Flash Exercise 2:

CODE SNIPPETS (explained later):

At the end of your animation: (below)

stop();

At the beginning of your animation: (below)

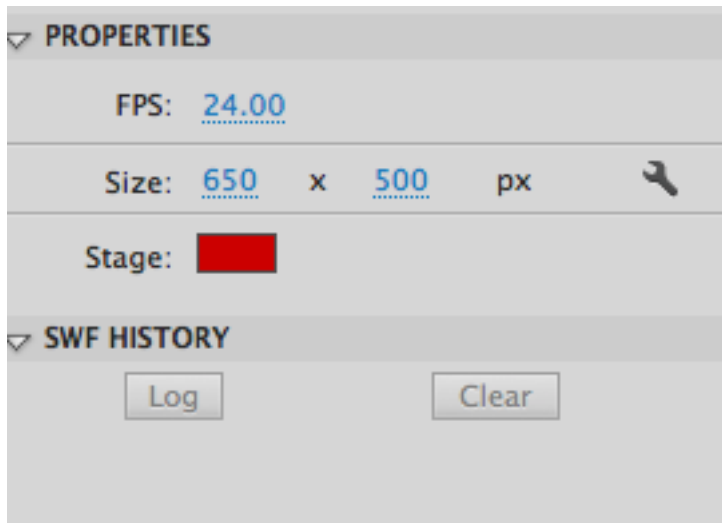## import flash.events.MouseEvent; function onClick(event:MouseEvent):void { gotoAndPlay(1); } replay_btn.addEventListener(MouseEvent.CLICK, onClick);

<Instance Name>: replay_btn
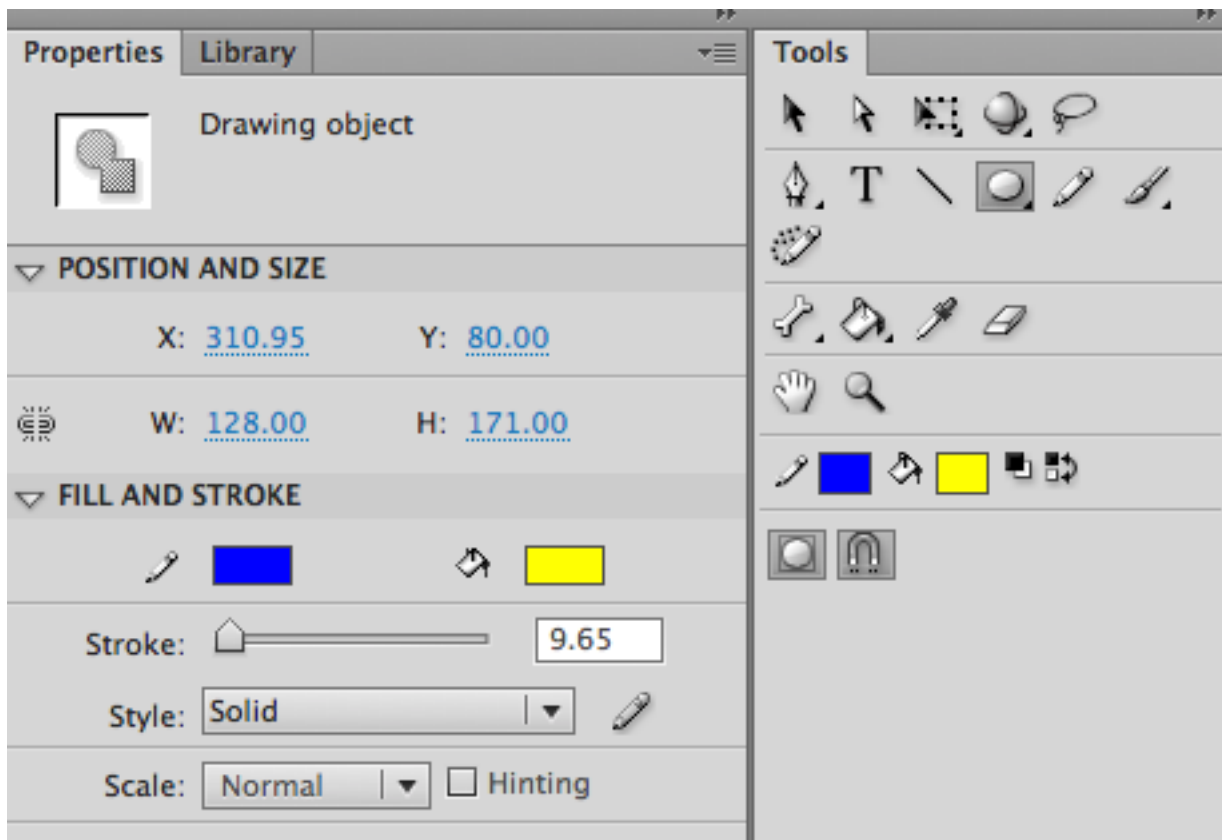
Create a new file, Action Script 3, 650 x 500
Save it in your Drive or DropBox folder with your lastnamefirstinitial_ex2

