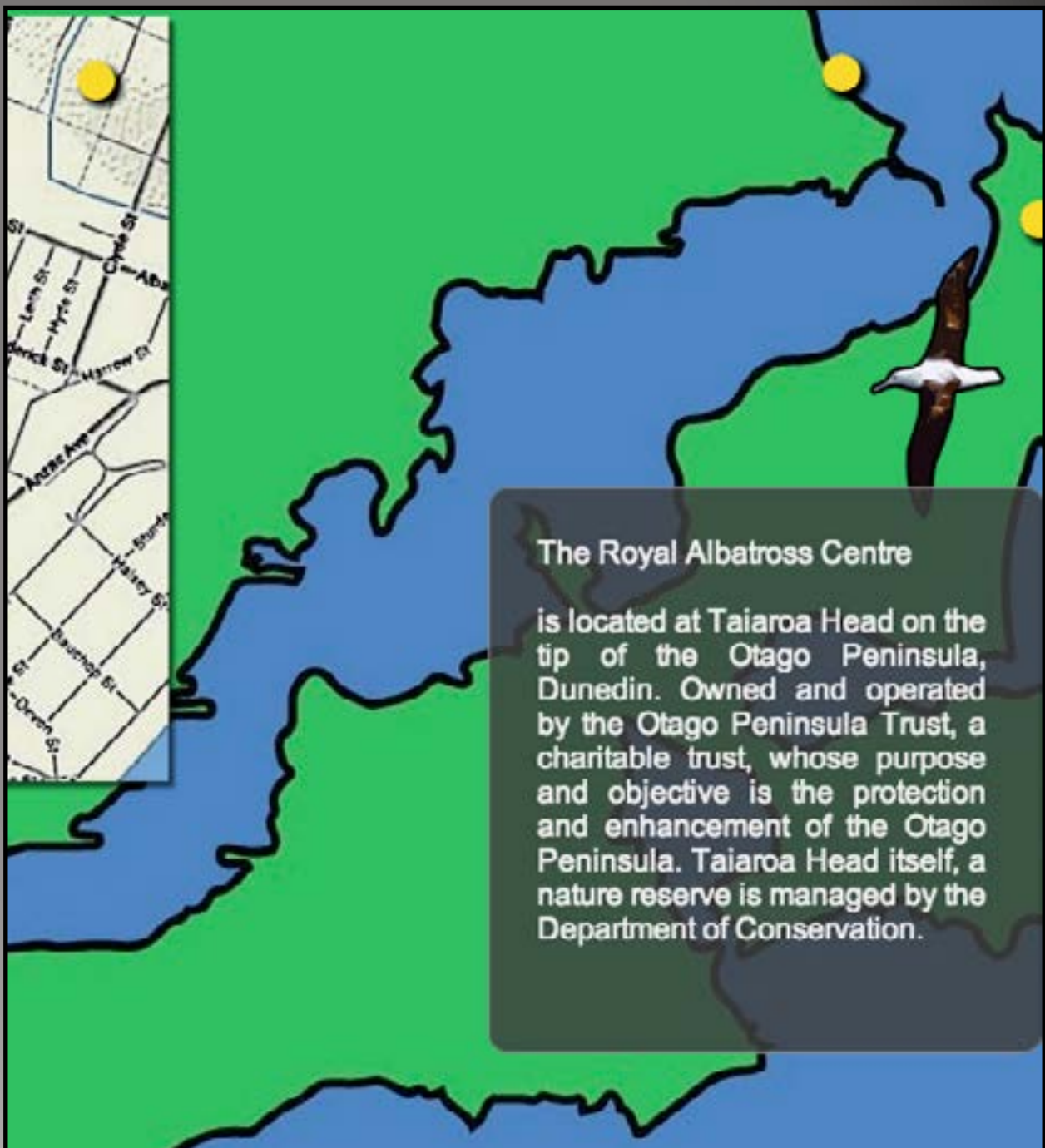


Adobe Edge Animate Tutorial Mouse Events

Interactive Tourist Map



Lesson 2

Make click events

In the last lesson you learned how to set up your stage and get your project ready for some interactivity. You became familiar with the **Properties** panel and how to change the size, colour and other aspects of an object. You also saw how to use the **Library** panel with images kept under **Assets** and reusable symbols under **Symbols**.

In this lesson you will learn to:

- Add code to an object
- Make something happen on a mouse click
- Create a link from your page to another
- Set up other mouse events

1. Adding an event

With your project exactly as it was at the end of the last lesson, you're going to add your first bit of interactivity to the tourist map you're making. This is much easier than you'd think.

Click on one of the dot symbols you put on top of the map in the last lesson. That dot will be selected. At the top of the **Properties** panel you might like to give that dot a specific name - I named mine after the landmark they represent, for example *OctagonDot*.

You'll see that the name you give each dot shows up in a couple of places around the Animate interface: you'll see it at the bottom on the **Timeline** and at the top right in the **Elements** panel.

