

Scripts for Triggering Animations inside Movieclips

Script INSIDE movieclip:

Movieclip timeline: First frame

```
stop();
```

Script on Button in Main Timeline:

Used to control movieclip with instance name 'mc'

```
on (release){
    mc.play();
    //this will play the animation forward from frame one
}
```

or

```
on (release){
    mc.gotoAndPlay("jumping");
    //this will play the from the frame label 'jumping' forward
}
```

or

```
on (release){
    mc.gotoAndStop("standing");
    //this will go to the frame label 'standing' and stop
}
```

Detecting Key Presses and Triggering Animations

There are a number of ways to do this but here is the best choice. Each key has a code # or an assigned value such as UP, DOWN, LEFT, RIGHT (to represent the arrow keys on the keyboard). The assigned codes are found on the following page:

Add to the action layer of the main timeline:

```
_root.onEnterFrame = function() {
    if (Key.isDown(Key.UP)) {
        mc.play();
        //mc is the instance name of the movieclip
        //play animation (or: use any of the above choices)
    } else if (Key.isDown(Key.DOWN)) {
        mc.stop();
        //mc is the instance name of the movieclip
        //stop animation (or: use any of the above choices)
    }
};
```

Using Keypresses to Move Objects

Its about the same as above but instead of having the key press trigger an animation we will have the keypress move an object on the x axis or y axis.

`_x` is the property for movement on the x axis (horizontally)

`_y` is the property for movement on the y axis (vertically)

All we do is add to or subtract from the movieclip initial x axis over and over again while the key is held down.

Add to action layer of main timeline:

```
_root.onEnterFrame = function() {
    if (Key.isDown(Key.UP)) {
        mc._y = mc._y-5;
        //mc is the instance name of the movieclip
        //moves it up on y axis 5 places at a time by
        //subtracting 5 from value WHILE UP button is held down
    } else if (Key.isDown(Key.DOWN)) {
        mc._y = mc._y+5;
        //mc is the instance name of the movieclip
        //moves it down on y axis 5 places at a time
        //by adding 5 to value WHILE UP button is held down
    } else if (Key.isDown(Key.LEFT)) {
        mc._x = mc._x-5;
        //mc is the instance name of the movieclip
        //moves it left on x axis 5 places at a time
        //by subtracting 5 from value WHILE LEFT button is held
        //down
    }
    else if (Key.isDown(Key.RIGHT)){
        mc._x = mc._x + 5;
        //mc is the instance name of the movieclip
        //moves it right on x axis 5 places at a time
        //by adding 5 to the value WHILE RIGHT button is held down
    }
};
```