

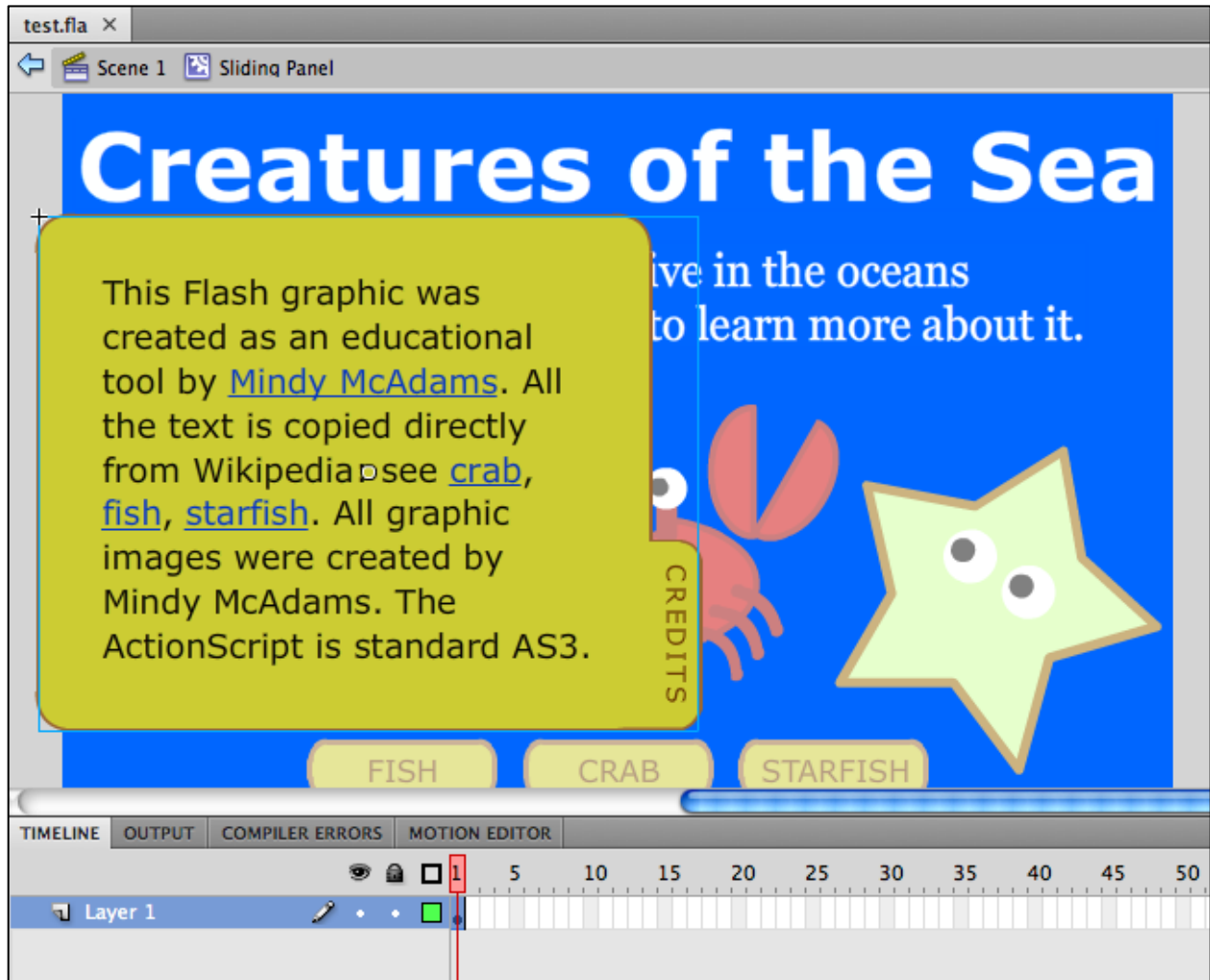
# Sliding Panel Exercise

*Adobe Flash CS4 and ActionScript 3.0*

This exercise shows you how to create a sliding panel as a movie clip.

