

## **Flash ActionScript – Navigation**

### **Question of the Day:**

- What are some of the Actionscript commands or other techniques that are important for controlling navigation through a Flash movie?
- Create a new Flash file, save as **“Navigation”**

### **Objectives:**

- Answer Question of the Day.
- Complete demo for Navigating Flash movies.

### **Answer to Question of the Day:**

- **Tip:** Do not put spaces in scene names. This will prevent many errors in your code.
- **stop()** → used to stop the movie that is currently playing. The most common use of this action is to control movie clips that have buttons.
- **gotoAndPlay(scene, frame)** → ex: gotoAndPlay(“hello”, 1)
  - Sends the playhead to the specified frame in a scene and plays from that frame.
- **gotoAndStop(scene, frame)** → gotoAndStop(“hello”, 1)
  - Sends the playhead to the specified frame in a scene and stops it.
- **nextFrame()** → nextFrame()
  - Sends the playhead to the next frame and stop it. Example code for a button:

```
on(release) {
    nextFrame( )
}
```
- **nextScene()** → sends the playhead to Frame 1 of the next scene and stops it.
- **prevFrame()** → sends the playhead to the previous frame and stops it. If the current frame is Frame 1, the playhead does not move.
- **prevScene()** → sends the playhead to Frame 1 of the previous scene and stops it.

### **Flash Demo – Save as “Navigation”**

1. Create a 2<sup>nd</sup> frame by right-clicking in Frame 2 and choose “Insert Keyframe”.
2. Create a 2<sup>nd</sup> layer; name the layers “actions” and “graphics”.
3. In frame 1 of “graphics” layer:
  - Add text box that says “Frame 1”.
  - Add circle, convert to Movie Clip, instance name = “**btn2**”.

4. In frame 1 of “actions” layer:

```
stop()
btn2.onRelease = function() {
    gotoAndPlay(2)
} // end btn2.onRelease
```

5. In frame 2 of “graphics” layer:

Add text box with “Frame 2”.

Add rectangle, convert to Movie Clip, instance name = “**btn1**”.

6. In frame 2 Actions layer:

```
stop()
```

7. Code for frame 2 of “actions” layer:

```
btn1.onRelease = function() {
    gotoAndPlay(1)
} // end btn1.onRelease
```

## **Flash ActionScript – Navigation Review**

### **Question of the Day:**

- You want your Flash movie to stop at frame 1 and not restart until the user clicks the mouse on a movie clip with an instance name of “**btnForward**”. Write action script code that will accomplish this.
- Write action script code for a button with an instance name of “**btnAbout**” that will take the user to frame 1 of a scene named “**About**”.

### **Answer to Question of the Day:**

```
stop()  
btnForward.onRelease = function( ) {  
    gotoAndPlay(2);  
} // comment: end of btnForward.onRelease  
  
btnAbout.onRelease = function( ) {  
    gotoAndStop(“About”, 1);  
} // comment: end of btnAbout.onRelease
```