

Actionscript 3.0

Part #2

ActionScript 3.0 is a powerful, *object-oriented programming language* that signifies an important step in the evolution of the capabilities of the Flash Player runtime.

You may find it best to watch a little of the video and then create the ActionScript as you read the written instructions below. The following Adobe TV movie is an introduction to Actionscript 3.0. Please fast forward to 15:56 on the play bar.

The video is located at:

<http://tv.adobe.com/watch/flash-downunder/actionscript-3-101/>

ActionScript Part #2

The following steps are included to make it easier to recreate the ActionScript demonstrated in the movie. Once you have recreated the movie place the final project in a folder named **H:\My Documents\Web Design 3 and 4\FIash\part2** on your network drive.

- 1) You will need to create a Flash Actionscript 3.0 file with the following text .
 - a. Create a text object and enter "Kennewick Sports"
 - b. Convert the text into a movie clip type of symbol.
 - c. Name the object **logo** and the instance on the stage **logo** (case sensitive).
- 2) Create an Action Layer for the ActionScript
- 3) Select the Action Layer, open the **Actionscript window** (F9) and enter the ActionScript below:

```
var spinInt:uint=setInterval(spin, 50);
```

```
function spin():void {  
    logo.rotationX +=5;  
}
```

Click the Check Code button and correct any errors before proceeding.

Save the file as **FlashAS2 fla** and test the code by pressing Control Enter.

In this example *logo* is the name of the movie clip containing the text "Kennewick Sports." The function we wrote is called *spin*. Within the code of the function you see that *logo* has a property called *rotation* that causes the rotation around the X-axis. The "+=5" tells the function to add 5 to the current rotationX location of the *logo*. You may experiment with by changing the *logo.rotationX* to *logo.rotationY* and increasing or decreasing the constant.

Moving Text In Using a Button

- 4) Keep the text from above on the stage, but clear your ActionScript.
- 5) Next, you will need to create in Flash a circle object that will be used as a button.
 - a. Create an object circle.
 - b. Convert the circle into a button symbol
 - c. Name the object **btn_circle** and the instance on the stage **btn_circle**
- 6) Enter the following ActionScript:

```
import fl.transitions.Tween;
import fl.transitions.easing.*;

btn_circle.addEventListener(MouseEvent.CLICK, zoomRight);

function zoomRight(e:MouseEvent):void {
    var tweenRight:Tween = new Tween(logo, "x", Strong.easeOut,100,400,2,true);
}
```

The *import* statement simple makes somebody else's code available for you to use. Yippee! Again, we created a listener event to watch for a mouse click on the circle. When the user clicks on the circle the magic happens. The *Tween* class takes over and moves the logo from the left (100) to the right (400) and applies a *easeOut* effect as it comes across the stage. The 2 determines how many seconds it will take to move across the screen. Go ahead and adjust the values to see the effects.

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Part #2 Questions:

Name _____

- 1) Your first task will be to modify the code from step 3 and rotate the text around the Y axis. Please show the line of Actionsript code that changed below:
- 2) What is the purpose of setInterval ?
- 3) What is a class?
- 4) There are two other properties you may use with Strong effects (step 6 from above). What are they? (Hint: Erase *easeOut* and type *.* this will make a list of effects and other properties appear).
- 5) How do I get help regarding the Tween class or any of the properties that I might set for the class?
- 6) What are some of the settings (parameters) for the Bounce property?
- 7) You may not be able to design your own ActionScript. However, you will need to be able to download, unzip some script, and make use of it in a project. In this problem, you must locate three ActionScripts from the Internet. Briefly describe the purpose of the ActionScript , write down the web address for the ActionScript and download each compressed zip file. You must unzip three of them and place them in your network drive (H:\my documents\web design\flash\). They must be unzipped to earn credit on this problem!

1) Description of the ActionScript:

Web Address:

Name of file to download:

2) Description of the ActionScript:

Web Address:

Name of file to download:

3) Description of the ActionScript:

Web Address:

Name of file to download: