

Introduction

We are going to learn some very simple ActionScript 3.0.

Rules

When you are naming variables, functions, classes, and instances in ActionScript, you should follow these rules:

- Use only letters, numbers, underscores, and dashes in your names; avoid other special characters.
- Do not begin a name with number or a capital letter
- Avoid spaces in your names
- Use a capital letter in additional words (camel writing) – Example: gotoAndPlay
- Don't use instance names like "start" or "play" because they are script names. End button names with _btn to avoid this issue. For example you could use "start_btn" without an issue.

Actions Layer

I recommend that you create a layer called "Actions" and place it at the top of your timeline.

- Stop actions must be placed on a key frame at the place on the time line that you want to stop the playback.
- Event listeners you can place on the first frame regardless of which frame the button is placed on.

ActionScript for Buttons

ActionScript that involves buttons takes two parts:

- an **event listener** to tell Flash when to trigger the action
- an **event handler** function that responds when the event takes place.

Example

```
stop();
```

This stops the timeline

Instance name of your button

This must be all **CAPS!**

You get to make this up

```
red_btn.addEventListener(MouseEvent.MOUSE_DOWN, functionName); // Adds a listener to be called when clicked on.
```

Use the name you made up from the last line

```
function functionName(e:MouseEvent) // This function is called when loadButton is triggered by MOUSE_DOWN, or clicked on.
```

You can change this to Stop if you want

```
{
    gotoAndPlay("step1"); //Goes to and plays the timeline at the "step1" frame label. You can also use a frame number but don't put it in quote marks. *If you want to go to another scene, then inside the parenthesis you start with the frame number or label, then a coma and finally the scene name. Example (1, "scene2")
}
```

Troubleshooting

*If you are having issues check to make sure your instance name follows the rules and matches your ActionScript exactly!

