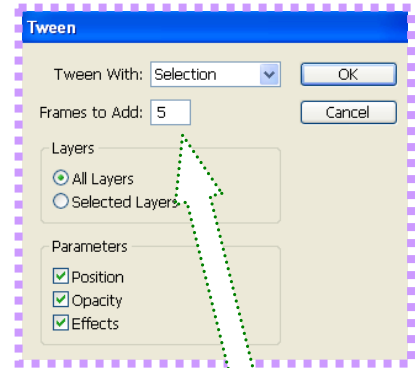


CTQ- GIF Rollover Button

The first rollover button that was done is class was nothing more than a still image done in Photoshop. Photoshop doesn't only do still images; it can make an animation as well, commonly known as a GIF. At first I really didn't know what to make so I opened my previous button that I created and I opened it in image ready. All I really needed to do to this image was to make the boxes appear one after the other. At first I had a difficult time since they were appearing too fast to my liking. I then changed the time from 0 seconds to 0.2 seconds so the images could appear slower. I also used the tween button a few times to make the words appear slowly and with a faded effect. At first when I used the tween button, I selected too many frames to input between the selected ones so I had to delete them and input only 1 or 2 frames for that fade effect. I then saved the files and inserted it into the code that I used for making the button. I saved it as an html format. When I checked the button, I realized I had made a mistake. When the mouse rolls over the button, it was supposed to keep going, however, I forgot to copy all the frames and put them into reverse so I had to go back into Photoshop and fix the gif. Once that was done, I had to resave it and my button has been complete. This is the code that I used:



Here I selected too many frames and it took a while for the words to appear.

```
</td>  
<td width="478">
```

The highlighted parts are the things that I changed in the code to make it work.



Here is a faded effect that I used for both buttons. This occurs somewhere in the middle of the gif.



The final images when the first sequence is finished before going backwards to the beginning. This goes on forever.

