

Buttons to Frames

In this exercise we are going to have buttons that take us to frames of the movie.

gotoAndStop

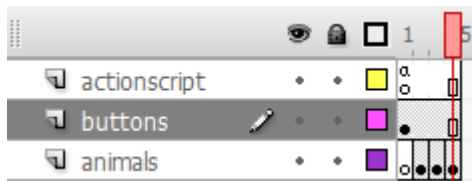
1. Start a new ActionScript3 movie.
2. Put keyframes in frames 2, 3, and 4. (*Frame 1 is automatically a keyframe.*)
3. Put a different picture in each of the frames 2, 3, and 4. *In the example there is a bear in frame 2, a cat in frame 3, and a zebra in frame 4.*
4. Test the movie. Each animal will show in rapid sequence.
5. Add a new layer just for the ActionScript and name the new layer ActionScript. With the ActionScript layer selected, open the ActionScript panel by selecting Window, Actions from the menu.
6. In frame 1 of the ActionScript layer type the code exactly as shown below:

```
stop();
```

7. Test the movie. The movie stops in frame 1 instead of playing.

We are going to add buttons and add code so that the bear will show when btnBear is clicked, etc.

8. Add a layer and name it buttons. We want the buttons to be visible anywhere in the movie, so we will put them on a layer with a keyframe in 1 and frames in 2-4.



9. From the menu select Window, Common libraries, Buttons. Add 3 buttons to the stage.
10. Open the properties window (Window, Properties ,Properties) Name the buttons btnBear, btnCat, and btnZebra.

The code to make btnBear work is after the **stop();** command:

```
btnBear.addEventListener(MouseEvent.CLICK,bear);
function bear(e:MouseEvent): void {
    gotoAndStop(2);
}
```

11. Test the movie. When you click btnBear the movie goes to frame 2 and stops.
12. On your own, add the code to make btnCat and btnZebra work.



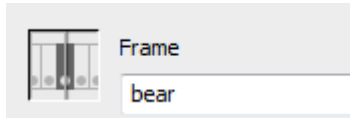
Bear



Name the Frames

It can be difficult to remember which frame each animal is in. Using the frame numbers also makes it more difficult to modify the movie.

1. IN the layer where all of the animals are, click on the frame with the bear (frame 2.) Open the property window and name the frame **bear**.



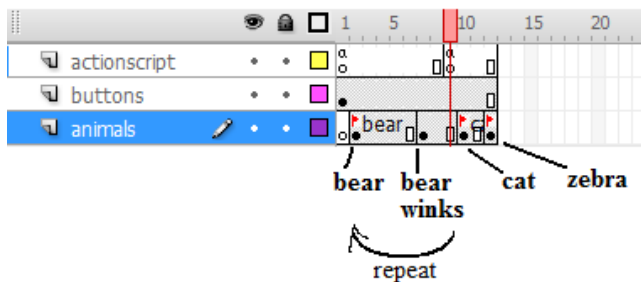
2. Do the same to name the other frames **cat** and **zebra**.
3. Rewrite the code for the bear function as shown below:

```
btnBear.addEventListener(MouseEvent.CLICK,bear);
function bear(e:MouseEvent): void {
    gotoAndStop("bear ");
}
```

4. Do the same for the code you wrote for the cat and zebra.

One of the advantages of naming the frames is that it is easier to modify the movie.

5. Insert a few keyframes between the bear and the cat. Use these frames to make the bear wink.
6. The keyframes will look like this: Frame 2 is the bear. In frame 7 the bear is winking. In frame 9 of the ActionScript there is a keyframe. The cat is now in frame 10, and the zebra is in frame 12.



7. Modify the code as follows. When you click on btnBear it will go to and play from the bear frame. Before it gets to the cat, there will be actionscript (in frame 9) that sends the movie back to the bear frame. In frame 1 the code for btnBear is:

```
btnBear.addEventListener(MouseEvent.CLICK,bear);
function bear(e:MouseEvent): void {
    gotoAndPlay("bear");
}
```

8. The code in frame 9 of the ActionScript is also `gotoAndPlay("bear");`

Experiment: Modify the movie so that each of the animals is animated.