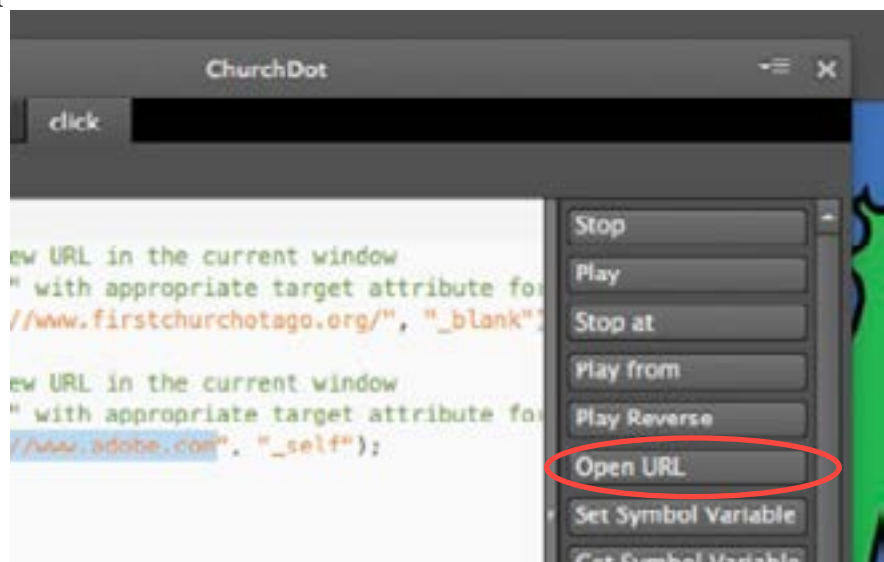
Everywhere an object shows up, it's going to have a little **code icon** to the left of its name. The **code icon** looks like a set of curly brackets: { } and has a dot in between them. Before you have done anything to the code, all the dots in the brackets are dark - this means there's no code there yet.

Click on the **code icon** to the left of the name you gave one of your marker dot symbols. This brings up its **Code** window, which will have the name of the object at the top and, if there's no code there yet, will have a drop down menu visible and ready to choose from. If you lose this menu, just click the little + button at the top left.

You're going to choose the **Click** option right at the top of the menu. This makes a tab appear and a white code space with a comment in it. You've made a **Click event** for that object! Once you've put some code in, it'll follow those instructions any time someone clicks that object in your final product.

2. Inserting code

With the code window open and your click event ready to be filled with code, you're going to make use of the handy code snippet shortcuts to the right of the code panel.



Click on the button labelled **Open URL** and you will see some code with a green comment above it appear in your code window. You're going to need to change some of the code to make it perform how you want it to.

TIP

Your code will have to be entered pretty carefully: even a single typo could stop it from functioning properly.

Aside:

As always, there's more than one way to do this. The shortcut key combo for Preview in browser is Cmd+Return on a Mac or Ctrl+Enter on a PC.

Where it has the address for the Adobe website, you're going to paste in your own URL. Make sure it's between the quotation marks. I chose the website which came up when I Googled the landmark associated with this particular landmark - the First Church homepage.

The other thing you need to change is how the link will open. At the moment, the code has the instruction "*_self*"; which tells the link to open in this same window. But it's nicer to have a link open in a new tab so that you don't lose the map, so change this to read "*_blank*" instead.

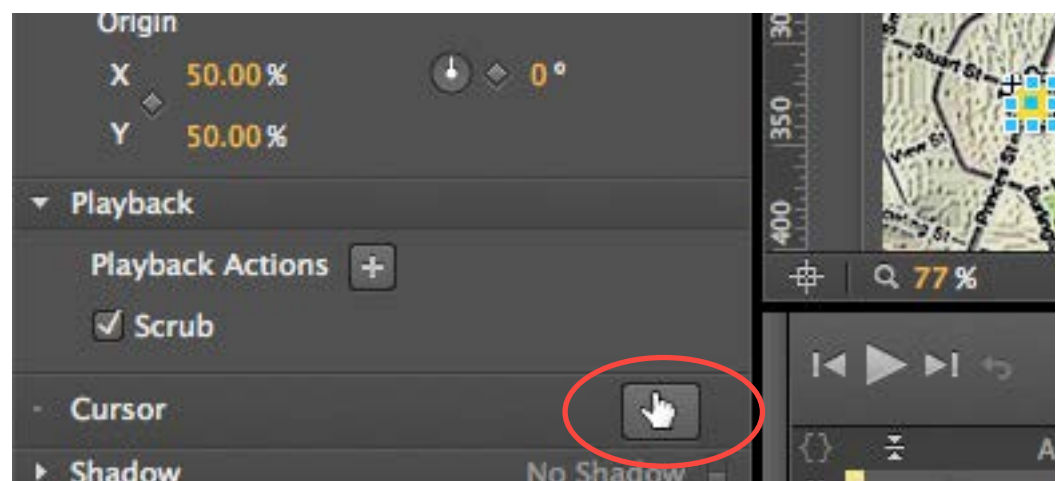
Now you can test this to see if it works. To open your map in a browser (at last!), choose **File>Preview in browser**. This will open up your map in its current state in which ever browser you have as default. Find the dot you added code to and click it to see if you get a new tab with the page you linked to.

If it doesn't behave the way you expect, close the browser and go back to check your code carefully.

3. Changing the pointer

When you tested your first clickable dot in the step above, you may have noticed that your mouse pointer didn't really behave in the normal way when it was poited at the clickable part. Instead of changing to a pointing hand to indicate there's a link there, it stayed as the normal arrow. Don't worry! You can change this with ease.

With your dot selected on the stage, take a look at the **Properties** panel at the left. Remember where you found **Shadow** back in Lesson 1? Just above it is where you have the option to change the **Cursor**.



Click on the picture (yours will start as an arrow) and choose your desired pointer. The picture above shows the finger pointer selected.

Now that you've made a click event in the code window for one dot, it should be easy to add one for every dot on your map. Pick a URL to use, make sure you get it to open in a blank tab and check for typos before you test it.

Once all your click events are in place, you might as well set up some other mouse events to fill with code in the next lesson. Using the same + symbol in the code window, add **mouseout** and **mouseover** events to each dot.

Well done!

You've successfully completed the second lesson and learned how to set up mouse events and links to other pages.

- You've added events to each dot
- and inserted code for a click event,
- and you've coded a URL to open in a new tab.

The next lesson will show you how to put together an animation using a symbol's timeline, which you can then use in the code of your other mouse events.