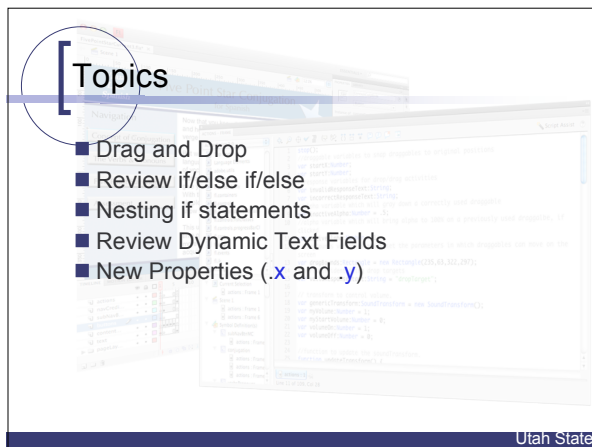


Drag & Drop

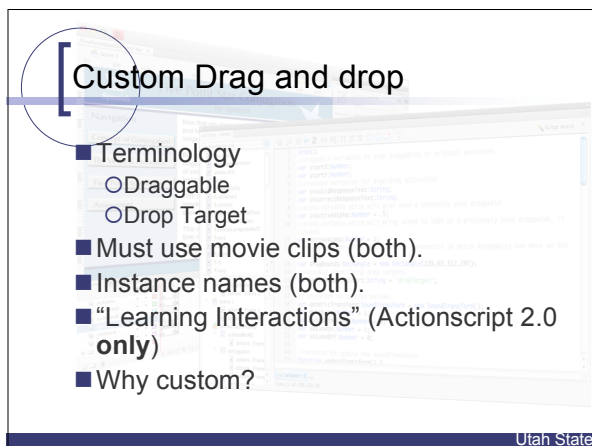
Utah State



Topics

- Drag and Drop
- Review if/else if/else
- Nesting if statements
- Review Dynamic Text Fields
- New Properties (.x and .y)

Utah State



Custom Drag and drop

- Terminology
 - Draggable
 - Drop Target
- Must use movie clips (both).
- Instance names (both).
- “Learning Interactions” (Actionscript 2.0 only)
- Why custom?

Utah State

Nesting code blocks

```
if(car == "out of gas" || car == "broken" || pool == "closed") {  
    // Can you spot the logic error?  
    // If the car is out of gas OR the car is broken OR the  
    // pool is closed, then no swimming lesson.  
} else {  
    if(rachel == "chicken") {  
        // Went to swimming lessons, but Rachel  
        // is chicken, so she is not swimming.  
    } else {  
        // Went to swimming lessons, Rachel is willing  
        // to swim.  
    }  
}
```

Utah State

Dynamic text fields

- Text can be altered using actionScript
- Syntax

```
objectPath.textFieldName.text = "newTextToShow"
```

- Example

```
(parent as MovieClip).feedbackText.text = "Wrong! Don't quit your  
day job."
```

Utah State

Getting Movie Clips to Move

- Use the startDrag() function

- Example:

```
function clickDrag0_2perc(evt:MouseEvent):void {  
    this.drag0_2perc.startDrag();  
}
```

Utah State

Arguments for startDrag()

- Can lock center (boolean)
- Can set up boundaries (Rectangle)
- Syntax:
`var dragBounds:Rectangle = new Rectangle(x, y, width, height);`
- Example:
`var dragBounds:Rectangle = new Rectangle(40, 40, 704, 378);`
- Revised Function Call:
`this.drag0_2perc.startDrag(true, dragBounds);`

Utah State

Detecting the drop zone

- `dropTarget` property
- References the `displayObject` your draggable is over
- Weird pathing issue:
`this.drag0_2perc.dropTarget.parent.name`
- Unless you created your object at run time, then:
`this.drag0_2perc.dropTarget.name`

Use `stopDrag()`; when you want to halt.

Utah State
