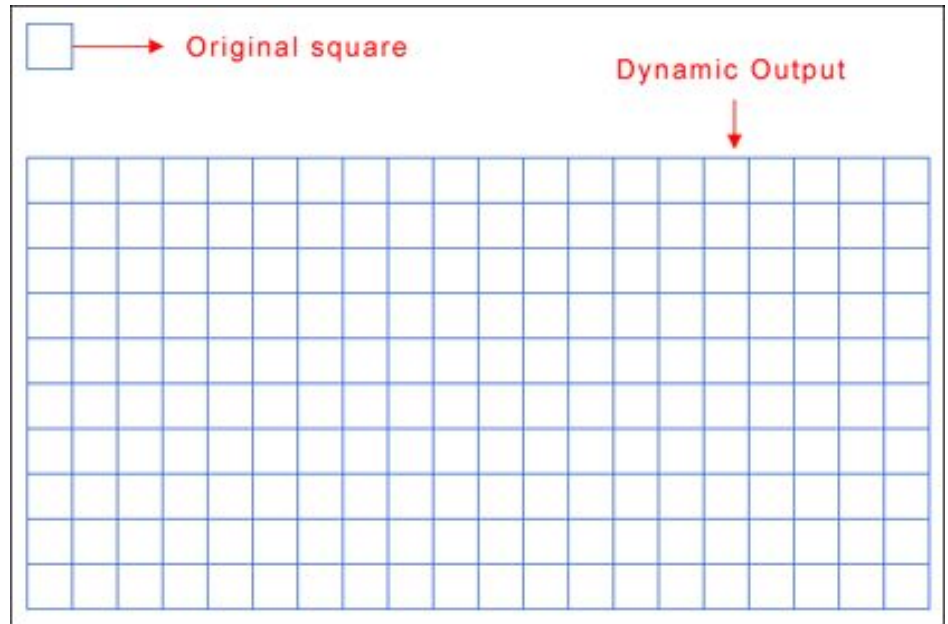


Dear Friend,

Hello & welcome back to **Firewire**, your friendly guide to the exciting world of web-design & web-solutions!

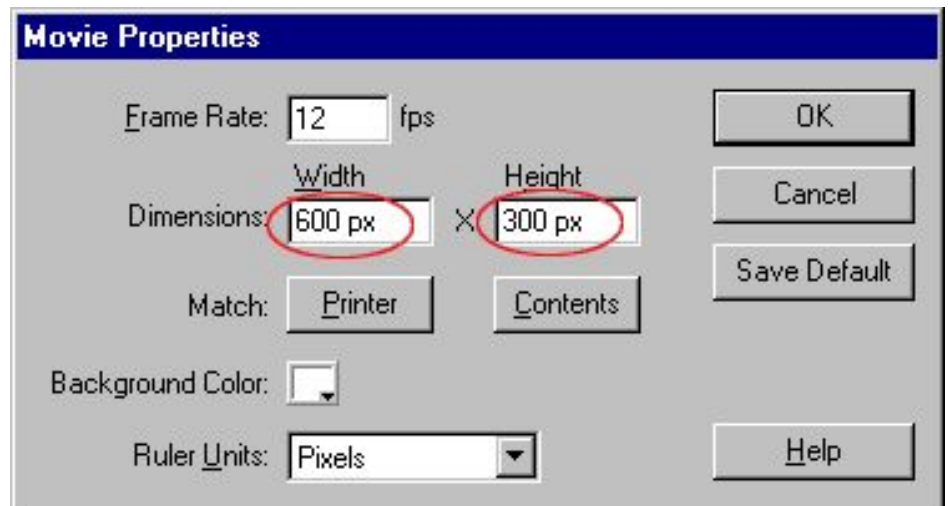
As you are aware, we have covered **eight FireWire issues** on advance scripting in flash. Here is an attempt to give you a practical situation along with the solution, where you can use an action script to speed up your designing process. This script can be useful every time you want to create a background with the same object.




