

# FLASH GALLERY TUTORIAL

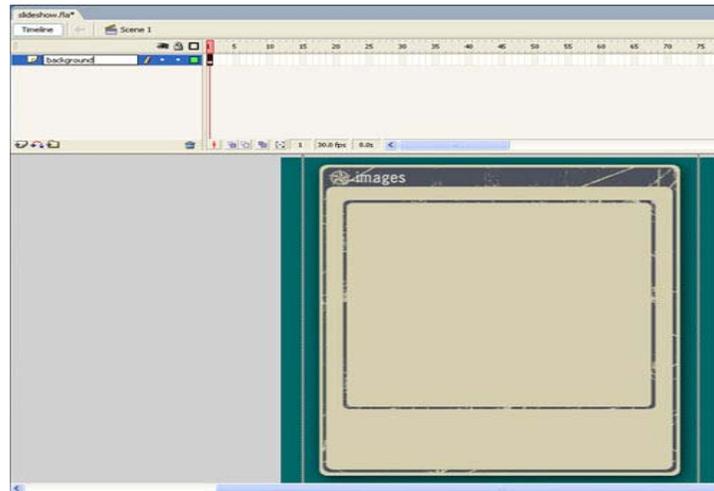
This tutorial will show you how to make a simple, yet effective, slideshow-type image gallery using Flash with minimal scripting. This is great for displaying your portfolio online, sharing personal photos, or for anywhere else you may need an image gallery or slideshow. What is important for you to take away from this tutorial is the theory and script behind making this slideshow work so you can apply it in your own situations. The example will be a pretty simple layout but the techniques can be applied to something much more involved.

## STEP 1: Prepare Flash Document

The first thing to do is set up the .FLA (CS4 Flash) document. The settings for this one are ActionScript 3, 1000 x 700 at 30 frames per second. Your settings should reflect your specific needs as laid out in your website.

## STEP 2: Create Background.

Rename layer 1 to "background". In the first frame of this background layer create a background or "container" for the slideshow. You can either make something in Flash or import a background if you already have one made in Photoshop. After you are done creating your background or "container", lock the layer so you can't select it by accident.

