

## Flash MX Hands-on Lab.

CMSC434

## What is Flash?

- Multimedia graphics program specially for use on the Web
- Quite Decent Java applet
- Web based Visual Basic
- Pretty Good Links
  - <http://www.w3schools.com/flash/default.asp>
  - <http://www.actionscripts.org/tutorials.shtml>
  - <http://www.macromedia.com/devnet/mx/flash/>

## How to embed in HTML?

- Make .fla file
- Make .swf file
- Embed flash movie

```
<object width="550" height="400">
  <param name="movie" value="somefilename.swf">
  <embed src="somefilename.swf" width="550" height="400">
</embed>
</object>
```

Or publish in Flash MX: File → Publish

## Tweening

- Comes from the words "in between"
- Goes from one keyframe to another and specify changes in the animation and let the Flash program create the frames in between

## Hands-On “Tweening”

- Create a small rectangle
- Select the rectangle and convert to symbol
- Go to 15<sup>th</sup> Frame and Insert Keyframe
- Select the rectangle and move it
- Go to 30<sup>th</sup> Frame and Insert Keyframe
- Select the rectangle and move it
- Right click on any timeline between keyframes
- Create tween and run the movie (Control → test)
- Rotate the rectangle and embed it to HTML

## Examples of Tweening

- From
  - Learning\_Flash.pdf

## ActionScript

- Similar to JavaScript, VBScript
- Read
  - FL\_Using\_AS\_in\_Flash.pdf Ch. 2
  - FL\_ActionScript\_Ref.pdf : 1102 pages !!!
- Download Example2 from the class Link page

## Hands-On Session – AS(1)

- Pre-steps
  - Unlock map layer
    - View → Snapping
      - Select Snap align, Snap to Object
    - Drag map\_skewed from the Library Panel to GPS Screen
    - Name the map\_skewed instance as “screen\_mc”
  - Unlock Button Layer
    - Name the green button as “onButton\_btn”
    - Name the red button as “offButton\_btn”

## Hands-On Session – AS(2)

- Select Actions layer and open Actions panel
    - Push "Insert a target path" button and select "screen\_mc"
      - Type ':' at the end of "screen\_mc", choose "\_visible" and type " = false ;"
    - Push "Insert a target path" button and select "onButton\_btn"
      - Type ':' at the end of "onButton\_btn", choose "onRelease" and type " = function() {screen\_mc.\_visible = true ; }"
    - Push "Insert a target path" button and select "offButton\_btn"
      - Same as above except "false" for "true"
- ```
this.screen_mc._visible = false ;  
this.onButton_btn.onRelease = function() { screen_mc._visible = true ; } ;  
this.offButton_btn.onRelease = function() { screen_mc._visible = false ; } ;
```

## Hands-On Session – AS(3)

- Check Syntax and test your application

## Hands-On Session – Calculator(1)

- Download Example3 from the class Link page
- On Text fields
  - Copy dynamic text fields for 'QTY' area by alt-drag
  - Name them as "qty1\_txt", "qty2\_txt" and "qty3\_txt" from the top
  - Do similar on the Price column with names "price1\_txt", ...
- Add a Button
  - Select component layer
  - Drag button control from the component window (ctrl + F7) over the Calculate *guide*
  - Change its name and label into "calculate"

## Hands-On Session – Calculator(2)

- Declare variables, initialization and calculation
  - Click actions layer and open Actions panel (F9)
  - Enter the following statements

```
var priceCD = 320, priceShocks = 150, priceCover = 125 ;
```
  - Initialize input text fields

```
qty1_txt.text = 0 ; qty2_txt.text = 0 ; qty3_txt.text = 0 ;
```
  - Write a function

```
this.onEnterFrame = function() {  
    price1_txt.text = Number(qty1_txt.text) * Number(priceCD) ;  
    price2_txt.text = Number(qty2_txt.text) * Number(priceShocks) ;  
    price3_txt.text = Number(qty3_txt.text) * Number(priceCover) ;  
};
```

## Hands-On Session – Calculator(3)

- Write an event handler for the component
  - Select button and go to Actions panel
  - Enter Event Handler code

```
on(click) {  
  with (_parent) {  
    priceTotal_txt.text = Number(price1_txt.text)  
      + Number(price2_txt.text)  
      + Number(price3_txt.text) ;  
  }  
}
```

## Run and call it a day

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