

Flash Action Script for basic Flash navigation.

Sometimes you just want your movie to stop. Movie clips loop endlessly. To make your animation stop in the last frame add the following action script: “stop(;)” in the last frame.

On (mouse event) information: Use “on” actions for button symbols. Buttons let you use input from the mouse to drive your flash movie rather than following the sequence of the timeline.

Some useful code that lets you navigate with action script is summarized as follows.

In the first frame stop the action by entering the script “stop(;)” without the quotes.

In the flash menu select Insert—New Symbol and choose button. The convention is to label it btn-name. An example is “btn-Enter”. When you build the button you can enter key frames to highlight a state change. For example, you could change the color of the button with mouse roll over. The four states of a button are: UP, OVER, DOWN, and HIT.

After building and naming the button, you can add action script. Some useful script examples are

```
on (release) {  
    gotoAndStop(2);  
}
```

This action will take you to the second frame and stop there.

To advance to the next frame, create a new button symbol and call it btn-next. You want to select the button and add this code:

```
on (release) {  
    nextFrame();  
}
```

This action will advance your movie to the next frame.

If you want to go back, create a back button btn-back, for example, and add the following code:

```
on (release) {  
    prevFrame();  
}
```

A good plan on the “November project” is to have gotoAndStop buttons on frame 1, a return button using the gotoAndStop code to navigate back to the first frame plus a next button to provide an advance option to get to frame 3.

On frame 3 you could place a back button, a return button, and a next button. Then you can use copy, then paste-in-place (CTRL-SHIFT-V) to paste the buttons plus their script into frames 4,5,6,etc. The next, return, and back actionscript will copy just fine.