Example 2.3   Controlling Scenes with Action Script

This example illustrated how to control movie play (scenes order) in Flash 5 with action script. In the example the function GotoandPlay() is used to navigate around between scenes.

Step 1:   Start a new movie
- **File > New**

Step 2:   Add text to the first scene
- **In the center of the stage add the text "Scene 1"**

Step 3:   Lengthen scene 1 to 15 frames
- **Select frame 15**
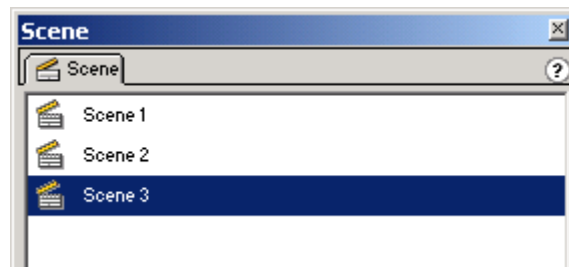- **Insert > Frame or <F5>**

Step 4:   Open scene panel and add two duplicate scenes
- **Window > Panels > Scene**
- **Select the duplicate layer button** **2 times**

Step 5:   Rename new scenes
- **In the scene panel**
- **Double click the text "Scene 1 copy" and type "Scene 2"**
- **Double click the text "Scene 1 copy copy" and type "Scene 3"**

Step 6:   Edit text from "Scene 2"
- **Select the scene 2 icon from the scene panel**
- **Modify text from "Scene 1" to "Scene 2"**

*Caution: make sure that the current location says "Scene 2" at the top left

Step 7:   Edit text from "Scene 3"
- **Select the scene 2 icon from the scene panel**
- **Modify text from "Scene 1" to "Scene 3"**

Example 2.3   Controlling Scenes with Action Script (cont.)

Step 8:   Preview the movie
            (The text should loop in the following order: Scene 1, Scene 2, Scene 3)
            - *<ENTER> or <F12> or <CTRL><ENTER>*

Step 9:   Add Actions Layer to scene 1
            - *Select the icon for scene 1 from the scene panel*
            - *Insert > Layer or*
            - *Rename the layer "actions"*

Step 10:   Open action panel for frame 15 of the "actions" layer on scene 1
            - *Select frame 15 of actions layer*
            - *Add a keyframe <F6>*
            - *Window > Actions or <CTRL><ALT><A> or double click on frame 15*

