

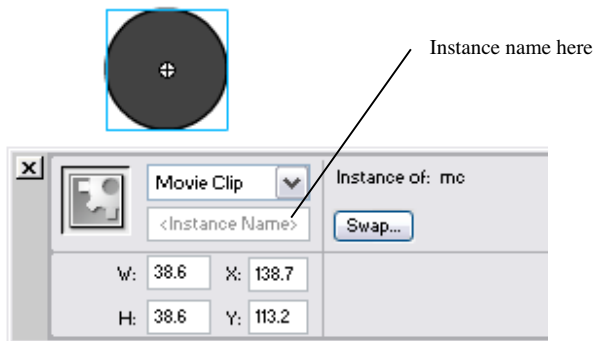
## MovieClips and Properties Workshop

Movieclips are unique; you can create actionscripts to control their properties (such as position, scale, opacity, etc.). You can directly add a script to a movieclip or add a script to a button to target a movieclip via its instance name. If the script is added directly to the movieclip object you can use either a mouse event or a clip event depending on the required outcome. As of Flash MX you can also control the properties of a button (in a limited way).

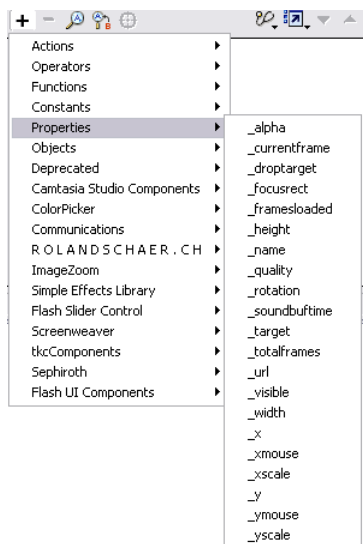
In this workshop you will create actions that control the property of a movieclip by adding an action to a button, by adding a clip event to a movieclip and a mouse event to a movieclip. You will also change the property of a button with an actionscript (new to Flash MX). ***This will be a guided hands-on exercise completed in class during lecture.***

### Use a button to target a movieclip

1. Create 1 movieclip and 3 buttons



2. Select movieclip and give it a unique instance name (property inspector)
3. Select 1 Button and open actionscript pane

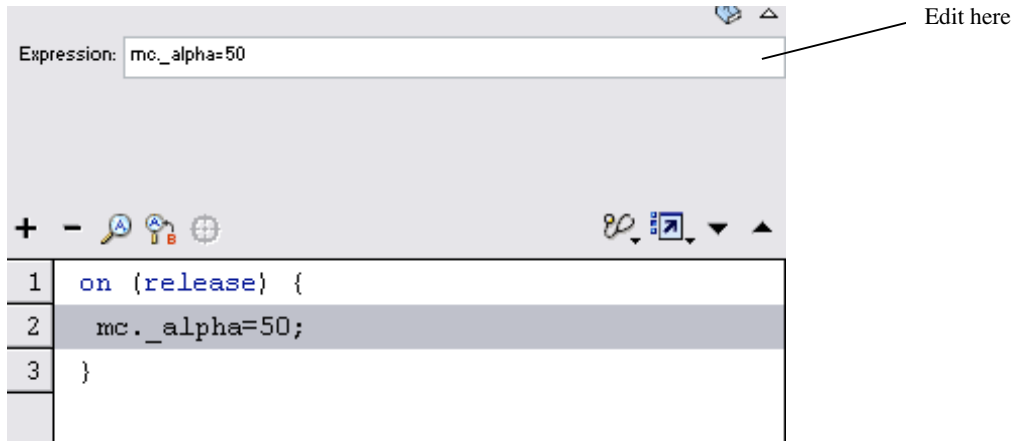


### Value options

`_alpha`: 0-100  
`_currentframe`: read only  
`_height`: absolute value  
`_rotation`: 0-360  
`_totalframes`: read only  
`_visible`: 0, 1  
`_width`: absolute value  
`_x`: absolute stage coordinate  
`_xmouse`: absolute mouse on stage coordinate  
`_xscale`: relative % with 100% being original size  
`_y`: absolute stage coordinate  
`_ymouse`: absolute mouse on stage coordinate  
`_yscale`: relative % with 100% being original size

