

Interaction Within Your MovieClip's Timeline

This in-lab exercise provides ways to build scripts that talk to the timeline inside your movieclip from the main scene.

Look at the 2 scripts below - note the differences:

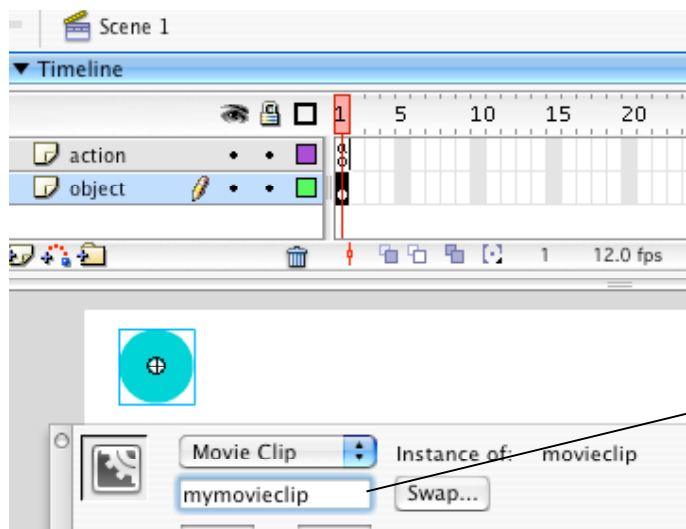
1) Default Interaction (scripts on main timeline controlling objects or main timeline)

This script controls the playback head on the main scene. The script is in the 1st keyframe of the movie.

```
stop();
```

2) Movieclip Interaction (scripts on main timeline controlling MOVIECLIP timeline)

This script controls the playback head of a movieclip with an instance name of `mymovieclip`. The script is in the 1st keyframe of the movie.



Instance name

```
mymovieclip.stop();
```

What is different between the 2 examples?

The instance name `mymovieclip` is placed before a period (.) before the action `stop()` ;

The script will target a different timeline; specifically the instances referring symbol's timeline.

Basic path convention explanations

- `_root` always the main scene (top path)
- `_parent` relative; script should look **up** to next level to control
- `this` relative; script is on movieclip it is referring to
- `.` use a dot to separate action from path or to show change of path level

Targeting paths automatically inside actionscript window



Instance Naming Conventions

- Do not use offending keys `!@#%$%^&*()+` in name
- Do not use spaces
- Use lower case
- Do not use numbers

The Exercise

Base your asset creation process on the first interaction exercise you completed in class (the face with buttons that changed facial expressions). This time create a new face (or a person or whatever) where each expression is controlled independently by a button.

- 1) Minimum 2 different movieclip symbols.
- 2) Minimum 5+ buttons controlling animations within movieclip symbol.
- 3) Each expressive part will be a separate movieclip (eyes, nose, mouth, hair).
- 4) Animations go inside symbol.
- 5) Buttons on main scene control animations inside symbol.
- 6) Only one frame of the main scene will be used (no animation on the main scene).
- 7) Each movieclip instance will have a unique instance name.
- 8) Use target button to add path (do not type in if you are unsure of path name; if instance is not named you may name it at that point!)
- 9) Make sure that you add a `stop()` action on the 1st frame INSIDE each movieclip symbol.

Show me in class for credit!