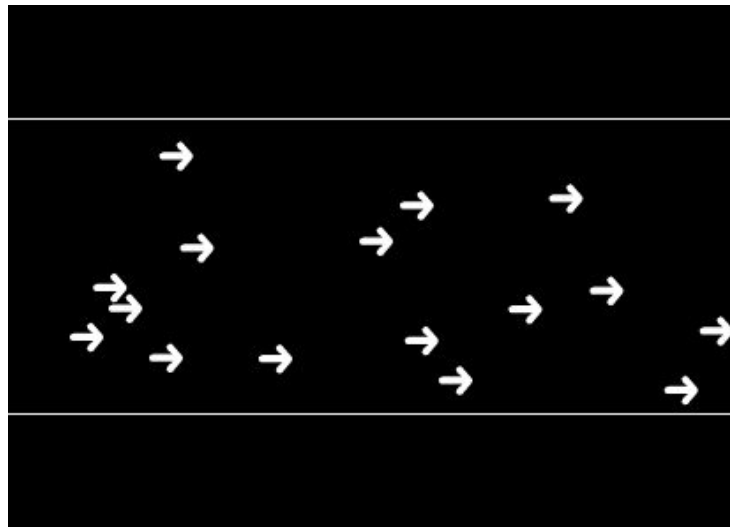


Dear Friend,

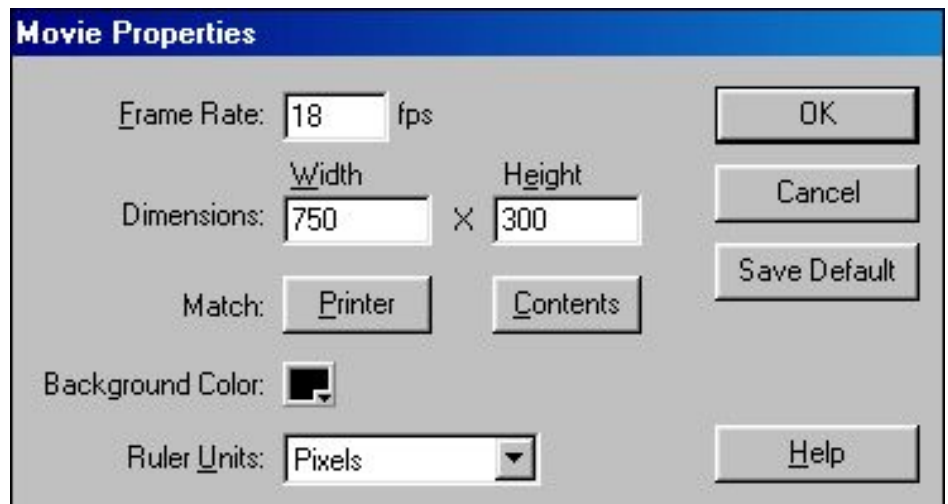
Hello & welcome back to **Firewire**, your friendly guide to the exciting world of web-design & web-solutions! In the previous Newsletter we had covered how to create a dynamic grid through actionscript in flash. In this Newsletter we will be covering How to create a dynamic Flowing Arrows effect with the actionscript in flash. To make the tutorial practical & easy to understand we have created the dynamic Flowing Arrows in Flash. [Click here](#) to download the arrows .fla file.

Note : In this example we are using Arrow as an object. You can replace an arrow with any other object of your choice.