PROPERTIES

FPS: 24.00

Size: 650 x 500 px

Stage: ■

SWF HISTORY

[Log]   [Clear]
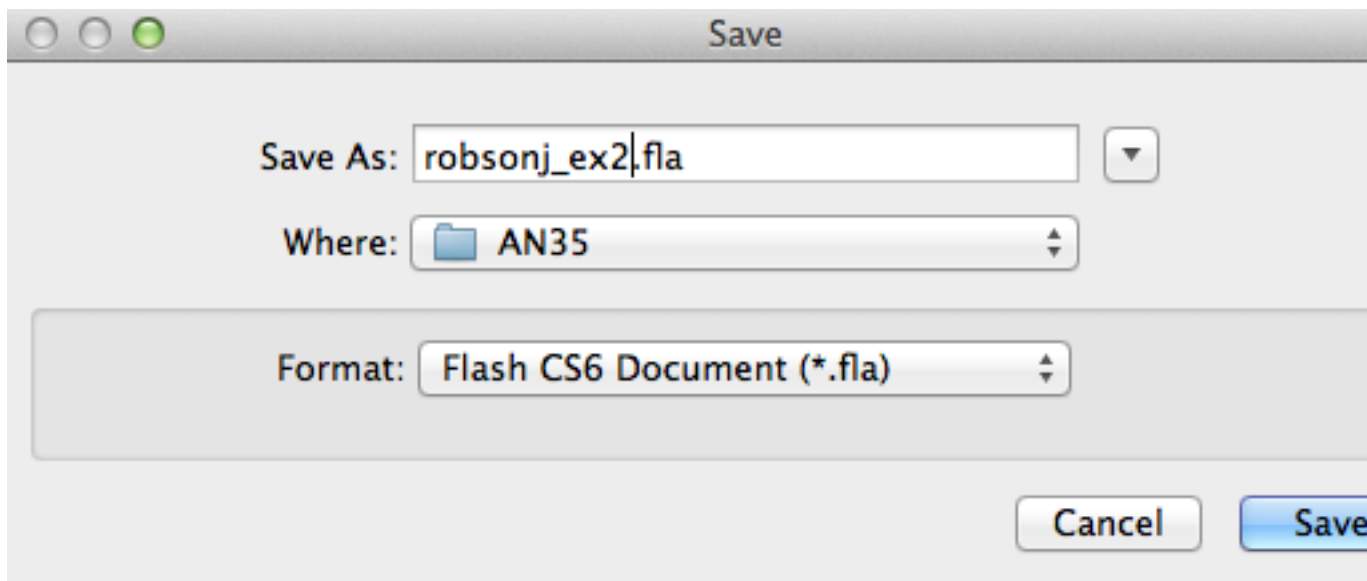
Change stage colour

Choose the Oval tool. Choose a stroke and fill colour that is different from the default. Make the stroke bigger. Draw a PERFECT CIRCLE (hold shift).

Properties	Library			Tools

Drawing object

POSITION AND SIZE

X: 310.95   Y: 80.00

W: 128.00   H: 171.00

FILL AND STROKE

■   ■

Stroke: ⌂━━━━━━ 9.65

Style: Solid ▼ ✏
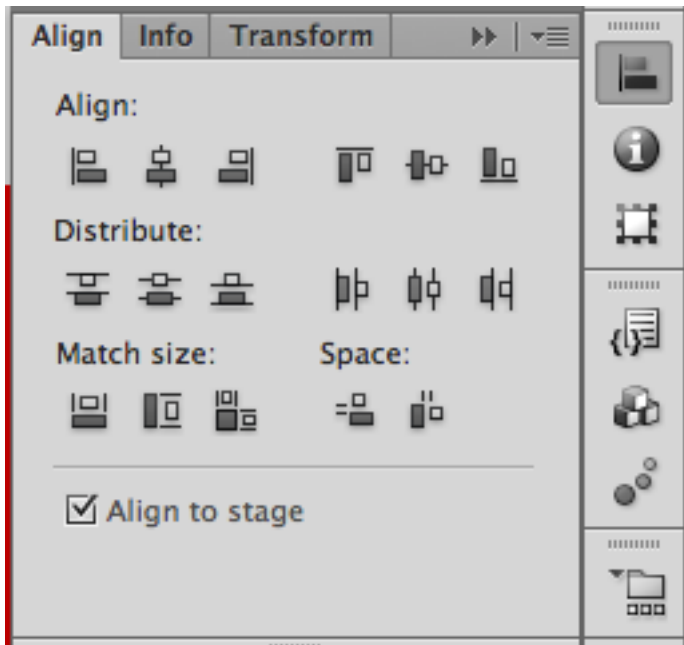
Scale: Normal ▼ ☐ Hinting

