







# Table of Contents

1. Overview .....	1
2. Button .....	2
2.1 Getting Started .....	2
2.2 Button Layers .....	4
2.3 Button States .....	5
2.3.1 Up .....	6
2.3.2 Over .....	6
2.3.3 Down.....	6
2.3.4 Disabled .....	7
2.4 Button Parameters .....	8
2.4.1 Inspectables .....	8

5.1.4 Selecting .....	20
5.2 Keyboard Transitions .....	21
5. 2.1 Selected_KB_Down.....	21
5.2.2 Selected_KB_Release.....	21
5.2.3 Selected_KB_Selecting.....	21
5.2.4 KB_Selecting.....	22
6. Conclusion .....	

## 1. Overview



4. Select Copy.
5. Create a new Adobe® Flash® file (AS2) by pressing (CTRL+N) or selecting File then New from the top Flash menu.
6. Right click on the blank area inside the Library pane of the new Flash file.
7. Select Paste





### 2.3.1 Up



## 2.4 Button Parameters

The Button component has a list of parameters , found in the Parameters tab and the Component Inspector, that are designed to allow a UI artist the ability to set some basic button properties without modifying the code. These parameters are:

x

selected to unselected—on to off (and vice versa ,

These four specialized states are used to represent a Toggle Button which has been toggled “on” or selected, whereas the original Button states of up, over, down, and disabled are used in a Toggle

Occurs: When the user moves the mouse cursor over a Toggle B

## 4. Animated Button

Animated Buttons are essentially the same as the standard Button component; however, they may include animated transitions from state to state (e.g., up to over, over to down). Use an Animated Button whenever it is desirable to have a timeline based animation as a transition between the various states of a button, as opposed to a standard Button , which simply snaps to each button state without animated effects.

A few possible use cases for the Animated Button component might be:

- x Menu buttons with animated transitions

S4(esc Tw [(i)1(t)--6(s)-( f)-[(at)-2(h a)2(ni)04050.004 Tw)2(si)5(ti)5(o)-2(n)2(s)]22033 -1.391 Td ( )Tj-r(o)-2



Figure 11: The new Animated Button states' graphical wireframe representations side by side.

The over and down states of an Animated Button have new functionality over the core Button versions. Instead of being static image states, they use animated transitions that end in the static state appearance.

#### 4.1.1 Over

Over functions slightly differently in an Animated Button. It is used to display the animated transition  
fr404

Occurs: When the user clicks and releases the button with the left mouse button , the (Enter)key or a game controller button . Also occurs when the user presses down on th e left mouse button while over the button and drags the mouse cursor away from the button .

Usage: Represents a focused

3. Ensure the layer's total number of frames extend to the end of the button's timeline.

4.

#### 4. 2.3 KB\_Release



Figure 12

### 5.1.1 Selected\_Selecting

Selected\_selecting is used to display the animated transition from the down state of the button to the “selected” or “on” and focused state—selected\_over—of the button.



Oo7(u\$4- uWz(h The Best Images Type Sub3372 )]TJ uTw 5740uc -0dHea2.304

## 6. Conclusion

The Scaleform CLI3 152 rm