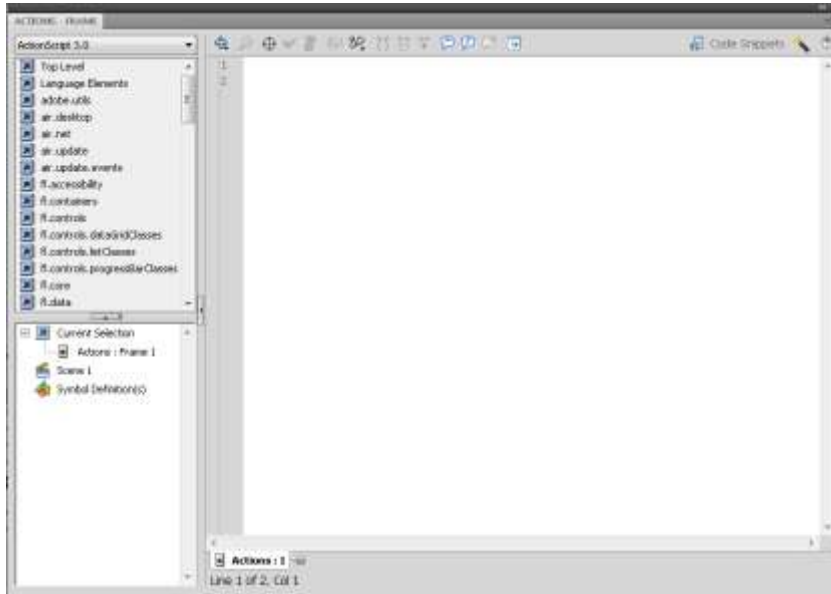


(Easy) Action Scripting using CODE SNIPPETS



Code Snippets (*Window>Code Snippets*) fast scripting without typing from scratch. You will still have to 'edit' information in Actionscript Panel. (*see below*)

Actionscript Panel (*Window > Actions*) View snippets, edit snippet code and/or type in Custom Built Actionscripts.



Main Code Snippets you will be Using for Projects (*highlighted in yellow*)

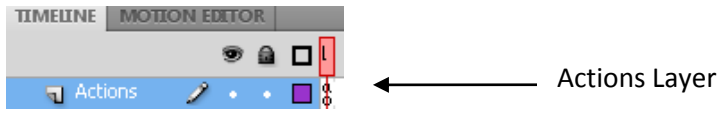


Email link: "mailto: elissa@myholler.com"

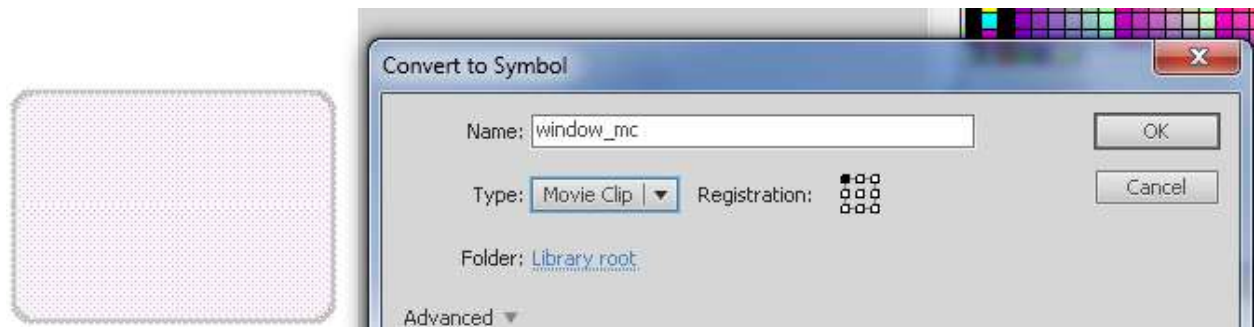
No editing necessary

Edit frame #

STEP 1 – Create ‘ACTION’ Layer – add Keyframes for actionscript

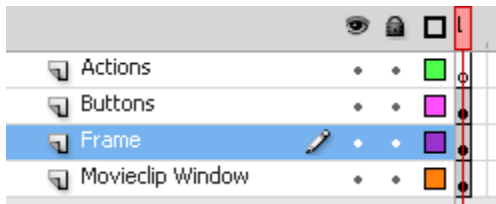


STEP 2 – Create ‘MOVIECLIP’ Layer – add a movieclip that will represent the ‘window’ your movies will play back in. Set registration point to Top Left...



