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## Tutorial: Creating a rollover button

Welcome to CorelDRAW, a comprehensive vector-based drawing program that lets you create professional graphics.

[Click here](#) to view what your final project should look like.

### What you will learn

In this tutorial, you'll create a rollover button that changes its appearance when you click or point to it. You'll learn how to:

- apply rollover effects to buttons
- apply transparencies to objects
- change objects' colors
- work with drop shadows
- preview rollover effects
- export rollover buttons to the Macromedia Flash (SWF) format

### Opening the sample file


You'll start by opening the sample file used in this tutorial.

- 1 Click **File** menu ▶ **Open**.
- 2 Choose the folder where CorelDRAW is installed.
- 3 Choose the folder **Corel Graphics 11\Tutorials\Sample files**.
- 4 Double-click the filename **rollover.cdr**.



### Creating the rollover button

In this procedure, you'll create the rollover button and prepare to add rollover effects.

- 1 Double-click the **Pick** tool  to select all objects on the drawing page.
- 2 Click **Effects** menu ▶ **Rollover** ▶ **Create rollover**.

At this point, the three button states (normal, over, and down) are identical. They are all duplicates of the sample file.



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### Editing the rollover button

To create rollover effects, you'll edit the over and down states of the button, so that the button changes when you point to it (over state) or click it (down state).

First, you'll edit the over state by applying a transparency to the button. Next, you'll edit the down state to create the illusion of a depressed button. You'll change the color of the button, and then you'll change the color of the drop shadow.

You need to keep the object tree in the **Object manager** Docker window/palette expanded at all times, to complete the following procedures. This will allow you to see all layers in each object group. You can do that by clicking the plus (+) sign (Windows) or arrow (Mac OS) beside each object.

#### To edit the over state

- 1 Right-click (Windows) or **Control** + click (Mac OS) the button object, and choose **Edit rollover**.

The **Internet** toolbar displays at the top of the drawing window. The **Rollover state** tabs display at the bottom of the drawing window.



- 2 Click the **Over** tab.
- 3 Using the **Pick** tool, click outside the drawing page to deselect all objects.
- 4 In the **Object manager** Docker window/palette, click the deep navy blue rectangle thumbnail as shown in the above graphic.

If the **Object manager** Docker window/palette is not open, click **Window** menu ▶ **Dockers / Palettes** ▶ **Object manager**.

- 5 Click **Edit** menu ▶ **Copy**.
- 6 Click **Edit** menu ▶ **Paste**.

A new deep navy blue rectangle displays on top of the old one.

- 7 On the **RGB** color palette, click the **White** color swatch.

If the **RGB** color palette is not open, click **Window** menu ▶ **Color palettes** ▶ **Default RGB palette**.



- 8 In the **Object manager** Docker window/palette, drag the white rectangle thumbnail below the text thumbnail. The example on the following page shows the transformations applied to the new deep navy blue rectangle.



- 9 Open the **Interactive tools** flyout  , and click the **Interactive transparency** tool  .

- 10 On the property bar, choose **Uniform** from the **Transparency type** list box  .

- 11 In the **Starting transparency** box   on the property bar, type **75**, and press **Enter**.

This is how the button should look in its over state:



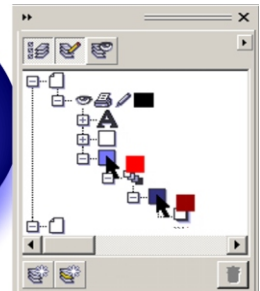




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### To edit the down state

- 1 Click the **Down** tab.
- 2 Using the **Pick** tool, click outside the drawing page to deselect all objects in the down state.
- 3 On the **RGB** color palette, click the **Ruby red** color swatch, and drag it to the deep navy blue rectangle thumbnail in the **Object manager** Docker window/palette.
- 4 On the **RGB** color palette, click the **Red** color swatch, and drag it to the electric blue rectangle thumbnail in the **Object manager** Docker window/palette.



- 5 In the **Object manager** Docker window/palette, click the ruby red rectangle thumbnail.
- 6 Open the **Interactive tools** flyout, and click the **Interactive drop shadow** tool  .
- 7 On the property bar, click the **Drop shadow color** picker  , and click **Other**.
- 8 From the **Model** list box in the **Select color** dialog box, choose  
RGB Model:  .
- 9 In the **Name** box, type **Ruby red**.
- 10 Click **OK**.
- 11 In the **Object manager** Docker window/palette, click the text thumbnail.
- 12 Repeat steps 6 to 10.
- 13 Click the **Finish editing rollover** tab.


This is how the button should look in its down state:





### Previewing the rollover effects

Now you'll preview the rollover effects you added to the over and down states.

- 1 On the **Internet** toolbar, click the **Live preview of rollovers** button  .  
Because this is a complex image, updating the live preview will take longer.
- 2 Point to the button to preview the over state.
- 3 Click the button to preview the down state.
- 4 To continue with the next task, click the **Live preview of rollovers** button to disable it.

**Important:** The **Live preview of rollovers** button must be disabled manually before rollovers can be either edited or created. Exiting the program will not turn off this feature automatically.



### Exporting the button

To use a rollover button in a Web document, you must either export or publish it. In this tutorial, you will export the rollover button you created to the Macromedia Flash (SWF) format . You'll also preview the rollover button you created in a browser window.

- 1 Click **File** menu ▶ **Export**.
- 2 From the **Save in** list box (Windows) or **Where** list box (Mac OS), choose the folder where you want to save the file.
- 3 In the **File name** box (Windows) or **Save as** box (Mac OS), type a filename.
- 4 Do one of the following:
  - (Windows) From the **Save as type** list box, choose **SWF - Macromedia Flash**.
  - (Mac OS) From the **Format** list box, choose **Macromedia Flash**.

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- 5 Click **Export**.
- 6 In the **Flash export** dialog box, click **Preview**.  
The rollover button displays in a browser window, and you can preview all three states.
- 7 Close the browser window.
- 8 Click **OK**.

### From here...

In this tutorial, you've learned how to create rollover buttons. You can continue to experiment with the wide range of drawing and editing tools in CorelDRAW to produce professional-looking rollover buttons.

To get more information about creating and editing rollover buttons, you can access the CorelDRAW Help by clicking **Help** menu ► **Help topics**.