

2012-13


CT1514: Computer Graphics  
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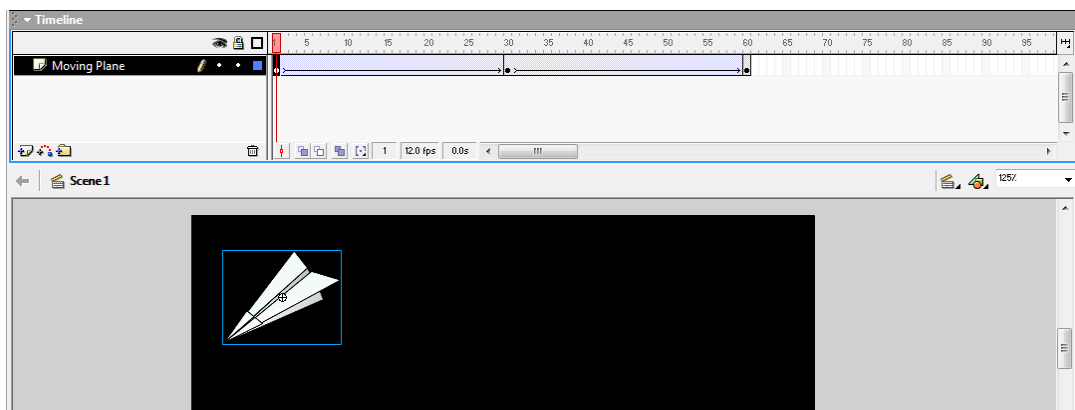


# [MACROMEDIA FLASH MX]

Action Scripts (Tutorials)

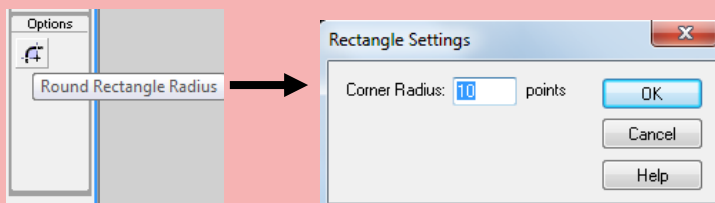
## Tutorial (1): Play and Stop



- 1) Open a new flash document and set it to the following properties:
  - a. **Size:** 500 X 500
  - b. **Frame rate:** 12 fps
  - c. **Color:** Black
- 2) Name the current layer "**moving plane**"
- 3) On that layer, Import the image **paper\_plane.png** then resize it to smaller size using **Free transform** option.
- 4) Convert the image into a **graphic symbol** by: 1) selecting the image using **selection tool** ; 2)press the key **F8**
- 5) Now we need to apply a **motion tween** that will move the paper plane from left→ right and then back from right→left by doing the following:
  - a. **At frame(0):** place the paper plane on the left side of the stage
  - b. **At frame(30):**
    - i. Insert a **keyframe** by pressing the key **F6**.
    - ii. Move the paper plane from the left side and place it on the right side of the stage.
  - c. **At Frame (60):**
    - i. Insert a **keyframe** by pressing the key **F6**.
    - ii. Move the paper plane back to the left side of the stage.
  - d. Go to frame (0) and apply **Motion tween**
  - e. Go to frame(30) and apply **Motion tween**
- 6) Up till this point, your time line should be like this:



- 7) Add a new layer and name it "**Stop button**"
- 8) On that layer, draw a button Using the **Rectangle tool**