Choose the text tool. Use an interesting, lively font and an appropriate size and colour.
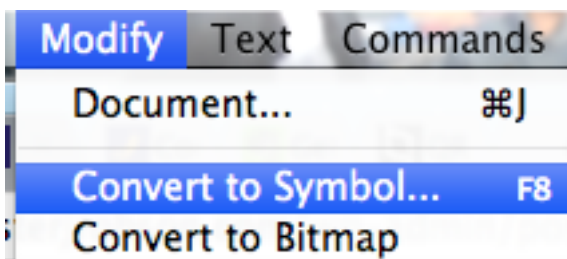Write your initials inside of the circle.
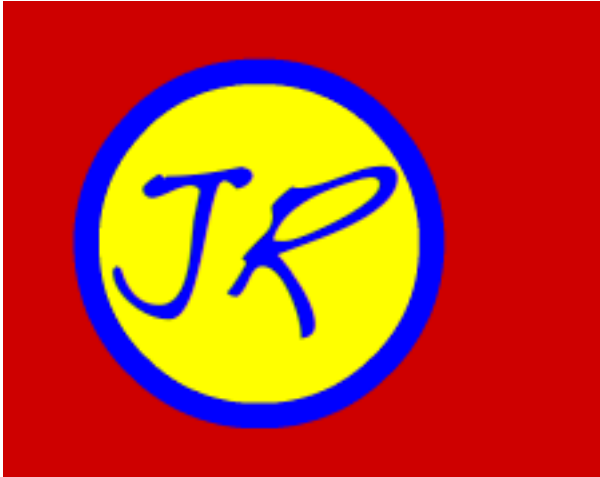
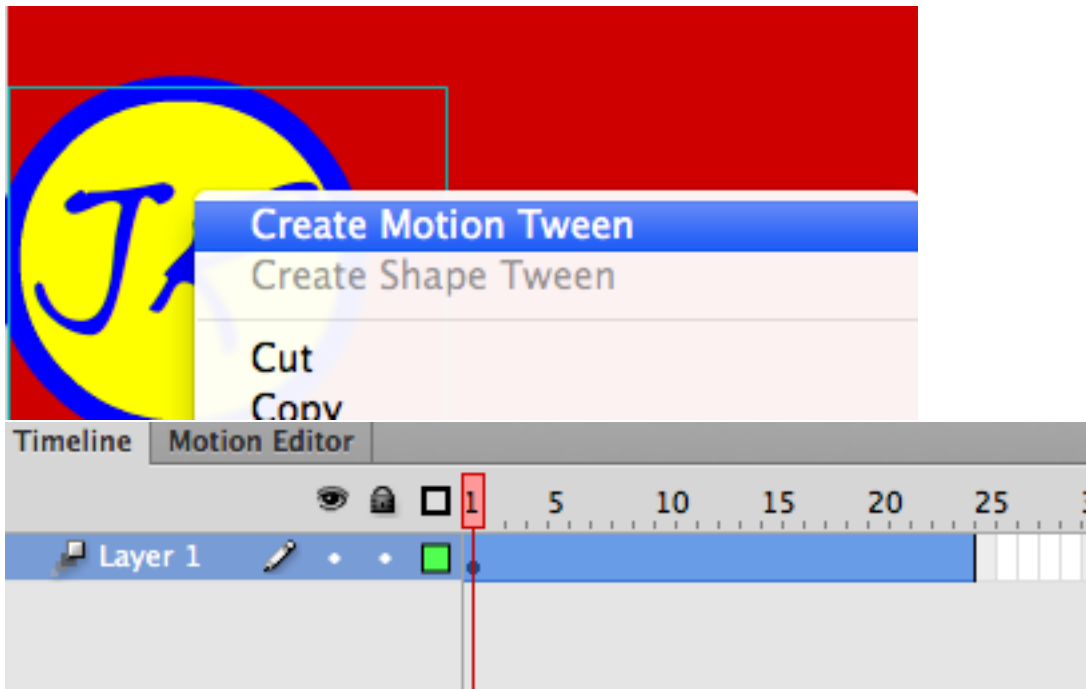Group the text and the shape together.
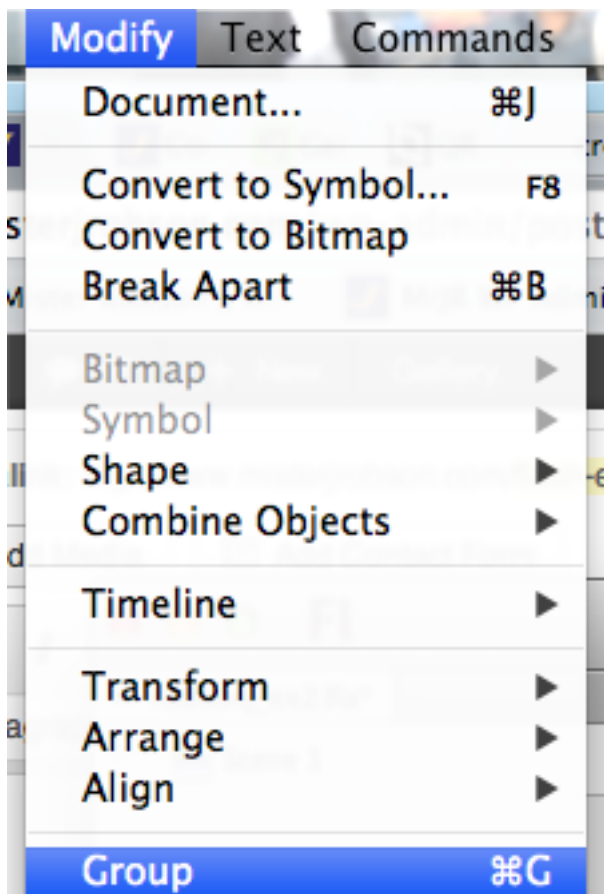
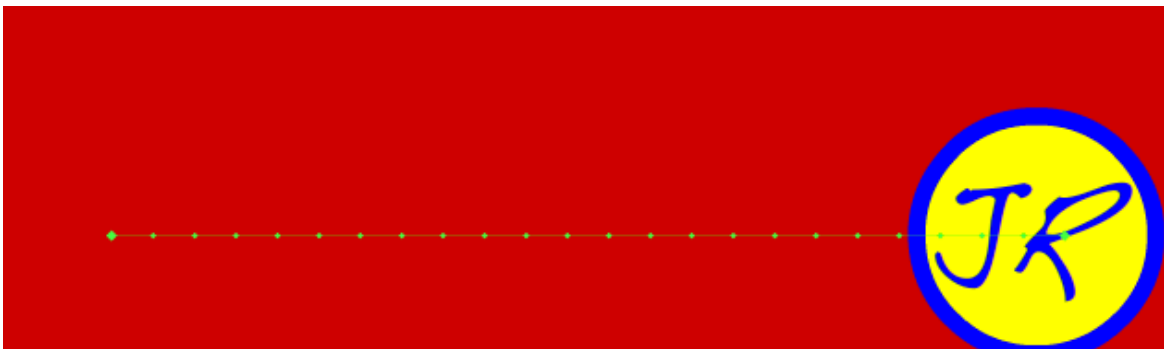Use the Align panel to position your shape in the bottom left corner.
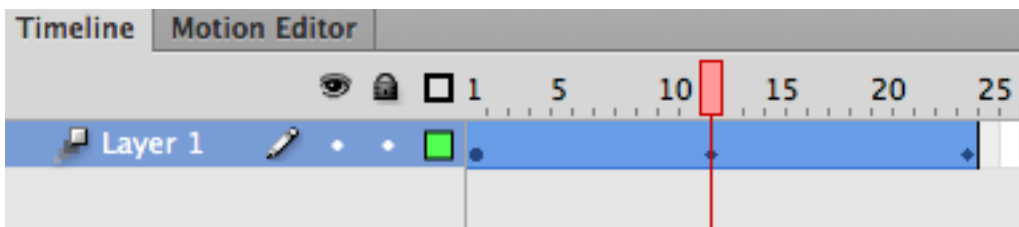
Change the drawing into a symbol

