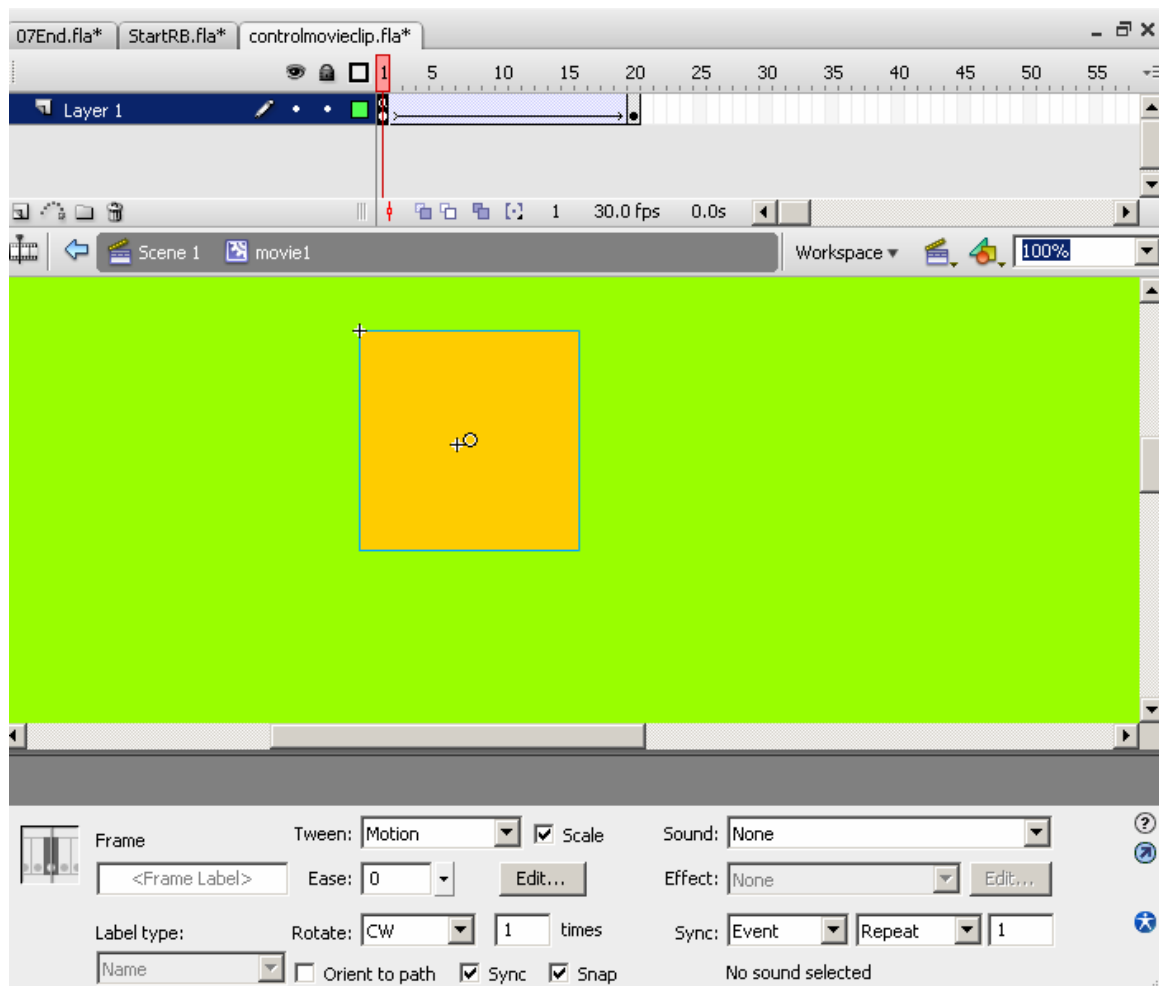


Make a button that Controls a Movie Clip in Flash CS3 by R. Berdan 2008

1. Start a new movie in Flash CS3 and make the background a different color – just because we can.
2. Select Insert>New Symbol> Select Movie clip name it movie1
3. In Movie edit mode create a rectangle in the center of the screen any color you like. Select the rectangle and select Modify>Convert to symbol – choose graphic as the type. Name is optional.
4. Create a keyframe in the movie clip in the time line at frame 20. Select the first keyframe and from the properties box select Create motion tween. In the properties box also select Rotate CW 1 time.

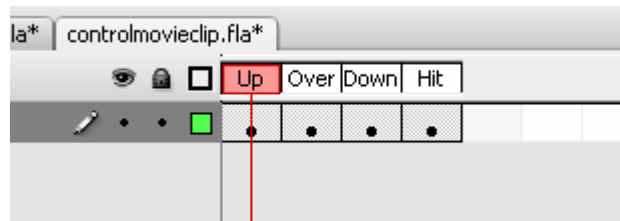


5. Select the first keyframe in the movie clip, right click and from the context pop up menu selection actions. Type the script **stop();** in the actions panel. Click on Scene1 at the top to return to the main time line.

