

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 FS Command, Stop all Sounds, Tell Target, If Frame is Loaded. Now let's Continue with Set Variable, Set Property, Get Property, Properties in Action Script, Visibility, Rotation & Alpha

Set variable

Using set variable, any value can be set to a variable.

The name of the variable is declared and a value is assigned to it.

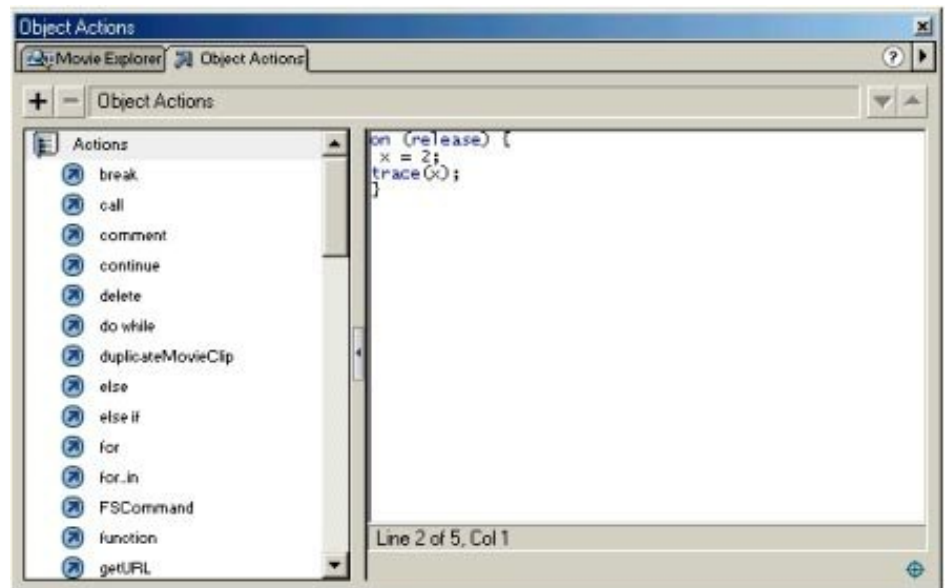
Syntax:

set variable = value;

Example:

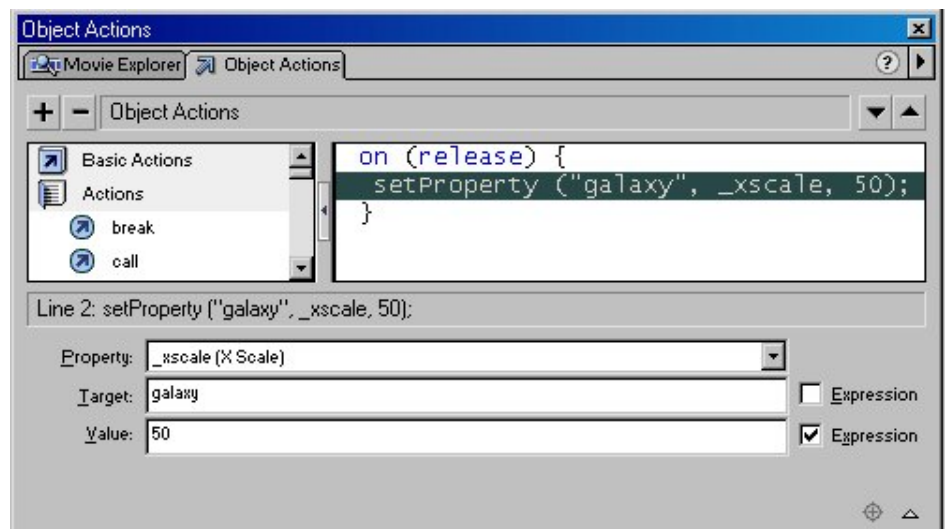
```
x = 2;
```

where x is the variable name & 2 is the value of the variable.



Set property

Using this command, the property of the movie clip can be changed while playing the movie.



The instance name of a movie clip is needed while making changes to the property of it. The set property has three arguments.

Syntax:

set property (target, property, value);

target takes the name of the movie clips.

Property can be `_xscale`, `_yscale`, `_x`, `_y`, `_alpha`, `_visibility` etc.

Value takes any user-entered value.

Example:

On (press)

```
{
set property ("plane", _xscale, 100);
}
```

where

target is instance name of movieclip.

