Creating a Preloader for Flash 5

Most of us have noticed some really attractive preloaders for Flash movies when we are using the Internet. Preloaders reassure the viewer that something is coming so please wait.

Preloaders only work with longer Flash movies. So I had to find a long movie. For this lesson, we are going to create a preloader for the Ooga that Greg Gernhardt created last year.
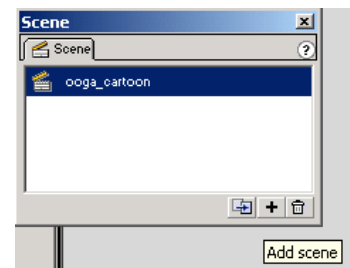
Find the "Ooga.fla" file in the swap folder. Transfer it to your hard drive. (I chose the "Ooga movie because it is so long.)

Play the movie.

Adding a Preloading Scene

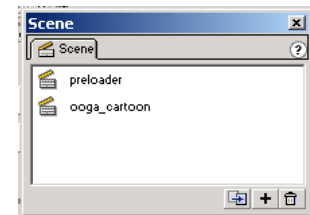In the window drop down menu, select **panels** and then select **scene**.

To add a new scene, click on the **plus** icon at the bottom of the scene window.

Double click on the new scene and rename it **preloader**.

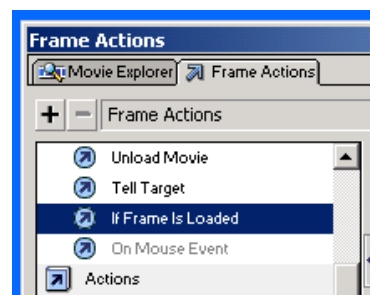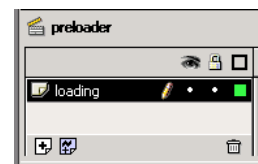Drag the preloader scene so that it is above the ooga cartoon.

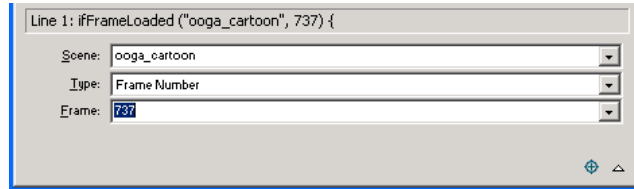Create your preloader scene. Make it very simple.

Action Layer

Add a new layer to the preloader scene. Label this layer **actions**.

In the first frame of the actions layer, we are going to add an action. Select **if frame is loaded.**

In the drop down menu, fill in the information.

While still in the action menu, select **go to** and add the information for playing the **Ooga_cartoon** scene. Make sure **go to and play** is checked in the bottom left corner.

This will tell Flash to start playing the Ooga cartoon as soon as all of the cartoon is loaded.
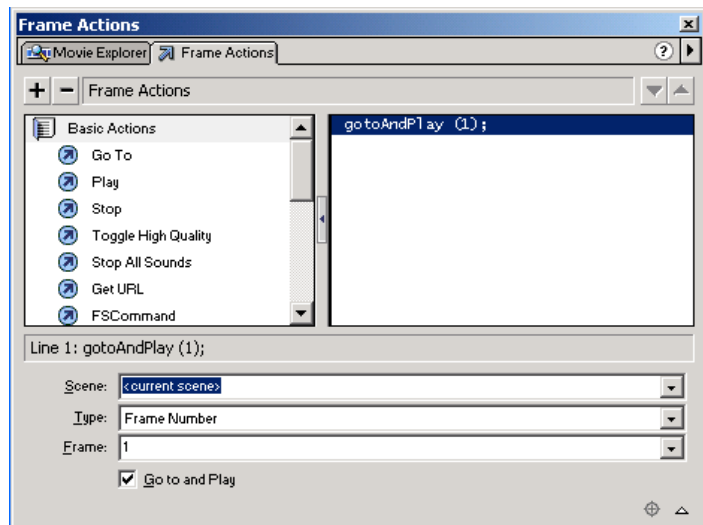
That is why you need to tell it to start playing at frame #1.
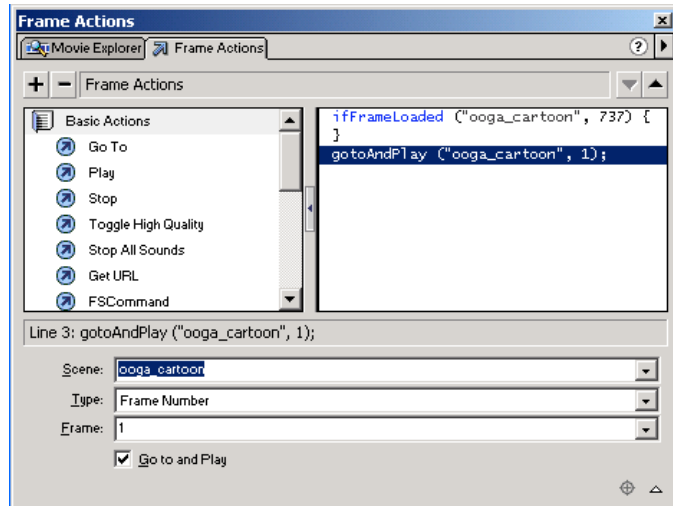
Adding a Loop

To keep the preloader playing while the Ooga cartoon loads, click on the last frame of the movie and add a **blank keyframe** to the action layer. In the action window, double click on **go to and play**.

The options here should be like this picture.

Testing the Preloader

To view the preloader, you will need to export it to **swf.** Place the file in your Triton3 folder and double click on the **swf file.** Very likely you will not see the preloader at all. You need to place the ooga movie that you have created into a Dreamweaver web site. Then, add the ooga_movie.swf to the page using the Dreamweaver extensions.