

ImageReady: Rollovers

Lesson 14: Introduction to Rollovers

What is a rollover?

A rollover is a visual change that occurs when there is a mouse action over a defined area of a web page. (The area can be either an image map area or a slice.) You can associate different changes with different mouse actions, including over, down, click, up and out. For example, you might have a link that you want to highlight when the user rolls over it with the mouse. Or you might want a button that changes color when the user points to it, and stays indented after the user clicks on it.

Each of these graphical changes is called a “state” and is associated with a specific mouse action. Every slice and image map area begins life with one state, called Normal, which is what you see when no rollover is defined or the rollover isn't activated. You can create other rollover states to suit your needs. (In the next lesson you'll learn how.)

Interestingly, a rollover state can change more than just the graphic element that the mouse points to. For example, you can define a rollover that displays different pictures in the middle of the page based upon buttons across the bottom of the page. These are called secondary rollovers.

How does it work?

As you know, when ImageReady saves a document, it creates an HTML file and a collection of associated graphics files. If rollover states are defined, each one is stored as a separate graphic. ImageReady adds JavaScript code to the HTML file that swaps the various graphics files depending upon the mouse behavior.

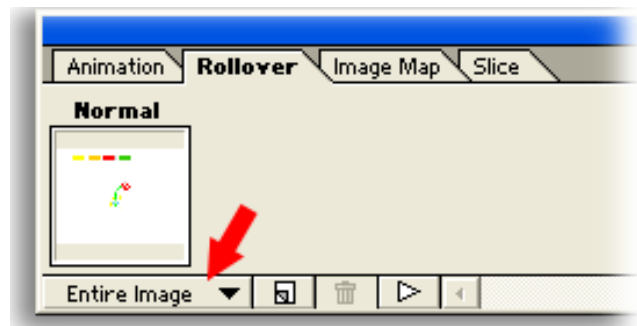
Lesson 15: Creating Rollovers

How do I create a rollover?

Rollovers are created in a simple process:

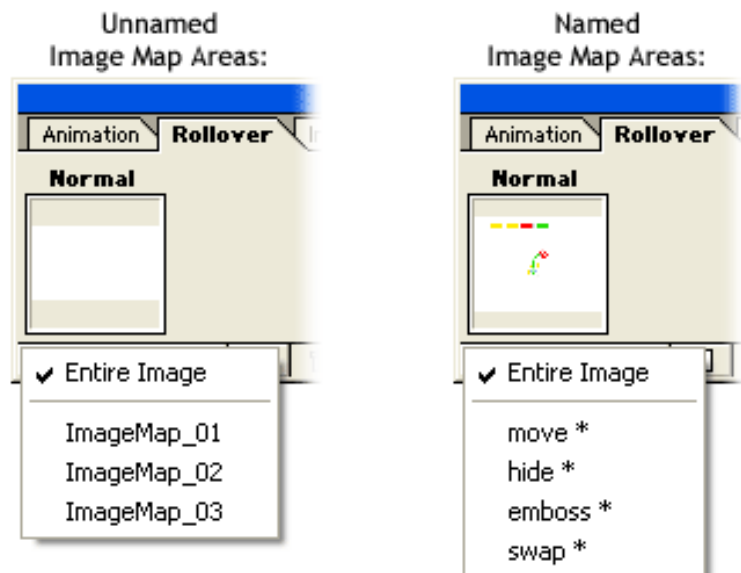
- 1) **Define the rollover areas.** Create the necessary image maps or slices. (See the sections on *Image Maps* and *Slices* for details.)
- 2) **Go to the Rollover palette.** Pull down the **Window** menu and select **Show Rollover** to view the Rollover palette.