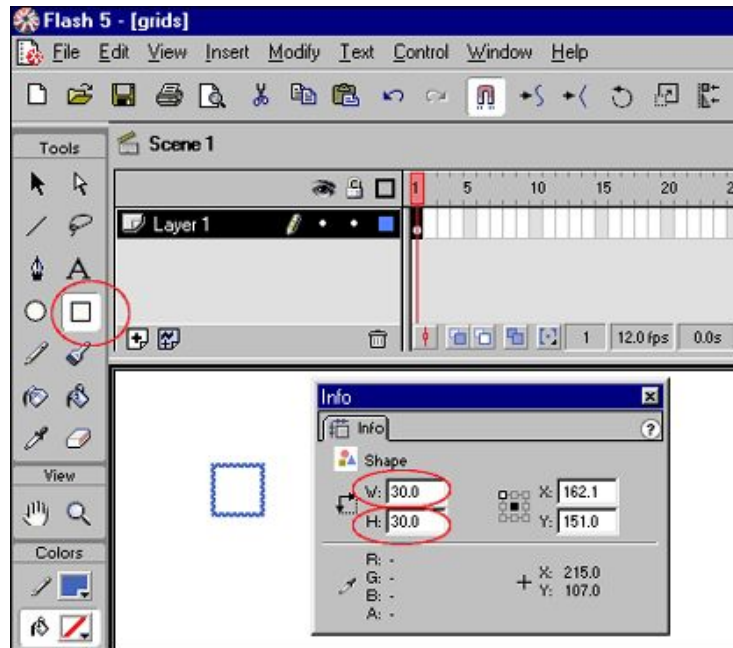
**NOTE:** To make the tutorial practical & easy to understand we have created the dynamic grids in flash 5. [Click here](#) to download the .fla file.

## Flash

1. Choose **File > New**
2. Choose **Modify > Movie**
3. Set the Dimensions as **600px X 300px**

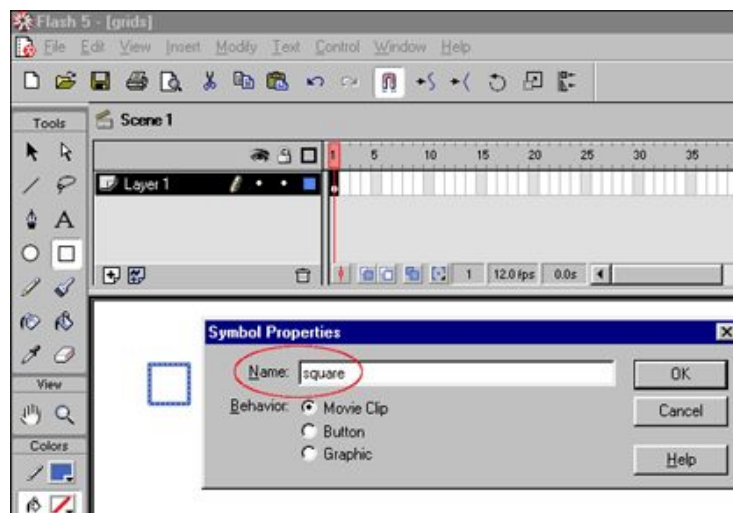


4. Select the **Rectangle Tool (R)**  from the tool bar
5. Draw a Rectangular Outline
6. Select the Rectangle
7. Choose **Windows > Panels > Info**
8. Set **width = 30** and **height = 30** to make a perfect square