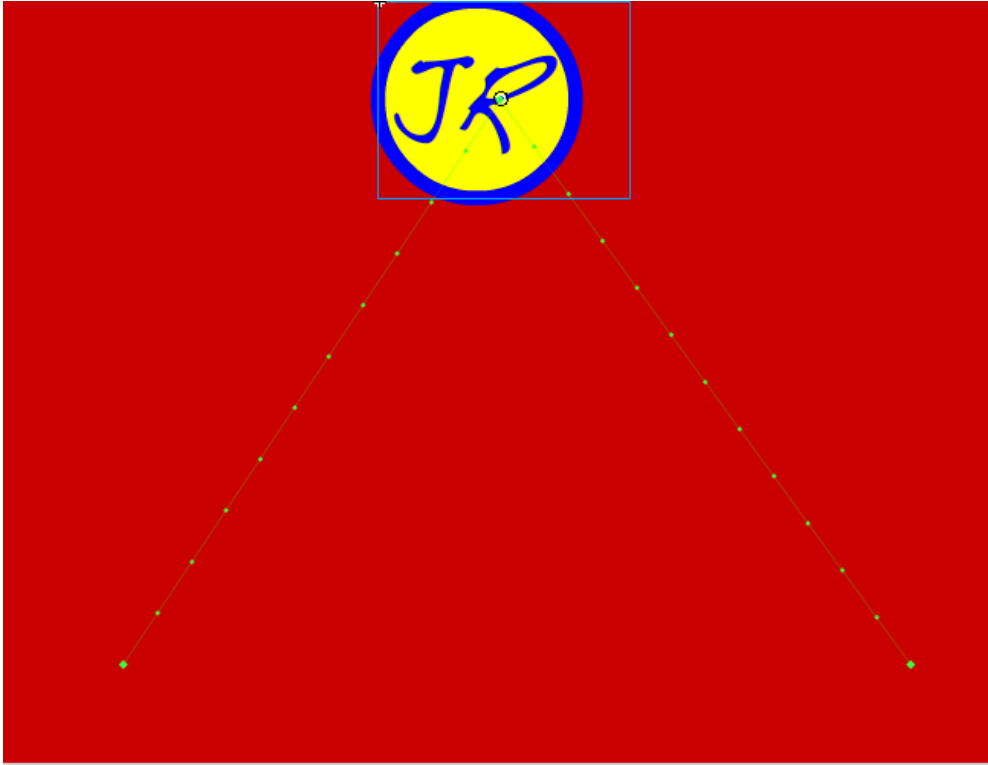Right click on the object and choose Create Motion Tween