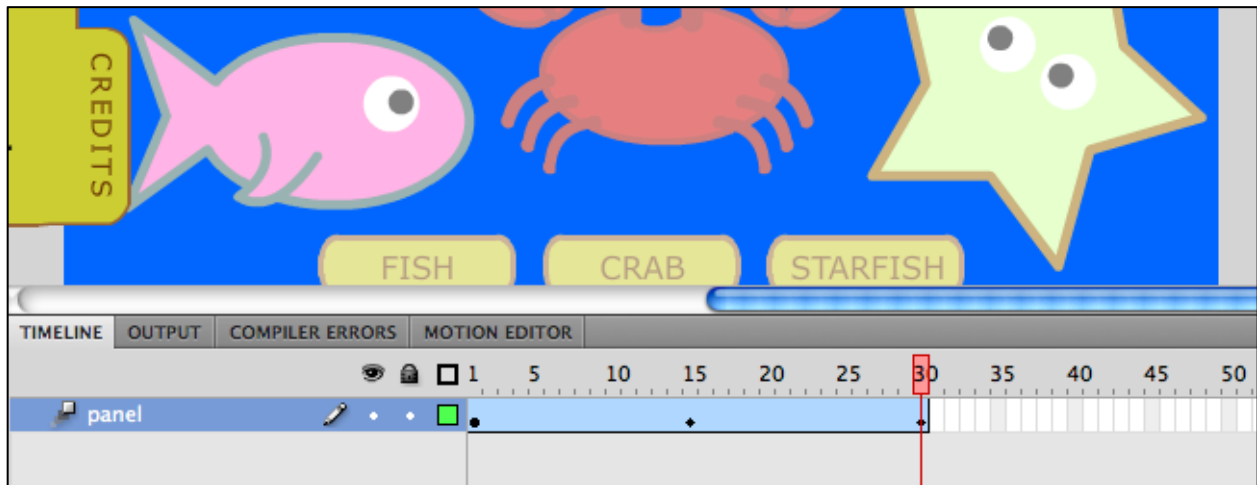
1. Open the FLA file named “Sliding Panel Exercise.”
2. Ctrl-Enter (Win) or Command-Return (Mac) to examine the file as it is now. You’ll find that it’s a basic four-segment package. What you’ll do is add a sliding panel that provides the credits and sources for this package.
3. Close the SWF window.
4. Open the Library and examine the objects there. You’ll see that a graphic symbol named “Panel” already exists. This is going to be contained *inside* the movie clip that you will create later.
5. Double-click the graphic symbol named “Panel” and examine the layers. Yes, you can put a bunch of layers inside a graphic symbol—even though nothing is moving. Using layers (and locking them) just makes it *easier* to build the symbol (especially when you are putting text on top of something).
6. *Exit* from Symbol Editing Mode (click the blue arrow) and return to the main Timeline.
7. Note that a layer for the sliding panel *already exists* in the layer stack. This layer is empty. It is the only layer that is not locked. Make sure you are on Frame 1 in that layer.
8. *Drag* the Panel graphic from the Library to the Stage. *Position it* so that it is below the title “Creatures of the Sea” and above the three buttons. (Note: DO NOT delete or move the blank button to the left of the Stage. Do not unlock any layers here.)
9. In the Properties panel, change the X position of the Panel graphic to -13.00.
10. Save your file.
11. The Panel graphic should still be selected. Check this by looking at the Properties panel; it should say “Instance of: Panel” above the POSITION AND SIZE heading. With the graphic selected, open the Modify menu and select Convert to Symbol.
12. Name this new symbol “Sliding Panel” (without the quotes) and select Movie Clip as the type. Click OK.

13. Double-click the panel to enter Symbol Editing Mode. Remember that the Panel *graphic* had three layers? You can't see them now. You are looking at the brand-new Timeline of the brand-new *movie clip* symbol, Sliding Panel, which *contains* the Panel graphic. This is what makes it possible to animate the Panel graphic in the movie clip. (If it were not a symbol, we could not animate the Panel.)

