


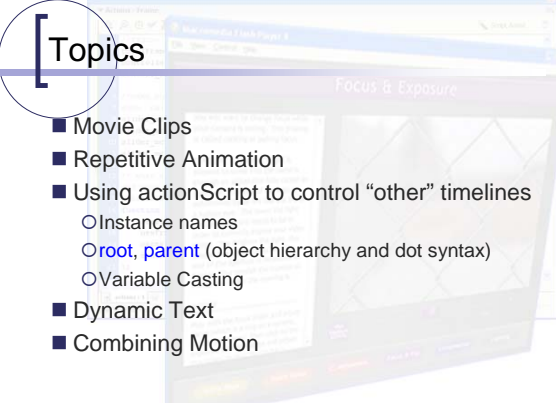
**Movie Clips, Dot Syntax,
Dynamic Text**



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Topics

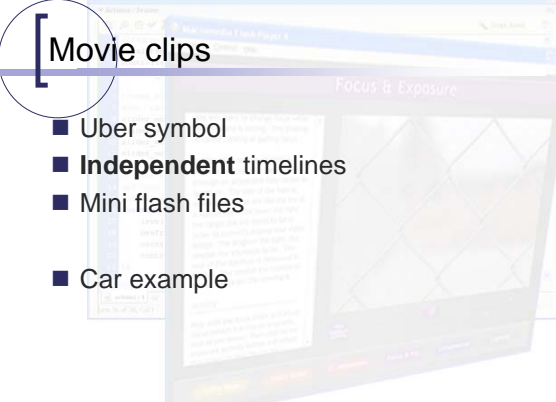
- Movie Clips
- Repetitive Animation
- Using actionScript to control "other" timelines
 - Instance names
 - **root, parent** (object hierarchy and dot syntax)
 - Variable Casting
- Dynamic Text
- Combining Motion



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Movie clips

- Uber symbol
- **Independent** timelines
- Mini flash files
- Car example



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Dynamic Text

- Can be modified at run-time.
- Update the `.text` property
- Has** to have an instance name
- Example:
 - `faceState.text = "I'm sad!"`;

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ActionScript and Movie Clips

- Instance names
- "Pathing" to instances (not symbols):
 - (**root** as *variableType*).*instanceName*.*functionOrProperty*
 - (for absolute pathing)
 - For example: (**root** as `MovieClip`).`faceState.text = "sad"`;
 - (**parent** as *variableType*).*instanceName*.*functionOrProperty*
 - (for relative pathing)
 - For example: (**parent** as `MovieClip`).`faceState.text = "sad"`;
 - this**.*instanceName*.*functionOrProperty*
 - (this refers to current location in heirarchy)
 - For example: `faceFrame = this.faceClip.nextFrame()`;
 - this**. is usually not necessary, already implied

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Hierarchy example

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Another Hierarchy example

- From sky to mushroom:
 - (parent as **MovieClip**).mushroom
- From mushroom to sky: (parent as **MovieClip**).sky

sky mushroom

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Combining Motion

- Car Driving off screen (example)
- Ball revisited (example)

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