Place the playhead on frame 24
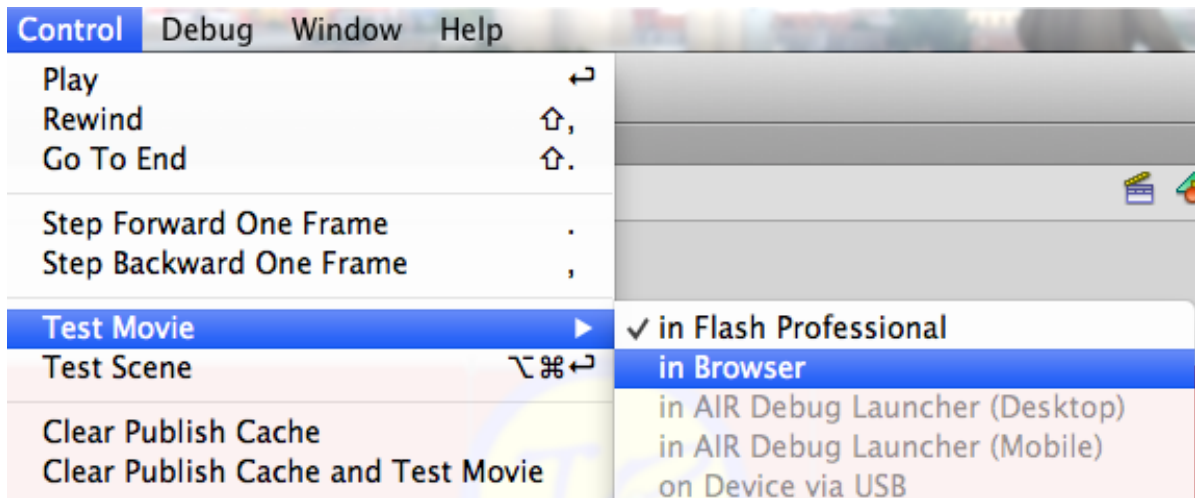Move the symbol so that it is aligned in the bottom right corner

Place the playhead on frame 12

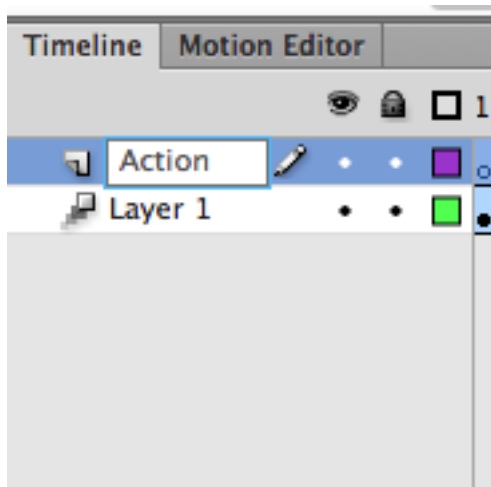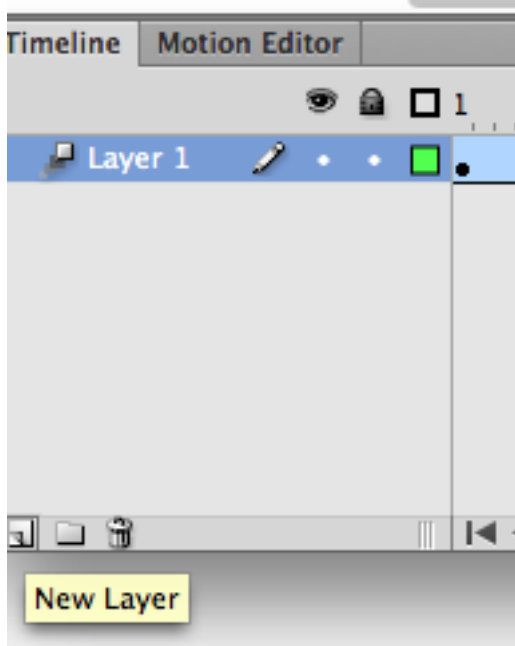Move the symbol so that it is aligned in the middle of the stage and against the top