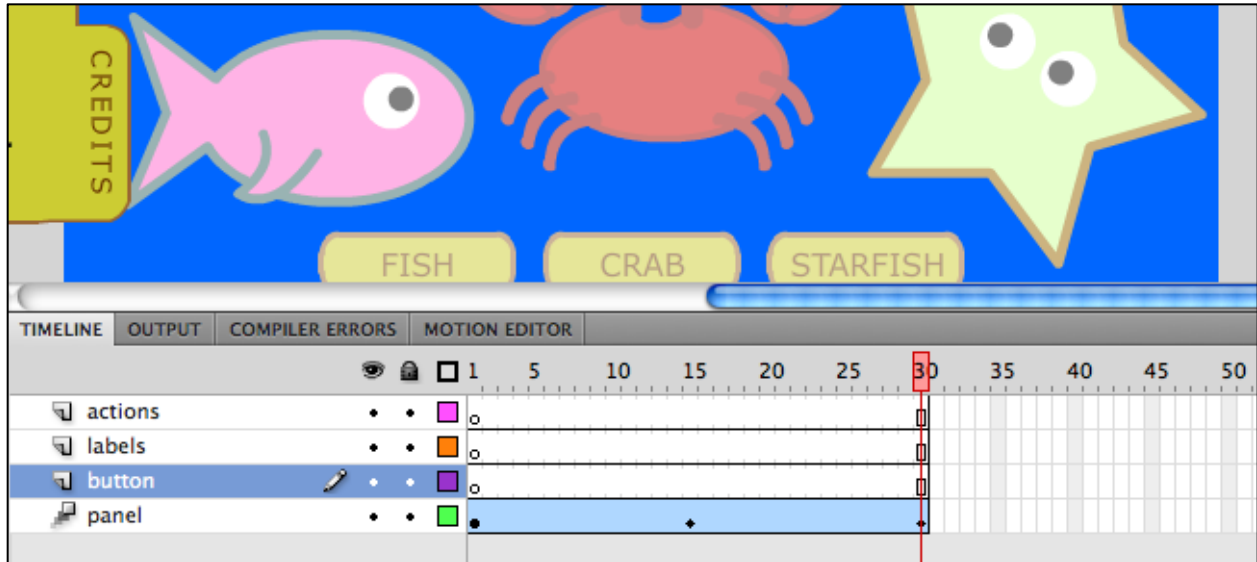


14. On the Timeline you see above (which is the Timeline of the movie clip), you are going to make the panel slide left and right. Currently the Panel graphic is in the perfect position to be viewed and read. Take a look at the Properties panel and find out what the X,Y coordinates are for the panel.
15. You see that  $X = 0$  and  $Y = 0$ . These are the coordinates *inside* the movie clip symbol.
16. Right-click Frame 1 and select Create Motion Tween. Flash adds frames for you.
17. Right-click the space for Frame 30 and select Insert Frame (to extend the Timeline).

