



code loaded  
User Guide ScrollBar



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## code loaded

### INTRODUCTION

#### INTRODUCTION

With this amazing Flash scroller for Flash MX, Flash MX 2004, Flash 8 or Flash CS3, you can scroll anything, from movie clips, to text, pixel fonts, and it has some amazing features.

The component makes use of the blurfilter and gradient mask capabilities in Flash 8. Now you can smoothly scroll anything in a very fashionable way.

#### PACKAGE

The zip contains not only the component itself but also the sourcecode of the 3 examples featured on [code loaded.com](http://code loaded.com).

#### FEATURES

- Scroll any movie clip
- Drag and drop
- Easing on/off (choice of speeds)
- Static or Dynamic Text also with Filteres applied.
- Easily adjustable skins
- Blurfilter capabilities
- Gradient mask capabilities
- Adjusts to movie clip size automatically



## code loaded INSTALLING

### INSTALLING

Installing is very easy. Just double click the mxp file and the scrollbar component will appear in the component library. You might need to restart flash if you install the component while flash is running.

The component is now ready for use. If you drag the component on stage you will see the following fields in the component parameter tab:

- Target MovieClip
- Scroll Height
- Show Buttons
- Speed
- Friction
- System Competability
- System Color
- Bar Speed
- Gradient Mask
- Gradient Height
- Gradient Overflow
- BlurFilter
- ExportName
- BlurAmount

### TARGET MOVIECLIP

This is where you fill in the name of the textfield or movieclip that needs to be scrolled. If you want to scroll a movieclip you will need to set the ExportName variable as well. The Exportname contains the identifier name of the movieclip. The movieclip needs to be exported for actionscript to make the blurfilter work. See example2.fla for a proof of concept

### SCROLLHEIGHT

The height of the scrollable area. If the scrollable area is heigher than the scrollable area itself the scrollbar will automatically disapear.

### SHOW BUTTONS

Show the buttons or don't show the buttons. It's up to you..

### SPEED

The scroll speed.

### FRICTION

The amount of easing.

### SYSTEM COMPETABILITY

As you know, the blurfilter and gradient mask features are Flash8 features. If you want to use the component for a MX2004 project you can turn the extra features off by selecting MX2004

### SYSTEM COLOR

As you might know. The gradient mask feature in Flash 8 has a bug. If your display has a color depth of less than 32Bit the gradientmask will not function properly. To overcome this we enabled the component to check wheter or not th display of the visitor has 32Bit capabilities. For this, use the javascript from example1 and set this parameter to user defined.



## codeloaded INSTALLING

### BAR SPEED

Here you can modify the speed of the drag once the bar is clicked.

### GRADIENT MASK

Turn this parameter to true to enable the gradient mask.

### GRADIENT HEIGHT

The height of the gradient mask.

### GRADIENT OVERFLOW

Here you can control the amount of overflow of the gradient mask.

### BLURFILTER

Set to true to enable the blurfilter

### EXPORTNAME

If you are planning to scroll a movieclip, enter here the identifier of the export for actionscript feature.

### BLURAMOUNT

How much blur do you want to see? Just enter a number

### MODIFYING

As you can see in the library, the skins are accessible for modification. Just alter the graphics to implement your own design and style. What more can you do?

As you can see, the component consists of a source FLA in which all the functions of the scrollbar component reside. This means that you can alter them and adjust them. A important function is `constructScroller`. You can call it by naming the component which you dragged on stage and call the function. For instance `mybar.constructScroller()`;

You can also modify every parameter by actionscript.

### FURTHER QUESTIONS?

Just contact us at [support@codeloaded.com](mailto:support@codeloaded.com)