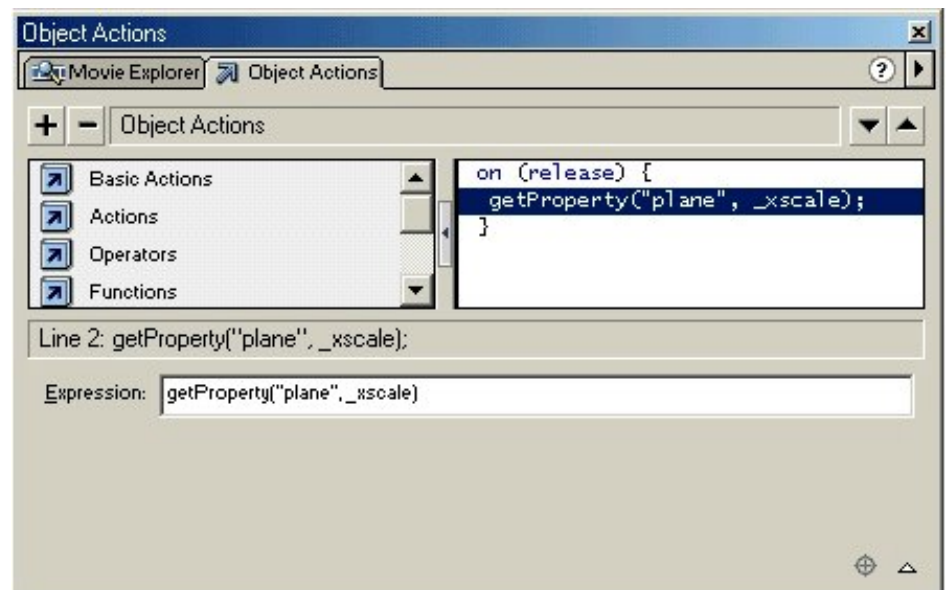
Property is the `_xscale`.

Value is 100.

The Movie clip will expand in width by 100 of its original width.

Get Property

Using this action the value for the movie clip can be returned.



Syntax:

Get property (target, property);

target is the instance name of movie clip.

Property is the property of movie clip (`_x`, `_y`, `_xscale` etc)

Example:

On (press){

```
galaxy = get property ("plane", _x)+10;
```

```
set property ("plane", _x, galaxy);}
```

The x position of plane movie clip will be increased by ten (whenever the button is pressed) and stored in x variable. Now the set property will set the x value to the movie clip.

In the above discussed example, We have

galaxy = get property(); in which we have involvement of Set Variable and Get property commands.

The next line explain us the Set Property command.

Properties in Action Script

XY Position

x: Using this property x position of any object in a movie file can be determined.

Syntax:

Object name. `_x`

where object name is the target name and `_x` is the property.

Example:

```
x = (plane ._x) + 10;
```

Similarly, y position is determined by using "`_y` property".

XY Scale

Using this property, the width and the height values of an object can be determined.

`_xscale`: Width and `_yscale`: height.

This property also depends on the instance name of the movie clip.

Syntax:

(object/target name, `_xscale`)

Where target name is the instance name of movie clip.

`_x` scale is the property of the movie (the width of the movie similarly for determining the height of an object or a movie clip, the `_y` scale is used.

Syntax:

(object name, `_y` scale)

This property is used to make an object visible. The visibility value is an Boolean value. It can takes up true/false values.

If visibility = true, then the object is visible otherwise the object is invisible.

Syntax:

(target name, visibility, (true/false));

Example:

(plane, visibility, true);

- target name - instance name of the movie clip
- Visibility - is the property
- True/false is the Boolean value for the property.

Rotation

Using rotate command, any object can be rotated by specifying the angles as values. The value can be any number. If it has been provided in degrees (i.e., 180, 270, 360, etc), the desired result can be obtained. Other numbers can also be specified but rotation made will be perturbed.

Syntax:

(target name, rotation, value);

- target name is the instance name of movie clip.
- Rotation is the property of the movie clip.
- Value is any number specified to rotation (degree)

Example:

Set property (plane, _rotation, 270);

Alpha

Using this command, the transparency can be controlled. The value of alpha ranges from 0 to 100. If the value is zero, then the object becomes invisible and if the value is 100, then the object becomes visible. The default value is 100 (i.e. object will be always visible)

Syntax:

(target name, _alpha, (0-100))

Example:

set property ("plane", _alpha, 45);
plane is the instance name of movie.
_alpha is the property of movie clip.
45 is the value for the property.

Example:

Set property (plane, _rotation, 270);

EXAMPLE FOR THE ABOVE DISCUSSED PROPERTIES



Regards,

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