STEP 3 – Create ‘FRAME’ Layer and design shape with hole in it.

STEP 4 – Create ‘BUTTON’ Layer and design and add buttons to that layer. Below is the layer order ...



STEP 5 – Name all MovieClip and Button Instance(s) on Stage.



STEP 6 – Add Actions (frame). The Action will be `stop()` ;

```

/* Stop at This Frame
The Flash timeline will stop/pause at the frame where you insert this code.
Can also be used to stop/pause the timeline of movieclips.
*/

stop();


```

For Time Triggered Actions (*Playback head enters Frame Automatically*)

1. Select Frame you want code to be executed in
2. Add Code Snippet

For User-Triggered Actions (*Clicking on Buttons*)

1. Name Instance before Adding actions (*all buttons / interactive elements on stage*)
2. Select Frame you want to add action (*action layer*)
3. Select **button object** you want to click to activate action
4. Add code snippet



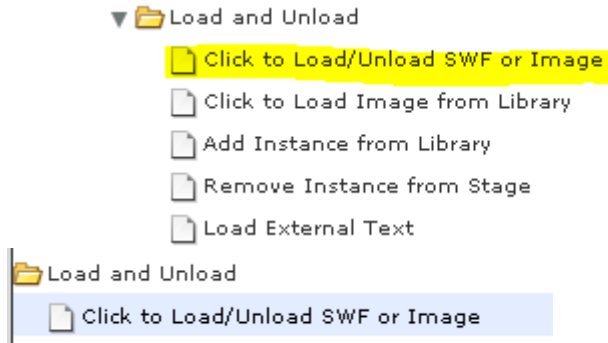
WARNING!!!

If you do not name your instances 1st ...

If you do not name your instances then Flash will assign a 'default' name to your instances

LoadMovie (swf) Scripting

1. Code Snippet – Select 'button' that loads movie and choose this snippet



2. Change out information highlighted below with name of your 'swf' file:

```
fl_loader_2.load(new URLRequest("bounce_ball.swf"));
```

3. Add the following lines to your script (where highlighted below)

```
.x = 158;
.y = 184;
.scaleX = .5;
.scaleY = .5;
```

4. Add variable name before <.> in each line (variable name is similar to below BUT it is unique to your script – check first!) *it will be the same variable name that appears BEFORE .load(new URLRequest(...));*
(name will change with each swf loaded – below name is fl_loader_2)

```
fl_loader_2.x = 158;
fl_loader_2.y = 184;
fl_loader_2.scaleX = .5;
fl_loader_2.scaleY = .5;
```

5. 'Manipulate' numbers so movie is accurately scaled and positioned to your window:

x = horizontal position – 0 is left side of stage
y = vertical position – 0 is top of stage
scaleX = horizontal scale of object – 1 is 100%
scaleY = vertical scale of object – 1 is 100%

Name
added to
each
property
will
change
for each
swf file

```

function fl_ClickToLoadUnloadSWF_2(event:MouseEvent):void
{
    if(fl_ToLoad_2)
    {
        fl_Loader_2 = new Loader();
        fl_Loader_2.load(new URLRequest("bounce_ball.swf"));
        fl_Loader_2.x = 158;
        fl_Loader_2.y = 184;
        fl_Loader_2.scaleX = .5;
        fl_Loader_2.scaleY = .5;
    }
}

```

6. Add name of movieclip instance BEFORE `addChild`

7. add the following script bracketed with 'add'; remove the following script highlighted below and bracketed with 'remove'.

```

//This variable keeps track of whether you want to load or unload the SWF
var fl_ToLoad:Boolean = true;

function fl_ClickToLoadUnloadSWF(event:MouseEvent):void
{
    if (fl_ToLoad)
    {
        movie_mc.removeChildAt(0);
        fl_Loader = new Loader();
        fl_Loader.load(new URLRequest("bounceball.swf"));
        fl_Loader.x = 10;
        fl_Loader.y = 10;
        fl_Loader.scaleX = .6;
        fl_Loader.scaleY = .6;
        movie_mc.addChild(fl_Loader);
    }
    else
    {
        fl_Loader.unload();
        movie_mc.removeChild(fl_Loader);
        fl_Loader = null;
    }
    // Toggle whether you want to load or unload the SWF
    fl_ToLoad = ! fl_ToLoad;
}

```

add

remove