

## DAI 427 - Interactivity Review

Create a character and build a variety of different visual emotions or actions (jumping, sitting, tapping foot) that are triggered by clicking a button. Put each different picture into different keyframes and have buttons trigger the playback head to jump to the appropriate keyframe. Use the following scripts within your Flash Movie to change the character expression! (see *example*).

1. Create 5 buttons in the first keyframe of your timeline in same layer (don't forget to edit button and add UP,DOWN, OVER, HIT shapes) and/or movieclips (no need for editing).
2. Name layer with buttons in it 'buttons'
3. Create an action layer and call it 'actions'; put frame actionscripts here!
4. Use timeline to create a variety of different keyframes with different images (at least 5 keyframes); make sure to put them in a different layer than the button layer. Use layers as you need them!
5. Have each button 'trigger' an action that moves the playback head into a different frame (*using any of the scripts below*). You must use one gotoAndStop, one gotoAndPlay and have the target be a marker name and one be a frame number!
6. Show in class for credit.
7. EXTRA CREDIT: Place a series of keyframes into one of your movieclip symbols and have a button in the main scene trigger the animation inside its timeline.

<p><b>PLAY (from current frame forward) (place on button instance or movieclip instance):</b></p> <pre>on (release){   play(); }</pre>	<p><b>STOP (on current frame) (place on button instance or movieclip instance):</b></p> <pre>on (release){   stop(); }</pre>	<p><b>Go To And Stop on Frame # (place on button instance or movieclip instance):</b></p> <pre>on (release){   gotoAndStop(#); }</pre>
<p><b>Go To And Stop on Marker Name(place on button instance or movieclip instance):</b></p> <pre>on (release){   gotoAndStop("markername") ; }</pre>	<p><b>Go To And Play from Frame #(place on button instance or movieclip instance):</b></p> <pre>on (release){   gotoAndPlay(#); }</pre>	<p><b>Automatically Stop Playback Head in Current Frame (place in keyframe):</b></p> <pre>stop();</pre>