**Note:** to draw a rectangular button with curvy edges set the **Round Rectangle radius** to a non-zero value. E.g.

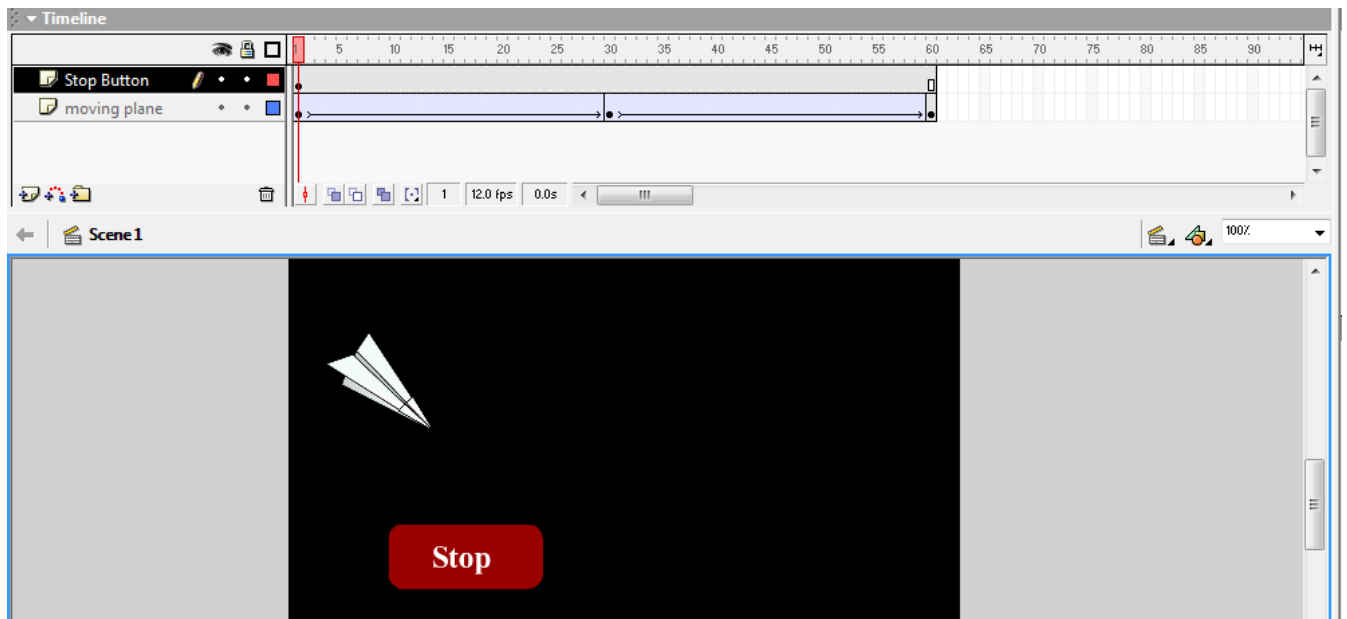


- 9) To add a text on the top of your button, do the following:
  - a. Use the **Text Tool** and type "**Stop**" word
  - b. Using **selection tool** move the text and place it on the top of the button
- 10) Now group both the button and the text into one shape by pressing **(Ctrl+G)** or **(Modify→ Group)**
- 11) Convert the grouped shape into a **button symbol** by: 1) selecting the rectangle using **selection tool** ; 2) press the key **F8** (**Important:** Check on the  option)

12) Now select the **button symbol** then add the following action on the action panel:



13) Up till this point, your stage and timeline should be like this:



14) Add a new layer and name it "**Play button**"

15) On that layer, draw a button Using the **Rectangle tool**

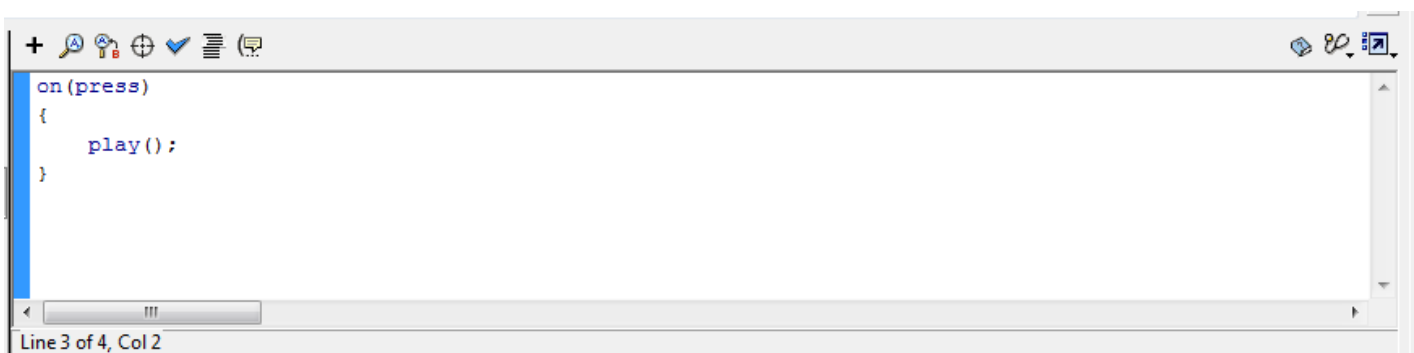
16) To add a text on the top of your button, do the following:

- Use the **Text Tool** and type "**Play**" word
- Using **selection tool** move the text and place it on the top of the button

