

Invisible Buttons 2: Tools

We will be having our test on the Flash tools and interface soon so this is a chance to practice both invisible buttons and your flash tools. In this project you will be creating a tutorial for someone that allow them to hover a tool and get the name, keyboard short cut and function. If you are not sure about the function of a button, look it up in the help panel. Make sure to switch to the help tab (not the “How to” tab) then click on the search button and type in the tools name.

1. By now you should know that the first step is to save your project. This time call it last name_tools.
2. The image is a little bigger than the default stage dimensions so click on the properties panel and make the height 470 pixels height.
3. We are going to import the tool.jpg file to the stage. Label the layer and then lock it.
4. Create a text layer for the following labels: Tool, Keyboard Shortcut, Function. Spread them out so that you have room to type in the answer. Then lock the layer.
5. In this project we are going to make some buttons that are pretty small and tight together so we are going to use guides to help us. Go to the View menu and turn on your rulers. Next, click and drag on a ruler to pull out a guide. Use the guides to outline where you will be placing the buttons.
6. Once you have your guides, insert a buttons layer and label it. Then make different colored rectangles over each of the buttons. Once you have all the rectangles created you can remove the guides.
7. Now it is time to turn these rectangles into buttons and label the tool names, keyboard shortcuts and functions of each button. If you aren't sure what the name or shortcut for a tool is, simply hover over the tool on your tool bar.
8. Save and test each button as you go.
9. If you go to the Text menu you can use the spell check tool to make sure your spelling is correct.
10. When you have completed the project, test and save it one last time before turning it into the drop box.