

Dear Friend,

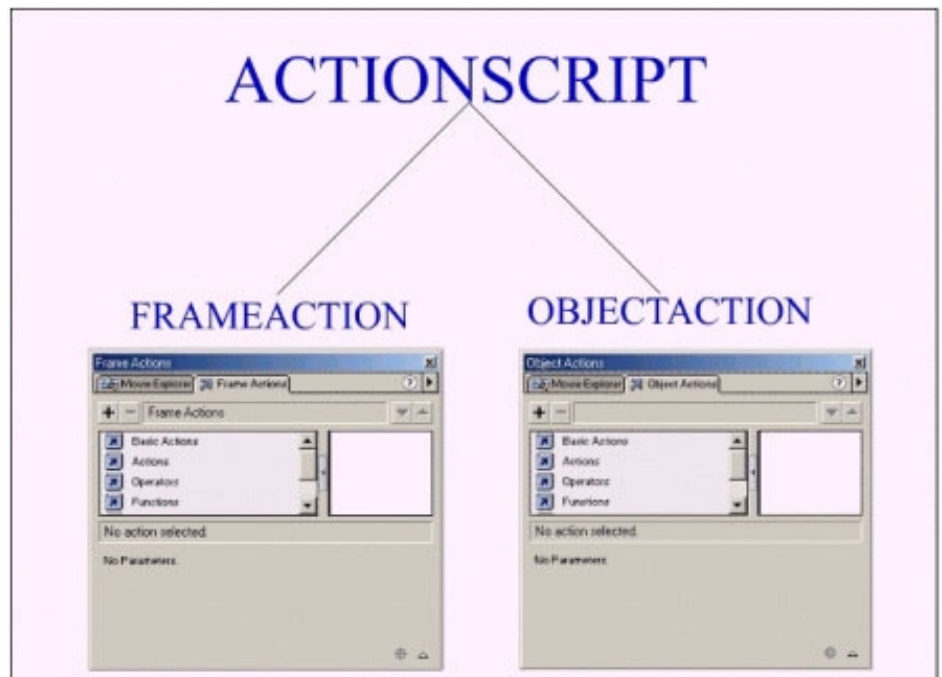
Hello, & welcome back to **FIREWIRE**, your friendly guide to the exciting world of web-design & web-solutions! In the previous newsletter of Flash 5 Tutorial Series we had discussed about Window Properties, Movie Explorer, Preview & Bandwith, Status, Controller, Save, Save as, Import, Export, Publish, Output Window & Debugger. Now let's start with the scripting part i.e. Introduction to Action Script, Action Palette & Events.

## Action Script

Action script is used to create interactivity and navigation for a movie file. It is an object-oriented programming language similar to JavaScript. Objects in action script can be data or movie clips. Each and every interaction is based upon the actions and event handlers.

**Behaviors are referred as actions in flash. Flash has two types of action script. They are:**

- **Frame action**
- **Object action**



### Frame Action

It is used to control the frame and it can be assigned only to key frame. If the specified frame consists of an action script then a small "a" will be displayed in the key frame. Select the frame for which, action script is needed and specify the script. Frame action is available in normal and expert mode.

### Object Action

Object action can be specified only to button, movie clips. While assigning action to objects, flash assigns automatically a special action called "handler". Depending upon the object, handlers will be set.

Object action is also available in two modes i.e. normal and expert mode.

**In action palette, there are two icons in the bottom.**

- Using the insert target path icon we can insert target for movie clips.
- Using expand and collapse icon, we can either expand or collapse the parameters area. If the action statement has parameters, then a parameter window appears at the bottom of action palette.

From the side arrow, special menus are available for action palette. Automatically, the palette will change for object and frame actions but the commands remain the same for both the palettes.

## Action Palette

In Action Palette, there are two modes. They are

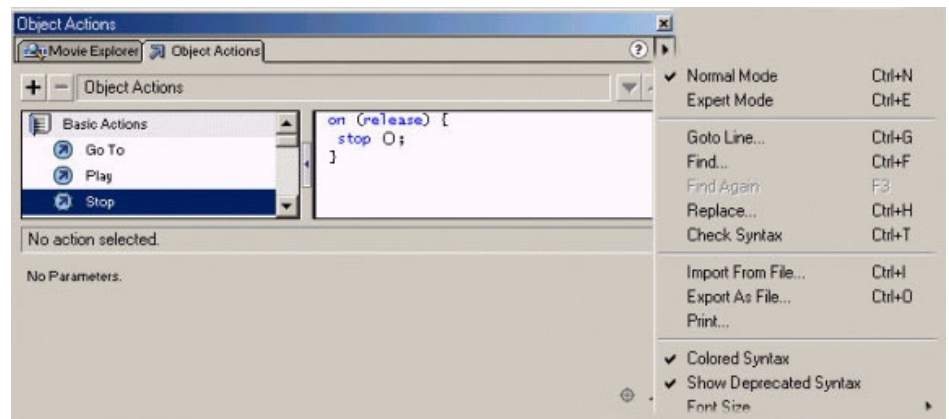
- **Normal Mode**
- **Expert Mode**

### Normal Mode

In this mode, actions are created by selecting actions from the left panel, tool box list. The tool box list contains basic action, actions, operators, functions, properties and object. Selection and deletion in action palette is done through the "+" and "-" buttons.

