

Instructions on how to

# Create Custom Location Points to World Map in Flash

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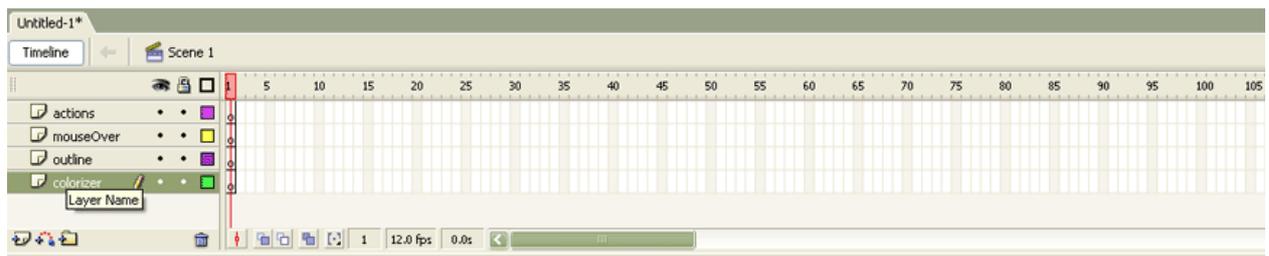
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## Step 1. Create new .fla file.

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## Step 2. Create Layers

Create 4 layers in the Timeline named **"actions"**(top), **"mouseOver"**, **"outline"** and **"colorizer"** (bottom)



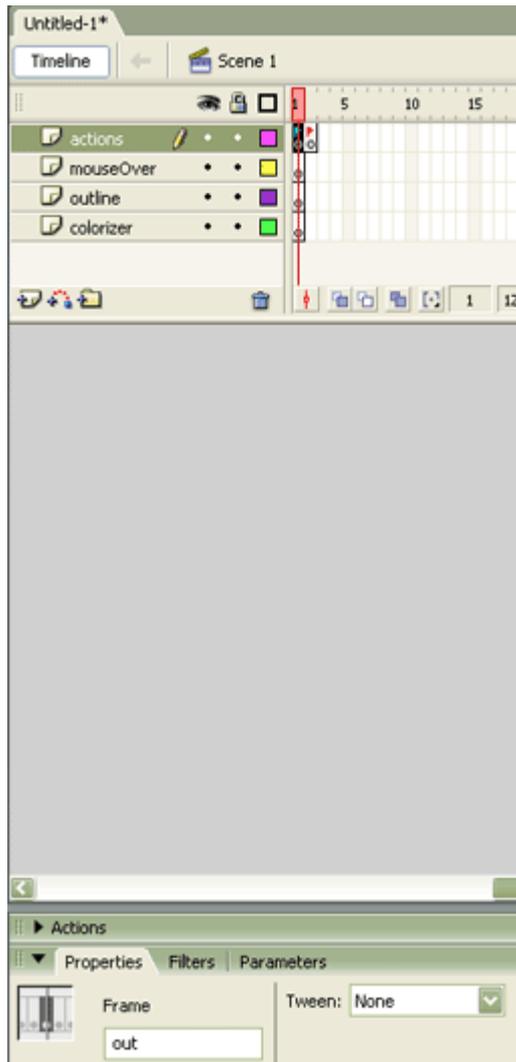
The functions of the layers are described below:

Layer	Description
"actions"	For action script code and frame labels
"mouseOver"	For animation when the mouse is over a location point
"outline"	For outlining a location point
"colorizer"	For coloring location points

