

How do I animate the icon on a button?

To animate the icon of a button you must first have two or more icons made of the same object with slight changes. Name each icon a name then a number 1, 2, 3 ect. See the pictures of the icons below and there names. To make an icon choose icon from under Edit which is on your Menu Bar. An icon editing window will appear. Then go to the Menu and under File chose New Icon. You may now draw your own icon. If you copy a picture the size of an icon or smaller before opening the icon editor you can now paste it and it will be an icon. Name your new icon a name and a number such as "DINO1". Now you are ready to make the second icon of your animation. Choose Duplicate Icon from under File on the Menu. You now have two icons the same except the new one does not have a name. Now change the new icon such as drawing its head in a different angle. Now name your new icon the same name with a different number such as "DINO2". Repeat to make the icon "DINO3" changing it a little more. Close the icon editor. Now you can make your icon animate. Copy the "DINO" button below and paste it on your card. Now change the name of your button. Open the script of your button it should look like the script below. Change the icon names to the names you named your icons. You also can change the number of times you would like your animation to repeat. This script is set at 4 just change the 4 to the number you want. When you click on your new button the icon will animate.

```
on mouseUp
repeat 4
    set icon of me to "DINO1"
    wait 20
    set icon of me to "DINO2"
    wait 20
    set icon of me to "DINO3"
    wait 20
    set icon of me to "DINO1"
end repeat
end mouseUp
```

The "dragon" button is scripted to be a draggable button and animate its icon at the same time. You may copy it and paste it on your card changing the name and in the script the names of the icons to the names of your icons. The line of script that looks like this set cursor to none sets the cursor to none so you can see the animation while you drag.

When you copy a button from one stack to another the icon goes with it. Its a good idea to go to the icon editor and delete any icons that are not used in your stack when your stack is finished.

