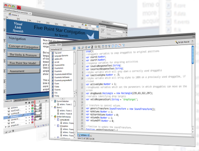
Button Symbols, Bitmaps, Actionscripting

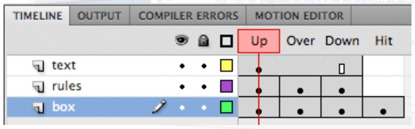


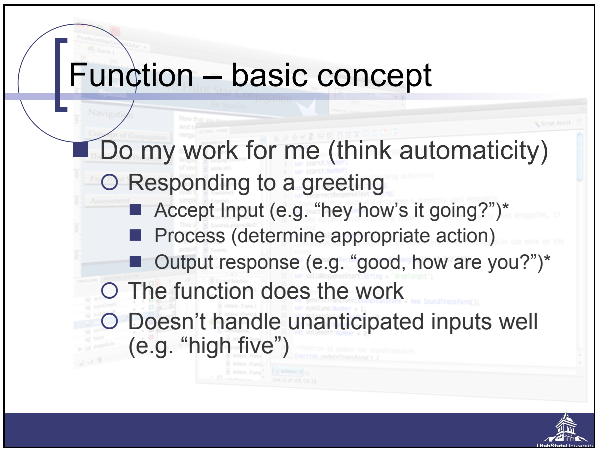
Topics

- Bitmaps (importing)
- Symbols
  - Buttons
- ActionScripting
  - Button listeners
  - Calling functions
  - Custom functions

Buttons (the kinder gentler side)

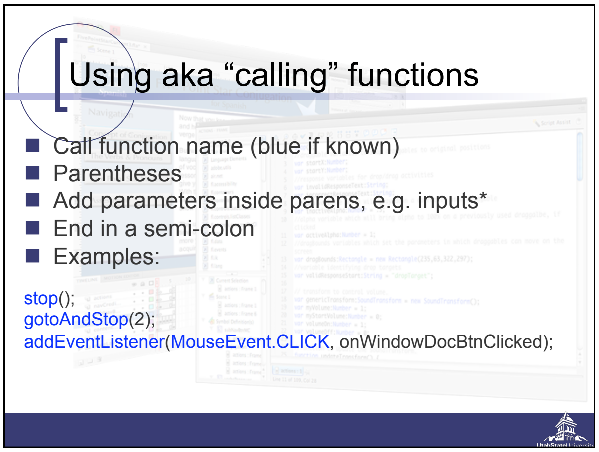
- Visual “states”
  - Up, Over, Down
- Non-visual reference
  - Hit





Function – basic concept

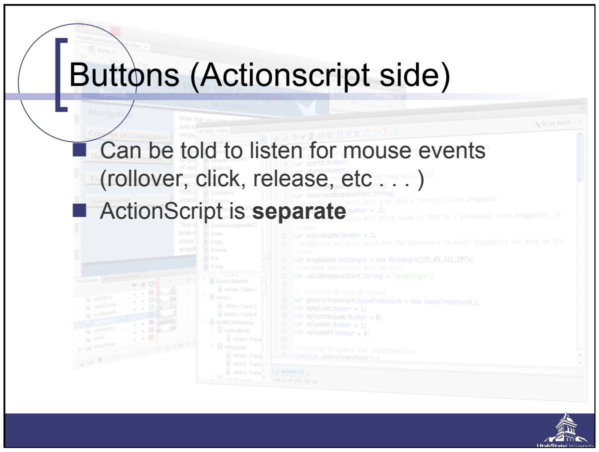
- Do my work for me (think automaticity)
  - Responding to a greeting
    - Accept Input (e.g. “hey how’s it going?”)*
    - Process (determine appropriate action)
    - Output response (e.g. “good, how are you?”)*
  - The function does the work
  - Doesn’t handle unanticipated inputs well (e.g. “high five”)



