

One strip, one click

Presentation of the module

The aim of this « exercise » is to create a strip including a reactive and clickable zone. Move the mouse over or click this zone will bring on image and pointer responses and therefore make them taking part in the story.

The system provides :

- one initial strip including a reactive zone
- two alternate strips which are displayed respectively when user moves the pointer over the reactive zone or clicks it
- one initial customized mouse pointer
- two alternate customized pointers which are displayed respectively when user moves the pointer over the reactive zone or presses the mouse left button. When release the button, initial pointer is displayed again instead of customized one.

How to use

1. Prepare

- Copy and paste the ' TOOL ' folder so as to work in this copy.
- Optional : download and install an advanced text editor such as Notepad++. You can also use any basic text editor instead.

2. Creation of the strips

The strip is likely to take three states depending on user mouse actions : initial, mouse over and end of click. Even if only one element of the strip could vary for each state, the whole strip is replaced

by an alternate one, giving the illusion the strip changes only partially. Then you have to create three different strips.

To give illusion that the strip changes only partially, your images have to be designed by addition of layers in Photoshop (or any similar software). We advice you to proceed as follows :

- a. Create the initial strip (n°1). Put on separate layers elements which have to be no longer displayed on mouse over and on click.
- b. To create the strip displayed on mouse over (n°2), open a copy of strip n°1. Mask layers which will no longer be displayed and add new elements on new separate layers.
- c. To create the strip displayed rigth after the click (n°3), open a copy of the n°1 or 2 and proceed the same way as for strip n°2.

3. Save the strips

Save the three strips in 'images' folder and name them as follows :

- strip n°1 : 'strip-init'
- strip n°2 : 'strip-over'
- strip n°3 : 'strip-click'

Jpeg, png and gif formats are allowed.

4. Creation of customized pointers

Pointer is likely to take three states depending on user mouse actions : initial, mouse over and mouse's left button pressed. Then you have to create three different pointers.

Let us give you that trick : Pointers use to be around 40x40px... but nothing will constraint you to respect this convention !

5. Save your customized pointers

Save the three pointers in 'images' folder and name them as follows :

- initial pointer : 'curseur-init'

- mouse over pointer : `'curseur-over'`
- left button pressed pointer : `'curseur-down'`

Jpeg, png and gif formats are allowed.

6. Settings

a. Enter extensions :

- Open `'index.html'` file in Notepad++ or any basic text editor. Line 12, modify the initial strip image file extension as indicated. Save.
- Open `'files/action.js'` in Notepad++ or any basic text editor. From line 5 to line 10, modify the extensions of each image files (strips and pointers) as indicated. Save.

b. Create the reactive zone :

- Open `'files/style.css'` in Notepad++ or any basic text editor.
- Lines 5 and 6, enter respectively reactive zone's width and height in pixels.
- Lines 8 and 9, enter respectively reactive zone's x and y coordinates in pixels. (You can use Photoshop's rulers to measure.)
- Save.

Ready !

Open `'index.html'` to test in web browser !