

Web II Class 6

Actionscript 3.0

Well it turns out AS3.0 is very, very different to 2.0. Basically it seems like the main difference lies in the way you access your buttons. The code in-between { } shouldn't be affected. I tried last week's example and it worked fine. If you want to code for AS3.0 try it, otherwise, my examples will continue in AS2.0 Here is how you activate a button in AS3.0. Code goes on Frame 1.

Example 1:

```
stop();

btn.addEventListener(MouseEvent.CLICK, btn_CLICK);

function btn_CLICK(e:MouseEvent):void
{
gotoAndStop(2);
}
```

Example 2

```
var numPressed:Number = 0;

btnCount.addEventListener(MouseEvent.CLICK, countUp);

function countUp(evt:MouseEvent):void {
    numPressed++;
    trace("Button was pressed " + String(numPressed) + "
times.");
}
```

Example 2 is from <http://www.flashandmath.com/basic/index.html>

This week: TEXT INPUT

I am including four examples. These are 1_name, 2_frame, 3_words, and 4_savings. They should be looked at in this order. They can be downloaded at fh-server.net/collmer. Go to **Web 2** and **Class 6**

Basic concept for these is that you have three different types of text options in Flash- **Static**, **Input**, and **Dynamic**. These can be changed in the Properties Bar. For Input and Dynamic you need also to give the text a variable name in the Properties Bar. Once you do this you can use the input text to generate greetings, to trigger animations and evaluate data.

1_name Explained:

In this example you will be working with Input and Dynamic Text. The user enters their name, clicks a button and then Flash takes the name they entered and generates a greeting. Key elements we are using in addition to the different text options are **strings** (strings of text found in ""), variables and concatenation- adding elements together with the + sign.

Input Text

1. Select the text tool
2. In Properties select Input Text
3. Create a blank text field by drawing a rectangle with the text tool.
4. In Properties type in the **Var** box "name"

Create a button

Create a button and then in Properties name it "btn"

Create Dynamic Text

1. Select the text tool
2. In Properties select Dynamic Text
3. Create a blank text field by drawing a rectangle with the text tool.
4. In Properties type in the **Var** box "myGreeting"

Actionscript- goes on its own layer on frame 1

```
btn.onRelease=function() {  
    myGreeting = "Hello, " +name+ ", welcome!";  
}
```

2_frame Explained

Create multiple frames

Create 5 frames. Each frame should be an addition to the previous. Example, frame 1, one ball, frame 2, two balls, frame 3, three balls. Put stop actions on each frame.

Input Text

1. Select the text tool
2. In Properties select Input Text
3. Create a blank text field by drawing a rectangle with the text tool.
4. In Properties type in the **Var** box "frameNumber"

Create a button

Create a button and then in Properties name it "btn"

Actionscript- goes on its own layer on frame 1

```
btn.onRelease=function() {  
    gotoAndPlay(frameNumber);  
}
```

3_words Explained

In this example we are creating a “cut-up” poem. It is using some of the basic concepts from the other examples of Input and Dynamic Text, Text Strings and Concatenation.

Input Text

Create FOUR input text fields

Name each of their **Var** (variable names) in Properties. They should be named “noun” “verb” “noun2” and “city”

Create a button

Create a button and then in Properties name it “btn”

Dynamic Text

1. Select the text tool
2. In Properties select Dynamic Text
3. Create a blank text field by drawing a rectangle with the text tool.
4. In Properties select “Multiline”. Until now we have used “Single line”
5. In Properties type in the Var box “CutUp”

Create a Movie Clip with an animation.

1. Select insert- new symbol- movie clip. I created animated scissors, but just make something so that you can see it activated.
2. Once you have created you Movie Clip, go back to the Main Stage (Scene 1) and drag it from your library.
3. Then be sure to name it in Properties.
4. I drug FOUR versions of the one Movie Clip and named them: scissor, scissor2, scissor3, scissor4 which you can see in my code below.

Actionscript- goes on its own layer on frame 1

```
btn.onRelease=function() {  
    CutUp = "The arbitrary " +noun+ " began furiously " +verb+ " the non-  
sensial " +noun2+ " of " +city+ ".";  
    {  
        scissor.gotoAndPlay(1);  
        scissor2.gotoAndPlay(1);  
        scissor3.gotoAndPlay(1);  
        scissor4.gotoAndPlay(1);  
    }  
}
```

4_savings Explained

In this example we are going to calculate what Movie Clip to play based upon

the users answer using the “if” statement. Some operators that might not be familiar in meaning:

- == asks the program to evaluate if the two objects are the same value
- = assigns a value

Static Text

“Is your savings closer to \$200 or \$20,000.”

Input Text

5. Select the text tool
6. In Properties select Input Text
7. Create a blank text field by drawing a rectangle with the text tool.
8. In Properties type in the **Var** box “savings”

Create Dynamic Text

5. Select the text tool
6. In Properties select Dynamic Text
7. Create a blank text field by drawing a rectangle with the text tool.
8. In Properties type in the **Var** box “myGreeting”

Create a button -Create a button and then in Properties name it “btn”

Create Movie Clips

1. Insert > New Symbol > Movie Clip
2. Create a Bicycle
3. Insert > New Symbol > Movie Clip
4. Create a Car
5. Drag them onto the Main Stage from the Library
6. Name them in Properties. “BicycleMovie” and “CarMovie”

Actionscript- goes on its own layer on frame 1

```
btn.onPress=function(){
    if (savings >= 10000) {
        vehicleToBuy = "car";
    } else if (savings < 10000) {
        vehicleToBuy = "bicycle";
    }
    if (vehicleToBuy == "car") {
        BicycleMovie._visible = false;
        CarMovie.play(2);
        myGreeting = "Hope you enjoy your new "+vehicleToBuy+"!";
    } else if (vehicleToBuy == "bicycle") {
        CarMovie._visible = false;
        BicycleMovie.play(2);
        myGreeting = "Hope you enjoy your new "+vehicleToBuy+"!";
    }
}
```