

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 Bitwise Operators, Comparison Operators, Logical Operators, Numeric Operators, String Operators, Operators. Now let's Continue with While Statement, If & Else Statement, Start & Stop Drag, Focus Rectangle, Sound Buftime, & High Quality.

While Statement

Using while statement, a series of statements is repeated in a loop as long as the condition is true. If the specified condition is not satisfied, the condition returns (Boolean value) false and the loop won't be executed.

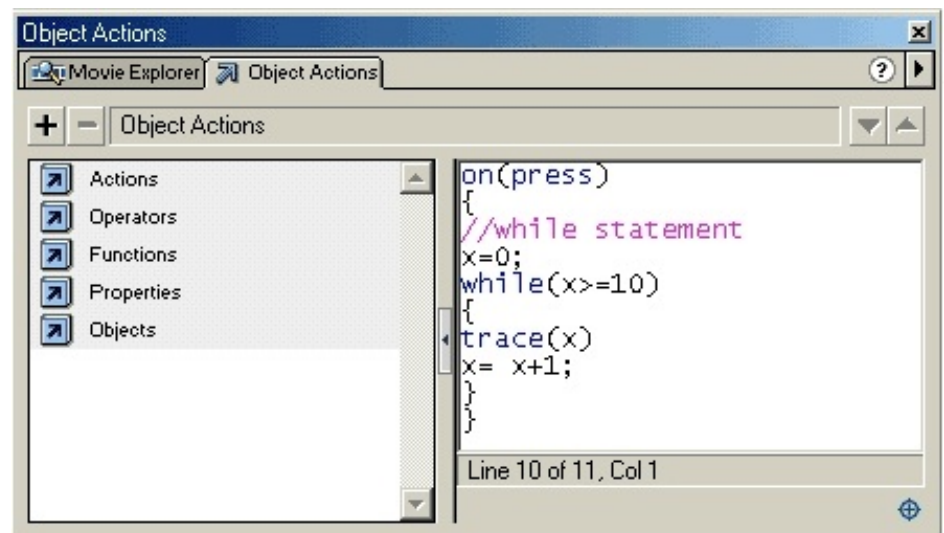
For each and every loop, flash restarts the loop by testing the condition. If the condition is false, flash skips the rest of the statements. Looping is performed repeatedly until the condition is false.

Syntax :

```
while (condition)
{
// statements;
}
```

Where condition is used to evaluate the loop each time when the loop is performed.

Statements are expressions to run, if the condition returns true.



Example:

```
x = 0;
While (x<=10)
{
trace (x);
x=x+1;
}
```

Initially, x value is zero and the condition is $x \leq 10$. If the value is less than 10, then x value will be traced. Then value of x is incremented and again the loop starts and it end only if the value of x is greater than 10. (i.e. condition returns false).

If Statement

This statement (if) is used to evaluate the condition to determine the next action in the movie. If the specified condition is true, flash runs the rest of the statements.

If statement is used to create a branching logic in scripts.

Syntax:

```
If (condition)
{
// statements ;
}
```

Where condition is the expression which evaluates to true or false.

Example:

```
If (name == "galaxy")
{
goto and stop (5);
}
```

If the value given by user is equal to the original name, then it will move to fifth frame, otherwise it won't enter the loop.

Else Statement

An alternative statement to run the if condition. If the value of IF statement is false, then ELSE condition is executed.

Syntax:

```
If (condition)
{
// statements ;
}
else
{
// statements;
}
```

where the condition is false and automatically control is shifted to else statements. Then corresponding statements of else is executed.

Example:

```
If (name == "galaxy")
{
gotoAnd Play(5);
}
else
{
goto And stop(1);
}
```

In the example, if the value entered by the user is equal to "galaxy", then frame 5 will be played. If the value is not equal to galaxy, then it will stop in frame 1.

Start Drag

This command is used to make the target movie clip as draggable, while playing the movie. The object can be dragged, anywhere as the mouse cursor moves.

Start drag operation starts and the movie clip is draggable until it is explicitly stopped.

Syntax:

Start drag (target, [lock, [L, B, R, T]])

Where target is the instance name of the movie.

Lock is used to lock the mouse to the center point of the object.

L, B, R, T is Left, Bottom, Right and Top values of the object when mouse is moved or pressed.

Example :1

```
Start drag ("car", true);
```

Lock mouse to center - True / false

In the above example, car is the instance name and mouse is locked to the center and movie is draggable.

Example:2

```
Start drag ( "Car", true, 25, 50, 25, 50);
```

In this example, while pressing the button, the object/movie clip will be moved to the corresponding (L, T, B, R) location.

In start drag, the movie clip can be made draggable (or) move it to corresponding position.

Stop Drag

Stop Drag will stop the current dragging operation. Once the start drag operation is started, only by using stop drag command, it can be stopped.

Syntax:

```
stop drag( );
```

It has no parameters.

Example :

```
on (press)
{
stop drag ( );
}
```

While pressing the button dragging option will be stopped.

Show Focus Rectangle

Using this command, a yellow rectangle can be obtained for button which has the focus. This accepts only Boolean value.

Syntax:

```
Show focus rectangle = (Boolean value)  
_focusrect = (true/false)
```

If the tab button is used, then the corresponding button which obtains the focus will have a yellow rectangle.

Example:

```
on (press)  
{  
_focusrect;  
}
```

while using the tab key, the focus is brought to the button and a yellow rectangle appears on the button.

Sound Buftime

This command is used to establish the number of second of streaming sound to pre buffer. The default value is 5 seconds. It only accepts integer.

Syntax:

```
_soundbuftime = integer;
```

Default value is 5 second and any value can be specified for buffer time.

High Quality

Anti-aliasing can be given to objects to smoothen the ends. To smoothen the bitmap, specify high quality value to 1. To obtain high quality, specify 2. If value 0 is specified, low quality is obtained and it will prevent anti-aliasing.

Syntax:

```
_highquality = value ;
```

value can be 0,1,2

0 - low quality

1 - smoothing

2 - high quality

Name : This command is used to set or retrieve the value of a instance name of a movie clip.

The value can be set using the name command.

Syntax:

instancename._name; - retrieve the value

instancename.name = value; to set the value

Regards,

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