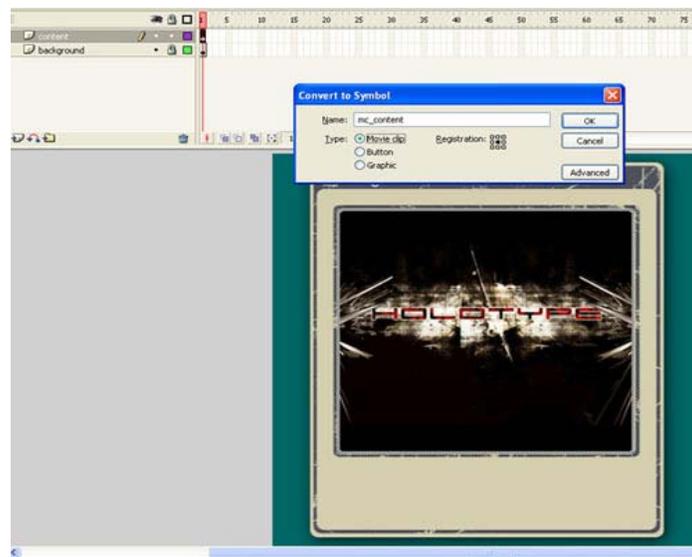


## STEP 3: Import Assets

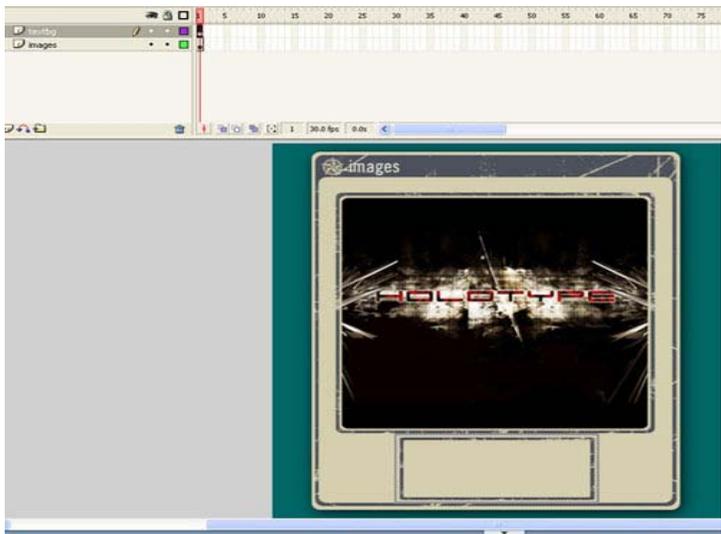
Assuming you have already prepared all of your images that are to be in this gallery, it is time to import them. Go to File > Import to Library, find the files you will be using in this project (images and graphical assets alike) and click Open. The assets you selected should now appear in your Library window (Ctl+L).

## STEP 4: Laying Out Gallery

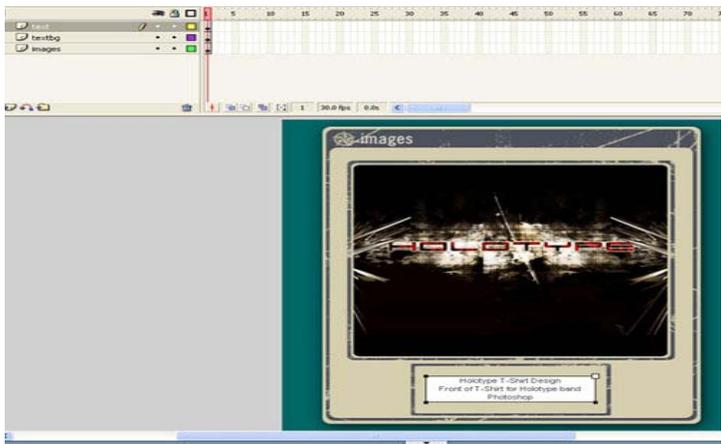
Create a new layer and name it "content". This will hold our images. Drag the first image you want displayed in your gallery to the stage and position it. Select it, hit F8 to Convert to Symbol, name it "mc\_content", hit OK. In the Properties Inspector window give it the instance name "mc\_content" as well.



Double-click your new mc\_content movie clip to enter editing mode. Rename layer 1, the layer currently holding your image, to "images". This will hold all your images that are to be displayed in the slideshow. Also, we're going to add a small content area to explain the images. Create a new layer, name it "textbg". In the first frame of this new layer, you will create a simple background for your text, you can do this in another application and import it or simply create one now. It is best to separate your elements as much as possible before bringing them into Flash which allows you the flexibility to animate each element separately if desired.

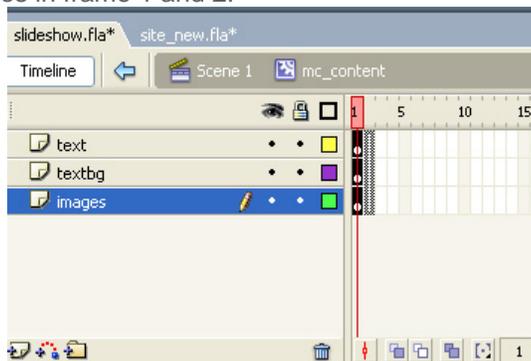


Now, create a layer, name it "text". This will hold your descriptions of each image. On the first frame of this new layer, take the Text tool and type out a description of your image (or copy and paste it in from your Word Doc created earlier) and any other information you want displayed with that image. Format it as desired.