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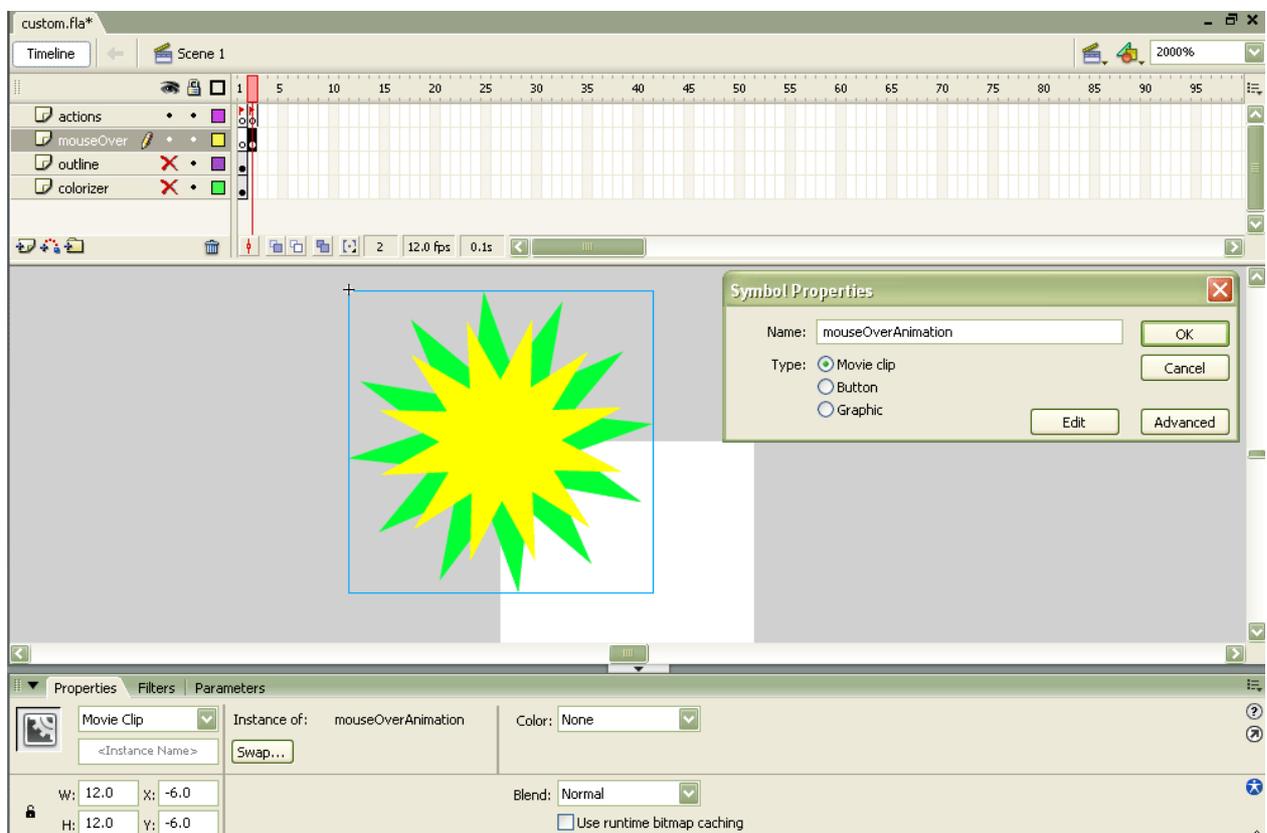
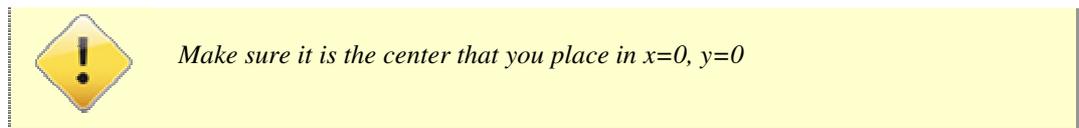
## Step 3. Edit the “actions” Layer

1. Create two frames in the “actions” layer
2. Enter "out" as a name for the first frame in the "actions" layer
3. Create an empty keyframe in the second frame of "actions" layer
4. Enter "over" as a name for the second frame in "actions" layer