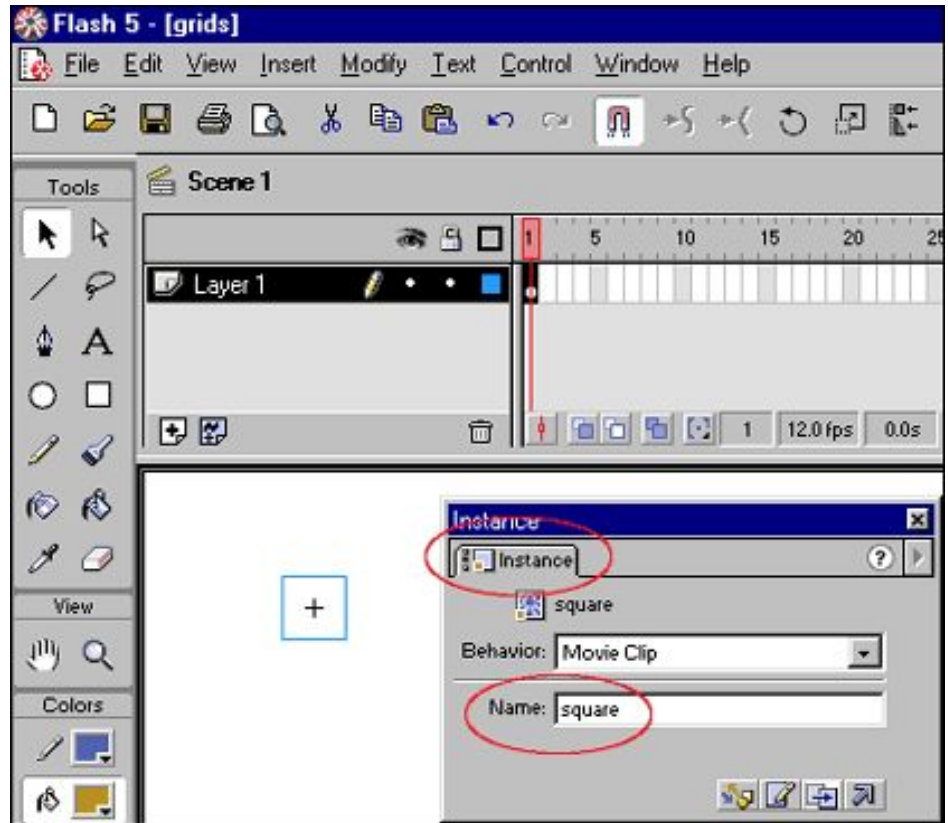
## Converting Square into Movie Clip

9. Select the Square
10. Choose **Insert > Convert of Symbol** for symbol properties
11. Name the Movie Clip as **square**



## Giving Instance Name to Movie Clip

12. Select the **square**
13. Choose **Windows > Panels > Instance**
14. Give the instance name as **square**



## Converting Square Movie Clip into another Movie Clip

15. Again select the square movie Clip
16. Choose **Insert > Convert of Symbol**
17. Name the movieclip as **grid**
18. Now the square movieclip is inside **grid** movieclip
19. Choose **Windows > Library**
20. Double click **grid** movieclip.
21. Name the layer, **layer 1** as **square**

## Assigning Actions

For assigning action to make dynamic grids:

22. Add a new layer on top of square layer and name it as actions
23. Select the layer actions and on frame 1 of that layer give the following action in the action window:

## 24. Choose **Windows > Actions**

```
//Variable xgridlines is defined for number of grid lines on x axis//  
xgridlines = 11;
```

```
//Variable ygridlines is defined for number of grid lines on y axis//  
ygridlines = 21;
```

```
//Variable distance is defined for the distance between each grid //  
distance = 30;
```

```
// set property function is used to make the square movieclip invisible //  
setProperty ("square", _visible, false);
```

```
// Variable k is used in the forloop given below for giving different instance  
name to the duplicated movieclips //
```

```
k = 0;
```

```
// Making a nested forloop for duplicating the square movieclip /
```

```
for (j=1; j<=xgridlines-1; j++) {
```

```
for (i=1; i<=ygridlines-1; i++) {
```

```
    // duplicating the square movieclip //
```

```
duplicateMovieClip ("square", "square"+k, k);
```

```
// setting the x position of the duplicated square movieclips //
```

```
setProperty ("square"+k, _x, distance*i);
```

```
// setting the y position of the duplicated square movieclips //
```

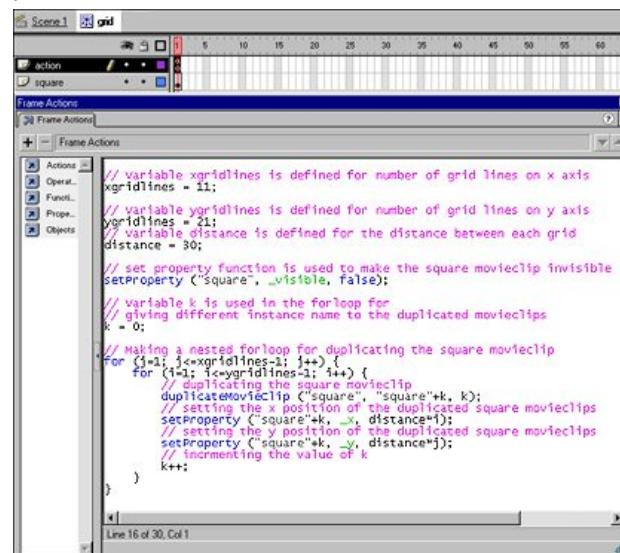
```
setProperty ("square"+k, _y, distance*j);
```

```
// incrementing the value of k //
```

```
k++;
```

```
}
```

