

Topics

- Movie Clips
- Using actionScript to control “other” timelines
 - Instance names
 - `_root.`, `_parent.` (object hierarchy and dot syntax)

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Movie clips

- Uber symbol
- Independent timelines
- Mini flash files
- Car example

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ActionScript and Movie Clips

- Instance names
- “Pathing” to **instances** (not symbols):
 - `_root.<instance name(s)>.<function or property>`
 - (for absolute pathing)
 - For example: `_root.mushroom.stop();`
 - `_parent.<instance name(s)>.<function or property>`
 - (for relative pathing)
 - For example: `_parent.sky.gotoAndStop(1);`
 - `this.<instance name(s)>.<function or property>`
 - (current location in heirarchy)
 - For example: `faceFrame = this.face._currentframe;`
 - `this.` is not necessary, already implied

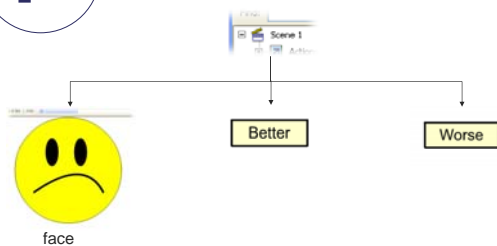
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Instance names

- **Different** than symbol name
- Why?

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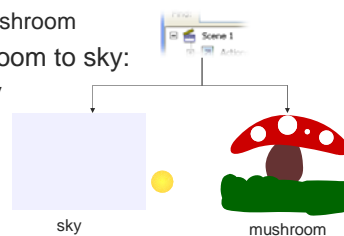
Hierarchy example



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Another Hierarchy example

- From sky to mushroom:
 - `_parent.mushroom`
- From mushroom to sky:
 - `_parent.sky`



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