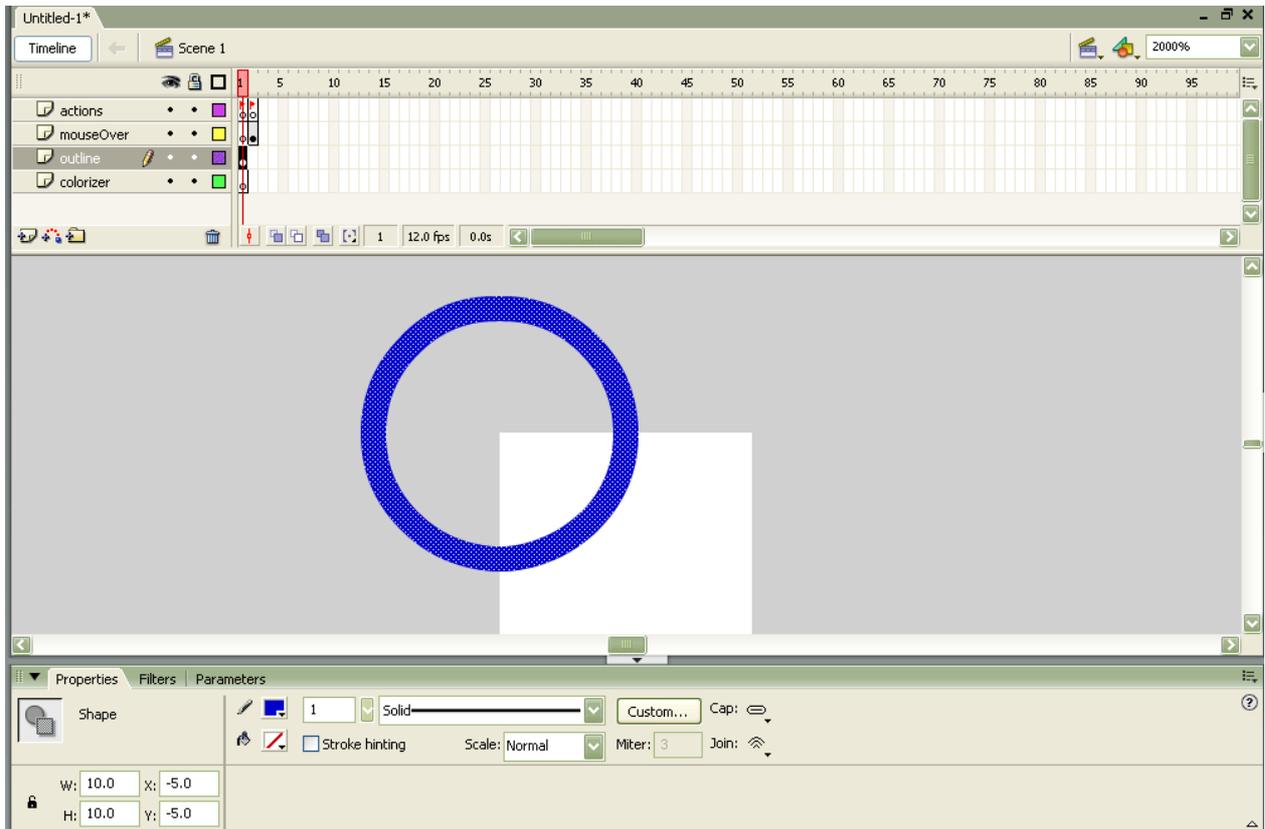
## Step 4. Edit the "mouseOver" Layer

1. Create two frames in the "mouseOver" layer
2. Create an empty keyframe in the second frame of the "mouseOver" layer
3. Create some MovieClip symbol "mouseOverAnimation" containing animation and place one instance of this symbol to the second frame of the "mouseOver" layer
4. Adjust this instance properties to place its centre in  $x=0, y=0$



