

Ten Action Scripts of Basic Animation Effects Using Adobe Flash

SCRIPT 01

GO TO & PLAY / GO TO & STOP

It is use for jumping purpose

STEPS

1. 1st open Window- Library.
2. Create object & button on scene 1st. (button = Window- Common library- buttons)
3. Insert- scene. (It is a 2nd scene)
4. Create object & button on scene 2nd.
5. View- Go to- Scene 1st.
6. Right click on button-Action-Global functions-Timeline control- Double click on Go to-Give details in Go to
 - I. Scene- which scene we want to go i.e. scene 2nd.
 - II. Type – Give frame type i.e. Frame number.
 - III. Frame – Give frame number. i.e. 1
7. Then click Go to stop.
8. View-Go to-Scene 2nd.
9. Right click on button-Action-Global function-Timeline controls- Double click on Go to- Gi9ve details.
10. Then click Go to & stop.
11. View-Go to-Scene 1st
12. Right click on Timeline or Frame.-Action-Global functions-Timeline control-Double click on Stop.
13. View-Go to-Scene 2nd
14. Right click on Timeline or Frame-Action-Global functions-Timeline control-Double click on Stop.
15. Press ctrl+enter to check the script.

SCRIPT 02

TELL TARGET

It is use for controlling a movie clip.

STEPS

1. 1st open Window- Library
2. Insert-New symbol-Movie clip-Give name to movie clip. (It is compulsory to give movie clip name.)
3. Create object-Give motion to object.
4. Go to scene.
5. Create two buttons. (Button = Window-common library-buttons)
6. Copy movie clip from library-Give Instance name to movie clip. (It is compulsory to give instance name.)
7. Double click on movie clip.
8. Go to Timeline-Right click on 1st frame-Action-Global function-Timeline control-Double click on Go to & then double click on stop.
9. Go to scene
10. Go to 1st button- Right click on 1st button-Action-Deprecated-Actions-Double click on tell target- Give details.
 - I. Target= in target give our target. I.e. instance name of movie clip-Click on O.K.
11. On the Expression compulsory.
12. Immediately go to- Global function- Timeline control-Double click on play.
13. Go to 2nd button-Right click on 2nd button-Action-Deprecated-Action-Double click on tell target- In target give our target i.e. instance name of movie clip.
14. On the Expression compulsory.
15. Immediately go to-Global function-Timeline control-Double click on stop.

Click ctrl+enter to check the script.

SCRIPT 03

DRAGING OBJECT WITH MOUSE

IT IS WORK ONLY WITH MOVIE CLIP.

STEPS

1. 1st open Window-library.
2. Insert-New symbol-Movie clip-Give name to movie clip-Create object.
3. Go to scene & copy movie clip from library-Give instance name to movie clip.
4. Right click on movie clip-Action-Global function-Movie clip control-Double click on start drag
5. Click on “on clip event (load) “– Select enterframe-Click on start drag-Give target in target. I.e. movie clip instance name.
6. Click on expression.
7. Press ctrl+enter for to check script.

NOTE 01

LOCK MOUSE TO CENTER = It is use to lock mouse pointer center of object.

NOTE 02

CONSTRAIN TO RECTANGLE = it is use define dragging area of object. For that

1. On the option CONSTRAIN TO RECTANGLE.
2. Give values of left (L), right (R), top (T), bottom (B).

NOTE 03

TO HIDE MOUSE POINTER = to hide mouse pointer use following steps.

1. 1st complete the dragging script as above.
2. Then Action script 2.0 classes- Movie-Mouse-Method-Double click on hide.

SCRIPT 04

DYNAMIC TEXT

DYNAMIC TEXT IS USE TO DISPLY OF PRINT THE OUTPUT.

