

Example 3.1 **Playing after the Stop();**

This example illustrates how movie play can continue after a stop(); has been performed in Flash 5 with action script. In the example the function Stop(); gets fired in the first frame of the time line, but movie clips still play.

Step 1: Start a new movie

- **<CTRL><N>**

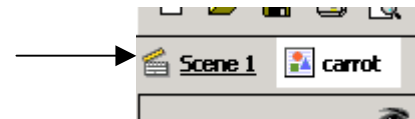
Step 2: Create a graphic called carrot

- **Insert New Symbol <CTRL><F8>**
- **Change name to "carrot"**
- **Select graphic radio button**
- **Draw a carrot on the stage (horizontally as shown)**



Step 3: Return to the main stage

- **Click on Scene 1 at the top left hand side of the screen**

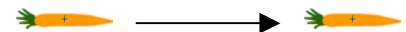


Step 4: Create a movie clip called tween13

- **Insert New Symbol <CTRL><F8>**
- **Change name to "tween13"**
- **Select movie clip radio button**

Step 5: Create a tween the carrot on the tween13 movie clip

- **Drag as instance of the carrot symbol to the left side of the stage from the library (<CTRL><L>)**
- **Create a motion tween from the left to the right of the stage**
- **Insert a key frame at frame 13 (<F6>)**
- **Right click on frame 1 and select create motion tween**
- **Select frame 13**
- **Drag the carrot symbol directly to the right by holding <SHIFT> as you drag**



Step 6: Add the movie clip tween13 to the main stage

- **Click on Scene 1 at the top left hand side of the screen**
- **Drag an instance of tween13 to the left side of the main stage from the library (<CTRL><L>)**

Step 7: Test Movie

- **<CTRL><ENTER> or <F12>**

The carrot should move left to right across the screen and loop continuously

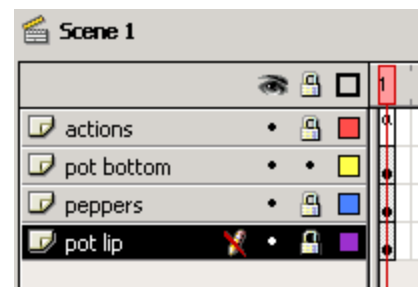
Example 3.1 Playing after the Stop(); (cont.)

- Step 8: Add a stop(); to the main stage
- **Add a layer to the main stage called "actions"**
 - **Open the actions panel**
 - **Double click on frame 1 of actions layers**
or
 - **Select frame 1, Window > Actions (<CTRL><ALT>A)**
 - **Basic Actions > Stop**

- Step 9: Test Movie
- **<CTRL><ENTER> or <F12>**

Even though the main timeline is stopped, tween13 still plays and continues to loop!
This is because the movie is stopped on frame 1 of the scene 1, but because it references the movie clip, which continues to play (& loop by default) the movie appears to never stop. Scene 1 of the movie never loops and never leaves frame1.

- Step 10: Draw a stew pot on the stage
- **Insert a new layer on Scene 1 called "pot bottom"**
 - **Draw a stew pot on the bottom of the main stage (Scene 1)**
 - **Insert a new layer on Scene 1 called "pot lip"**
 - **Draw a stew pot lip on the main stage (Scene 1)**
 - **Your layers should look like the following** →



- Step 11: Duplicate tween13
- **Right click on tween13 and select duplicate from the library panel**
 - **Change name to "tween19"**

- Step 12: Extend tween19 to 19 frames
- **Double click on tween19 movie clip in the library panel**
 - **Select frame 12, press <F5> six times to extend the tween to frame 19**

- Step 13: Add the movie clip tween19 to the main stage
- **Click on Scene 1 at the top left hand side of the screen**
 - **Drag an instance of tween19 to the left side of the main stage just below tween13 from the library (<CTRL><L>)**

Example 3.1 Playing after the Stop(); (cont.)

Step 14: Rotate the tween so they move down & scale them if necessary

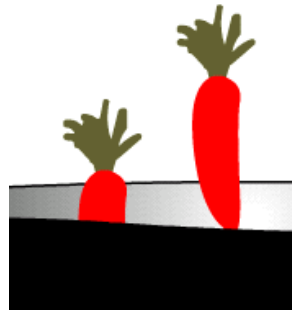
- **Select both tweens with the arrow tool (i.e. drag a box over them)**
- **Right click on one of the carrot tween's and select Rotate**
- **Grab the corner of the box and rotate the tweens until they face downward**
- **If you wish to resize the tween (might be to big) right click again and select scale**
- **Grab any of the boxes and drag to resize**



Step 15: Test Movie

- **<CTRL><ENTER> or <F12>**

The carrots should move over the lip and under the pot like the following:



Notice the carrots appear to come at random times and at variable speeds. The key to the random appearance is using prime numbers for the length of the carrot tween's.

To see this effect more clearly, try duplicating the movie clip tween13 a few more times using other prime numbers like 17, 23, 29, 31, ... (repeating step 10 – 13)