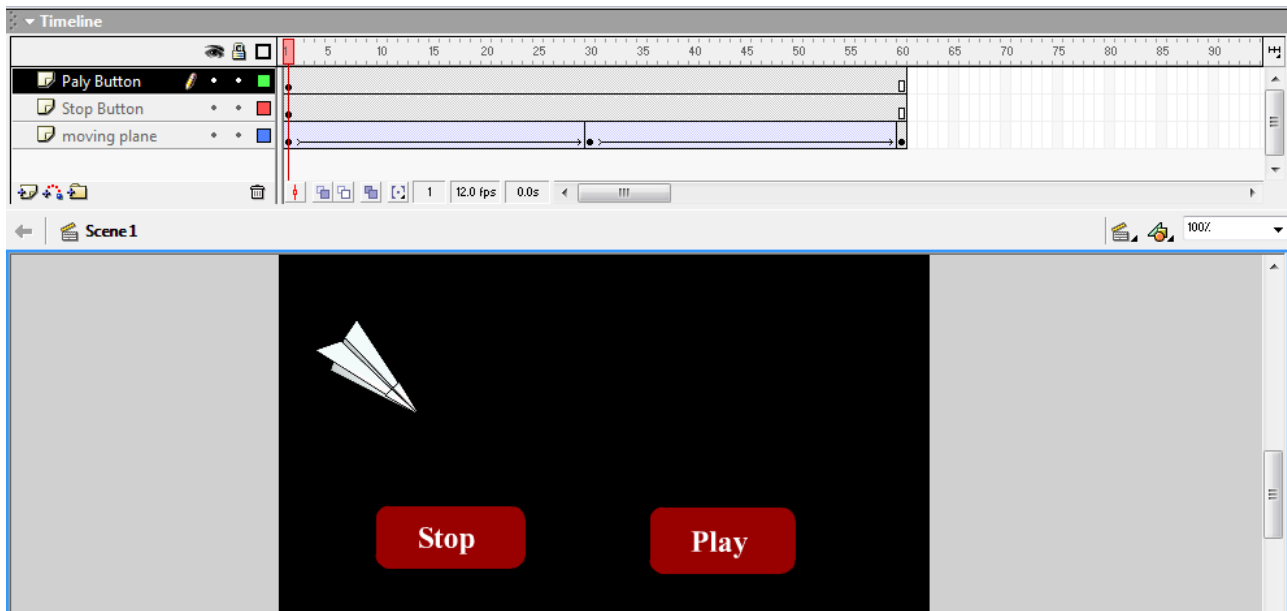
17) Now group both the button and the text into one shape by pressing **(Ctrl+G)** or **(Modify→ Group)**

18) Convert the grouped shape into a **button symbol** by: 1) selecting the rectangle using **selection tool** ; 2) press the key **F8** (**Important:** Check on the **Button** option)

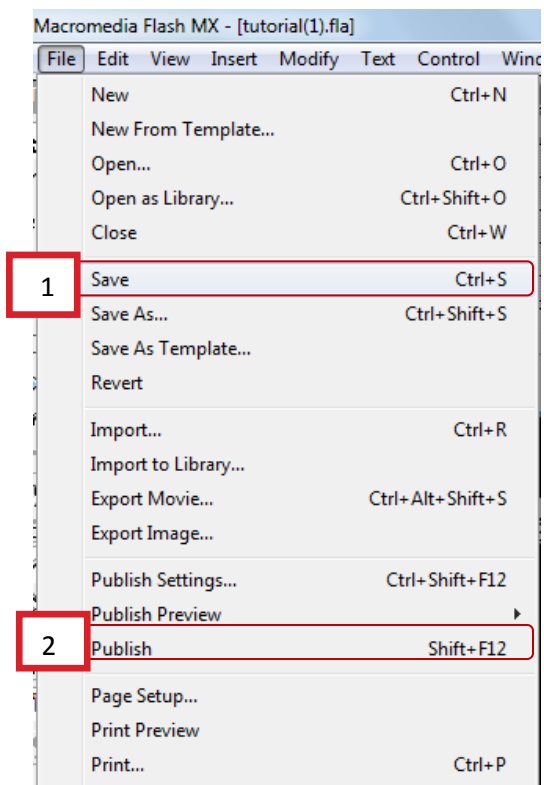
19) Click on the rectangular button, then go to the **Action panel** and write the following script:



20) Up till this point, your stage and timeline should be like this:



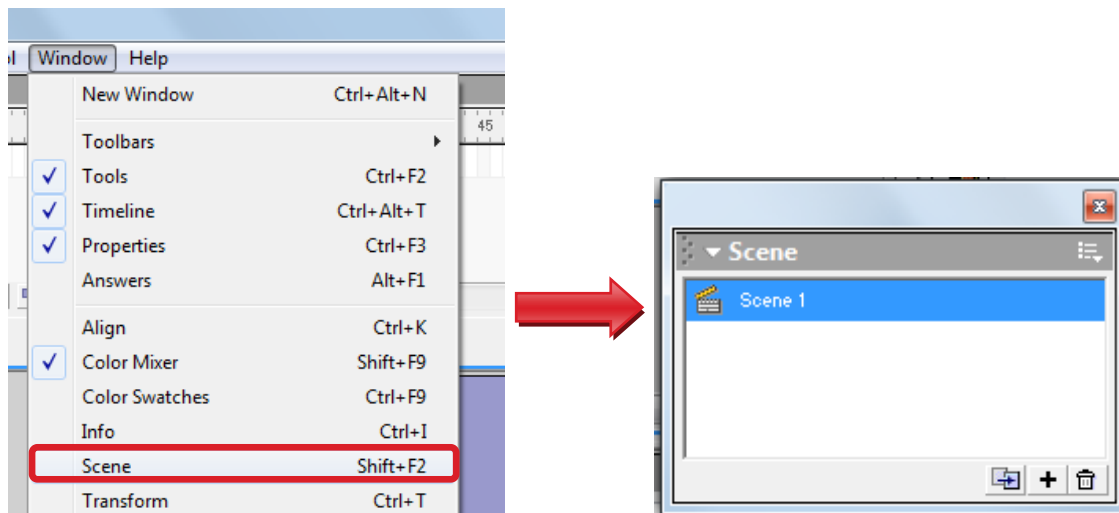
21) Finally, save then publish your work.