The palette shows you a thumbnail of the Normal state for the image. Beneath that thumbnail is a small pull-down menu which currently says "Entire Image":



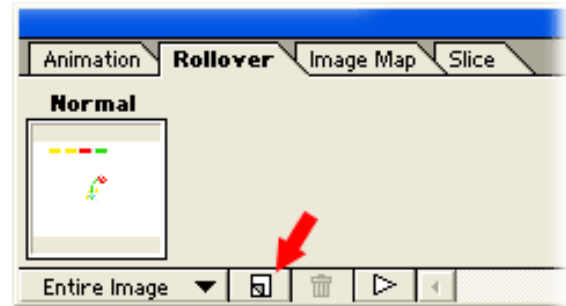
This pull-down menu lists all of the image map areas or user slices you have defined (we'll call these "rollover areas").

- 3) **Select a rollover area.** Pull down the Rollover Area menu and select the one you want to add a rollover effect to. If you gave each area a name in the Image Map or Slice palettes, those names appear in the menu; otherwise you will see the non-descriptive names assigned by ImageReady:



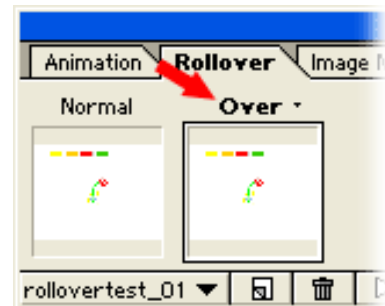


4) **Create a new rollover state.** Click on the **New State** button at the bottom of the Rollover palette:



A new thumbnail representing the new state will appear next to the first.

5) **Assign a mouse action to the new state.** Above the new thumbnail you can see the mouse action that is currently associated with the new state. The default is "Over".



If you want a different action, click on the default and choose a different one from the menu that pops up:

- **over**—state occurs when the mouse rolls over the current rollover area
- **click**—state occurs when the mouse is clicked while over the current rollover area
- **down**—state occurs when the mouse button is pressed down while over the current rollover area
- **out**—state occurs when the mouse rolls out of the current rollover area
- **up**—state occurs when the mouse button is released over the current rollover area
- **other**—you can write your own JavaScript

6) **Show the Layers palette.** If the Layers palette is not already visible, pull down the **Window** menu and select **Show Layers**.

7) **Make the graphical effect for the rollover.** Using the Layers palette commands and options, you can create several types of rollover effects. You can:

- hide or show a layer
- change or add layer styles
- move a layer
- change a layer's opacity
- change a layer's blending mode

However, be aware that changes you make using painting and editing tools, color and tone commands, filters, type, and other image-editing commands, will have a universal effect on the layer, rather than applying to just the selected rollover.

8) **Select the Normal state.** When you're done, click on the Normal thumbnail to make sure that you don't inadvertently make other changes to your rollover effect.

Important Tip! When you are creating your graphical effect, be **sure** you have selected:

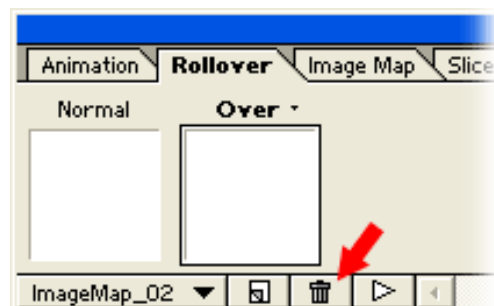
- the right rollover area in the Rollover palette
- the right state
- the right layer in the Layers palette

If you don't, you will often get surprising and undesired results!

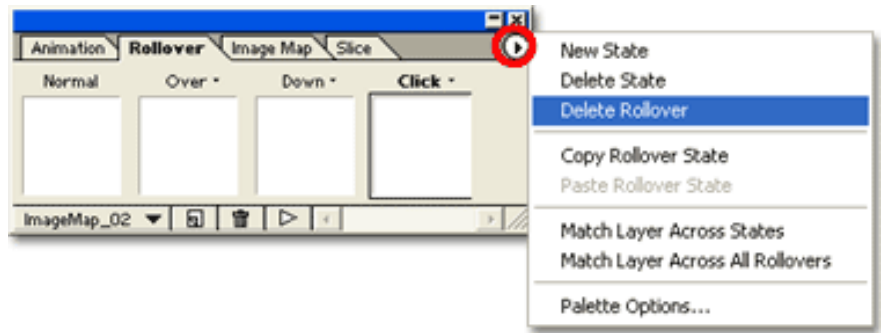
How do I delete a rollover?