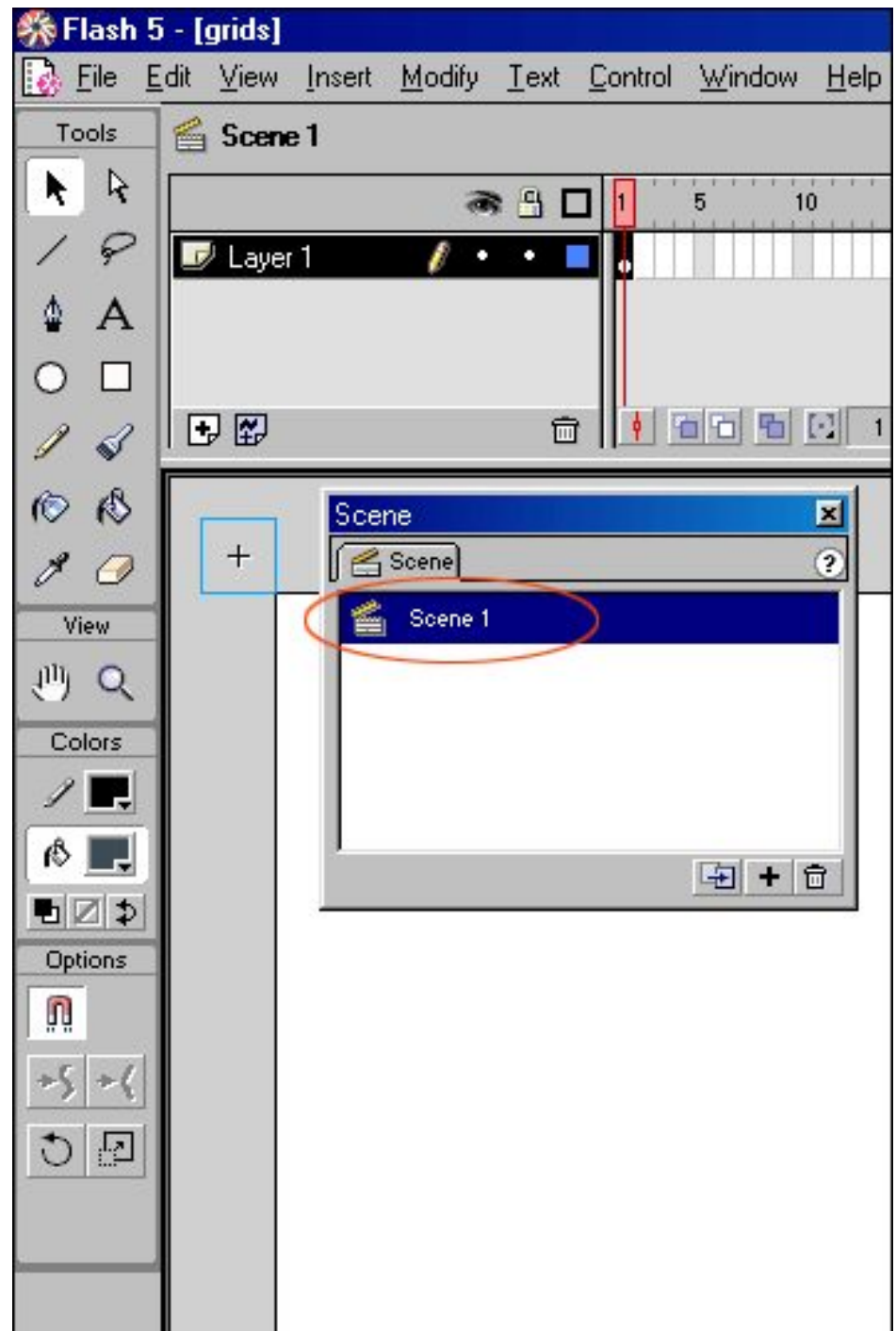
```
}
```



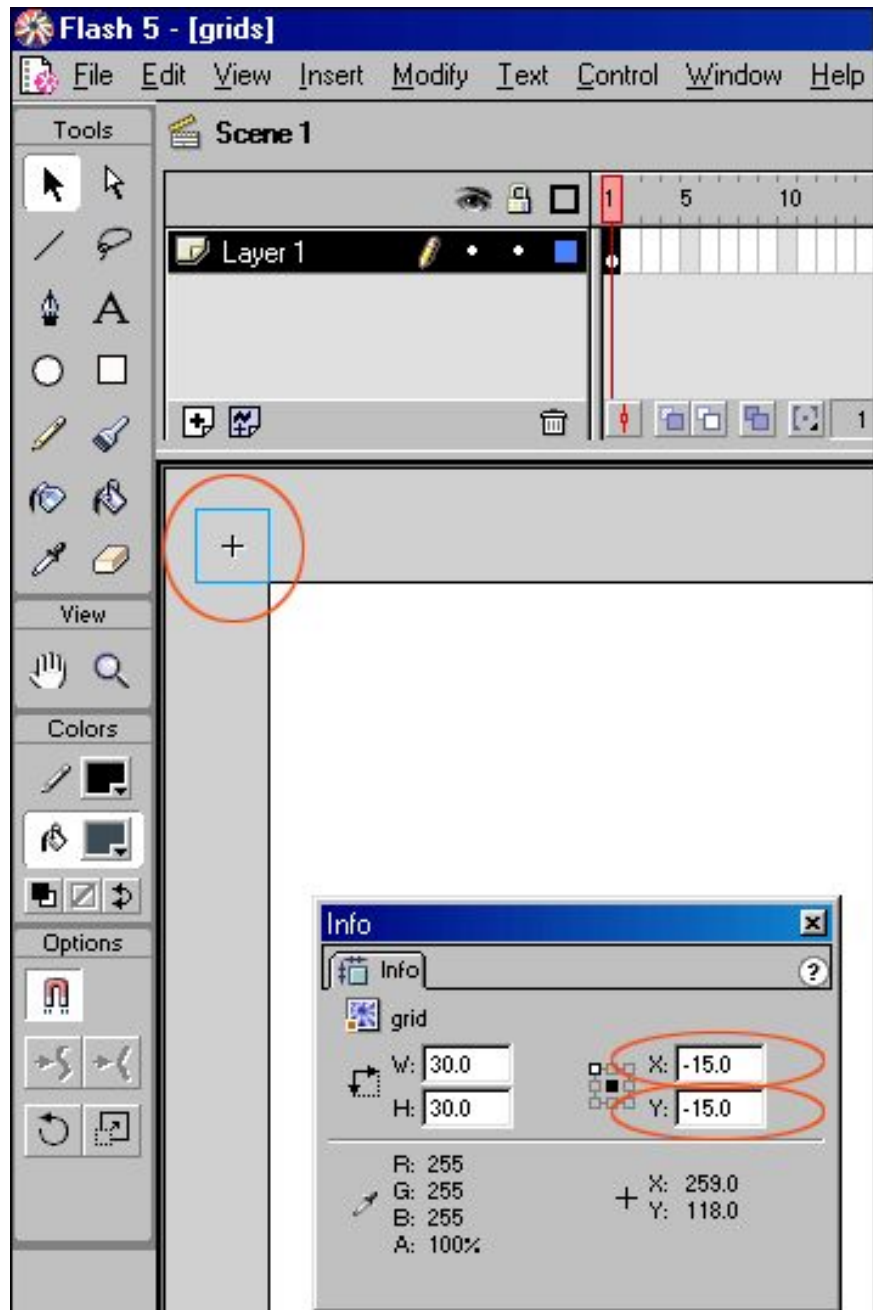
## Placing The Grid Movie Clip

For Placing the grid movieclip at proper position in the movie:

25. Choose **Window > Panels > Scene**
26. Select **Scene 1** from the scene window
27. Select the **grid** movie clip which is there in the scene