## Tutorial (2): gotoAndPlay

- 1) Open new flash document and set it to the following properties:
  - a. **Size:** 650 X 500
  - b. **Frame rate:** 12 fps
  - c. **Color code:** #9999CC

- 2) Show the **Scene pane** from **Window menu**:

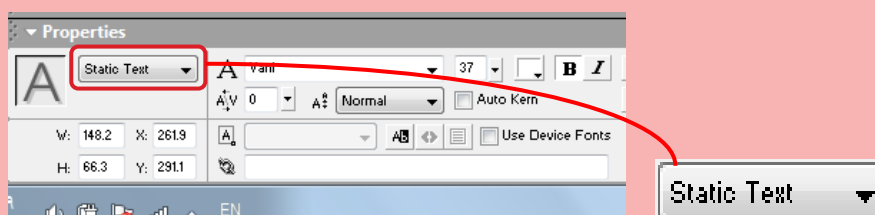


- 3) From the **Scene pane** add two more scenes, "**Scene 2**" and "**Scene 3**", by clicking on the ( ) symbol.

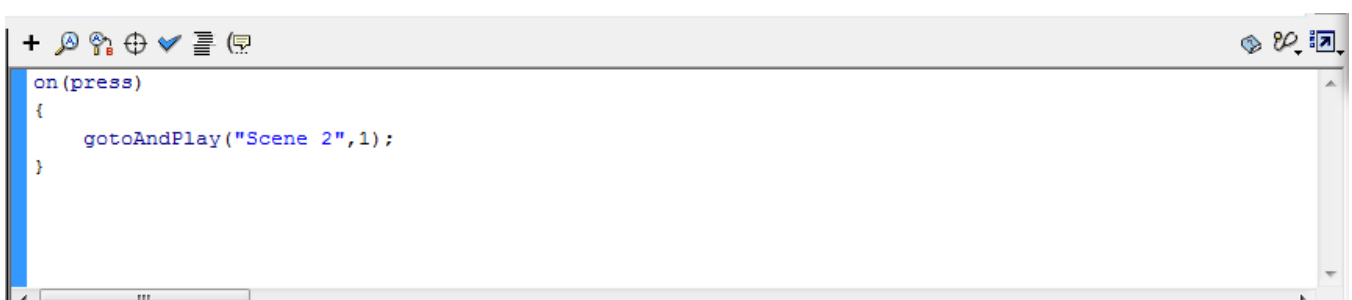
- 4) On "**Scene1**":

- a. Use **text tool** to type the text "**Home Page**" on the stage, and set it to the following properties:
  - i. **Font size:** 37 pt
  - ii. **Font type:** Vani
  - iii. **Font Style:** Bold
  - iv. **Font color:** White
- b. Use **text tool** to type the text "**Scene 2**" on the stage and set it to the **same properties as (a)**

**Important:** Any text that is intended to be a **clickable link** should be **Static Text**. You can set it to be a static from the text properties pane:



