

Flash MX Navigation Lesson

A: Create the over all design (user interface) and setup home page (first level) navigation.

Note: use the Flash MX Navigation "Flash Cards" file for step-by-step instructions. Follow the steps in this document for the correct order of the lesson.

1. Open Flash, set the movie's size, frame rate, and background color. (p1)
2. Create a new layer and name it "Background". (p1)
3. With the Rectangle Tool, create a large box (proportional) on the Stage. (p1-2)
4. Rotate the box and move to the upper right of the Stage.
5. Create a new Layer, rename it "Title Text", and type "Academic Programs and Undergraduate Education" then a new line for "California Polytechnic State University San Luis Obispo". Use the Property Inspector to change the Charter Spacing, Font and Size. After the text is type. Use the Arrow Tool to resize (Scale) the text box. Align the two lines of text. (p1)
6. Use the Rulers and Guides to align the text. (p2-4)
7. Create a new Layer, rename it CP Logo, and Import the Cal Poly logo graphic. Align the logo with the title text. (p1)
8. From the Library window, notice that the imported graphic is located there for reuse. (p4)
9. Create a new layer, rename it "Main Menu Text". Create a Button from the New Symbol menu. Type "About Us" in the Up state, then add a KeyFrame to the Over, Down, and Hit States. Chose a different color for Over and Down, and a selection area for Hit. (p1 & 4-5 & 7-8)
10. Go back to Scene 1. (p6-7)
11. Repeat for New Symbol/Button (step 9) for "Publications", "Academic Program Review", "Accreditation", and "Catalog". From the Library, drag the buttons onto the Stage. (p1 & 4-5 & 7-8)

B: Create the second level navigation. This will include some basic animation, and action scripts.

1. Create a new Layer, rename it "Main Menu Catalog Ani". Click on the "Main Menu Catalog Ani" Layer, Frame 2 and Insert a KeyFrame. (p1)

2. Create a small box next to the word "Catalog". (p1-2)
3. In Layers "Background", "Title Text" and "Main Menu Text", Insert a Frame on Frame 31 in all three Layers. (p7-8)
4. Insert a KeyFrame in the "Main Menu Catalog Ani" Layer on Frame 11. Move the box, resize it, and rotate it. (p7-8)
5. Insert a KeyFrame in the same Layer on Frame 20. Move the box, resize it, and rotate it. (p7-8)
6. Insert a KeyFrame in the same Layer on Frame 31. Move the box, resize it, and rotate it for its final destination. (p7-8)
7. Create a Tween Shape effect between Frame 2 & 11, 12 & 20, and 21 & 31. (p8-9)
8. Move the "Main Menu Catalog Ani" Layer below the "Main Menu Text" layer so the box animation is behind the main menu navigational text. (p1)
9. Use the Play Head to view the Tween effect.
10. Create a new Layer, rename it "Actions". In the "Actions" Layer, Frame 1 create a Frame Action (Stop). (p10)
11. Create a new Layer, rename it "Labels". In Frame 2, create a KeyFrame and name it (Frame Label) "Catalog Ani". (p9)
12. Create an Object Action for the "Catalog" button object. Use the "goto" action to send the user to the "Catalog Ani" Frame Label. (p10-11)
13. Test the movie. (p12)

C: Create the third level navigation. Repeat creating Layers, Frame Labels, Actions, Tweens, Buttons and shapes.

1. In the "Labels" Layer, Frame 31 create KeyFrame and add a Frame Label "CatSubMenu".
2. In the "Actions" Layer, in Frame 31 add a Frame Action (Stop).
3. Create a new layer, rename it "Cat Sub Menu Text". Create a Button from the New Symbol menu. Type "Cat Course Descriptions" in the Up state, then add a KeyFrame to the Over, Down, and Hit States. Chose a different color for Over and Down, and a selection area for Hit.
4. Go back to Scene 1.
5. Repeat for New Symbol/Button (step 3) for "Curriculum Displays", and "General Education". From the Library, drag the buttons onto the Stage.
6. Create a new Layer, rename it "Sub Menu Des Ani 2". Click on the "Sub Menu Des Ani 2" Layer, Frame 32 and Insert a KeyFrame.
7. Create a small box next to the word "Course Descriptions".

8. In Layers "Background", "Title Text" and "Main Menu Text", Frame 45 insert Frame.
9. Insert a KeyFrame in the "Sub Menu Ani 2" Layer on Frame 45. Resize the box.
10. Create a Tween Shape effect between Frame 32 & 45.
11. Use the Play Head to view the Tween effect.
12. Test the Movie.

D: Create the fourth level navigation. Repeat creating Layers, Frame Labels, Actions, Tweens, Buttons and shapes.

1. In the Actions Layer, Frame 45, create a KeyFrame. Add a Frame Action "Stop".
2. In the Labels Layer, Frame 32 add the Label name "AtoZ".
3. Create a new Layer, name it "AtoZ Menu".
4. AtoZ Menu Layer, Frame 45 create a KeyFrame.
5. Create a New Symbol (Button) name it "A AtoZ Menu". Type "A". Repeat for "B" and "C". From the Library, drag the button onto the Stage.
6. Layer AtoZ Menu, the Object A, create an Object Action goto AtoZ.
7. Test Movie.

E: Create the fifth level navigation. Repeat creating Layers, Frame Labels, Actions, Tweens, Buttons and shapes. Export Movie for the web.

1. In the Labels Layer, Frame 46, create a KeyFrame, Label name is "A Menu".
2. Create a New Layer, and name it "A Menu Text". Insert a KeyFrame at Frame 46.
3. Insert a Frame in all the other lower Layers in Frame 55.
4. Select the Layer "A Menu", Frame 46. On the Stage, create a white line coming from the A.
5. Same Layer, Frame 55, insert a KeyFrame and add a white box to the side of the line.
6. Select Frames 46 to 55 and create a Shape Tween.
7. In the Actions Layer, Frame 46, create a KeyFrame and add the Frame Action "Stop".
8. Select the "A" button and create an Object Action to GoTo Label "A Menu".
9. Create a new Layer, name it "A Menu Text", and create a KeyFrame in Frame 55.

10. Create a New Symbol (Button) name it "AERO". Type AERO – "Aerospace Engineering". From the Library, drag the button onto the Stage.
11. Add an Object Action to the AERO button (on the Stage) to GetURL.
12. Test Movie.
13. Export the Movie. (p12)
14. View the Exported Movie and test navigation.