### Expert Mode

Actions are given in the right panel which acts as a text box in expert mode. Editing, entering parameters, deletion can be done directly on the text box. Expert mode differs from normal mode. In expert mode, parameter window is not available. The "+" symbol and scroll bars alone are available



### Go to Line

This command helps to reach the specified line instead of scrolling. This command helps a lot in lengthy scripts. It acts as a search engine within a script.

### Find

This command help us to find a string or word within the script statements. Keywords and commands of action script cannot be used in this command. The case of the word can also be matched in this command.

### Find Align

This command is used to find the occurrence of a string/word within the script statements.

## Check Syntax

This command is used to check the syntax of the entire script statement. If there is any error, switching between modes is not possible. The error in the script can be viewed through the output window, while having a preview of the movie file.

## Import From File

Action script or scripts written in JavaScript, VBScript can be imported. If the script has errors, import is possible only in export mode.

## Export as file

Actions within the movie file can be exported to other application, but it can only be taken in the action script (.as) format.

## Print

To print the action script, this option is used. Print options can be edited through print options.

## Colored syntax

Using this command, the keywords of action script is made to appear in the colored format. If this command is unchecked, then there won't be difference in color between the keyword and other words.

## Show deprecated syntax

The commands which are not available for next version will be highlighted through this command

## Font Size

The Font Size of the script commands can be increased. The font size can be small, medium or large. By default it is small.

## Events

Flash is based on Event driven programming. Action script has different types of Events. We have different events for Symbols like Button and Movie Clip.

### The Events of Button are:

#### Press

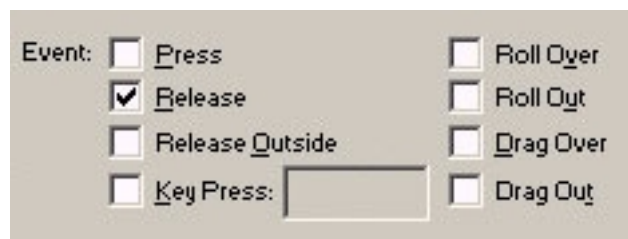
This event takes place when the mouse button is pressed.

#### Release

This event takes place when the mouse button is released.

#### Release Outside

This event takes place when the mouse button is released outside the button.



#### Rollover

This event takes place the mouse is rolled over the button.

### **Rollout**

This event takes place when the mouse rolled out of the button.

### **Dragover**

This event takes place when the mouse is dragged on the button

### **Dragout**

This event takes place when the mouse is dragged out of the button.

### **Keypress**

This event takes place when the corresponding key in the keyboard is pressed. The key name will be specified in the textbox of the event.

### **The Events of Movie Clip are:**

#### **Load**

This event takes place when the movie clip is loaded.

#### **Unload**

This event takes place when the movieclip is unloaded.

#### **EnterFrame**

This event takes place when movie clip enters each frame.

#### **Mousedown**

This event takes place when the left mouse button is pressed.

#### **Mouseup**

This event takes place when the left mouse button is released.

#### **Mouse move**

This event takes place when the mouse cursor is moved away from the movieclip.

#### **Keydown**

This event takes place when a key in the keyboard is pressed.

#### **Keyup**

This event takes place when the key in keyboard is released.

#### **Data**

This event takes place when the movieclip receives any data through the LoadVariable or LoadMovieclip command. This event takes place only once when the last data is received through the Loadvariable or LoadMovieclip command.

### **What is Layout Galaxy ?**

Layout Galaxy is ready to use design concepts in their source format. Different CDs in total contain 200 Photoshop.psd & 100 Flash fla layouts. Select the layout, make necessary changes to suit a customer's need & present demo to the client for approval. It's Select, Set & Go. It saves web designer's time & cost of production. It accelerates web designer's work-pace. It enhances productivity. It is continuous flow of inspiration & wealth of design ideas. Download Free 7 (Photoshop & flash) Layouts to believe it yourself.

Regards,

Manoj Kotak.

Director - Image Online Pvt. Ltd.

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