### STEP 5: Adding Content

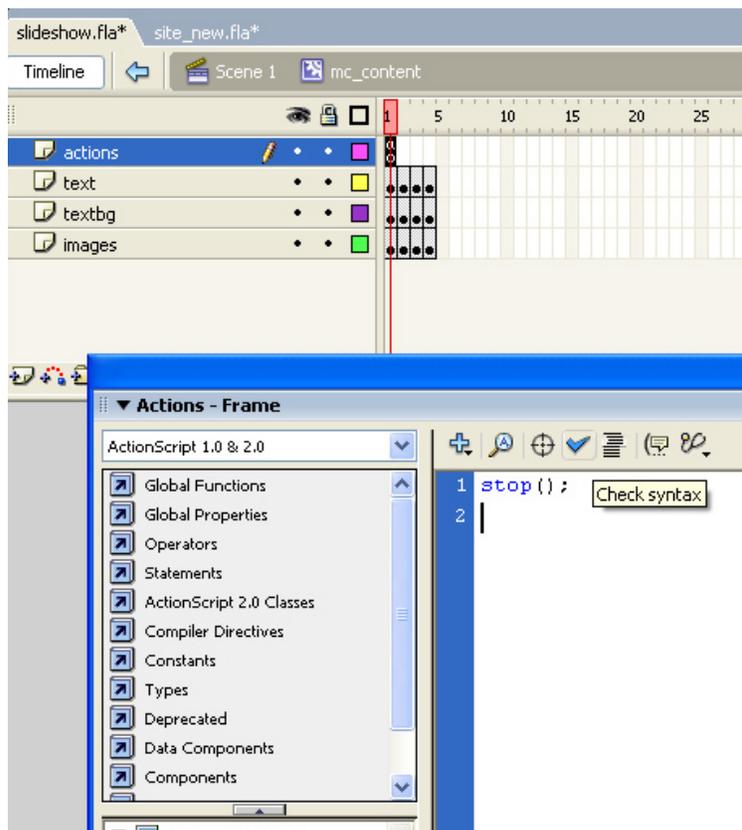
Now we will put the rest of our images and descriptions in place. Since we have the layout set up, all we are going to do is swap images and text in each frame. To save some time, instead of doing each new image from scratch, select all 3 frames on all 3 layers by shift-clicking. Then hold ALT and click-and-drag copies of the keyframes on to frame 2. Now you should have the same 3 keyframes in frame 1 and 2.



Now, on frame 2 select your image that is displayed (currently the same image as in frame 1), right-click on it and go down to "Swap Bitmap.." (or in Properties Inspector click the "Swap.." button). A dialog will open allowing you to select an image to swap out the current one with. This allows you to keep the exact same positioning (granted your images are the same size) and easily swap out each image with just a few clicks. Select the image you want to be next in your portfolio and hit OK. You should see that your image has swapped. Now select the text on this 2nd keyframe and change it to match your new image. That's all you have to do for each new image. Duplicate the 3 previous frames, swap the image for the next one in line, replace the text to match and that's it. Do this until you have all the images with their descriptions in place.

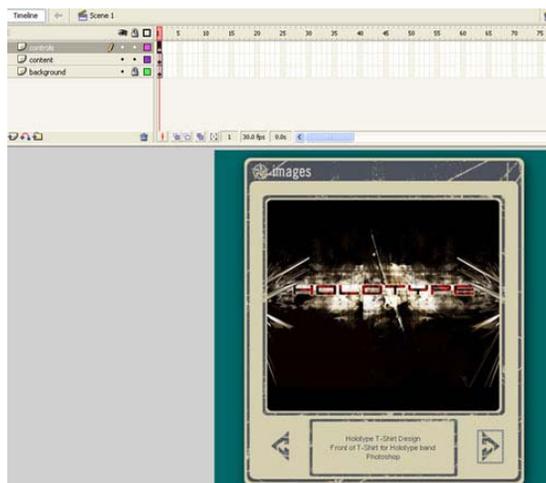
Finally, create a new layer, name it "actions", select the first frame, and hit F9 to open the scripting window.

Type the command: **stop();** on line 1 in the Action Script window (Shortcut: Escape key then S then T).