STEPS

1. 1st open Window-Library.
2. Select text tool-Then select dynamic text (Dynamic text is in proprieties)-Give instance name-Give variable. It is compulsory to give variable (Variable is also on propriety bar.)
3. Create button. (Windows-Common library-Buttons)
4. Right Click on button-Actions-Statements-Variable-Set Variable-Give details.
 - Variable = in variable give any variable. I.e. any word.
 - Value = in value give any value as per your requirement. e.g. 10.
 - Click on 2nd expression.
5. Action-Statements-Variable-Set Variable-Give details.
 - Variable = in variable give any variable. I.e. any word.
 - Value = in value give any value as per your requirement. E.g. 10.
 - Click on 2nd expression.
6. Action-Statements-Variable-Set Variable-Give details.
 - Variable= in variable give variable of dynamic text.
 - Value = in value give variable calculation. (Variables given in upper both set variable) e.g. a+b, Here, a is 1st variable & b is a second variable.
 - Click on 2nd expression.
7. Press ctrl+enter to check the script.

SCRIPT 05

WITH OBJECT SCRIPT

IT IS USE TO GIVE VARIOUS PROPRITIES ON ONE BUTTON.

STEPS

1. 1st open Windows-Library.
2. Insert-New symbol-Movie clip-Give name to movie clip.
3. Go to scene-Copy movie clip from library-Give instance name to movie clip.
4. Create button. (button = Windows-Common library-Buttons)-Right click on button-Action-Statement-Variable-Double click on with.
5. In object give movie clip instance name.
6. Action script 2.0 classes-Movie-Button-Proprieties-Double clicks on any propriety as per your requirement. E.g. alpha, height, width etc
7. Give value of propriety as per your requirement. (Before giving value of propriety 1st give sign of “is equal to” (=). E.g. `_height=22`. Here `_height` is propriety & 22 is a value.
8. Press ctrl+enter to check the script.

SCRIPT 05

COLOUR OBJECT SCRIPT

IT IS USE TO CHANGE THE CLOUR OF MOVIE CLIP.

STEPS

1. 1st open Windows-Library.
2. Insert-New symbol-Movie clip-Give name to movie clip.
3. Create object & give motion to object.
4. Go to scene-Copy movie clip from library-Give instance name to movie clip.
5. Create button. (Button = Windows-Common library-Button)-Right click on button-Action-Statement-Variable-Set variable
6. In variable give any word of character that we have to set color. E.g. z.
7. In value Action script 2.0 classes-Movie-Color-New color-Give movie clip instance name in new color bracket.
8. Click on 2nd expression.
9. Action script 2.0 classes-Movie-Color-Methods-Double clicks on set RGB.
10. In object give previous variable name.
11. In color set any color as per your requirement from nearer color box.
12. Press ctrl+enter to check the script.

SCRIPT 06

KEY CONTROLLING

IT IS USE TO CONTROL MOVIE CLIP BY KEYS ON KEYS ON KEY BOARD.

STEPS

1. 1st open Windows- Library.
2. Insert –New symbol-Movie clip-Give name to movie clip.
3. Go to scene-Copy movie clip from library- Give instance name to movie clip.
4. Right click on movie clip-Actions-Statements-Conditions/Loops- Double click on “if “.
5. Click on “on clip event (load)-Select enter frame.
6. Double click on condition.
7. Action script 2.0 classes-Movie-Key-Method-Is down.
8. Action script 2.0 classes-Movie-Key-Method-Constants-Select key as per your requirement.
9. Global function-Movie clip control-Set proprieties-Give details.
 - I. Propriety = Define “ax is “we have to move object. I.e. X ax is or Y ax is.
 - II. Target = Give our target. I.e. movie clip instance name.
 - III. Value = Give value of pixels.

E.g. value = $_x+10$
Here, $_$ = underscore.
 X = ax is
 $+$ = plus
 10 = pixel value.
10. Click on both expression.
11. Press ctrl+enter to check the script.

Note 01

To give another key control repeats the above script.

Note 02

Following are the values of moving movie clip on as is.

- I. To go up side = $_y-10$.
- II. To go down side = $_y+10$.
- III. To go left side = $_x-10$
- IV. To go right side = $_x+10$.

SCRIPT 07

HIT TEST (VISIBILITY)

IT IS USE TO IDENTIFY COLLEGEN TO MOVIE CLIP.