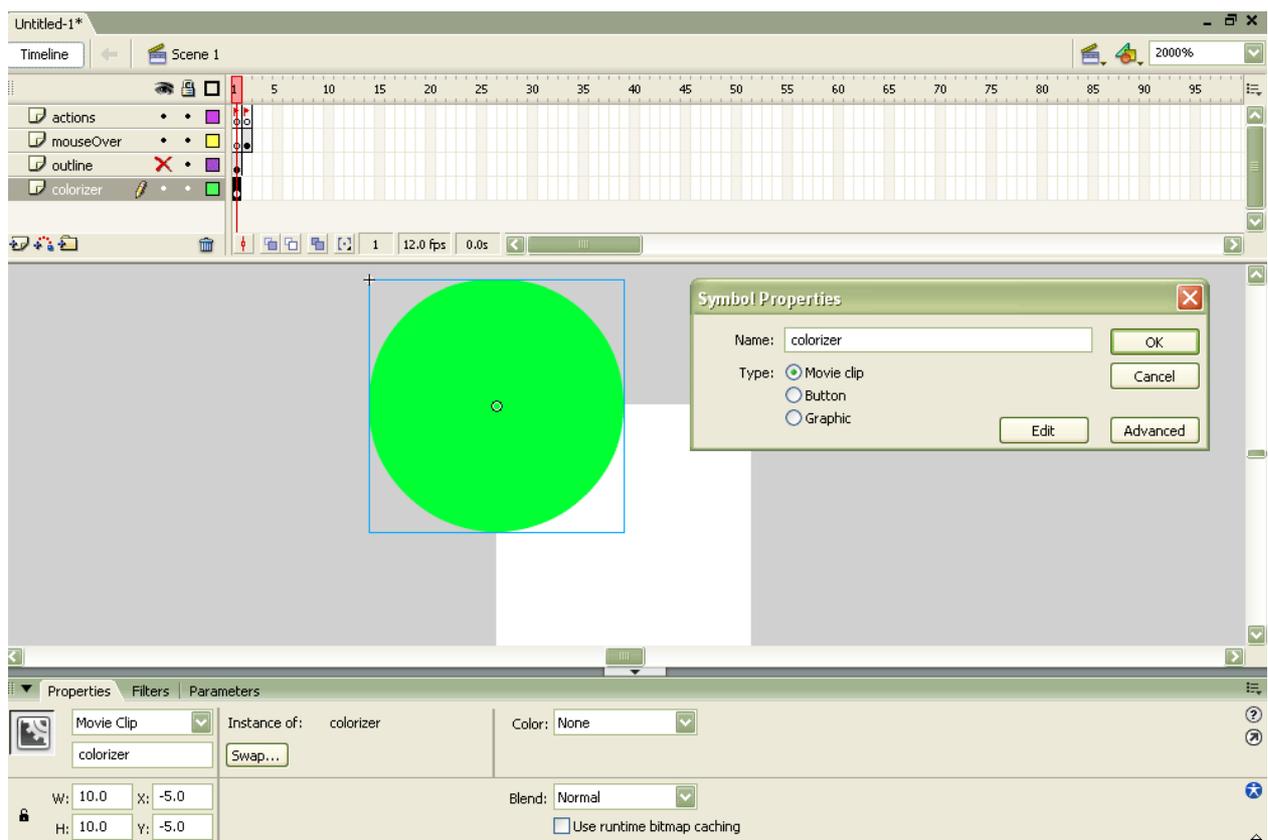
## Step 5. Edit the "outline" Layer

1. Create the location outline in the first frame of the "outline" layer
2. Adjust outline properties to place its centre in  $x=0, y=0$



## Step 6. Edit the “colorizer” Layer

1. Create MovieClip symbol named "colorizer" containing filled area of location point
2. Create one instance of "colorizer" in the 1st frame of the "colorizer" layer
3. Adjust outline properties to place its center in  $x=0, y=0$
4. Name this instance "colorizer"