7. Create two more layers, call the bottom layer background, 2nd layer movie clip and the third layer button.

8. Select the movie clip layer and drag an instance of the movie clip you created from the library onto the stage. In the properties box name it movie1 – you will call the movie by its instance name. .

9. Select the button layer – and create a simple button – Draw a rectangle, put then add the text play above it. Select the rectangle and text and select Modify>Convert to symbol. Double click to go into button editing mode and add a keyframe in all of the button states, then return to the main movie.



10. Select the button layer and from the library drag an instance of the button on the stage.

11. Right click on the button and from the context menu select actions. In the actions panel type in the following script.

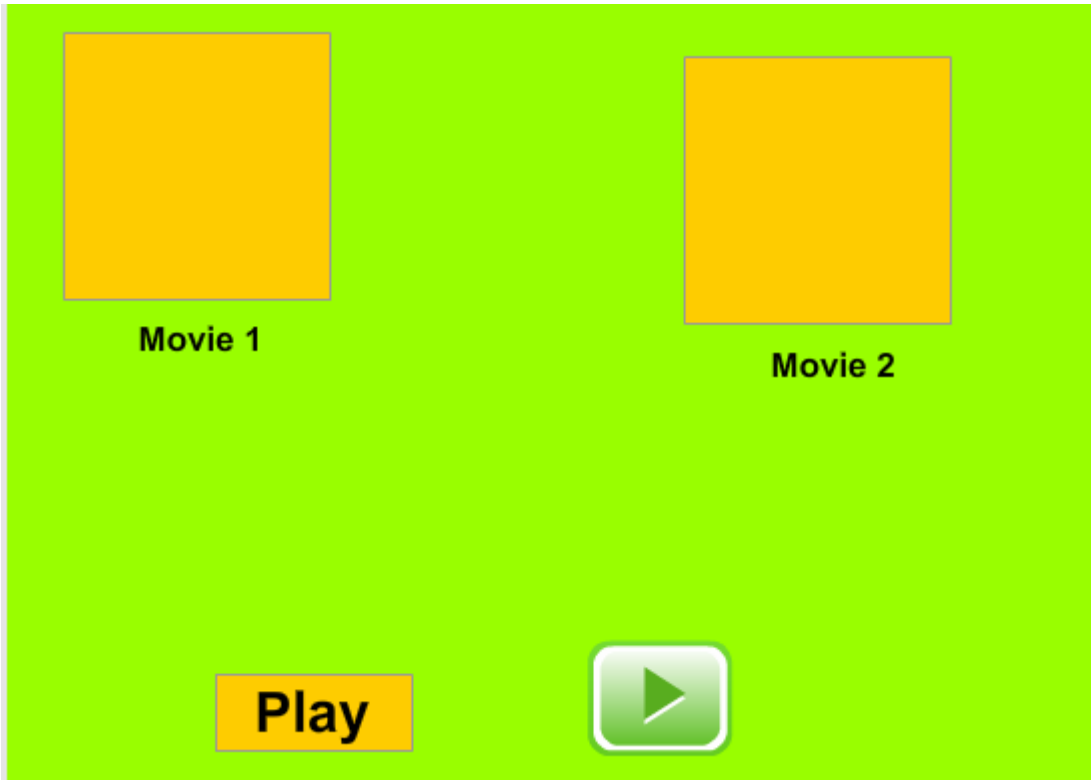
```
on (release)
{
    _root.movie1.play();
}
```

_root refers to the main movie timeline
Movie1 is the instance name of the movie clip
play tells the movie to play

If you wanted to use on of the buttons from the common buttons library you can drag a copy onto the movie and add the same action. It is important that you give the movie clip an instance name in the properties, I recommend lowercase and never leave a space in the name always use an underscore if you want to separate two words like _this.

12. Select the movie clip layer and drag another instance of your movie clip onto the stage, give this one the instance name movie2. In the 2nd button you dragged from the library – change the script so that it says:

```
on (release)
{
    _root.movie2.play();
}
```



The play button makes movie1 play and the green button with an arrow makes movie2 play. You can put as many buttons or movie clips as you like into your movies.

To stop a movie clip you create a button and put in the script

```
on (release) }  
_root.movieX.stop();  
}
```

Where movieX is the instance name of your movie clip.

There are other methods to control movie clips, older scripts used TellTarget or the with() command. Newer scripting uses the dot syntax to refer to the movie path, movie name and a method such as play();