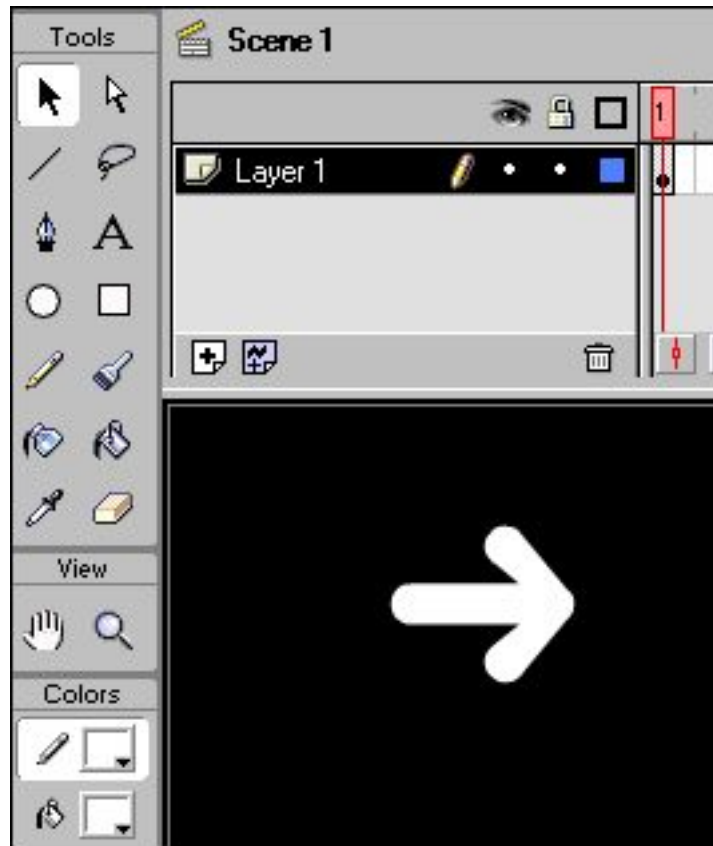
Flash

1. Choose **File > New**
2. Choose **Modify > Movie**
3. Set Frame Rate '**18 fps**' and Background Color 'Black'. i.e #000000.
Set the **width = 750** and **height = 300**



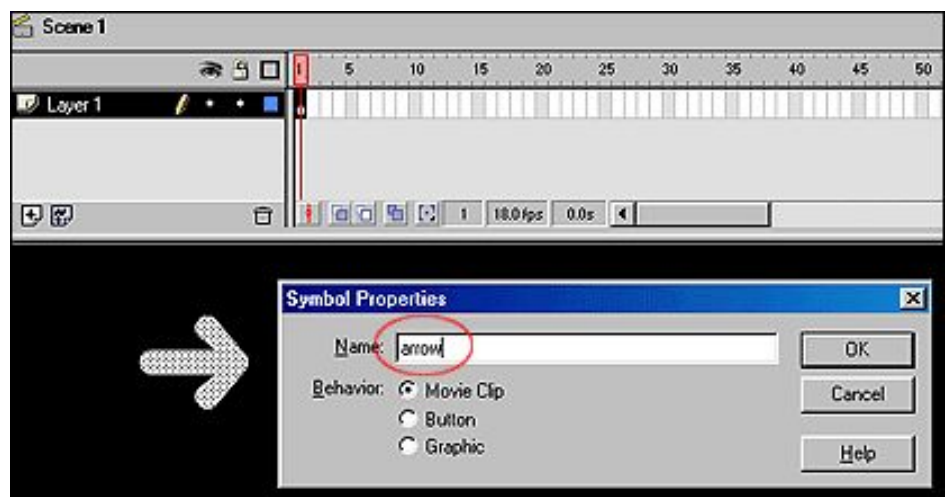
Making a Arrow Movie Clip

4. Draw one white arrow on the stage.



5. Select the arrow and choose **Insert > Convert to Symbol**

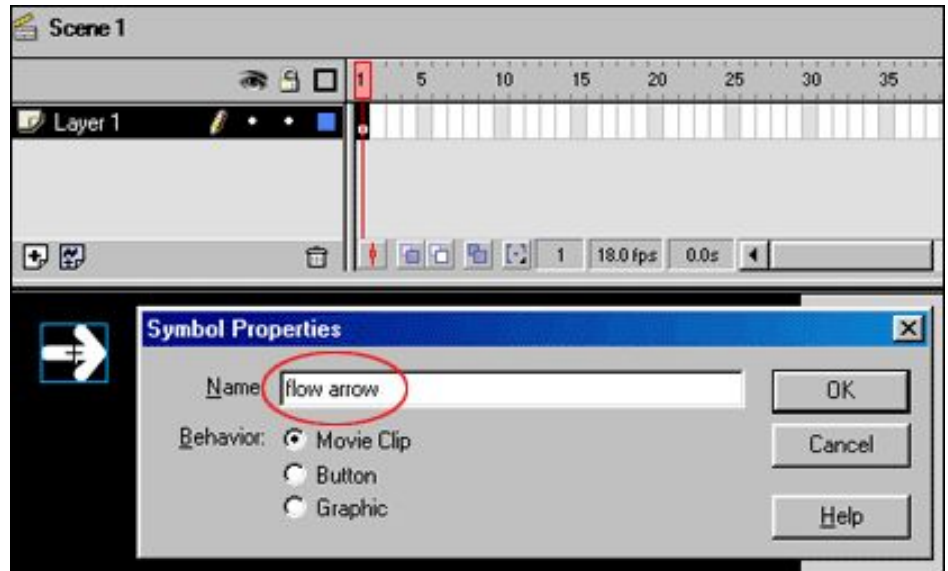
6. Name it '**arrow**' and convert it into a movie clip.