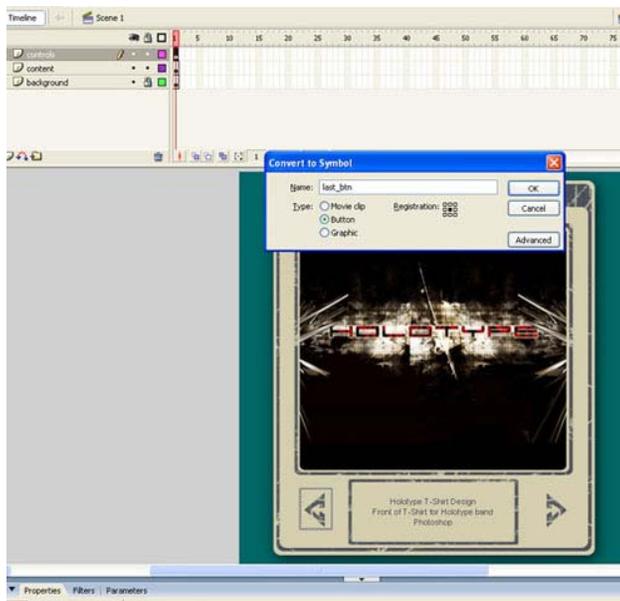


## STEP 6: Add Controls

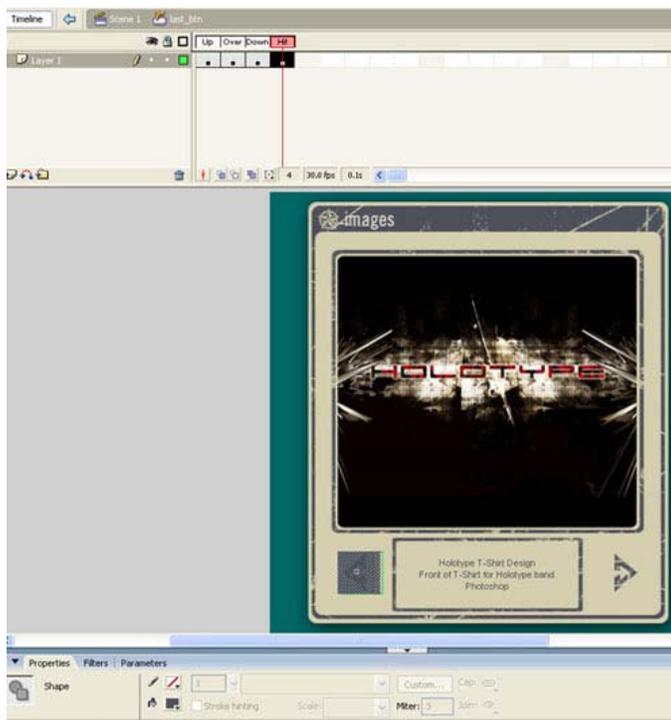
Go back to the root timeline by clicking the back arrow located up where the file name is displayed. Create a new layer on the root timeline, name it "controls". In frame 1 on the controls layer, drag out the pre-made Next and Back buttons from your Lesson Folder, or show some creativity and create them from scratch using the drawing tools inside of Flash or Photoshop.



Position them and then select the button that will act as your Back button. Hit F8 to Convert to Symbol, select button, then name it "last\_btn". Also, give it an instance name of "last\_btn" in the Properties Inspector window.



Double-click the new button to enter editing mode. If you would like, you can give it a simple rollover effect like you would any button. This is also the place where you would add sound effects for rollover or click (sample can be found in the lesson folder). What is most important is to give it a decent sized hit area. Do this by dragging a duplicate of the key frame in the UP position to the HIT position by Alt + clicking-and-dragging. Now, with the Hit key frame selected, draw a hit area over the arrow with the rectangle drawing tool.



Follow the same process for the next button. Name the movie clip "next\_btn" and give it an instance name of the same in the Properties Inspector window.