To delete a rollover state, be sure you have the correct rollover area selected in the Rollover palette pop-up menu, then click on the state you want to delete. Click on the **Delete State** button at the bottom of the Rollover palette:



To delete all states in a rollover, be sure you have the correct rollover area selected in the Rollover palette pop-up menu, then choose the **Delete Rollover** command from the Rollover palette menu:





Some examples

In this section we'll give you a couple of simple rollover effects to try yourself.



Buttons That Indent When Rolled Over

In Photoshop, create two layers. On the lower layer, make a circular selection the size of a button. Fill it with the color you want for your button. On the upper layer, make another circular selection, a little bigger than half the size of the first. Fill the second circle with the same color. Position the smaller upper circle so that it is over the larger circle, and they make two concentric rings. Give both layers an Inner Bevel layer effect with a direction of "Up". (It should look something like the button in the left column. You might want to play with Inner Bevel settings to get the exact look you want.)

Now switch over to ImageReady using the  button in the Toolbox. Draw a circular image map area over the button. In the Rollover palette, select the rollover area. Create a new state and set the mouse action to "Over". With the new state still selected, in the Layers palette select the upper layer, then click on the Layers Style icon  at the bottom of the Layers palette and select **Bevel and Emboss**. In the Bevel and Emboss palette that appears, set the direction to "Down". The Over rollover state should now look something like the button to the left when you're pointing at it with the mouse. Finally, click on the Normal state in the Rollover palette. You're done!

Tip: In the exercise above, we created our graphic and our two separate layers in Photoshop before we moved to ImageReady. Why?


There are two reasons. First, in general Photoshop is a lot faster than ImageReady, and so you can be more efficient that way. Secondly, if you're making a lot of changes to layers in ImageReady, it is easy to have different layer states assigned to different rollovers by mistake. You avoid some of these issues by doing the majority of the graphics work within Photoshop.

P.S. If you make a universal change to your graphic in ImageReady, be sure to select **Entire Image** from the Rollover Area menu in the Rollover palette first.

Please point to me
with your mouse...

Hiding and Showing Layers

In Photoshop, create two layers. On one layer, type "Please point to me with your mouse." Format it as you like. On the other layer, type "Ouch!" Position the layers so that both sets of words are directly on top of one another. Hide the layer with the word "Ouch."

Now switch over to ImageReady using the  button in the Toolbox. Make a slice over the "Please..." text. In the Rollover palette, select the rollover area. Create a new state and set the mouse action to "Over". In the Layers palette, Hide the layer with the "Please..." text, and Show the layer with the "Ouch" text. Finally, click on the Normal state in the Rollover palette. Voila!

Lesson 16: Previewing Rollovers

How do I see what my rollover looks like?



Once you are done building your rollover effects, you will want to see how they look. You could choose the **Save as Optimized** command and have ImageReady create the HTML file and the individual graphics for your page. (See the *Basics* section for details.) At that point you would be able to view your page in a web browser and see how your rollovers behave.

But you don't want to have go through that whole process every time you make a small change to your rollovers. Instead, you can go into rollover preview mode to see what they look like without having to leave ImageReady. Here's how:

1) Click the Rollover Preview button in the toolbox.

OR



Click the Play button at the bottom of the Rollover palette.

2) Right in the ImageReady window, perform the action you want to see the preview for.



The preview will be shown as the rollover will look in Internet Explorer 5.0 for Windows.

If you want to preview the rollover effect in the default browser for your computer, click the Preview in Default Browser button in the toolbox. Your browser will launch and you can perform the action and watch the rollover effects.