4. While in Normal Mode select a property under the pull down menu (see above).

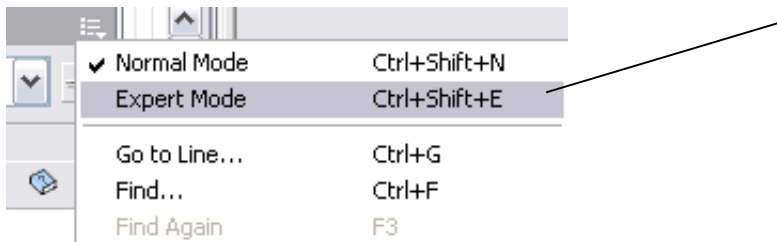
5. Select the action line



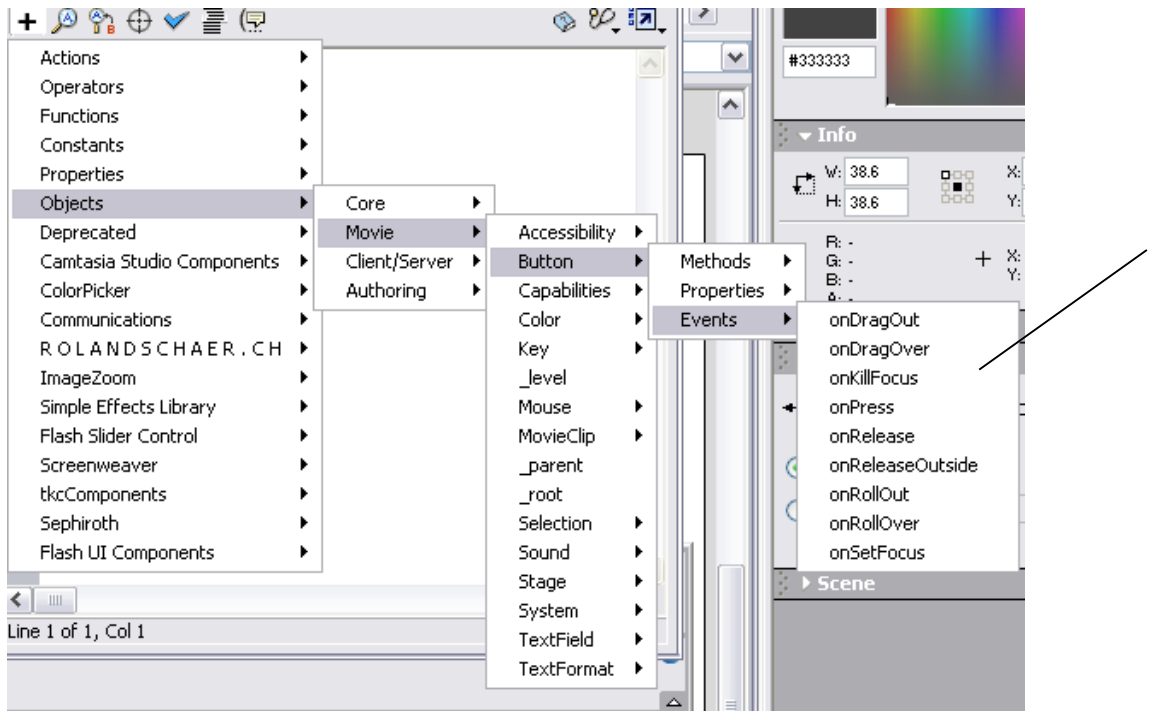
6. Add the name of the movieclip instance before the name of the action
7. Add a '.' Between the instance name and the property (mc.\_alpha)
8. Add an '=' after the property and assign a number to the right of the '=' sign (mc.\_alpha=50)
9. Repeat Steps 3-4 with other 2 buttons (choose different properties to effect)
10. Control>Test movie

### Target the properties of a movieclip you are 'hitting' with a mouse event

1. Create 1 movieclip
2. Select movieclip and give it a unique instance name (property inspector)
3. With movieclip still selected open actionscript pane



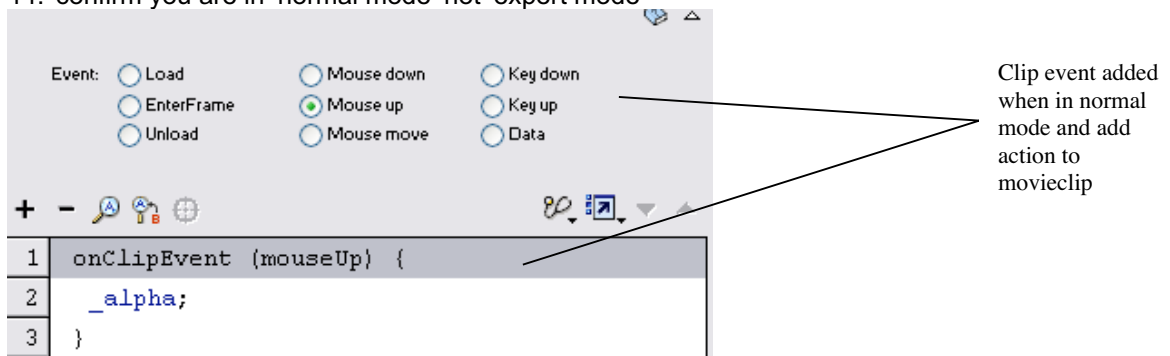
4. Go into expert mode



5. Add a mouse event (see labyrinth path to it above) Note that it adds an event only (no action)
6. Add an property action
7. 'target' the instance name of the movieclip (as you did in previous exercise)
8. Add a value change
9. Go back into normal mode to confirm correct writing of script (it will give you an error if it has the wrong syntax grammar)
10. Control>Test movie

### Target properties of a movieclip with a clip event (level event)

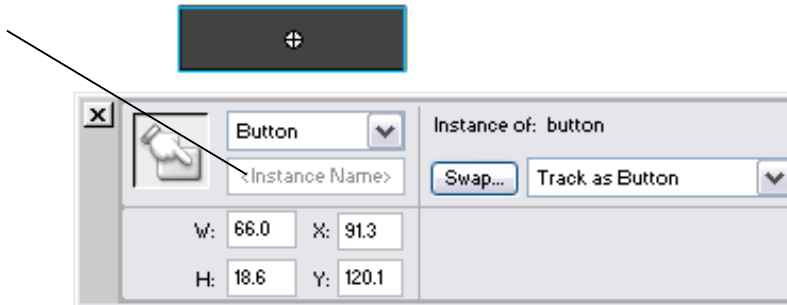
11. Create 1 movieclip
12. Select movieclip and give it a unique instance name (property inspector)
13. With movieclip still selected open actionscript pane
14. confirm you are in 'normal mode' not 'expert mode'



15. Add an property action that 'targets' the instance name of the movieclip, change value (you do not have to add instance name to action script because it is referring to itself!)
16. Control>Test movie

## Target properties of a button you are 'hitting' with a mouse event

17. Create 1 button (be sure to edit the symbol and add over,down,hit shapes)



18. Select button and give it a unique instance name (property inspector)
19. With button still selected open actionscript pane
20. Add an action that 'targets' the instance name of the button, change the property value and use instance name of button
21. *Control>Test movie*

## Basic Clues to create action...

Instancename.\_property=valuechange;