

Example 3.2 Detecting a Button Event

This example illustrates how to detect a button event from a button symbol in Flash 5 using action script. In the example a mouse event moves the movie to a designated frame, via a frame label, that displays the textarea "Event Detected".

Step 1: Start a new movie

- **File > New or <CTRL><N>**

Step 2: Create a graphic called circle

- **Insert New Symbol <CTRL><F8>**
- **Change name to "circle"**
- **Select graphic radio button**
- **Draw a circle on the stage**

Step 3: Return to the main stage

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

Step 4: Create a Button called button1

- **Insert New Symbol <CTRL><F8>**
- **Name it "button1"**
- **Select Button radio button**
- **Drag an instance of circle to the stage from the library (<CTRL><L>)**
- **Insert keyframes in the over, down, & hit frames using <F6>**
- **In the Over frame – Change the size with the info panel (slightly larger)**
- **In the Down frame – Change the brightness with the effect panel (50%)**

Step 5: Add button1 to Scene 1

- **Click on Scene 1 at the top left hand side of the screen**
- **Drag button1 onto the stage from the Library**

Step 6: Test Movie

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

The button should have a rollover effect and also change when pressed, although a mouse event is not being fired yet! That's next.

Step 7: Insert new layers

- **Rename the existing layer to "button"**
- **Add two layers called "actions" & "text" to the main timeline**

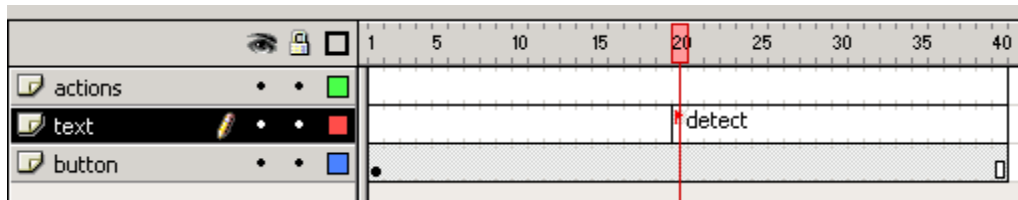
Step 8: Extend layers to 40 frames

- **Select frame 1 of the actions layer, hold down <F5> until it reaches the 40th frame**
- **Repeat for the text and button layers**

Example 3.2 Detecting a Button Event (cont.)

Step 9: Add a frame label to the text layer

- **Insert a keyframe to frame 20 of the text layer <F6>**
- **Insert the label "detect" for frame 20 on the text layer using the frame panel**



Step 10: Add textarea corresponding with the detect label

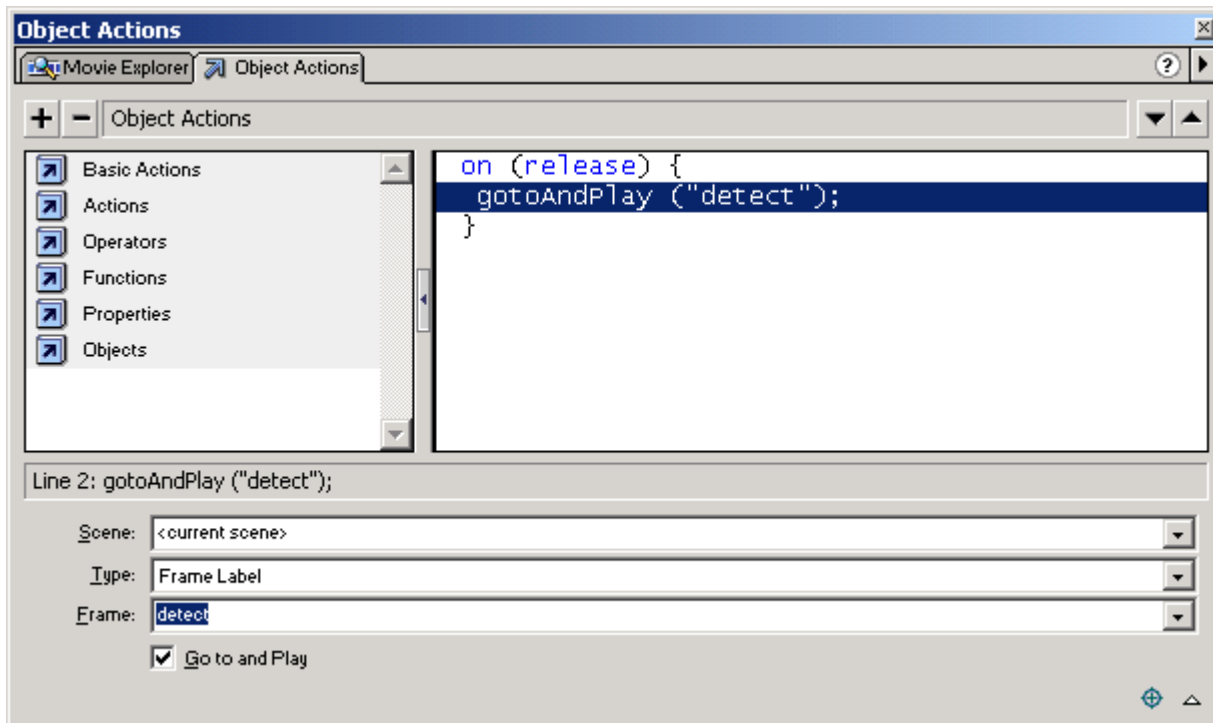
- **Select frame 20 of text layer**
- **Write "event detected" below the button with the textarea tool**

Step 11: Add action to stop the movie from playing and looping

- **Select frame 1 on the actions layer**
- **Open the action panel (double click on frame 1)**
- **Insert a stop(); function from under the basic actions library folder**

Step 12: Add action to the button

- **Select the button of the main stage**
- **Insert a OnMouseEvent (Basic Actions > OnMouseEvent)**
- **Make sure only the release checkbox is selected**
- **Insert a gotoAndPlay(); function (Basic Actions > Go To)**
- **Under the type drop down, select Frame Label**
- **Under the Frame drop down, select "detect"**



Example 3.2 Detecting a Button Event (cont.)

*Note the actions to a button added (step 12) apply in all frames where the button is present. Which happens to be the entire movie here since the button is in all 40 frames of the movie.

Step 13: Test Movie

- <CTRL><ENTER> or <F12>



Event Detected

What is happening? When the movie begins to play (which starts at frame 1 of scene 1) it is stopped in frame 1 by the action script added - stop();. When the user clicks on the button the mouse event released added to the button fires and advances the movie to frame 20. Then the movie plays frame 20 through 40, but then gets stopped again when it loops back to frame 1. If the user clicks on the button and the movie begins to play the button is still active. Thus, if the user clicks on the button again before the movie stops at frame 1 it will still go to frame 20 upon releasing the mouse on the button.