

Action Script 2.0

Flash interface	There are two types of actions that you will learn about in this class. Button actions and frame actions.
Frame Actions	
Play head moving to a keyframe with an action	Frame actions are tied to the timeline. They are triggered when the player hits a key frame with a “Frame Action” on it.
Right click, insert keyframe	To apply a frame action, first insert a keyframe on the time line
Actions panel	Then in the actions panel, select the action
Closeup on timeline	You can tell you have applied a frame action three ways 1. An “a” appears at the keyframe on the timeline
Close up on frame action	2. A frame actions icon appears the actions panel
Movie playing and launches a web site	3. The action takes place without any user interaction when the movie is played
MSHS intro Quiz – sorry and congrats	An example of a frame action might be a flash introduction that launches a web site. Or a feedback loop in an interactive quiz.
Button Actions	
Hand hovering over a button	Button actions, naturally, are tied to buttons. They are triggered when your viewer interacts with your buttons.
Insert button	To apply a button action, first insert a button into your scene.
With the button selected, open the actions menu and apply an action.	With the button selected, open the actions menu and apply an action.
Close up of timeline	You can tell you have applied a button action three ways 1. No “a” appears at the keyframe on the timeline
Close up of panel	2. A button actions icon appears the actions panel
Movie	3. The only takes place with user interaction when the movie is played
Trouble Shooting	
	Use the actions panel to trouble shoot your actions

Button Actions Detailed	
Open the global functions > Movie clip control menu select “on”	Button actions require two things to work. 1. The “on” command This can be found in the global functions > Movie Clip Controls
then release	When you select the “on” action, you must choose when to apply it. For most buttons I select “release”
Move cursor, then open timeline control Select “gotoAndPlay”	Next, you have to select what you want to happen when you release the button. First move your cursor within the handles and then go to the global functions > Timeline control
Frame 3	If the action requires a frame number, enter it now
Interactive quiz, correct answer.	An example of a button action is when the viewer chooses which of the multiple choice answers is correct on an interactive quiz.