Nesting 'arrow' Movie Clip Into Another Movie Clip 'flow Arrow'

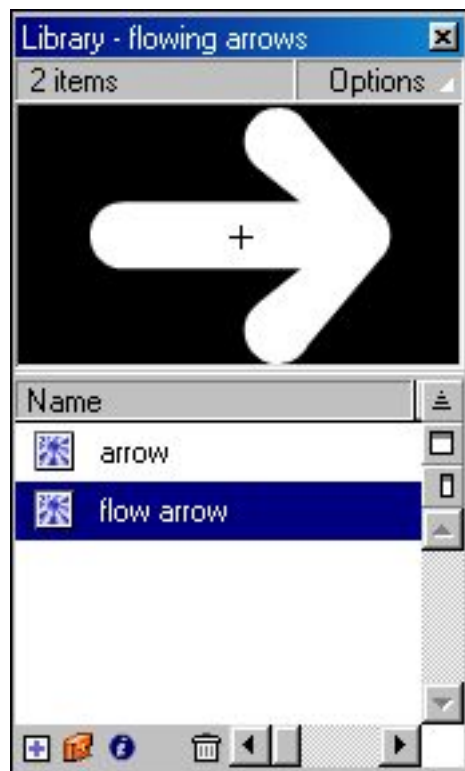
7. Select the '**arrow**' movie clip and choose **Insert > Convert to Symbol** to put '**arrow**' movie clip into another movie clip.

8. Name it '**flow arrow**' and convert it into a movie clip.



Giving instance Name to 'Arrow' Movie Clip

9. Choose **Window > Library**
10. Select '**flow arrow**' movie clip.
11. Double click the '**flow arrow**' movie clip to go inside the movie clip.



12. Select '**arrow**' movie clip in the movie.
13. Choose **Window > Panels > Instance**
14. In the Instance window, type instance name as '**arrow**'.



Assigning Actions to 'arrow' Movie Clip

15. Choose **Window > Actions**

16. Type the following action in the Object Actions window:

```
onClipEvent (load) {  
  _x = Math.random()*750;  
  _y = Math.random()*200;  
}
```

This action gives us any random value of x and y position of arrow movie clip.

Math.random returns a random number between 0.0 and 1.0

17. Type the following action:

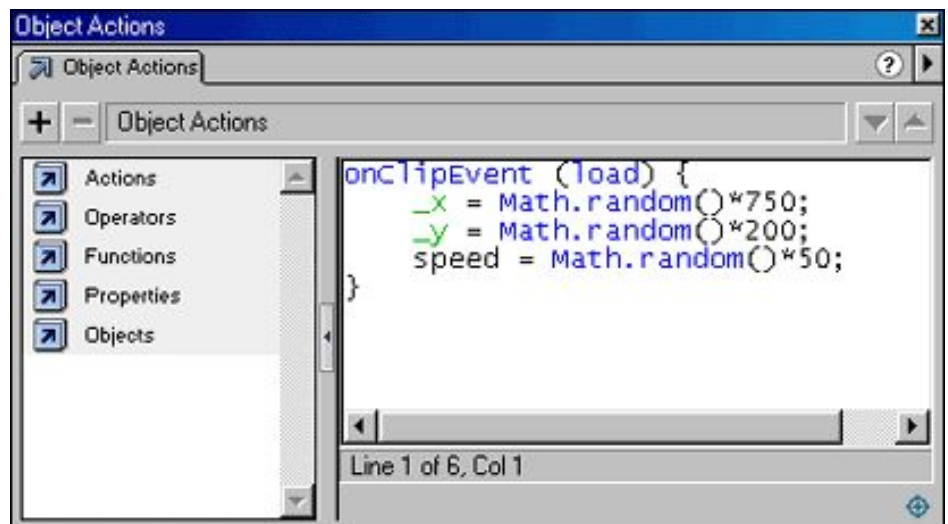
```
speed = Math.random()*50;
```

Here we have defined a variable named as 'speed'.

This variable collects any random number multiplied by 50.

This action helps the arrow to move.

Note: You can also increase or decrease the numeric value ie. 50 to vary the speed of the arrows.



18. After the **onClipEvent(load)** action type the following action:

```
onClipEvent (enterFrame) {
```

```
  _x += speed;
```

```
}
```

// The **_x += speed** is equilant to **_x = _x + speed.** //

// The **_x value** goes on changing each time movie enters into the frame.

