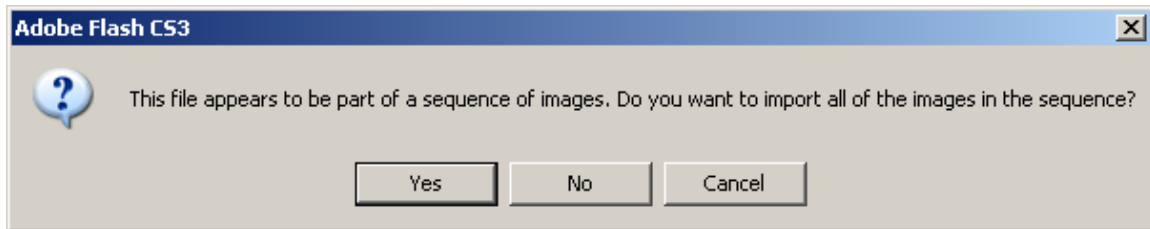
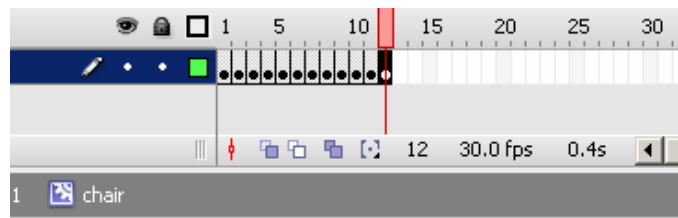


Object VR movie that you can drag – by J. Rivera and R. Berdan updated June 2008

1. Create a new movie in Flash Save the movie and call it ObjectVR.fla into a folder where you have 12 images of a chair or other object you have rotated 30 degrees between frames.
2. Insert >New Symbol>Movie clip name it chair.
3. In Movie clip edit mode> File> Import> Import to Stage> select chair1.jpg - it will say this appears to be part of a sequence ... select Yes.



4. This creates 12 frames in the movie clip



5. Select the first keyframe, right click and from the pop up menu selection Actions> in the actions palette type:

```
stop();
```

This is so the movie does not play when its first loaded.

6. Select the 12th frame and add the actionsript:

```
gotoAndStop(1);
```

This is so the chair keeps looping when we use actionsript calls to nextFrame() and prevFrame()

7. Click on the Scene1 to return to the main timeline.

8. From the library drag and instance of the movie clip “chair” onto the stage.

9. Click on the movie clip and select Actions – type in the following script below to make the chair rotate when you drage the mouse over it.

```
trackMouse = true;
curMouseX = _root._xmouse;
}
```

```
onClipEvent(mouseUp)
{
trackMouse = false;
}
```

// code above turns mouse tracking on and off

```
onClipEvent(enterFrame)
{
if (trackMouse == true)
{
if ((curMouseX - _root._xmouse) < -10) // if drag more then 10 pixels right
{
_root.chair.nextFrame();
curMouseX = _root._xmouse; // reset mouse x position
}

else if((curMouseX - _root._xmouse) > 10) // if drag mouse more then 10 pixels left
{
_root.chair.prevFrame();
curMouseX = _root._xmouse; // resets mouse x position
}
}
}
```

10. To test the movie Select Control test movie and drag your mouse left or right over the chair – it should rotate back and forth. If it does not check the code carefully and try again. You can also click on the blue check mark at the top of the script editor to test if there are any errors.