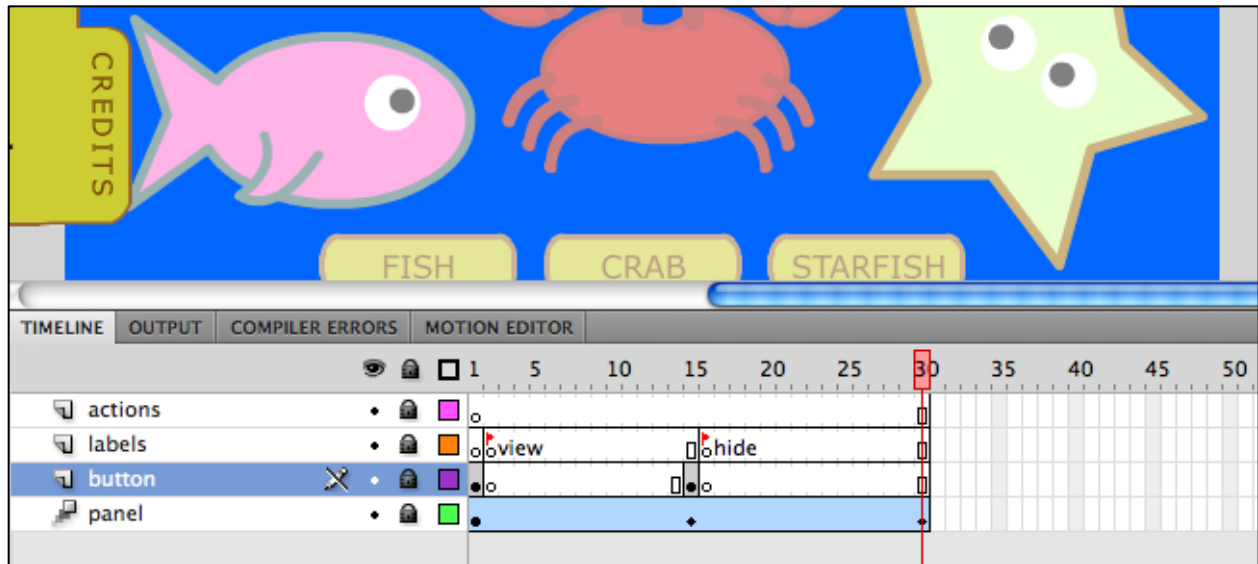
18. Save your file.
19. Move the red playhead to Frame 1. Reposition the Panel graphic to X = -311 and Y = 0. You can see that the little tab labeled "Credits" will still be visible on the Stage.
20. Move the red playhead to Frame 15. Reposition the Panel graphic to X = 0 and Y = 0. You can see that the entire panel will be visible on the Stage, except for a sliver of the left edge.
21. Move the red playhead to Frame 30. Reposition the Panel graphic to X = -311 and Y = 0. This is how the Panel returns to its starting position.
22. Save and test the movie (Ctrl-Enter/Win or Command-Return/Mac). You should see the panel sliding in and out, endlessly. Your buttons at the bottom of the screen still work. Try them.
23. Close the SWF window.
24. Rename the layer to "panel" (without the quotes).



25. Now you're going to add a button, ActionScript, and frame labels, so add the appropriate layers for those:
  - actions
  - labels
  - button



26. Note that we are still *inside* the movie clip. We need two frame labels to control the sliding—one to start sliding onto the Stage (view), and one to start sliding off the Stage (hide). So create two new keyframes *in the labels layer*. At frame 2, name the keyframe “view” (without the quotes). At frame 16, name the keyframe “hide” (without the quotes). Use the Properties panel to write these frame labels.
27. Lock all the layers *except* the button layer.
28. Create an invisible button to cover just the tab that says “Credits.” Instructions for making an invisible button are here: <http://flashjournalism.com/tips/invisiblebutton.htm>
29. In the Properties panel, name the button instance *credits\_btn*.
30. In the button layer, right-click on frame 15 and select Insert Keyframe.
31. In the button layer, right-click on frame 2 and select Insert Blank Keyframe. Then do the same on frame 16.
32. With the red playhead on frame 15, reposition the invisible button to cover the Credits tab on the sliding panel. (The button exists only in frame 1 and frame 16; *all the other frames* in the button layer should be empty, blank, and white.)
33. Lock the button layer. Make sure your Timeline looks like the illustration below.



34. Now you'll add the ActionScript to make the panel slide. This should be familiar to you. You will need two functions, one to slide in (view) and one to slide out (hide). Here's the script to write (make sure you have selected frame 1 in the actions layer):

```
stop();

credits_btn.addEventListener(MouseEvent.CLICK, showPanel);

function showPanel(e:MouseEvent):void {
    gotoAndPlay("view");
}
function hidePanel(e:MouseEvent):void {
    gotoAndPlay("hide");
}
```

35. You'll need a second listener for the second invisible button. That means a new blank keyframe, in the actions layer, directly above the second button (frame 15). You'll also need a *stop()*; there, because that's where the panel stops sliding into view. Write this script on frame 15 in the actions layer:

```
stop();

credits_btn.addEventListener(MouseEvent.CLICK, hidePanel);
```

36. Save and test the movie. The sliding panel should work perfectly now. You should understand that inside the Sliding Panel movie clip, you have built a *simple animation* that's just like a simple animation up on the main Timeline, complete with an internal button and ActionScript.