over states the same color - since you will not see the Up state. Down can be another color and the Hit state you never see anyway

Stage 2 - The Movie Clip

1. Make a new symbol (Movie Clip)
2. Insert the button into frame 1 - try to center as best you can.
3. Insert a keyframe at 5 and 10.
4. Put a stop action on keyframes 1 and 5 NOT 10 - (You'll see why later)
5. At Keyframes 1 and 10 reduce the alpha of the button to 0 (zero)
6. Next assign the following actions to the button on Keyframe #1 (button invisible):

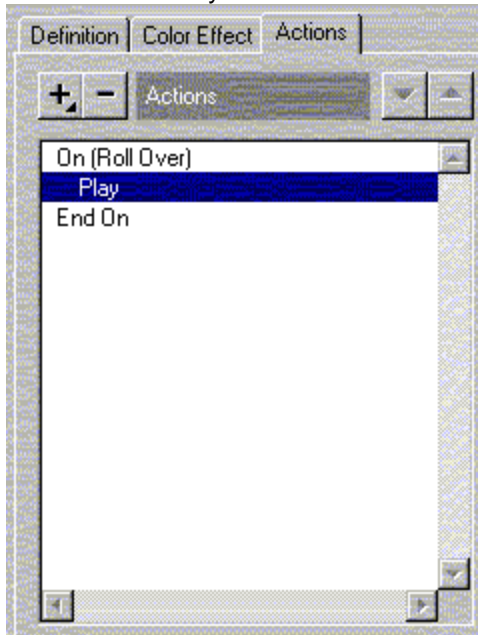
On Mouse Event - Roll Over

Play

End on

See Screenshot below:

The Roll Over Play command - advances the movie so the button is visible



7. In keyframe 5 (Button visible)

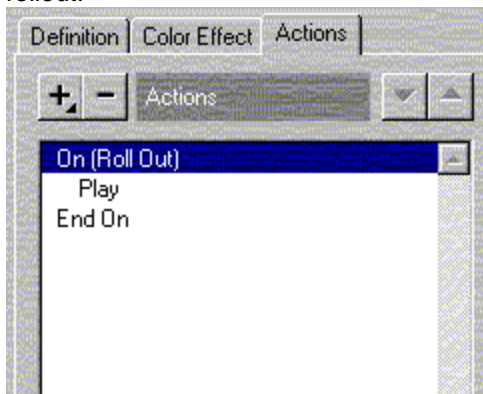
On Mouse Event - Roll Out

Play

End on

See Screenshot below:

Important note about this keyframe - This is the keyframe you would add additional commands to make the button work as a button - like Tell Target or Get URL. The Roll out command simply re-fades the buttons on rollout.



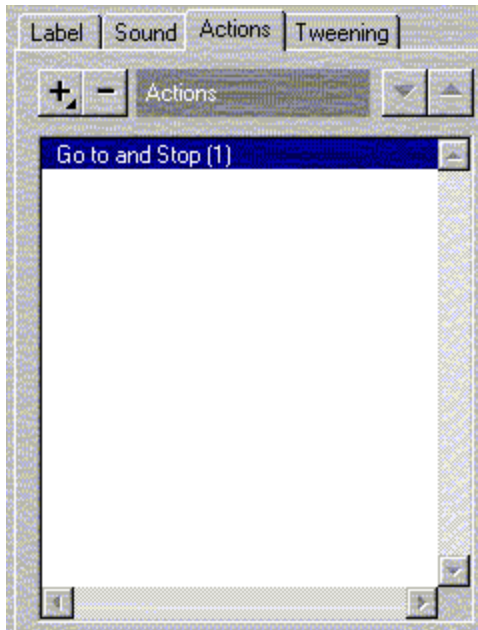


8. Lastly - in keyframe 10 there is no action on the button BUT on the keyframe:

***It is Go To and Stop
Frame Number 1***

See Screenshot below:

This resets the entire movie



Stage 3 - Layout

Now simply place the Movie Clip - NOT the button on the stage and your done

Troubleshooting

If the button plays through make sure you have the stop actions of keyframes 1 and 5 of the movie

If the buttons does not re-fade on roll out - make sure keyframe 10 has the proper Go to and Stop action

If the buttons works but is choppy - make sure that the movie clip is tweened properly

Notes and Other Tweaking

You can pretty much do whatever you want with this effect

Once you get the hang of it - you can try mixing mouse commands when, where, and how the button fades

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