

## 1. Frame jumping

- Change the name of current layer as “Action”
- Add 2 layers and name them as “Ball” and “Control”
- Select the “Ball” layer and tweening up to 30 frames with a circle
- Select the “Control” layer and add a button (“play\_btn”)
- Insert keyframes for the layer “Action” and “Control” at 30<sup>th</sup> frame
- Go to the “Action” layer’s first frame in your timeline and open the actions panel
- Enter this code “ stop(); ”
- Go to the “Control” layer’s first frame in your timeline and select the button
- Enter this code to the action panel of the button  
on (release) { this.\_parent.gotoAndPlay(2); }
- Run your movie

## 2. Action script

- Comments: // or /\* ~ \*/
- Function:

Anatomy

```
name = function () { actions } ;
```

Example

```
acc = function () { trace("umd, duck, unc") ; }  
acc();
```

Passing data

```
name = function (data) { actions involving data } ;  
name(data_to_pass)
```

Example

```
addition = function (a, b) { total = a + b ; return total ; }  
trace(addition(3,4));
```

- Variables declaration:

Anatomy

```
var variable_name : Data Type ;
```

Data types : String, Number, Boolean, Object, MovieClip, Null, Void, ...  
Refer Flash AS pdf file chapter 2, pp. 34 ~ 39

Examples

```
var x: Number = 7 ; var today: Date = new Date() ;  
var y = 3 ; // Automatic data typing
```

- Local and global variables

```
_global.myVar=5;
```

- Operators: Almost same as Java (Mathematical, Logical, Bit operators)

- Some examples of event handler: onClipEvent(...) and on(...) handlers are frequently used

```
myClip.onEnterFrame=function()  
{  
    if (this._x<300) this._x+=5;  
    else delete this.onEnterFrame;  
    // to erase it, but you can simply empty it  
    // else this.onEnterFrame=null;  
}
```

- onData
- onDragOut
- onDragOver
- onEnterFrame
- onKeyDown
- onKeyUp
- onKillFocus
- onLoad
- onMouseDown
- onMouseMove
- onMouseUp
- onPress
- onRelease
- onReleaseOutside
- onRollOut
- onRollOver
- onSetFocus
- onUnload

- Switch/case

```
num = Math.round(Math.random()*10);  
switch (num) {  
    case 0: trace ("ZERO"); break ;  
    case 2: trace ("TWO"); break ;  
    case 4: trace ("FOUR"); break ;  
    case 8: trace ("HEIGHT"); break ;  
    default:  
        trace ("The number is not equal to 0, 2, 4 or 8") ;  
}
```

### 3. Display XML Document in Flash

- Download xmlExample.fla and movie.xml
- Add 2 textfields (names are title\_txt and story\_txt)
- For your story text field, you should set the line-type to Multiline. That allows longer pieces of text to wrap around and display on several lines
- Add the code below and run

```
function loadXML(loaded) {  
    if (loaded) {  
        _root.titlen = this.firstChild.childNodes[0].childNodes[0].firstChild.nodeValue;  
        _root.story = this.firstChild.childNodes[0].childNodes[1].firstChild.nodeValue;  
        title_txt.text = _root.titlen;  
        story_txt.text = _root.story;  
    } else { trace("file not loaded!");}  
}
```

```
xmlData = new XML();  
xmlData.ignoreWhite = true;  
xmlData.onLoad = loadXML;  
xmlData.load("movie.xml");
```

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