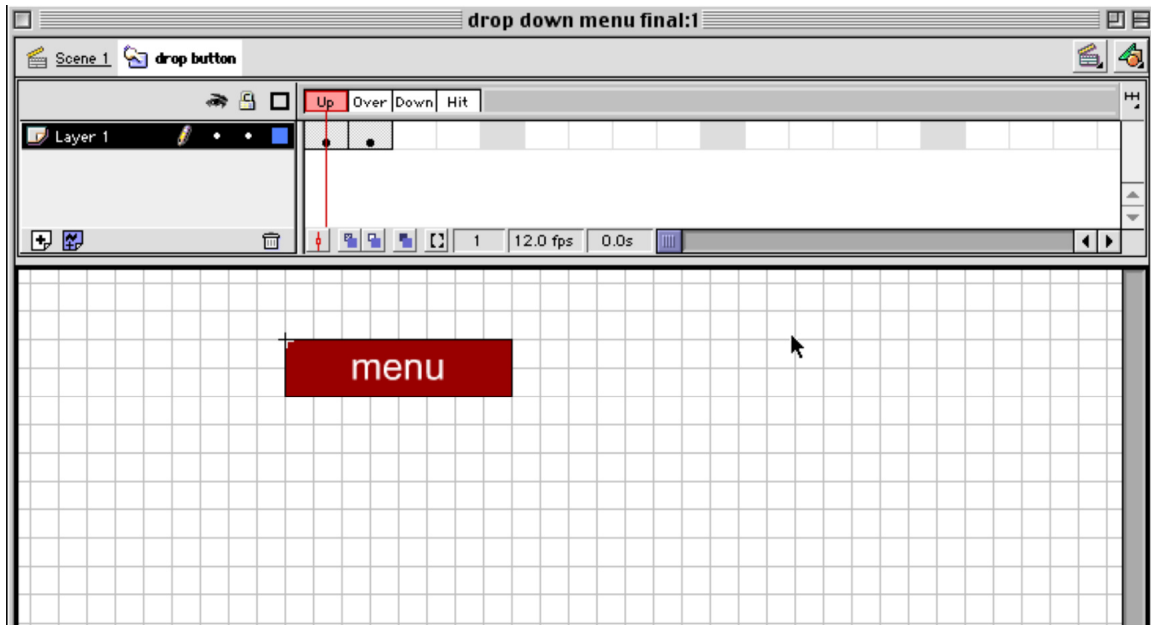


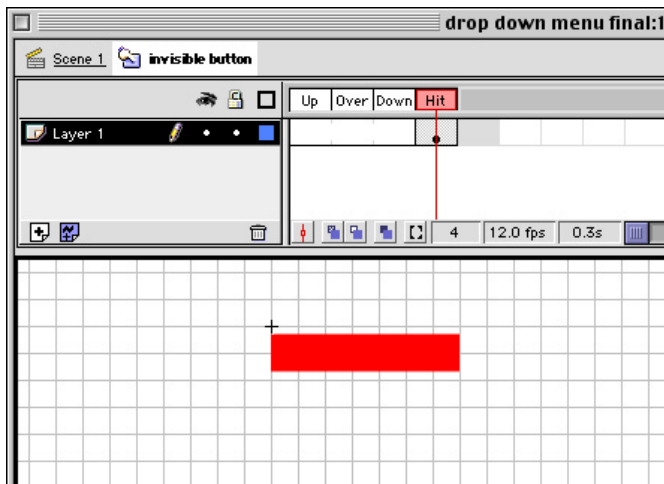
Creating a drop down menu

Drop down menu's appear in quite a few web sites and it's quite easy to create in flash without too much scripting!

First of all you need to create a button, in this example the grid is visible and snap to grid is on so that it's easy to align all the elements of the animation to this. On the Over state of the button change the colour to a lighter red to show it's been highlighted, then name it drop button just so that we know what it is.



The next step is to create an invisible button which is just the hit area of the button, we will be able to use this button again and again by dragging it off the library and placing it over all the items in the menu list. Name this button invisible button. When we drag it over our list items the button will be semi transparent so that we can see where it is being placed.

