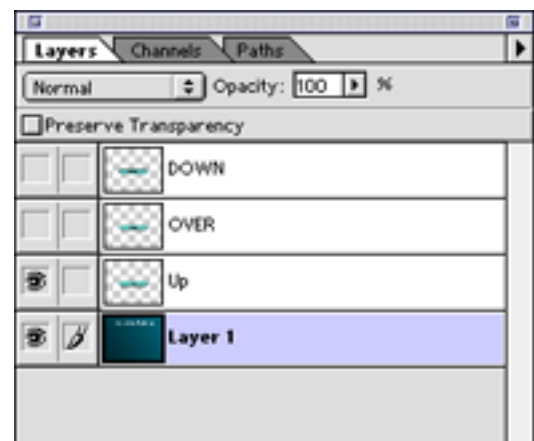




## Creating Rollover Buttons

First thing we need to do is to create our button design in Photoshop with the different states of the button ie Up, Over and Down. Each button state image needs to be on a separate layer as shown below...



Each of the button images is slightly different therefore giving the impression of change when the user interacts with it.

Once you've created your Photoshop layered image you can then import it into Director using the PhotoCaster option which can be found in **Insert** ⇨ **Media Lab** ⇨ **Media** ⇨ **PhotoCaster**.

When the PhotoCaster window opens make sure that you have these settings...

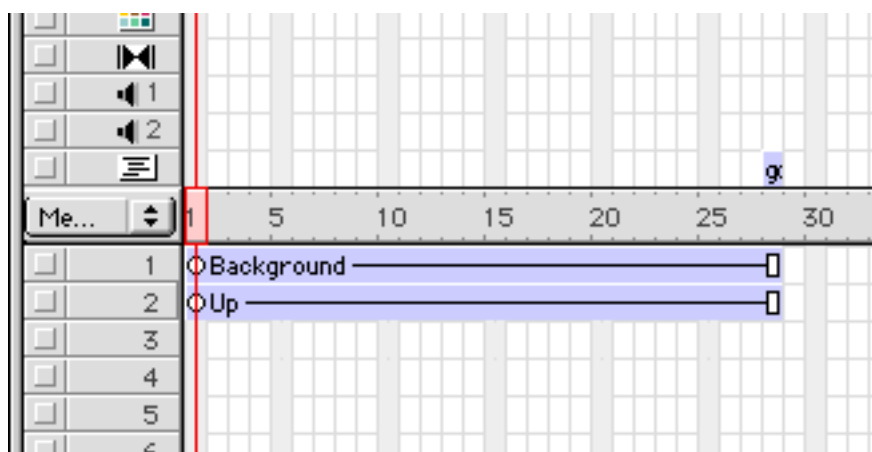


Bring in each layer one at a time. A new cast member will be created for each layer and it will use the name of the layer as the cast members name...another good reason to get into the habit of naming layers in Photoshop.

By selecting the **Keep RegPoints** option your images should all line up properly with each other as they did in Photoshop. This prevents any unwanted jerky movement when you rollover and swap the button images.

OK, you've got the images into Director, now you need to put them on the Stage. But rather than dragging them directly onto the Stage we put them into the Score. This will keep the design layout that you had in Photoshop.

Your Score will look something like this...



(I've got a simple script in frame 28 of the Script Channel that gets the playback head to loop in the frame it's currently in) ⇨

```
on exitFrame me  
go to the frame  
end
```

...and your stage something like this...



You may have noticed that I've only got the image of the UP button in the Score. That is because we are going to get Director to swap the images over when we move over

the image or click on it.

We can use the different mouse handlers in Lingo to tell Director when to change the images over. The mouse handlers available are...

