

Flash 5 Tutorial

Introduction to Flash 5 and Action Script

Part 3

What's on the agenda?

Part 1	Introduction to Flash 5
Section I	Basics of Flash 5 terminology and their relationships
Section II	Working with the basic functions of Flash 5 (motion, layers, scenes, publishing, exporting)
Part 2	Introduction to Flash 5 and Action Script
Section III	Review of Flash 5 basics
Section IV	Adding basic scripts (Action Script)
Part 3	Using Action Script
Section V	Action Script Basics
Section VI	Examples using Action Script

Section V Action Script Basics

Object oriented programming structure

- Similar to JavaScript
- Embedded Objects/Symbols (buttons, graphics, and movie clips, tweens)

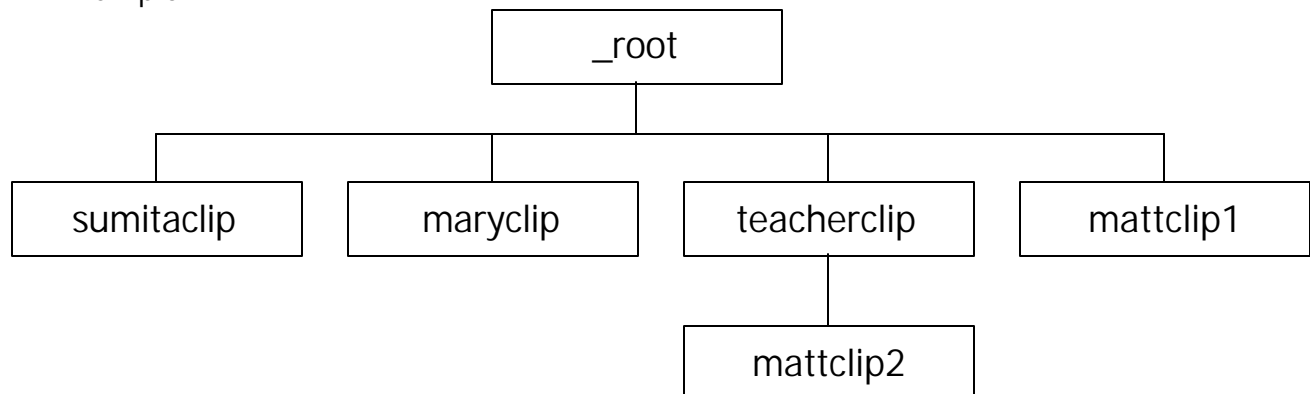
GUI (point and click interface)

- Actions Panel `<CTRL><ALT><A>` or *Window > Actions*
- Normal Mode Mostly point and click (dropdown menus, checkboxes, canned scripts)
Cannot edit the script directly (non-editable textarea)
- Expert mode Still has same canned functions, but can edit using the textarea.
More dangerous and must know exact syntax

Path Notation

- Used to communicate between timelines. Allowing us to control when a movie clip start from any other movie clip (even if it is embedded 3 or 4 levels deep)
- Dot notation (new to version 5)
- Slash notation (primarily version 4)

Example:



ex1. Play the movie clip sumitaclip from the movie clip mattclip1
`_root.sumitaclip.play();`

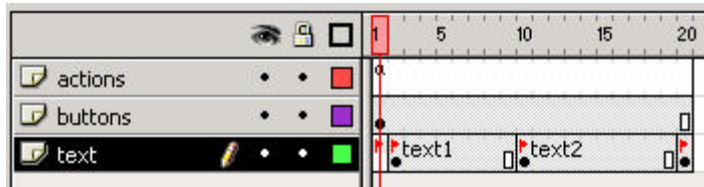
ex2. Stop maryclip from the movie clip mattclip2
Absolute path `_root.maryclip.stop();`
Relative path `_parent.parent.maryclip.stop();`

ex3. Stop teacherclip from mattclip2
Absolute path `_root.teacher.stop();`
Relative path `_parent.stop();`

Labels

Help you identify what is at the current frame

- Also, used as navigation tag (see Example 3.2 or 3.3)



Controlling movie play

Stop()

- See example 3.1: Playing after the stop();
- Commonly used to keep scenes from repeating or stop of movie before it plays (usually waiting for user interaction)
- Stop() example: Adding a stop action to the end of a scene or movie clip

Play()

- Commonly used to restart a movie clip of scene after interaction by the user

Navigation Techniques

GotoandPaly() and GotoandStop()

- see Example 2.3 Controlling Scenes with Action Script
- Commonly used as a navigate technique between scenes or movie clips.
- Example 2.3: Controlling Scenes with Action Script

Changes Object Properties

setProperty()

- Used to link mouse movements to objects or change symbols (size, location, rotation, transparency, name...)
- Follow the mouse example

Section VI Examples using Action Script

Example 3.1 Playing after the stop();

Example 3.2 Detecting a button event

Example 3.3 Slideshow with Rollover Buttons