

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 scripting part i.e. Introduction to Action Script, Action Palette & Events. Now let's Continue with Basic Action Script, Load Movie, Unload Movie, Get URL, Toggle High Quality.

Basic Action Script

Basic actions help us to control navigation and user interaction in a movies. Basic actions are many. The first and most simple action is Goto statement.

Goto statement: To move from one scene to another or from one frame to another frame, Goto statement is used.

Example:

```
On (press)
{
Goto and play (5);
}
```

```
(Or) on (press)
{
Goto and stop (1);
}
```

We cannot have Goto statement alone in the script. It is always clubbed with Play or Stop statement.

PLAY & STOP

Using these actions, the movie can be played or stopped.

The play and stop are vital commands of action script. If we uncheck the play button, it automatically becomes stop. Goto, play and stop statements are always combined.

Play and stop statements can be added separately, but goto statement cannot be separated.

Example:

Like this, we can have script

```
On (press)
{
Play ();
}
On (release)
{
Stop ();
}
```

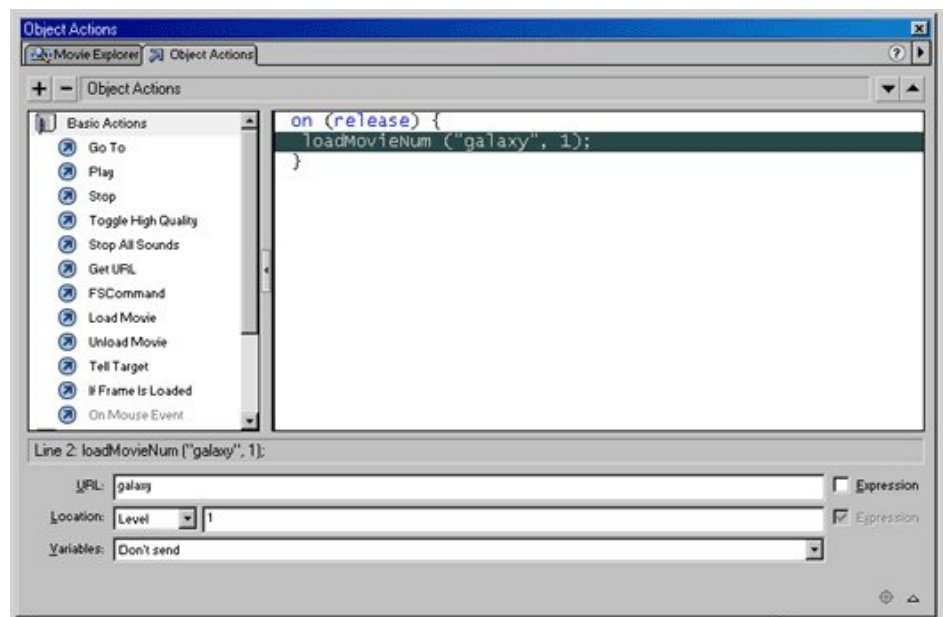
And not like this:

```
On (press)
{
Goto;
}
```

Using this command, a movie can be loaded and unloaded. The load movie is used to load to movie from different location or from the same location. The URL of the movie, the target and the variables has to be specified.

Load Movie

Using this command, a movie can be loaded and unloaded. The load movie is used to load to movie from different location or from the same location. The URL of the movie, the target and the variables has to be specified.



URL - The specific path of the movie to be loaded.

Level - To identify the different movies that are loaded, we use a number between movies.

