



Rollover Buttons

Welcome to Corel R.A.V.E.™, a powerful object-based animation program designed for creating animated graphics.

What you will learn

In this lesson, you'll create a rollover button that changes its appearance when you click or point to it. You'll learn how to

- ! apply rollover effects to buttons
- ! preview rollover effects
- ! apply fills to objects
- ! shape objects by using envelopes
- ! export rollover buttons to the Macromedia Flash format (.swf)

This is what the button will look like:



Note: To view the sample rollover buttons included in this tutorial, you must have the Macromedia Flash Player browser plug-in installed. You can install the Flash Player browser plug-in from disk #1 in the CorelDRAW 10 graphics suite.

Start the project


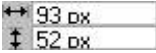


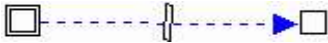
You'll begin by starting a new project and setting the resolution and size of the stage. The default stage size is 500 x 500 pixels. The size of button you'll create is 80 x 50 pixels, so you

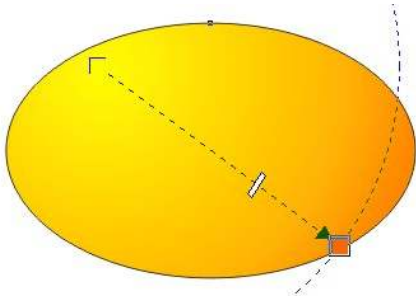
will resize the stage to make it easier to work.

1. Click **File** menu ► **New**.
2. Click **Movie** menu ► **Movie setup**.
3. From the **Resolution** list box, choose **72**.
This ensures that the button remains its actual size when exported to the Macromedia Flash format (.swf).
4. In the **Width** box, type **100**.
5. In the **Height** box, type **75**.
6. Click **OK**.

Create shapes for the button

You'll need to create two ellipses of different size. You'll begin by creating the larger ellipse. Then, you'll apply a fountain fill to the ellipse to create the effect of light striking the button.

1. Click the **Ellipse** tool .
2. On the stage, drag to draw an ellipse.
3. In the upper **Object size** box  on the property bar, type **80** to specify the width of the ellipse.
4. In the lower **Object size** box, type **50** to specify the height of the ellipse.
5. Open the **Interactive fill** flyout , and click the **Interactive fill**  tool.
6. From the **Fill type** list box on the property bar, choose **Radial**.
7. Open the **Fill dropdown** color picker, and click the orange color swatch.
8. Open the **Last fill** color picker, and click the yellow color swatch.
9. On the stage, drag the interactive vector handles  to position them as shown below.



By positioning the vector handles as shown, you create the illusion of light striking the button from the top right.

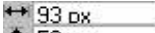
10. To remove the outline, open the **Outline** flyout



, and click the **No outline** button .

Create another ellipse


To add depth to the button, you'll create a smaller ellipse by resizing a copy of the larger ellipse.


1. Click **Edit** menu ► **Copy** to copy the ellipse to the Clipboard.
2. Click **Edit** menu ► **Paste** to paste the copy of the ellipse on the stage.
3. In the upper **Object size** box on the property bar , type **70** to specify the width of the second ellipse.
4. In the lower **Object size** box, type **45** to specify the height of the ellipse.
5. Press **ENTER**.

Add text and align button elements


Next, you'll add text to the button, and then you'll align all elements of the button to the center of the stage.

Add text

1. On the stage, click outside the button to deselect the inner ellipse.
2. Click the **Text** tool .
3. From the **Font** list box on the property bar, choose **AvantGarde Bk BT**.
4. From the **Font size** list box on the property bar, choose **16**.

5. Click the **Bold** button  on the property bar.
6. Click the red color swatch on the color palette.
7. On the stage, click in the inner ellipse, and type **START**.

Align button elements

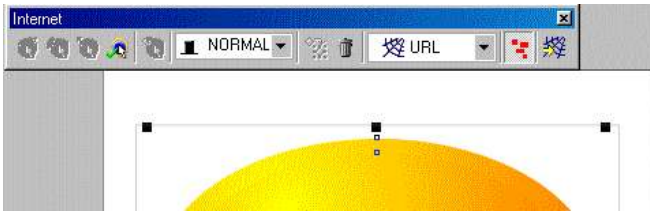
1. Double-click the **Pick** tool  to select all objects on the stage.
2. Click **Arrange** menu ► **Align and distribute**.
3. Click the **Align** tab.
4. In the **Align to** area, enable the **Center of stage** check box.
5. Click **OK**.

Create the rollover button

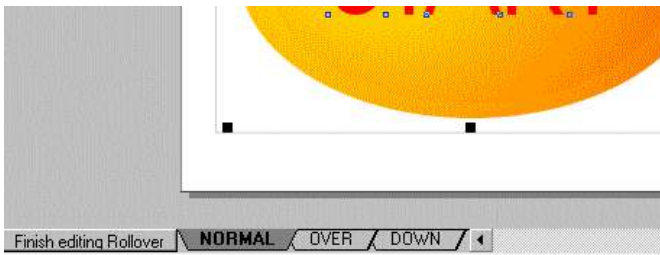
In this procedure, you'll create the rollover button and prepare to add rollover effects. Before starting, ensure that all objects on the stage are still selected.

1. Click **Effects** menu ► **Rollover** ► **Create rollover**.
In the **Timeline** Docker window, a rollover group is created.
2. Click the plus sign (+) beside the new group to expand it.
You'll see the three states of the rollover button: Normal, Over, and Down. The Normal state is the default state of the button and displays when there is no mouse activity associated with it. The Over state displays when you point to the button. The Down state displays when you click the button. Currently, the three button states are identical they are all duplicates of the button you created.
3. Click **Effects** menu ► **Rollover** ► **Edit rollover**.

You should now see the **Internet** toolbar at the top of the drawing window and the rollover state tabs at the bottom of the drawing window.



Internet toolbar




Rollover state tabs

Edit the Over state

To create rollover effects, you'll edit the Over and Down states of the button, so that the button changes when you point to it (Over state) or click it (Down state). First, you'll edit the Over state. To make the text stand out, you'll change the fill of the inner ellipse to yellow. Then, you'll stretch the text and shape it with an envelope.

Envelope - definition

A series of segments connected by nodes following an object's outline. You can move the nodes of an envelope to conform an object to the envelope's shape.


1. Click the **Over** tab.
2. Using the **Pick** tool , click outside the stage to deselect all objects, and then click the inner ellipse to select it.
3. On the color palette, click the yellow color swatch to fill the inner ellipse with yellow.
4. Using the **Pick** tool, click the text to select it. A set of eight selection handles displays around the text.
5. To stretch the text so that it fills the inner ellipse, drag the top-middle selection handle upward, and then drag the bottom-middle selection handle downward.



This is how the text should look after step 5.

6. Open the **Interactive tools** flyout



, and click the **Interactive envelope** tool .




7. Drag the top-middle node of the envelope upward to stretch the text in the middle.
8. Drag the bottom-middle node of the envelope downward.

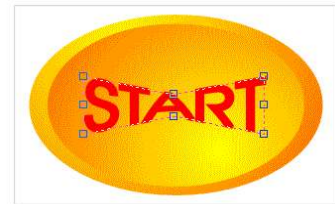


This is how the envelope should look after step 8.

Edit the Down state

To create the illusion of pressing the button in the Down state, you'll rotate the inner ellipse and you'll shape the text by applying an envelope.


1. Click the **Down** tab.
2. Click outside the stage to deselect all objects in the Down state.
3. Using the **Pick** tool , click the inner ellipse to select it.
4. On the property bar, type **180** in the **Angle of rotation** box.
5. Using the **Pick** tool, click the text to select it.
6. Open the **Interactive tools** flyout , and click the **Interactive envelope** tool .
7. From the **Preset** list box on the property bar, choose **Envelope 4**.
8. Click **Finish editing rollover** to the left of the **Normal** tab.



This is how the button should look in its Down state.

Preview the rollover effects

Next, you'll preview the rollover effects you added to the Over and Down states.

1. On the **Internet** toolbar, click the **Live preview of rollovers** button .
2. Point to the button to preview the **Over** state.
3. Click the button to preview the **Down** state.
4. Click the **Live preview of rollovers** button to disable it.

Export the button

To use a rollover button in a Web document, you must export it. Now you'll export the rollover button you created to the Macromedia Flash format (.swf).

1. Click **File** menu ► **Export**.
2. From the **Save in** box, choose the drive and folder where you want to save the file.
3. In the **Filename** box, type a filename.
4. From the **Files of type** list box, choose **SWF - Macromedia Flash**.
5. Click **Export**.
6. From the **Presets** list box in the **Flash export** dialog box, choose **High quality - Optimized**.
7. Click **OK**.

From here ...

In this tutorial, you've learned how to create rollover buttons. You can continue to experiment with the wide array of drawing and editing tools in Corel R.A.V.E. to produce professional-looking rollover buttons and menus. To enhance the appearance of the navigation controls you create, you can add animation effects.

For examples of different rollover buttons, see the last page of the online tutorial.

To get more information about creating and editing rollover buttons, you can access the online Help by clicking **Help** menu ► **Help Topics**.

For information about ...

creating rollover buttons

editing rollover buttons

applying fills to objects

using envelopes

In the online Help index, type ...

rollovers, creating

rollovers, editing

fills, applying

envelopes