Every time the new **_x value** is a combination of

previous _x value plus speed. //

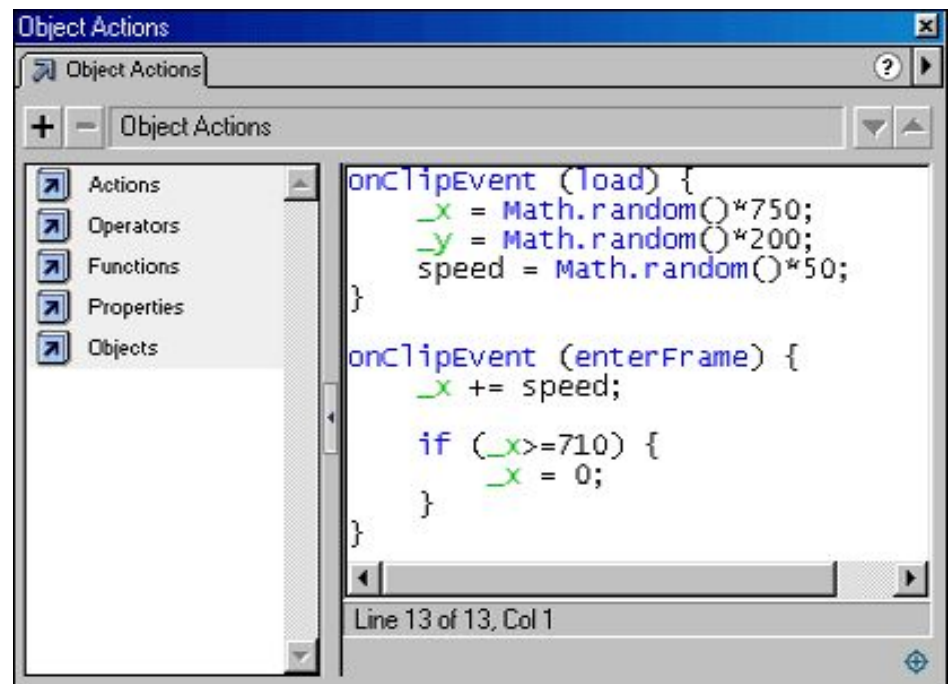
19. Type the following action below it.

```
if (_x >= 710) {
```

```
  _x = 0;
```

```
}
```

// This action resets the **_x position** of arrow movie clip to '0' after it goes out of the screen area. //



20. Now go back into the main scene.

21. Drag the flow arrow movie clip and keep it at the top left corner.

22. Choose **Control > Test Movie.**

Now you can see only one arrow moving from one end of the movie to other end.i.e left to right.

We want multiple arrows to cover the whole movie and get the perfect effect. For this we have to duplicate the existing arrow in multiple arrows.

23. Choose **Window > Library > flow arrow movie clip.**

24. Double click the 'flow arrow movie clip'.

25. Insert one more layer above the existing layer which contains arrow movie clip.

26. Choose **Insert > Layer.**

27. Select the first frame and choose **Window > Actions**

28. Type the following action in the Frame Actions Window

```

number = 7;
counter = 1;
while (counter<=number) {
duplicateMovieClip ("arrow", "arrow" add counter, counter);
counter = counter+1;
}
// The value of the variable number (7) determines the number of arrows
that should be present at a time on the stage. //

// The variable counter sets the value of number of arrows to be
duplicated. //
// while (counter<=number) sets the condition. i.e when counter value
is less than or equal to the number value. //
// duplicateMovieClip is a command which duplicates the original arrow
movie clip. //
// ("arrow", "arrow" add counter, counter) In this statement "arrow"
is the main movie clip which has to be duplicated. //
// "arrow" add counter is a duplicated arrow movie clip which can be
arrow1,arrow2 upto arrow7
(eg. arrow + counter ) //
// counter is the depth. //
// counter = counter+1 works as a counter.Each time counter + 1 will
set a new value in the variable counter. //

```



30. Now go back into the main scene and in a new layer create a white border for the stage.

Testing Movie

30. Choose **Control > Test Movie**

Choose **Control > Test Movie**.

Now you can see many arrows flowing from one end to other end.

NOTE:

You can also replace the arrow with any other object.

Regards,

Amol Salgaonkar.

*The author is a Project Leader - Flash at Image Online Pvt. Ltd.
Developer of Layout Galaxy website design templates for
Photoshop and Flash.*

All accompanying logos, brands and product names are trademarks of their respective companies.

Blood for humans comes only from humans : Donate Blood

<http://www.donate-blood.org> E-mail - om@donate-blood.org



What is Layout Galaxy ?

Layout Galaxy is ready to use design concepts in their source format. Different CDs in total contain 300 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.