Lesson 17: Matching Layers

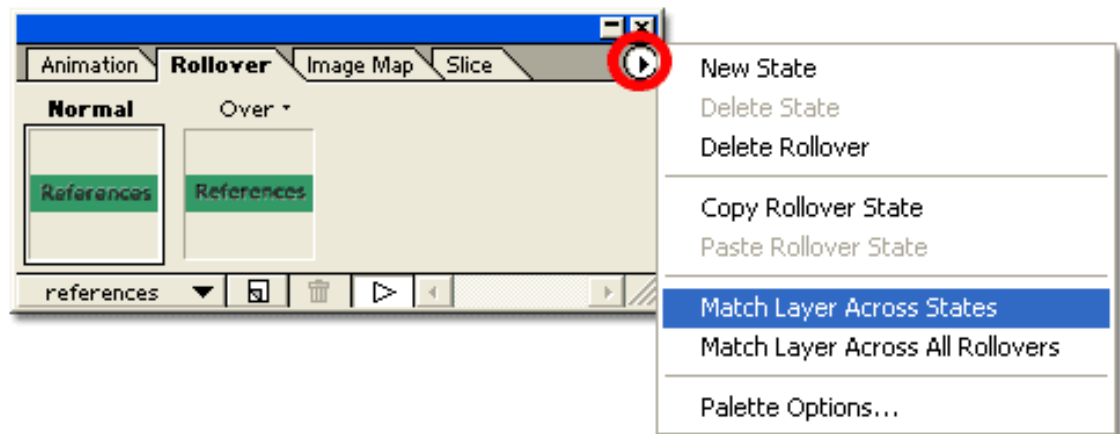
How do I control what's affected by a layer change?

It's important to keep in mind what we learned in the last lesson: to make a rollover effect, you can hide or show a layer, change or add layer styles, move a layer, change a layer's opacity, or change a layer's blending mode. However, changes you make using painting and editing tools, color and tone commands, filters, type, and other image-editing commands, will have a universal effect on your image, rather than applying to just the selected rollover.

If the Normal state is selected in the Rollover palette when you make a rollover effect, the change takes effect for the Normal state across **all** rollovers. If any other state is selected, the change takes place only for the selected state on the current rollover.

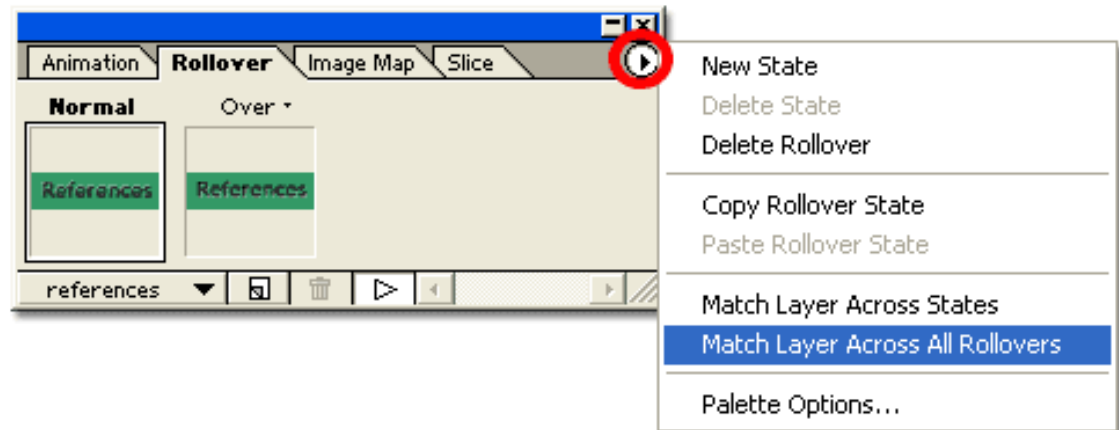
If you want the rollover effect to apply to **all** states of a rollover, do the following:

- 1) Select the layer you want to change.
- 2) Select the desired rollover.
- 3) Make the desired changes to the layer.
- 4) While the layer is still selected, choose the **Match Layer Across States** command from the Rollover palette menu:



If you want the rollover effect to apply to **all** states of **all** rollovers, do the following:

- 1) Select the layer you want to change.
- 3) Make the desired changes to the layer.
- 4) While the layer is still selected, choose the **Match Layer Across All Rollovers** command from the Rollover palette menu:



End of Lesson

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