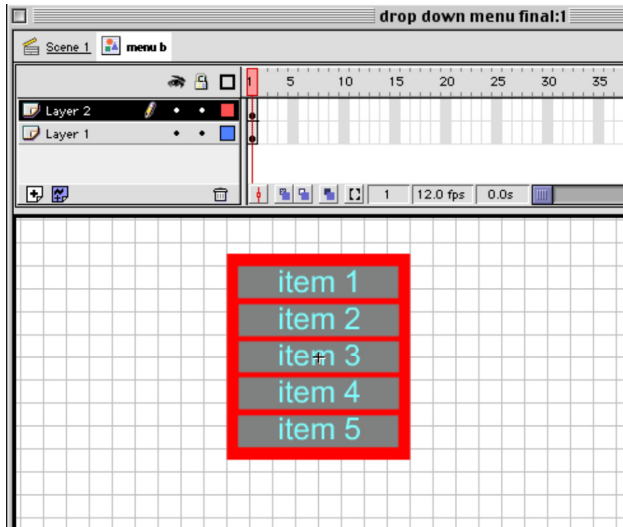


Now we will create the drop down part of the menu. Create a new Graphic Symbol (Apple + F8). Type your list of items into a centred text box. In the example we have created 5 items and just simply labelled them and we've labelled them item 1-5 obviously this is where you would type your description of links etc.

Now draw a box around this list making it the same width as your button in this case 8 boxes wide on the grid. Send this to the back (Modify > arrange > send to back) so that your text is in front.

Create a new layer and drag your buttons off the library and place them over your list items. Click the arrow in the bottom of the main window to bring up the actions box and add the appropriate actions of interactivity ie Get URL etc.

Finally select everything on the stage and group it. Name this "menu b". It should look something like this:

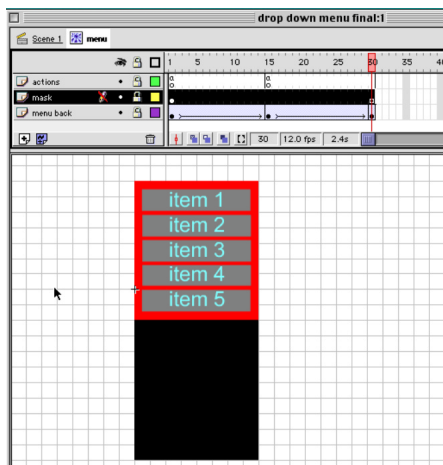


As you can see the invisible buttons are semi transparent over the list items.

We are now going to create a new symbol and this time we're going to make a movie clip name this menu. On this movie clipdrag off the menu b from the library and place it on the stage. Create a new keyframe at frame 30 and again at frame 15. Selecting the keyframe at 15 move the menu down to be positioned immediately below were it was originally, if you've still got snap to grid selected then this should be easy enough to do. Now select this layer and motion tween it so that the menu slides smoothly up and down.

Create another layer above this and add a stop action to frame 1 and frame 15. Label this layer actions.

We are now going to create a layer mask so lock all other layers for now and place the new layer labelled "mask" immediately above layer 1 that has the menu on it. Now draw a rectangle on this layer the same shape and size as the menu, you can draw this immediately over the top of the menu. This shape should then be positioned directly below the menu on the stage. This shape will mask everything except what is in this area. Your stage should now look like this:



Control click on the layer that is to be a mask and select mask from the pop-up menu. The stage should now look pretty empty, don't worry. Hit return to play this file. As you reach the stop action at frame 15 the menu slides out and the movie stops. Hit return again and the menu slides back out again.

Now we need to create a new movie clip symbol called finished button. Drag the clip called menu onto the stage it should be fairly invisible while dragging except for an outline, snap this to the crosshairs so you know where it is. Then label it in the instance panel as the_clip.

Now drag out the first button you created called drop button and place this immediately over the movie clip of the menu. With this button selected, press the arrow in the bottom right of the main window to call up the actions dialogue box. Place the following text into it:

```
on (release) {  
    with (the_clip) {  
        play ();  
    }  
}
```

This is just saying that when the button is pressed play the_clip which will roll the menu out. Then when the button is pressed again it will roll it back again.

Check out the file drop down menu final if you get stuck.