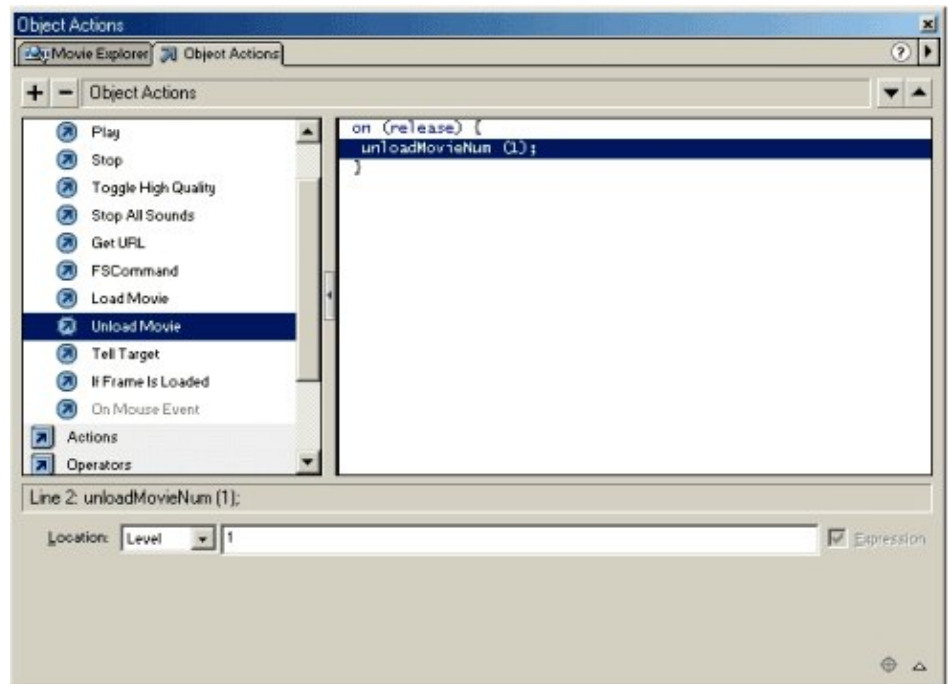
Target - Instance name of the movie.

Variables - To send the values of the movie to server, use post or get method. The default value is don't send.

By specifying the proper values for location, URL and variables a movie can be loaded.

Unload Movie

In the unload movie, the level alone is required. Using the location specify the movie which has to be unloaded. If the level is 1, then specify 1. otherwise, if the target is "galaxy", specify the target as "galaxy".



By specifying the target or level of a movie which has to be unloaded, unload movie will execute.

Note: If there is any error in the path or in the values, the errors will be displayed in the output window.

Get URL

Using Get URL command, the object can be linked to a different location. By selecting a button, from the flash movie, if we want to navigate to another application and it can be made with the help of Get URL command.

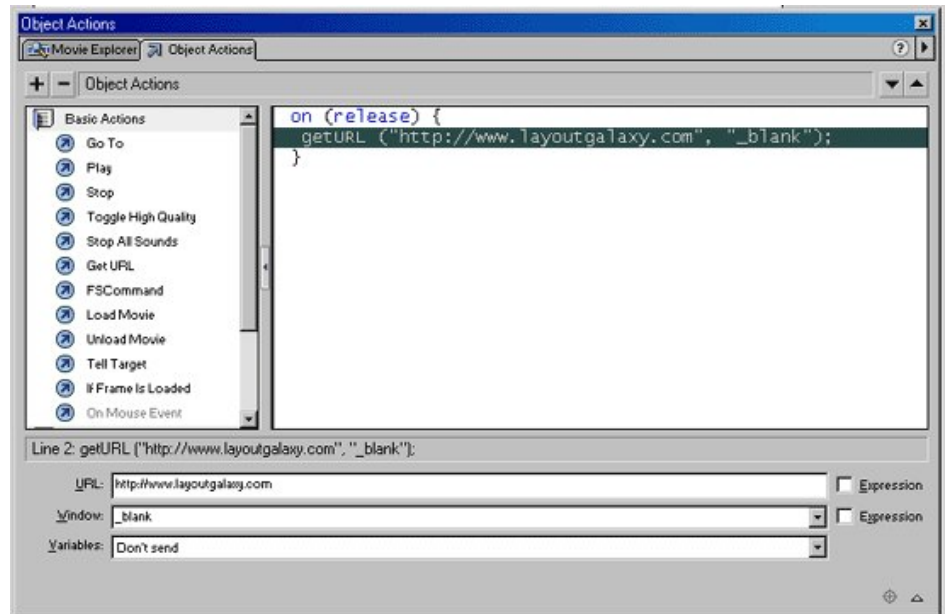
Syntax : get URL (url[,window [, variables]]);

URL - The location to which the link has to be made is specified in the URL text box.

Window - an argument which specifies in which window the document should open.

self - specifies current frame in current window.

- **Blank** - specifies a new window.
- **parent** - specifies the parent of current frame.
- **Top** - specifies the top frame of current window



Variables

To send the variables and the values to server, we have the following methods:

Get - appends the value of the variable to the end of URL.

Post - sends the variables in a separate HTTP header and it is used for long strings of variables.

Toggle high Quality

Using this command we can maintain the quality of the movie. This action may affect the movie, since they give the movie a high quality and it takes more time to download the movie due to the large file size.

Syntax:

Toggle high quality ();

Example:

```
On (press)
{
toggle high quality ( );
}
```

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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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