

On Mousover Event

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Scripting an onmouseover event

1. Make a button.
2. Put it on your stage.
3. Make a symbol.
4. Name layer1 your actions.
5. Add a layer and name it your labels.
6. Make a third layer.
7. On the actions frame of the first layer, put a stop frame in frame 1 and 2.
8. On the labels layer of the symbol, in frame 1 put a blank... do this by opening your control panel for frame and typing in blank in the frame 2, make the label text.
9. In the third layer, on the second frame put the text you want.
10. Go back to your scene where you put your button on the stage place the symbol with your text on the stage since its first frame is blank, it will appear as a plus symbol if it is selected or a white o if not.
11. Select the symbol on the stage and bring up the instance control panel Name the instance showtext.
12. Highlight your button and bring up the actions .
13. The first action you need is to tell the target showtext to go to and stop on frame label text when you do the action telltarget, up pops the onrelease . . . tell target and tell target is highlighted.
14. First highlight the onrelease so you can select the onrollover from the list.
15. Highlight the telltarget and place your cursor in the target window below. If you have named your instances correctly, you dont need to type in there. Place your cursor in the target window and hit the target on the bottom of the actions window (the O with the crossbar) and find your target. It will add it to the window.
16. You will see the second script for on rollout . . . tell target. Select onrollout from the list and then find your target and set its action.