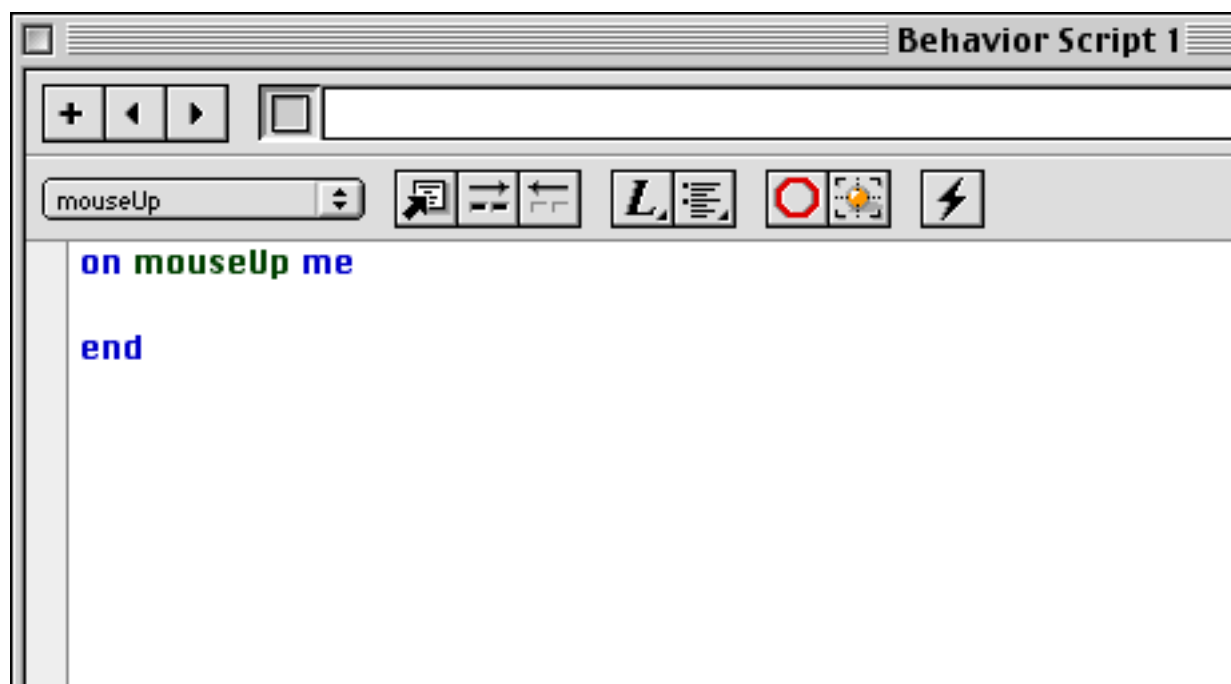
- on mouseUp**
- on mouseDown**
- on mouseWithin**
- on mouseEnter**
- on mouseLeave**
- on mouseUpOutside**

...we'll be using the mouseUp, mouseDown, mouseEnter & mouseLeave handlers.

These handlers will be attached to the 'UP' sprite in Sprite channel 2 and will only trigger events (the image swapping) when the user rolls over the image (on mouseEnter), clicks down (on mouseDown) etc.

Start by selecting the 'Up' sprite in Sprite channel 2, do this by clicking on it in the Score. This should cause the sprite in the sprite channel to go dark, denoting that it is selected.

Click on the Script Preview bar in the top of the Score window (the big grey bar with nothing in it!) so that we can attach a script to the selected sprite. The Scripting window will appear and will look like this...



The **on mouseUp** handler is already there because you are attaching a script to an image; Director therefore assumes that the user will be interacting with it (usually with the mouse) and has second guessed what you are about to do

Firstly we're going to get the image of the 'Up' button to change to the 'Over' button when the user rolls over it. So, change **mouseUp** to **mouseenter** and type in this...

```
on mouseEnter me  
  set the member of sprite 2 = "Over"  
  updatestage  
end
```

- '**set the member of sprite 2 = "Over"**' means change the cast member currently in sprite channel 2 to be the cast member called "Over".
- '**updatestage**' tells Director to redraw everything on the Stage so that any changes that have happened (ie you've changed an image on the stage) happens straight away rather than waiting for the playback head to enter a new frame.

If you play your movie now and rollover the 'Up' image it should change to the 'Over' image. But when you roll back out of the image it remains the same...why?...well because you haven't told Director to change it back yet.

Go back to the scripting you've just done and put the rest of the scripting in...it should finally look like this...

```
on mouseEnter me  
  set the member of sprite 2 = "Over"  
  updatestage  
end
```

```
on mouseLeave me  
  set the member of sprite 2 = "Up"  
  updatestage  
end
```

```
on mouseDown me  
  set the member of sprite 2 = "Down"  
  updatestage  
end
```

```
on mouseUp me  
  set the member of sprite 2 = "Over"  
  updatestage  
end
```

Press the play button and admire your hard work...

You can also add to your scripts. Usually when the user presses a button it does something; goes to another frame for example. This is easily done by inserting the

piece of scripting into one of the handlers. In this case I want to go to another section of my movie that I've got a marker at called "Page 2" when the user has clicked on the button and let go...

```
on mouseEnter me  
  set the member of sprite 2 = "Over"  
  updatestage  
end
```

```
on mouseLeave me  
  set the member of sprite 2 = "Up"  
  updatestage  
end
```

```
on mouseDown me  
  set the member of sprite 2 = "Down"  
  updatestage  
end
```

```
on mouseUp me  
  set the member of sprite 2 = "Over"  
  updatestage  
  go to "Page 2"  
end
```

...its in red in case you missed it!!