Step 10:   Add GotoandPlay() in frame 15 of scene 1
            - *Under Basic Actions double click Goto*
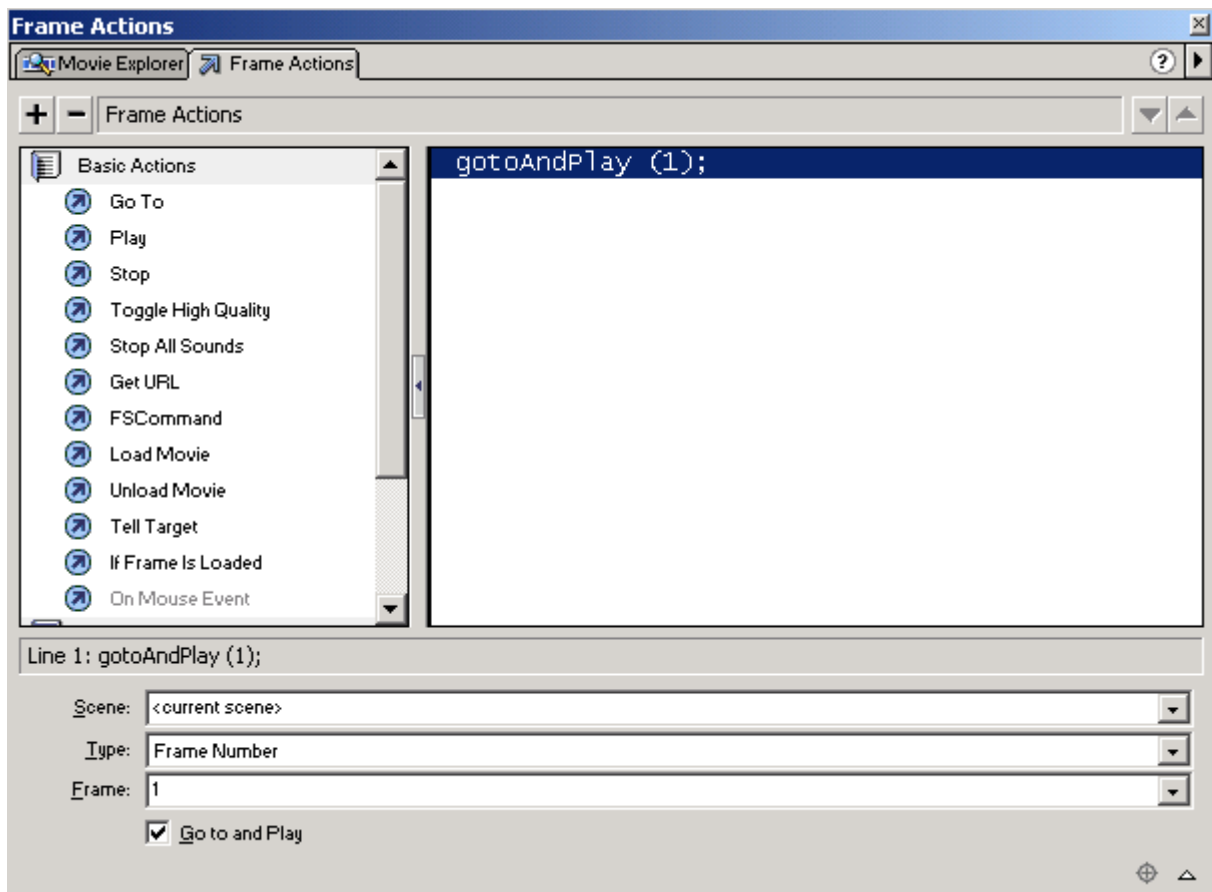
            *note: the code appears in the text window (but you cannot edit it because the
            actions panel is in normal and not expert mode)

Example 2.3   Controlling Scenes with Action Script (cont.)

Step 11:   Point the GotoandPlay() function to scene 3
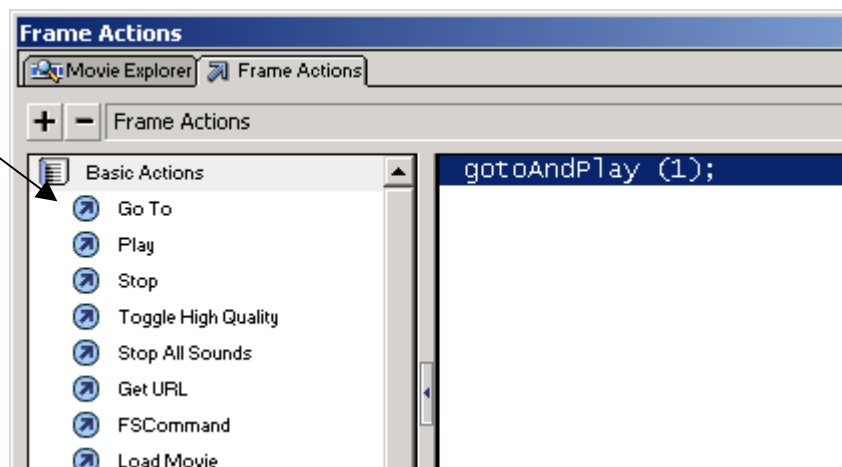- ***From the scene drop down menu select "Scene 3"***

*note: we are leaving the type drop down menu to "frame" and the frame drop down menu to 1 because we want the scene we select to start in the first frame.

Step 12:   Preview the movie
(The text should loop in the following order: Scene 1, Scene 3)
- ***<ENTER> or <F12> or <CTRL><ENTER>***

Step 13:   Add "actions" layer to scene 3
- ***Select the scene 3 icon from the scene panel***
- ***Add a layer Insert > Layer or***
- ***Rename the layer to "actions"***

Step14 :   Open action panel for frame 15 of the "actions" layer on scene 3
- ***Select frame 15 of actions layer***
- ***Add a keyframe <F6>***
- ***Window > Actions or <CTRL><ALT><A> or double click on frame 15 (action panel may already be open)***

Step 15:   Add GotoandPlay() in frame 15 of scene 3
- ***Under Basic Actions select Goto***

Example 2.3   Controlling Scenes with Action Script (cont.)