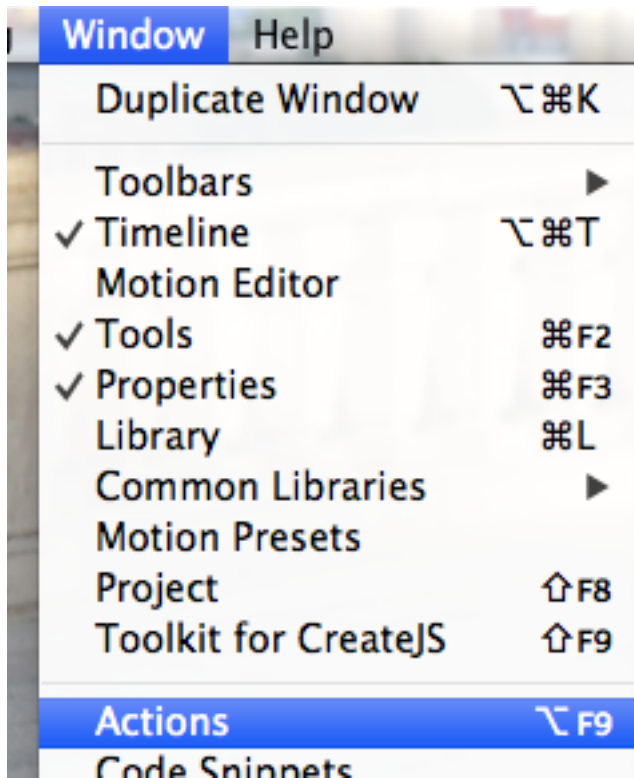Go to the Control menu and choose Test Movie
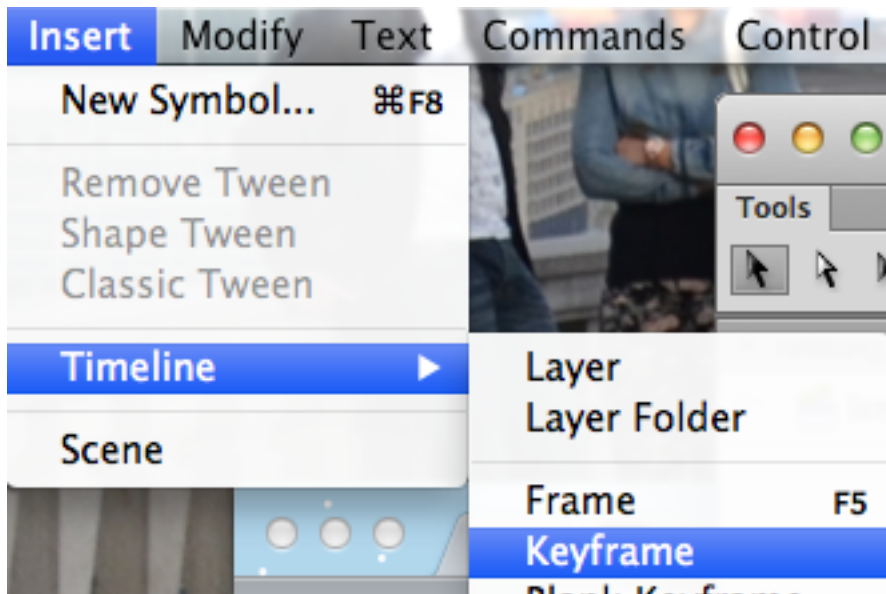
To stop the animation from looping:
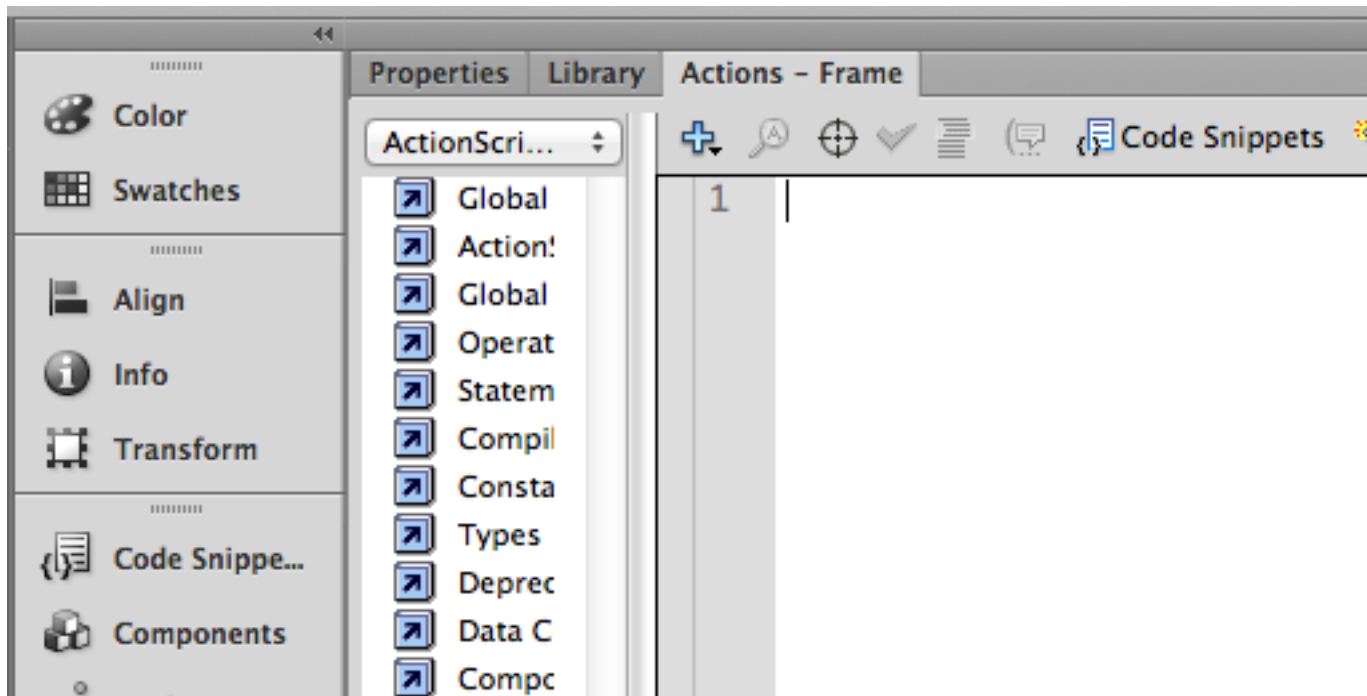
Create a new layer. Call this Action.

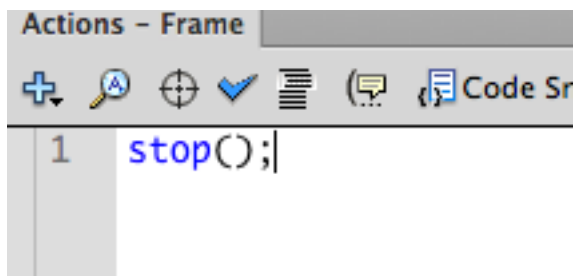Choose frame 24 on the action layer.
Open the Action panel

