

## Text Class

### //displays text on stage

```
var txtFld:TextField = new TextField();
txtFld.text = "Hello Skinny";
addChild(txtFld);
```

---

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### //score keeper

#### //example file: score fla

```
//initializes score value
```

```
var score = 0;
```

```
//displays score value in text field
```

```
var txtFld:TextField = new TextField();
```

```
txtFld.x = txtFld.y = 20;
```

```
txtFld.width = 200;
```

```
txtFld.border = true;
```

```
txtFld.borderColor = 0x000033;
```

```
txtFld.background = true;
```

```
txtFld.backgroundColor = 0xEEEEEE;
```

```
txtFld.textColor = 0x000099;
```

```
txtFld.selectable = false;
```

```
txtFld.multiline = true;
```

```
txtFld.wordWrap = true;
```

```
txtFld.autoSize = TextFieldAutoSize.LEFT;
```

```
txtFld.text = score;
```

```
addChild(txtFld);
```

```
//makes the custom cursor
```

```
stage.addEventListener(Event.ENTER_FRAME, followCursor);
```

```
function followCursor(evt:Event):void {
```

```
    cursor_mc.startDrag(true);
```

```
    Mouse.hide();
```

```
}
```

```
//hitTestObject and scoring
```

```
stage.addEventListener(MouseEvent.CLICK, clickMe);
```

```
function clickMe(evt:MouseEvent):void {
```

```
    if (cursor_mc.hitTestObject(hit_mc)) {
```

```
        //trace("this works");
```

```
        score++;
```

```
        txtFld.text = score;
```

```
    }
```

```
}
```

---

---

**//text creation / changing / formating**

**//sound**

**//example file: sound\_text fla**

```
var soundStatus:String = "on";
//
var loop:crinkle = new crinkle();
var channel:SoundChannel = loop.play();
//
button_btn.addEventListener(MouseEvent.CLICK, turnOnOff);
function turnOnOff(evt:MouseEvent):void {
    //trace(soundStatus);
    if (soundStatus == "on") {
        channel.stop();
        txtFld.text = "sound stopped";
        txtFld.setTextFormat(format);
        soundStatus = "off";
    } else {
        soundStatus = "on";
        channel=loop.play();
        txtFld.text = "sound playing";
        txtFld.setTextFormat(format);
    }
}
}
```

```
var txtFld:TextField = new TextField();
txtFld.text = "sound playing";
txtFld.x = button_btn.x-button_btn.width/2;
txtFld.y = button_btn.y + button_btn.height;
txtFld.width = button_btn.width;
txtFld.border = false;
txtFld.background = false;
txtFld.textColor = 0x000099;
txtFld.selectable = false;
txtFld.wordWrap = false;
txtFld.autoSize = TextFieldAutoSize.CENTER;
```

```
addChild(txtFld);
```

```
//creating a text format object and storing its variables
```

```
var format:TextFormat = new TextFormat();
```

```
format.font = "arial";
```

```
format.size = 20;
```

```
format.bold = true;
```

```
//sets it in place
```

```
txtFld.setTextFormat(format);
```

-----  
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**//Timer and removing EventListeners**  
**//example file: countdown fla**

```
var timer:Timer = new Timer(1000);
timer.addEventListener(TimerEvent.TIMER, onTimer);
timer.start();
var i = 20;

function onTimer(evt:TimerEvent):void {
    i--;
    countDown.text = i;
}
var countDown:TextField = new TextField();
countDown.text = i;
addChild(countDown);

stage.addEventListener(Event.ENTER_FRAME, countDownZero);
function countDownZero(evt:Event):void {
    if (i==20) {
        trace("on your marks");
    } else if (i==10) {
        trace("almost out of time");
    } else if (i==0) {
        trace("Game Over!");
        timer.removeEventListener(TimerEvent.TIMER, onTimer)
    }
}
}
```