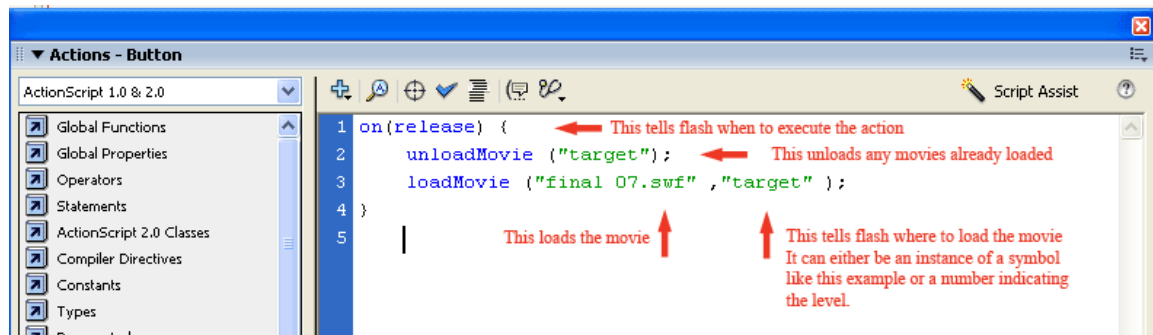


Load and Unload Movie

The load movie command allows you to load an external .swf file into your flash movie. The advantage of this is that your viewer only has to load the movies that they want to watch at the time they want to watch them. Making the initial download time much faster.

Button Action Script Example

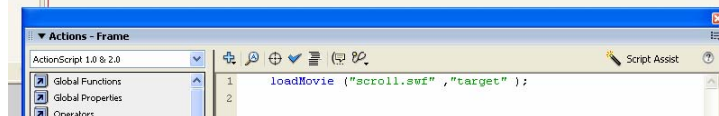
http://www.mountsihighschool.com/directory/_dockeryj/loadMovie/load.html



* *Hint: Pay close attention in the tutorial to the part where you add the target symbol. It is important that you give the symbol an instance name and then use that name in the action script.*

Frame Action Script Example

You can start off the movie by loading a .swf file into this target area. Click on the first keyframe in your actions layer and add the following action.



Directory (folder) Example

Make sure to create a directory (folder) in your HTLC usershare for this project. Save all your flash files there and when you publish your .swf and .html files they will naturally be saved there.

