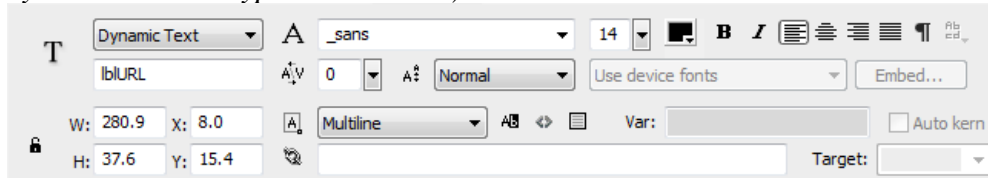


External Information

Information can be passed to flash through the FlashVar parameter in the html. In addition we can retrieve the URL where the Flash movie is playing.

- Start a new ActionScript 3 file.
- Add 3 dynamic text boxes: lblURL, lblMessage, and lblMessage2.
(Select **T** from the toolbox, draw an area, then in the property window select dynamic text and type in the name.)



- Create a movie clip of a ball and make it move across the stage in the frame event:

```
var speed:int=1;
this.addEventListener(Event.ENTER_FRAME,frames);
function frames(e:Event):void {
    ball.x+=speed;
    if(ball.x>stage.stageWidth) ball.x=-ball.width;
} //frames
```

- Test the movie to make sure there are no errors and the ball moves.
- Add the following code to the code above:

```
lblURL.text=unescape(stage.loaderInfo.url);
if("msg" in stage.loaderInfo.parameters)
    lblMessage.text=stage.loaderInfo.parameters["msg"];
if("msg2" in stage.loaderInfo.parameters)
    lblMessage2.text=stage.loaderInfo.parameters["msg2"];
if("speed" in stage.loaderInfo.parameters)
    speed=stage.loaderInfo.parameters["speed"];
```

What this says is to find the URL of the page the movie is playing on and display it in the lblURL.

Look at the parameters to see if there is one called msg, if so display that in the lblMessage.

Look at the parameters to see if there is one called msg2, if so display that in the lblMessage2.

Look at the parameters to see if there is one called speed, if so assign that as a new value for speed.

- Test the movie. You will see the URL in the first text box, but no other information is displayed and the ball still moves at the same speed.
- Create a directory (folder) for you project and save it as external fla.

- From the menu select File, Publish Settings. On the first tab, formats, make sure that Flash and Html are selected:

Type:	File:
<input checked="" type="checkbox"/> Flash (.swf)	<input type="text" value="external.swf"/> 
<input checked="" type="checkbox"/> HTML (.html)	<input type="text" value="external.html"/> 

- The Flash tab should have Flash Player 9 and ActionScript3 selected.

Version:	<input type="text" value="Flash Player 9"/> <input type="button" value="Info"/>
Load order:	<input type="text" value="Bottom up"/>
ActionScript version:	<input type="text" value="ActionScript 3.0"/> <input type="button" value="Settings..."/>

- Select OK.
- From the menu select File, Publish to create the swf and html files in the directory.
- Open the html file in Dreamweaver or notepad, or some other script editor.

You will see a block of code that gives various parameters.

Change the background color to (bgcolor) to red and insert the line to give values to FlashVars as shown. Notice that the parameters are separated by an ampersand &.

'id', 'external',

'bgcolor', '#ff0000',

'FlashVars', 'msg=Hello World&msg2=Wow, that is cool!&speed=4',

'name', 'external',

Scroll down to the second set of parameters. (This is to accommodate different browsers.)

```
<param name="bgcolor" value="#0000ff" />
```

```
<param name="FlashVars" value="msg=Second &msg2=Wow!&speed=-1" />
```

Make the background color blue and give msg, msg2, and speed different values than in the first set.

Open a browser and select File, Open from the menu. (This might vary, depending on the browser.) Browse to find external.html and open it. Most browsers will use the first set of parameters. Experiment with changing the parameters, the background color, and size.

Experiment: Change the program so that there is an xspeed and yspeed to make the ball move. Add another ball with its own xspeed and yspeed.



Runtime view with color #ffffcc