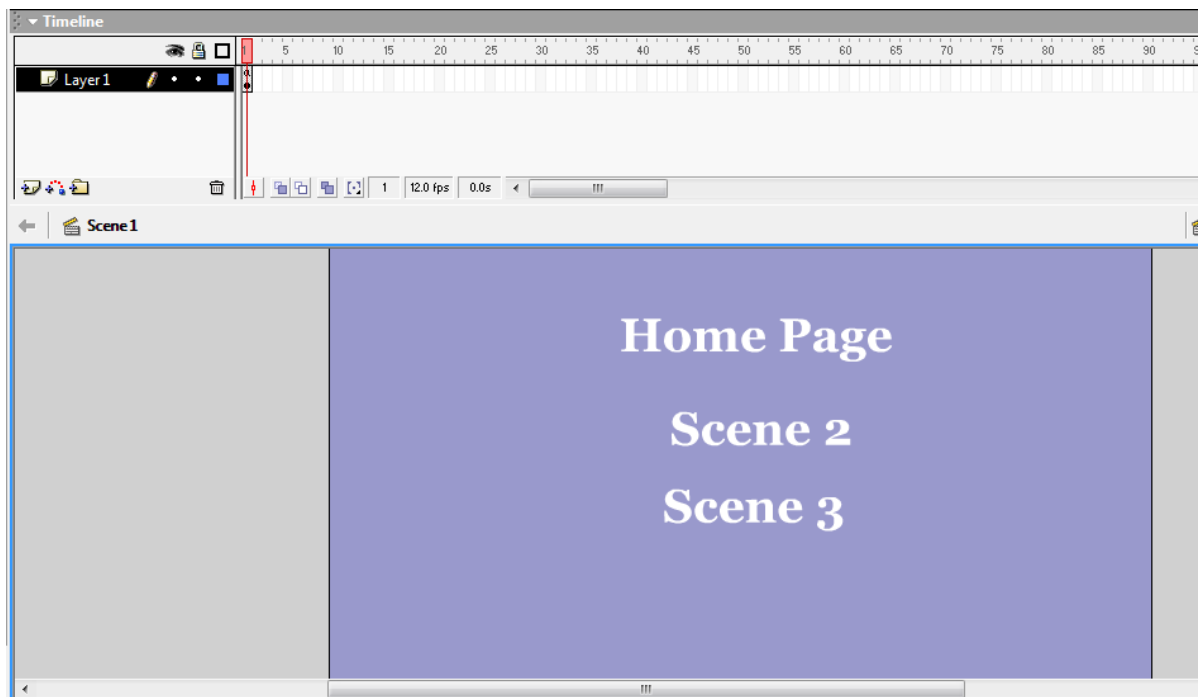
- c. Convert the "**Scene 2**" text into **button symbol** by: 1) selecting the rectangle using **selection tool** ; 2) press the key **F8** (**Important:** Check on the option)
- d. Click on the "**Scene 2**" text, then go to the **Action panel** and write the following script:



- e. Repeat the steps from **b** to **d**, but this time the text will be "**Scene 3**" and should go to **Scene3** when clicked.
- f. Now click anywhere on the stage , then go to the **Action panel** and write the following script:



- g. After step **f**, your timeline should be as following:



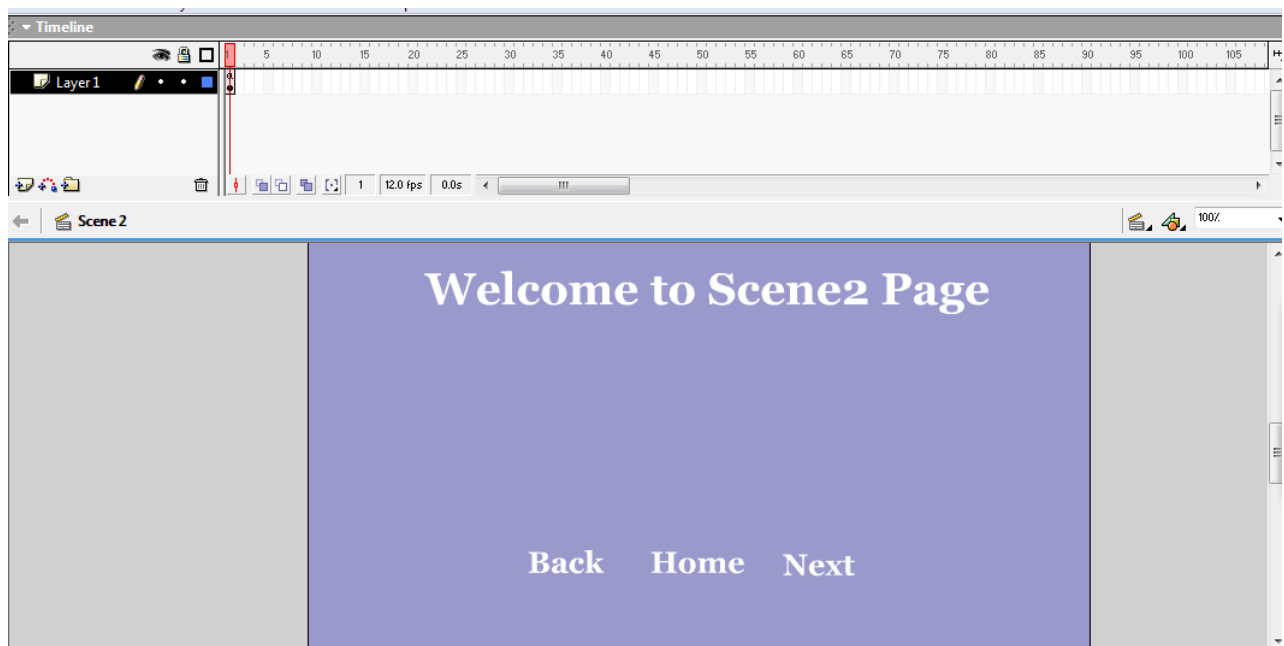
#### 5) On "Scene2":

