

Flash Music Button

This information sheet explains how to create a graphic button that will stop the sounds in a Flash Movie. Use these instructions with ActionSript 2.0, not 3.0. The sounds will start again if the movie is looped or replayed.

I. Create a Button with a Graphic

An Illustrator 10 file (.ai) is recommended, though a raster file may be used, such as a psd.

1. Open an existing movie (.fla file) in Flash
2. **File > Import > Import to Library > select file > Import to Library > OK**
3. Click on the New Symbol button, bottom left in the Library panel.
Give the button a name like Music Button.
Type: **Button**
Click **OK**
4. In the Up frame drag the graphic to the center of the edit window.
5. Select the Over frame and insert a Keyframe.
6. In the Over frame delete the graphic and use the Text Tool to enter text that explains what the button does, like “Stop Music”.
7. Select the Hit frame and insert a Keyframe.
8. In the Hit frame use the Rectangle Tool or Oval Tool to create a graphic over the button.
This sets where the mouse can select the button and is not visible.
9. Click on Scene 1 to return to the main stage.
10. Click on **Insert Layer** button.
11. Double click on the new layer name and change it to **Button**.
12. A Keyframe or Blank Keyframe is necessary where the button is to become visible.
13. Drag the new button from the Library and place it at the desired location on the stage.

II. Add an Action to the Button.

1. Open the Actions panel, **Window > Actions**.
2. Click on **Script Assist** button to open it.
3. With the Selection Tool, select the graphic button (on stage).
4. Select **Global Functions > Timeline Control**
5. Double click on **stopAllSounds**. The following should be in the script widow:

```
on (release) {
    stopAllSounds();
}
```
6. Close the Actions panel.

III. Save and Publish the movie.