

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 Basic Action Script, Load Movie, Unload Movie, Get URL, Toggle High Quality. Now let's Continue with FS Command, Stop all Sounds, Tell Target, If Frame is Loaded.

FS Command

Using this command, the export view can be viewed in the full screen. Many options are available with this command.

Show menu - Using this menu, we can restrict the user by using the menu under right click of the mouse.

Trap all keys - This help us to trap the keys that are pressed in the export mode.

Allow scaling - scaling is permitted in the export view.

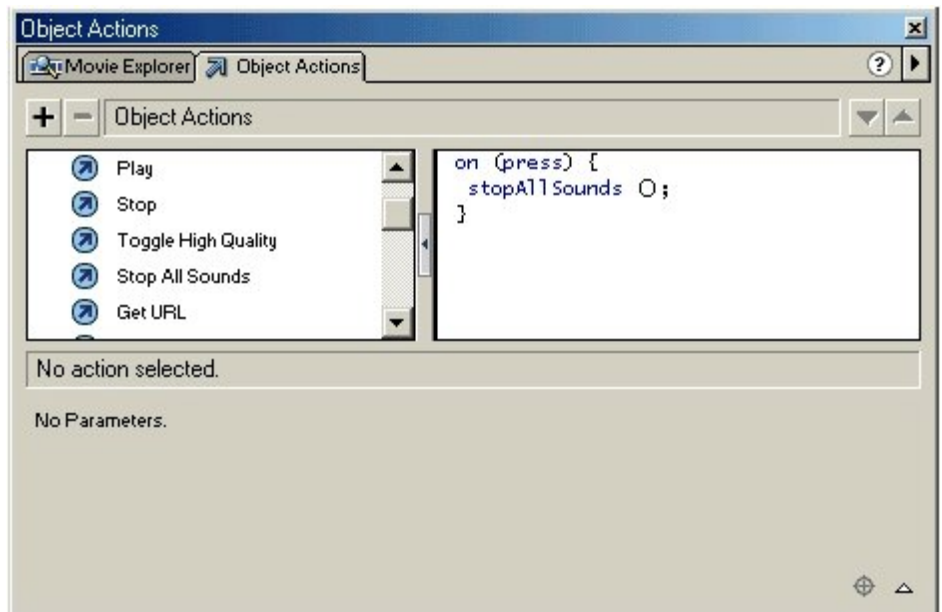
Exec - Any command or other statements in action script can be executed. It also takes up arguments while execution.

Quit - To quit from an execution or a command, quit is used.

All the values for the arguments in FS command accept only Boolean values. For exec and quit, user entering values are permitted

Stop all Sounds

To stop all the sounds in a movie, this command is used. It will stop only the sound of the movie and not the play head, so the movie keeps playing.



Sound which was set to stream will keep playing, since they have been set with the play head.

Syntax:

```
stop all sounds ( );
```

Example:

```
on (release)
{
stop all sounds ( );
}
```

Using tell target, the transferring of control within a movie can be controlled. For using this command, instance name of a movie clip is needed. Through the target name, the animation of the movie is controlled.

Tell target is used for navigation control. To make a movie clip to go to a target, tell target can be specified in buttons. This is similar to **"with" action**. But "with" action accepts movie clips or other object, tell target will accept only instance name of movie clip as target parameter.

Syntax:

```
Tell target (target)
{
statements ;
}
```

Example:

```
on (press)
{
tell target ("plane");
{
goto and play (5);
}
}
```

If frame is loaded

If frame is loaded, is used to play an animation while some other movie is downloading. This will check for the animation or contents of frame that are available locally.

The difference between frames loaded and if frame loaded is, it will allow to add if statement, but if frame loaded allows all scenes/frame/movies to be loaded within a single statement.

Syntax:

```
If frameloaded (scene, frame)
{
// statements;
}
```

Example:

```
if frameloaded (1)
{
goto and play (5);
}
```

In the if frame loaded, the scene has to be specified. Current scene is the default value. In the type text box, either frame number or frame label or any other expression is permitted. In the frame text box, the number of the frames can be specified. In the argument of the if frame loaded command, the scene/frame is a must and the expression is an optional case.

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Regards,

Manoj Kotak.

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