

Topics

- Bitmaps
- Symbols
 - Buttons
- ActionScripting

Utah State

Bitmaps supported by Flash

- BMP (bitmap)
- PICT
- JPEG
- GIF
- PNG (Fireworks)*
- PSD (Photoshop)
- TIF, TIFF
- MOV (Quicktime)
- TGA
- Silicon Graphics
- MacPaint
- Acrobat (PDF)*
- Adobe Illustrator*

Utah State

Action scripting

- Context is key, Actionscript can be applied to
 - Frames (timeline)
 - Objects (instance level)
- Can also be used to have objects talk to other objects (Button->Timeline)

Utah State

Functions

- Functions as schemata
 - Schema = answering the phone
 - Input location (home or office)
 - Output greeting ("Hi this is Andy") or ("Hello")
 - Flash Syntax:
 - functionName(functionInput)
 - Examples:
 - phoneGreeting("at home");
 - gotoAndStop(1);
 - stop();

Utah State

Buttons

- Can listen for mouse events (rollover, click, release, etc . . .)
- Visual "states"
 - Up
 - Over
 - Down
- Non-visual reference
 - Hit
- ActionScript is **separate**

Utah State

ActionScript

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

Utah State

[Listener

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

Utah State

[Event

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

Utah State

[Code block

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

Utah State

[Functions that will help in assignment 3

- stop();
- nextFrame(); // takes you to the next frame in the timeline.
- prevFrame(); // takes you to the previous frame in the timeline.
- gotoAndStop(1); // takes you to the first frame and stops the timeline. (can replace 1 with any number you want).

Utah State