Insert a Key Frame

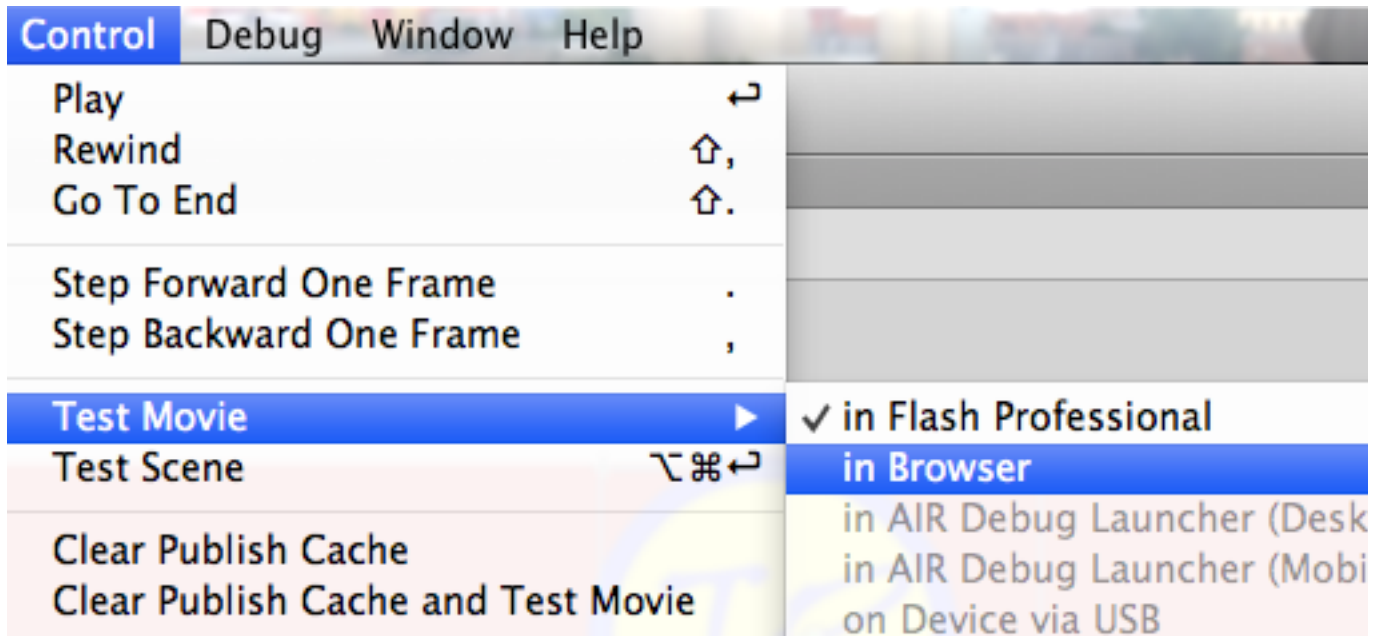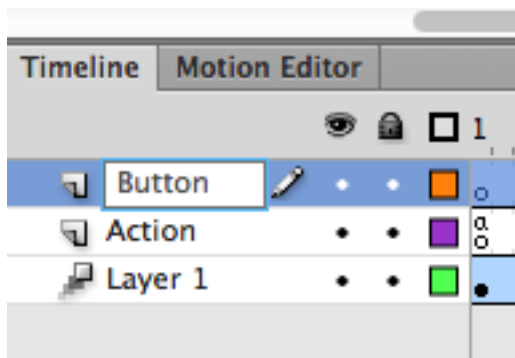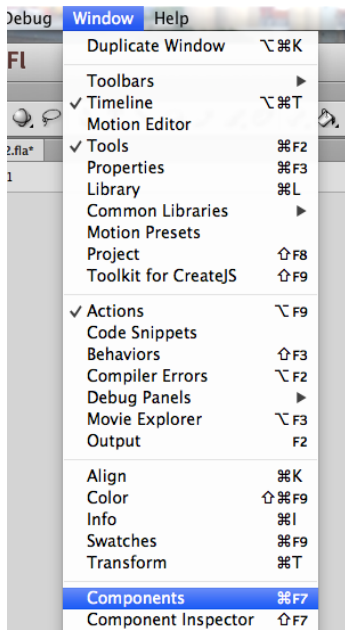Enter the text: stop();