Step 16:   Point the GotoandPlay() function to scene 2
- ***From the scene drop down menu select "Scene 2"***
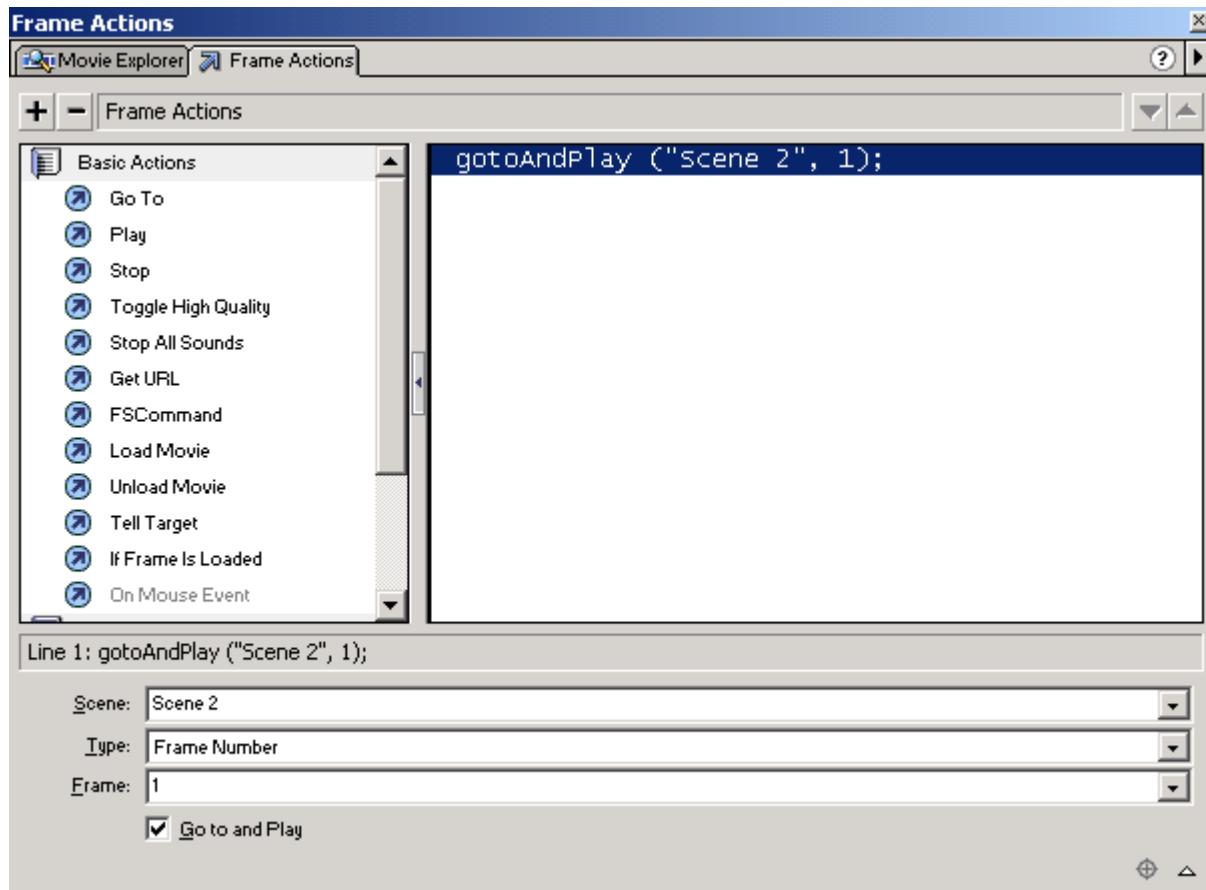
Step 17:   Preview the movie
              (The text should loop in the following order: Scene 1, Scene 3, Scene 2; but then
              continue to loop between Scene 2 and Scene 3. This is because the movie never
              ends with the GotoandPlay("Scene 2", 1) in scene 3 pointing to scene 2 and then,
              by default, when scene 2 end scene 3 runs automatically.)
- ***<ENTER> or <F12> or <CTRL><ENTER>***