Using aka “calling” functions

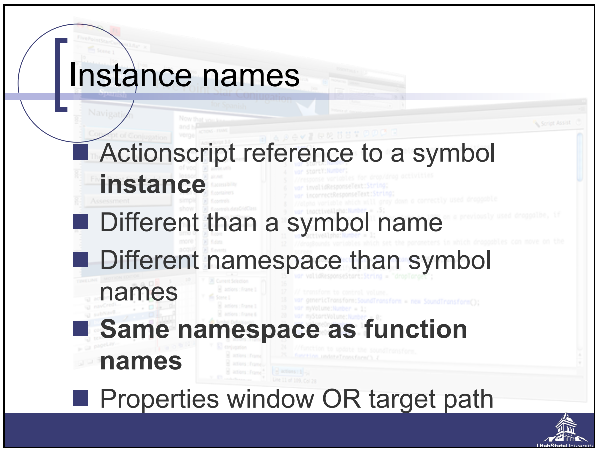
- Call function name (blue if known)
- Parentheses
- Add parameters inside parens, e.g. inputs*
- End in a semi-colon
- Examples:

```
stop();
gotoAndStop(2);
addEventListener(MouseEvent.CLICK, onWindowDocBtnClicked);
```



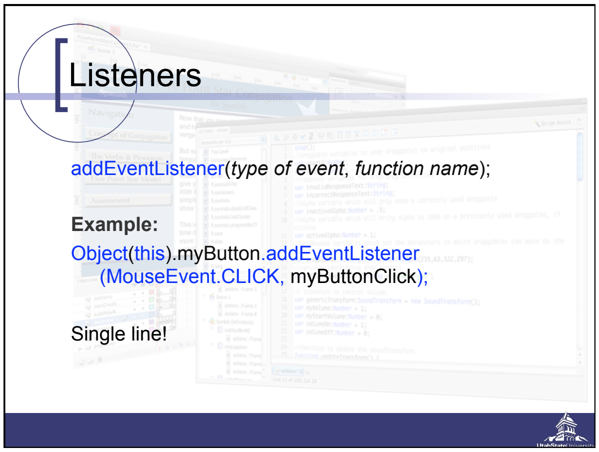
Buttons (Actionscript side)

- Can be told to listen for mouse events (rollover, click, release, etc . . .)
- ActionScript is **separate**



Instance names

- Actionscript reference to a symbol **instance**
- Different than a symbol name
- Different namespace than symbol names
- **Same namespace as function names**
- Properties window OR target path



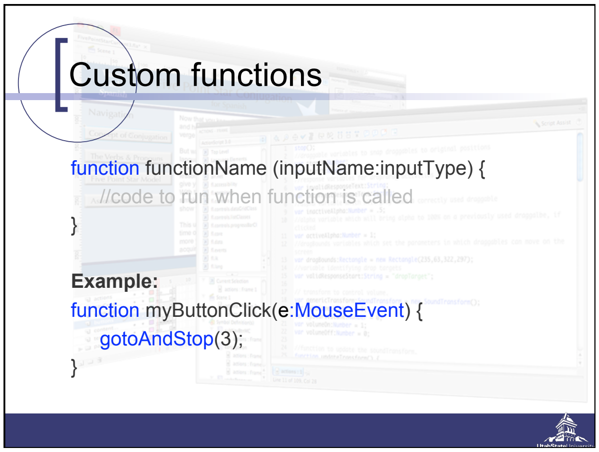
Listeners

addEventListener(*type of event*, *function name*);

Example:

```
Object(this).myButton.addEventListener
    (MouseEvent.CLICK, myButtonClick);
```

Single line!

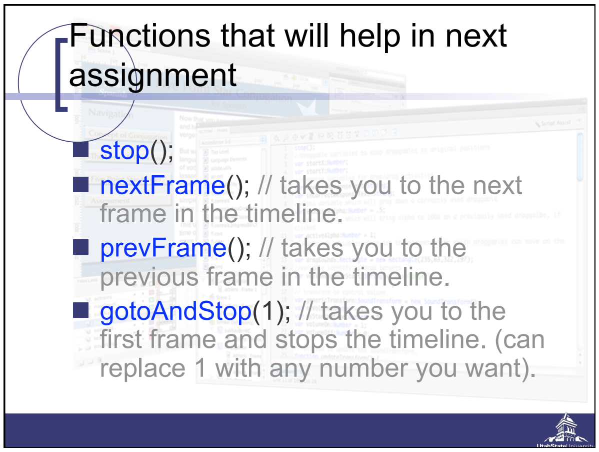


Custom functions

```
function functionName (inputName:inputType) {
    //code to run when function is called
}
```

Example:

```
function myButtonClick(e:MouseEvent) {
    gotoAndStop(3);
}
```



Functions that will help in next assignment

- stop();
- nextFrame(); // takes you to the next frame in the timeline.
- prevFrame(); // takes you to the the previous frame in the timeline.
- gotoAndStop(1); // takes you to the first frame and stops the timeline. (can replace 1 with any number you want).