Go to the control menu and test movie
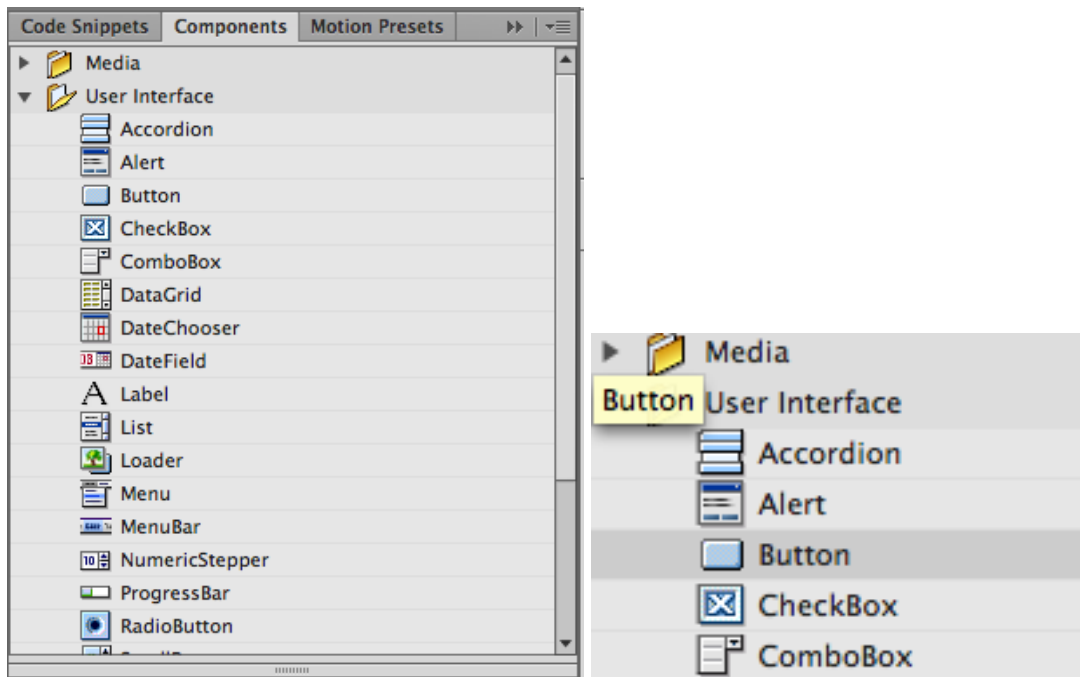
To replay the animation:
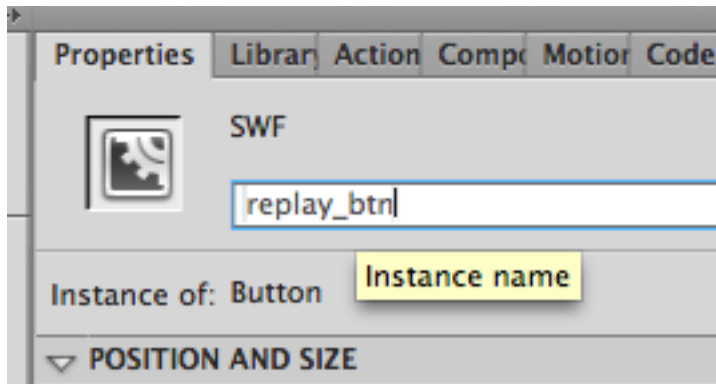
Create a new layer. Call it Button.
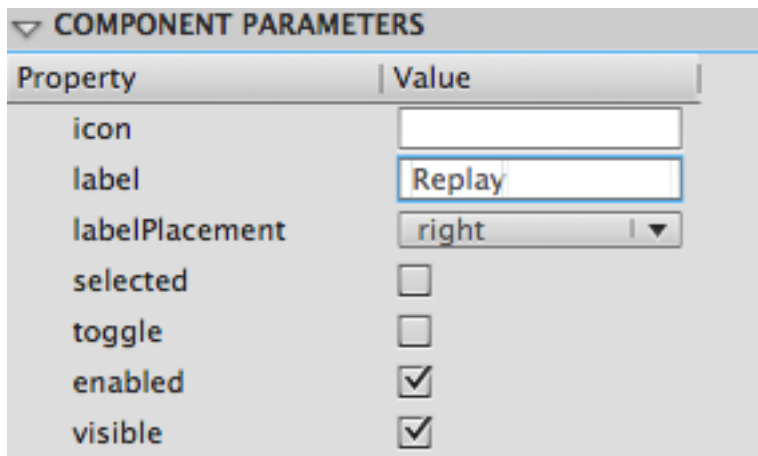

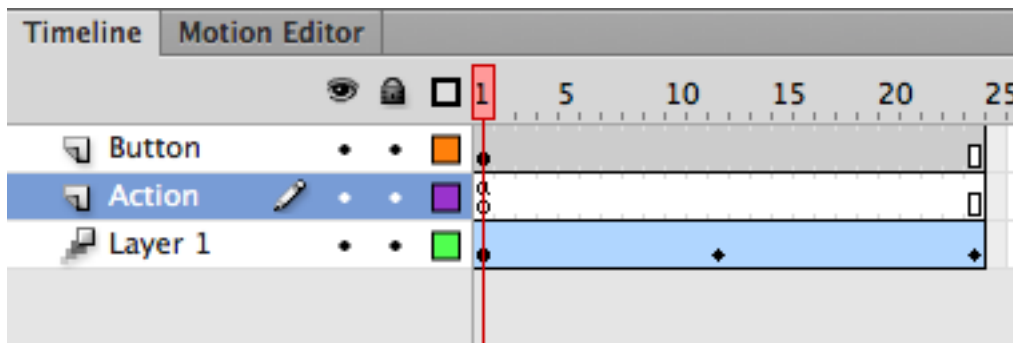Open the Components panel.

Under User Interface, drag a button onto the screen.

Make sure the button is selected on the stage. Open the Properties panel. Change the name of this to: replay_btn

Properties | Library | Action | Component | Motion | Code

SWF

replay_btn

Instance of: Button   Instance name

▽ POSITION AND SIZE

Still in Properties, look for Component Parameters. Change the label to "Replay" (or other text.

▽ COMPONENT PARAMETERS

Property	Value
icon	
label	Replay
labelPlacement	right ▼
selected	☐
toggle	☐
enabled	☑
visible	☑

On the Actions layer, put the playhead in frame 1.

Timeline | Motion Editor

Go to Actions panel. Paste in this code snippet:

```
import flash.events.MouseEvent; function
onClick(event:MouseEvent):void {  gotoAndPlay(1); }
replay_btn.addEventListener(MouseEvent.CLICK,
onClick);
```

Go to control and test movie.

Go to File menu and look at Publish settings.
Make sure that Flash and HTML are turned on, the rest off

Publish animation.

To view, open the HTML file in your browser