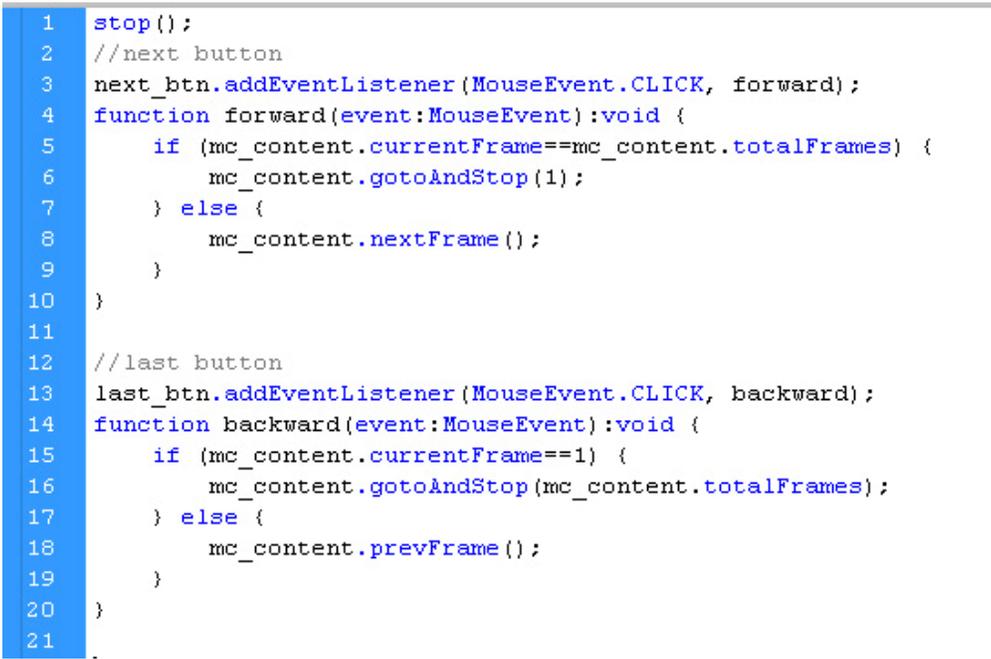
## STEP 7: Scripting

Now it's time to add the script that will make this slideshow work. On the root timeline create a new layer, name it "actions". Select the first keyframe of this layer and hit F9 to open the scripting window. Insert this code:

```
stop();
//next button
next_btn.addEventListener(MouseEvent.CLICK, forward);
function forward(event:MouseEvent):void {
    if (mc_content.currentFrame==mc_content.totalFrames) {
        mc_content.gotoAndStop(1);
    } else {
        mc_content.nextFrame();
    }
}

//last button
last_btn.addEventListener(MouseEvent.CLICK, backward);
function backward(event:MouseEvent):void {
    if (mc_content.currentFrame==1) {
        mc_content.gotoAndStop(mc_content.totalFrames);
    } else {
        mc_content.prevFrame();
    }
}
```

This is what it should look like in the Action Script Window:



```
1  stop();
2  //next button
3  next_btn.addEventListener(MouseEvent.CLICK, forward);
4  function forward(event:MouseEvent):void {
5      if (mc_content.currentFrame==mc_content.totalFrames) {
6          mc_content.gotoAndStop(1);
7      } else {
8          mc_content.nextFrame();
9      }
10 }
11
12 //last button
13 last_btn.addEventListener(MouseEvent.CLICK, backward);
14 function backward(event:MouseEvent):void {
15     if (mc_content.currentFrame==1) {
16         mc_content.gotoAndStop(mc_content.totalFrames);
17     } else {
18         mc_content.prevFrame();
19     }
20 }
21 .
```

The script is saying that when the Next button is pressed, if the current frame that the play head is on equals the total number of frames present in mc\_content, then return the play head to frame 1 of mc\_content. This will make it appear to loop. Else, if the play head is not on the total number of frames, then it will go on to the next. The Last button is essentially the same, but in reverse. It says if the current frame is frame 1 then go back to the last frame. If it's not (else) on frame 1, go back 1 frame.

Now hit Control+Enter to test your movie and see if it works.

Save your file, then export the movie (.SWF) to your portfolio website directory. .

**SUBMIT BOTH your FLA and SWF file to your teacher in the Hand in Folder**