- a. Use **text tool** to type the text "**Welcome to Scene2 Page**" on the stage, and set it to the following properties:
  - i. **Font size:** 37 pt
  - ii. **Font type:** Vani
  - iii. **Font Style:** Bold
  - iv. **Font color:** White
- b. Add 3 clickable texts "**Before**", "**Home**", and "**Next**" where:
  - i. "**Before**": go to "**Scene 1**" and start at frame **1**
  - ii. "**Home**": go to "**Scene 1**" and start at frame **1**
  - iii. "**Next**": go to "**Scene 3**" and start at frame **1**

c. Now click anywhere on the stage , then go to the **Action panel** and write the following script:

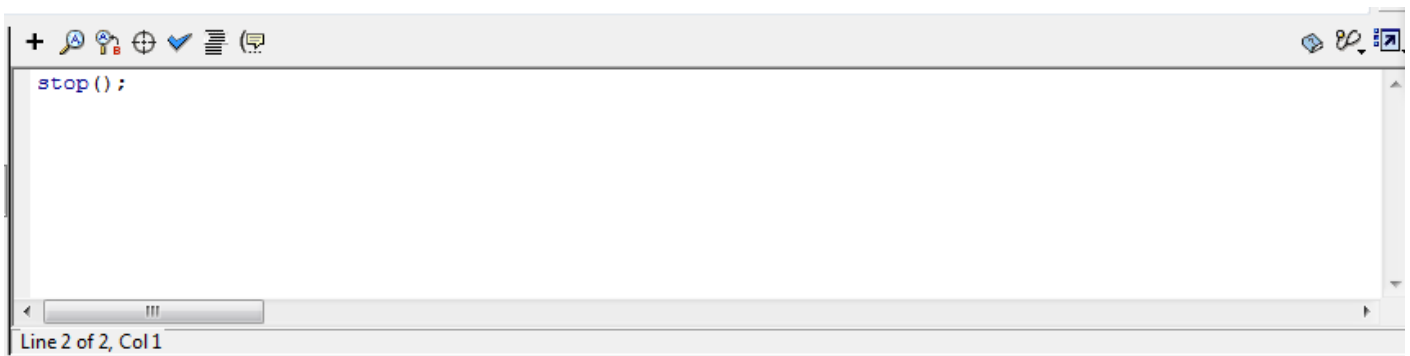


d. After step c, your timeline should be as following:

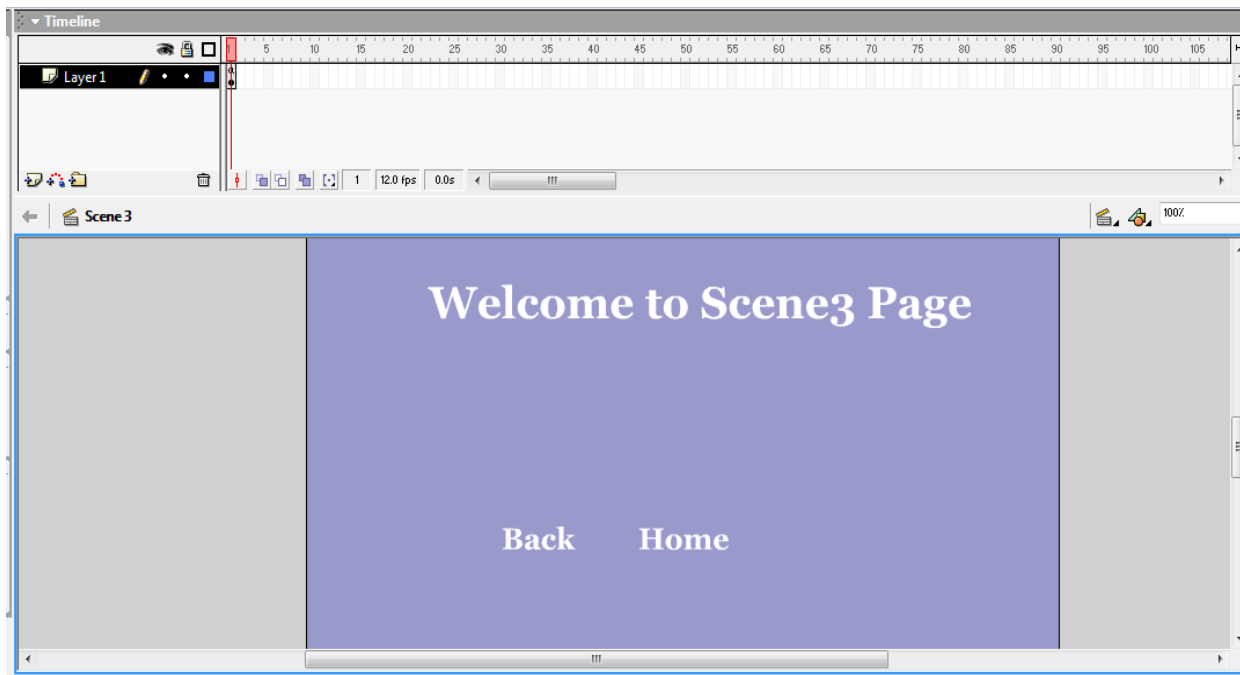


#### 6) On "Scene3":

- a. Use **text tool** to type the text **"Welcome to Scene3 Page"** on the stage, and set it to the following properties:
  - i. **Font size:** 37 pt
  - ii. **Font type:** Vani
  - iii. **Font Style:** Bold
  - iv. **Font color:** White
- b. Add 3 clickable texts **"Before"**, **"Home"**, and **"Next"** where:
  - i. **Before:** go to **"Scene 2"** and start at frame **1**
  - ii. **Home:** go to **"Scene 1"** and start at frame **1**
- c. Now click anywhere on the stage , then go to the **Action panel** and write the following script:




d. After step c, your timeline should be as following:



7) Finally, save then publish your work.

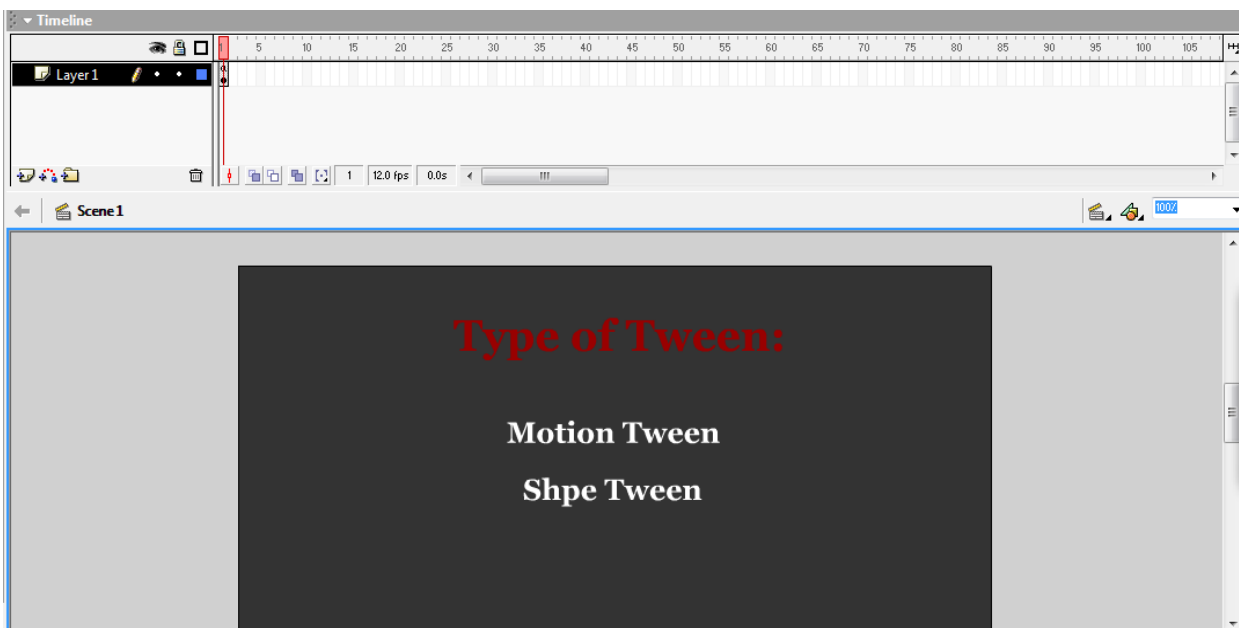


### Tutorial (3): gotoAndPlay+ Motion

- 1) Open new flash document and set it to the following properties:
  - a. **Size:** 650 X 500
  - b. **Frame rate:** 12 fps
  - c. **Color code:** # 333333
- 2) Show the **Scene pane** from **Window menu**
- 3) From the **Scene pane** add two more scenes, "**Scene 2**" and "**Scene 3**", by clicking on the (  ) symbol.
- 4) **On Scene 1:**
  - a. Use **text tool** to type the text "**Type of Tween**" on the stage, and set it to the following properties:
    - i. **Font size:** 37 pt
    - ii. **Font type:** Vani
    - iii. **Font Style:** Bold
    - iv. **Font color:** #990000
  - b. Add 2 clickable texts "**Motion Tween**" and "**Shape Tween**" where:
    - i. "**Motion Tween**": go to "**Scene 2**" and start at frame **1**
    - ii. "**Shape Tween**": go to "**Scene 3**" and start at frame **1**
  - c. Now click anywhere on the stage , then go to the **Action panel** and write the following script:

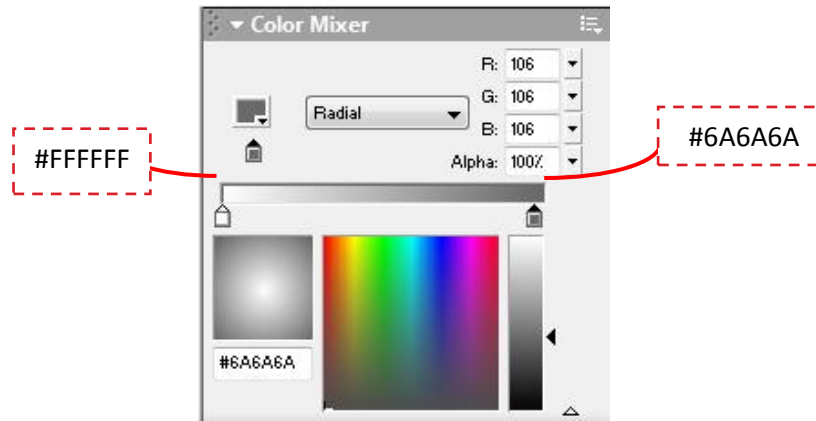


- d. After step c your timeline should be as following:



## 5) On Scene 2:

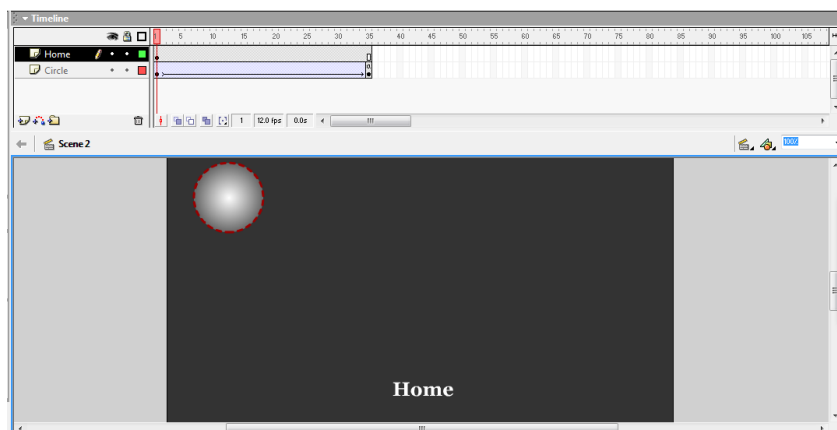
- a. Name the current layer "**Circle**"
- b. On that layer, use **Oval tool** to draw a circle on the stage, and set it to the following properties:
  - i. **Outline color:** #990000
  - ii. **Outline size:** 3
  - iii. **Outline style:** Stroke Style
  - iv. **Fill color:** Radial (#FFFFFF, #6A6A6A)



- c. Convert the circle to symbol apply a **motion tween** that will move the circle from left→right and starts at **frame(0)** and ends at **frame(35)**
- d. Click on frame(35), then go to the **Action panel** and write the following script:

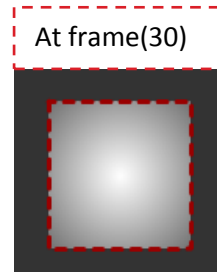
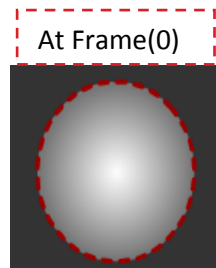


- e. Add a new layer and name it "**Home**"
- f. On that layer, add a clickable text "**Home**" that will take you back to "**Scene 1**" and start at frame **1**
- g. Make sure that on "**Home**" layer there is a **normal layer** at frame(35) so that the clickable text will appear till the end of the motion tween.
- h. After step g your timeline should be as following:



6) On Scene 3:

- a. Name the current layer "**Circle**"
- b. On that layer, use **Oval tool** to draw a circle on the stage, and set it to the same properties as Scene2's circle.
- c. Go to **frame(30)** and add a **keyframe;** ( Press F6 key) then **delete the circle** and draw a **square** instead of it
- d. So you'll have the following :



- e. No go back to frame(0) and apply **shape tween**
- f. Click on frame(30), then go to the **Action panel** and write the following script:



- g. Add a new layer and name it "**Home**"
  - h. On that layer, add a clickable text "**Home**" that will take you back to "**Scene 1**" and start at frame 1
  - i. Make sure that on "**Home**" layer there is a **normal layer** at frame(30) so that the clickable text will appear till the end of the motion tween.
  - j. After step i your timeline should be as following:
- 7) Finally, save then publish your work.