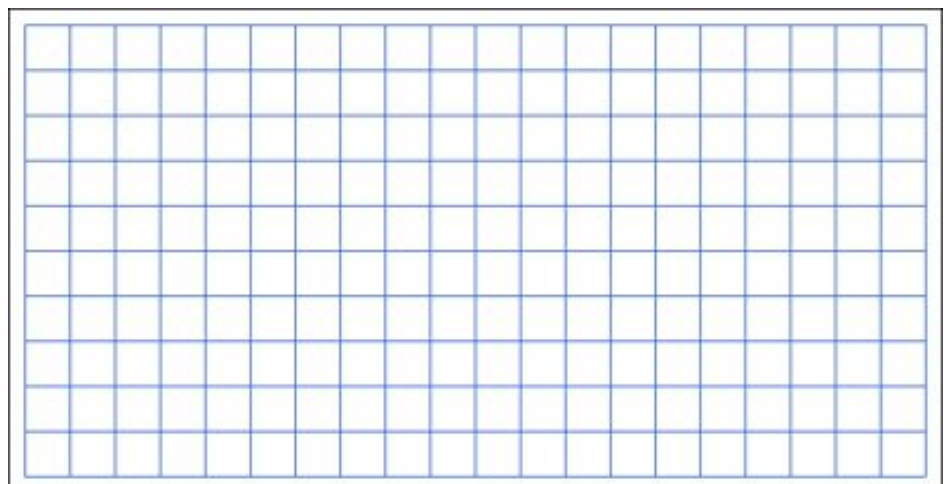


28. Choose **Windows > Panels > Info**
29. From the info panel set **x = -15** and **y = -15**



## Testing Movie

30. Choose **Control > Test Movie**



Regards,

Manoj Kotak.

Director - Image Online Pvt. Ltd.

Developer of Layout Galaxy *Ready to use design concept for the web.*

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