

Action Script 3 Introduction

Actionscript 3.0 is the method used to program in Flash. The basic concept behind the actionscript 3 language is that there are Objects that are assigned a certain type of Class. The Class is the defining blueprint or building blocks behind the object. Each Class is made up of the following elements;

Properties - properties define the visible attributes and the functional descriptions of the object.

Methods - methods are tasks the object can perform, otherwise known as actions.

Events - an event is the occurrence of a user based action such as clicking a button or time passing.

Actionscript format:

The **blue** text indicates reserved functions found in actionscript 3.0.

The **green** text indicates user defined labels. For example a label on the timeline to indicate a location

The **black** text indicates user defined instances (instances are reference points for buttons, graphics, keyframes, functions, etc.)

The **grey** text (preceded by two “//”) indicates a comment within the code (Flash ignores this when acting on the script)

Understanding some action script

```
//stop the animation
stop();
//import the common functions for mouse events
import flash.events.MouseEvent;

//only show the start button at the start
start_btn.visible = true;
stop_btn.visible = false;

//stop the animation from running
animation_mc.stop();

//when buttons are clicked the functions startanimation and stopanimation are run
start_btn.addEventListener(MouseEvent.CLICK,startanimation);
stop_btn.addEventListener(MouseEvent.CLICK,stopanimation);

//this function will run when start is clicked
function startanimation(event:MouseEvent):void {
    start_btn.visible = false;
    stop_btn.visible = true;
    animation_mc.play() = true;
}

//this function will run when stop is clicked
function stopanimation(event:MouseEvent):void {
    start_btn.visible = true;
    stop_btn.visible = false;
    animation_mc.stop();
}
```