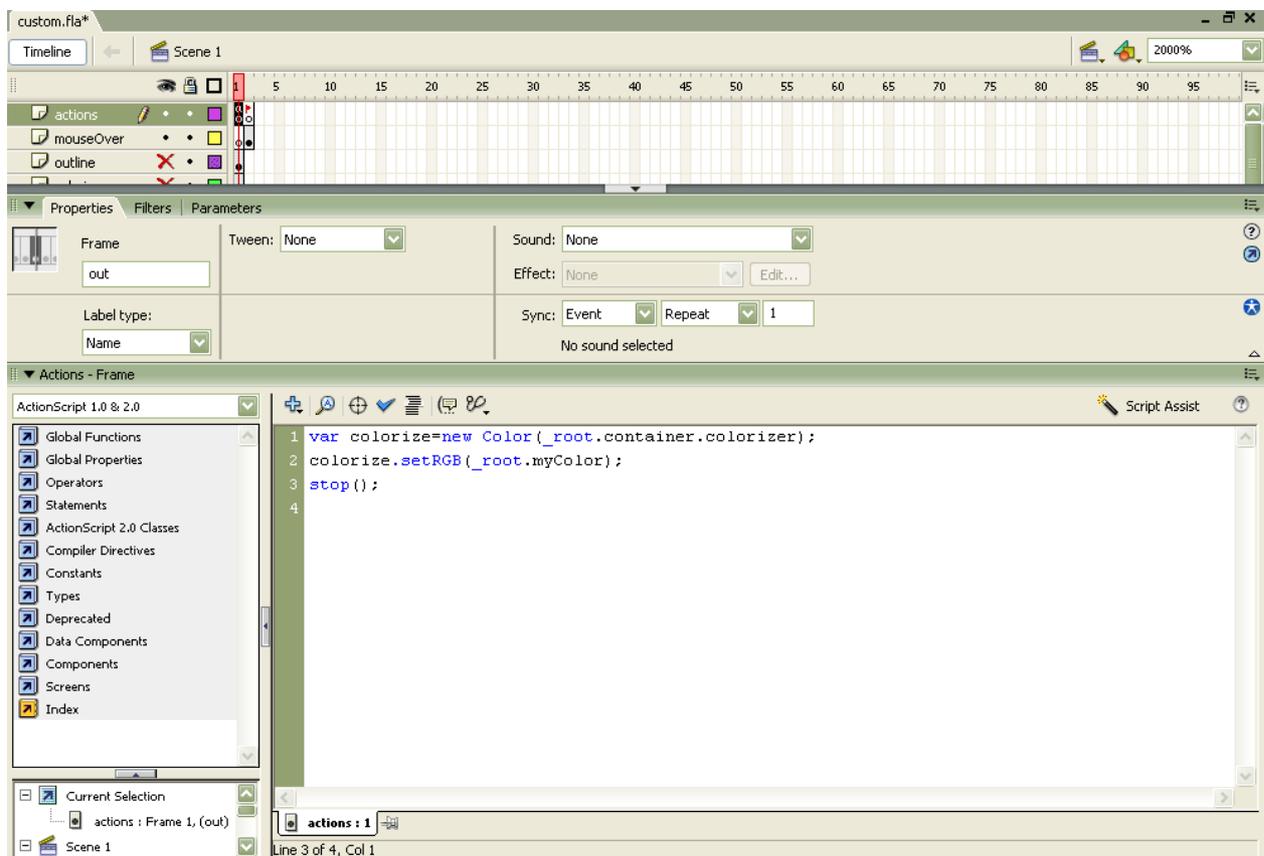


## Step 7. Paste the Code

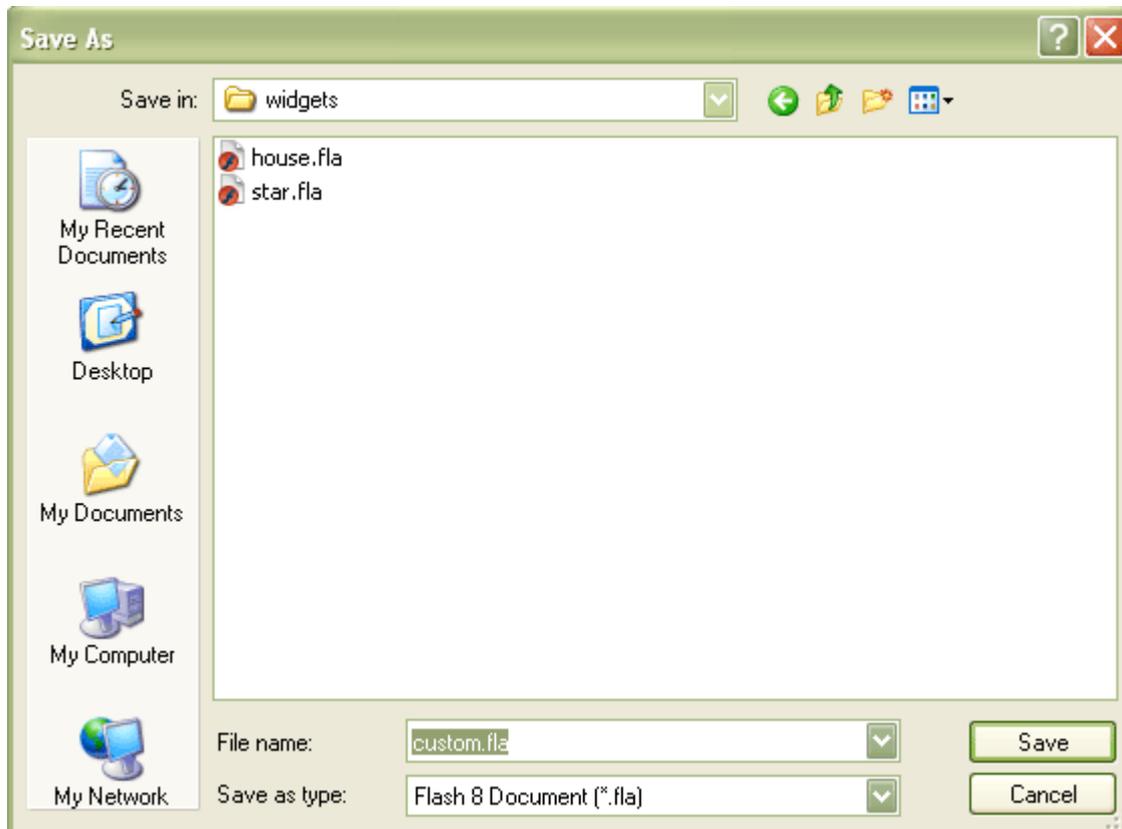
Add this code to the first frame of "actions" layer:

```
"var colorize=new Color(_root.container.colorizer);
colorize.setRGB(_root.myColor);
stop();" 
```

This code sets "colorizer" instance to RGB color you have defined in `locations.xml`



## Step 8. Save your .fla file and compile it to .swf file



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## Step 9. Change the path to the location point in properties.xml file

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```
<group name="October 2007"
widget="applicationdata/widgets/custom.swf" color="0xCD7DDB">
  <point areaGroupId="0" name="Ankara, Turkey"
tooltip="Ankara, Turkey" lat="40.02" long="32.54" >
    <action type="url">http://www.answers.com/Ankara
    </action>
  </point>
</group>
```

---

## Step 10. Preview the Changes



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