STEPS

1. 1st open Windows-library.
2. It requires two movie clip therefore create two movie clips using Insert-New symbol-Movie clip-Give name to both movie clips.
3. Go to scene-Copy both movie clips from library-Give instance name to both movie clips.
4. Right click on 1st movie clip-Action-Statements-Conditions/Loops- Double click on if-Click on “ on clip event (load)”- select enterframe.
5. Double click on condition-Action script 2.0 classes-Movie-Key-Method-Double click on is down.
6. Action script 2.0 classes-Movie-Key-Constants-Select any as per your requirement.
7. Global function-Movie clip control-Set propriety-Give details.
 - I. Propriety = Define ax is. I.e. ax is or Y ax is.
 - II. Target = Give our target. I.e. our movie clip instance name.
 - III. Value = Give value of pixel. i.e. $_x+10$.
8. Click on both expression.
9. Statements-Conditions/Loops- Double click on if- Give 1st movie clip name in condition
10. Action script 2.0 classes-Movie-Movie clip-Method-Double click on hit test
11. Then give 2nd movie clip name in condition.
12. Global function-Movie clip control-Set propriety-Give details
 - I. Propriety = Define `_visible`.
 - II. Target = give our target. I.e. movie clip instance name.
 - III. Value = type “false”.
13. Click on both expression.

SCRIPT 08

DUPLIVCATE MOVIE CLIP (RIPPLE) SCRIPT

STEPS

1. 1st open Windows-Library.
2. Insert-New symbol-Movie clip>Create movie clip of ripple-In last frame give Action-Global function-Timeline control-Double click on stop-Give name to movie clip.
3. Go to scene.
4. Insert-New symbol-Button>Create invisible button. (Define only hit area to create invisible button.)
5. Go to scene.
6. Copy movie clip from library-Give instance name to movie clip.
7. Copy button from library & spread button on whole screen using Free transform tool.
8. Right click on button-Action-Global function-Movie clip control-Double click on duplicate movie clip-Give details.
 - Target = in target give our target. I.e. movie clip instance name.
 - New Name = in new name give any variable. I.e. any word e.g. a.
 - Depth = Type a++
 - Click on both expression.
9. Action-Global function-Movie clip control-Double click on start drag-Give details.
 - Target = in target give our target. I.e. movie clip instance name.
 - Click on lock mouse to center.
 - Click on expression.
10. Press ctrl+enter to check script.

SCRIPT 09

URL SCRIPT

URL MEANS UNIFORM RESOURCES ALLOCATOR. URL IS A PART OF ADDRESS.

STEPS

1. Open Macromedia flash-Create file-File-Publish preview-HTML-Copy address of HTML file from address bar-Close the file.
2. Take New File-Insert-New symbol-Movie clip-Give name to movie clip.
3. Go to scene-Copy movie clip from library-Give instance name to movie clip.
4. Create button. (Windows-Common library-Buttons).
5. Right click on button-Actions-Global functions-Browser/Network-Double click on Get URL-Give details.
 - URL = in URL paste the address of 1st file.
 - Window = self or blank.
 - Variable = don't send.
6. Close action window without expression.
7. File-Publish preview-HTML.
8. Check the script pressing button on web page or HTML document.

SCRIPT 10

TELL TARGET

It is use for controlling a movie clip.

STEPS

- 16.1st open Window- Library
- 17.Insert-New symbol-Movie clip-Give name to movie clip. (It is compulsory to give movie clip name.)
- 18.Create object-Give motion to object.
- 19.Go to scene.
- 20.Create two buttons. (Button = Window-common library-buttons)
- 21.Copy movie clip from library-Give Instance name to movie clip. (It is compulsory to give instance name.)
- 22.Double click on movie clip.
- 23.Go to Timeline-Right click on 1st frame-Action-Global function-Timeline control-Double click on Go to & then double click on stop.
- 24.Go to scene
- 25.Go to 1st button- Right click on 1st button-Action-Deprecated-Actions-Double click on tell target- Give details.
 - I. Target= in target give our target. I.e. instance name of movie clip-Click on O.K.
- 26.On the Expression compulsory.
- 27.Immediately go to- Global function- Timeline control-Double click on play.
- 28.Go to 2nd button-Right click on 2nd button-Action-Deprecated-Action-Double click on tell target- In target give our target i.e. instance name of movie clip.
29. On the Expression compulsory.
- 30.Immediately go to-Global function-Timeline control-Double click on stop.
31. Click ctrl+enter to check the script.