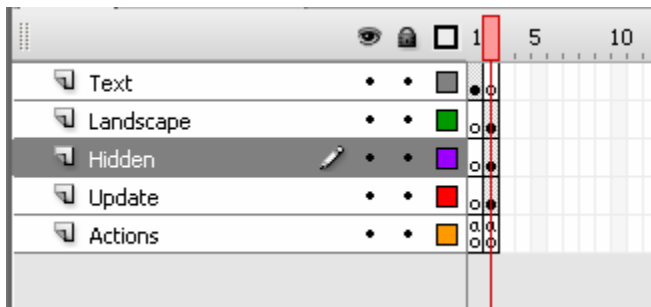


Panoramic Flash movie based on Agile VR by Brent Thompson (Advanced)

Flash VR movies load much quicker than those based on Java or Quicktime. It would be nice if a program were available to simply save your panoramic photos as a pan Flash movie. A quick check on the web shows there are now some programs e.g. **Panorama2Flash 1.00** for \$49.00 by EasyPano. This company now offers software that does it all!! Full version is \$700.00 maybe its still worth learning how to do manually.

First you need a panoramic image that is stitched together – photoshop CS3 now does this quite nicely. Reduce the size of the image so its not too large ie. Less than 400 pixels high and less than 1600 pixels wide. Save the file as a .jpg medium quality.

1. Create a new movie in Flash CS3 select Flash File actionscript version 2.0. Set the movie to 15 fps, white background, width 400 and height 200.
2. Create 4 more layers and label them from bottom to top: actions, Update, Hidden, Landscape, Text. Save your file and give it a name.fla.
3. Add a second keyframe to each layer as show below.



4. Select Actions layer, frame 1 and add the following action script. Right click on the keyframe, selection Actions to be presented with the action scripting pane.

```
ifFrameLoaded (2) {  
    nextFrame();  
}
```

5. Select the 2nd keyframe in the actions layer and enter the following code:

```
startDrag("/hidden", true);  
setProperty("/movie2", _x, Number(getProperty("/movie1", _x))+952);  
setProperty("/movie2", _y, getProperty("/movie1", _y));  
stop();
```

do not include text below here:

The number 952 represents the width of your panoramic photo you can determine this in photoshop – you need to change this for every panorama you use.

Hidden is an invisible button and movie1 and movie2 are movie clip instances you will create

6. Place your cursor in the 2nd keyframe of layer 2 – Update layer. Select Insert>New Symbol>movie clip and in the name box enter M. update. You will be taken to movie clip editing.

7. Add two more keyframes to layer1 time line in the movie clip. Select the first keyframe and add the following script:

```
stop();
```

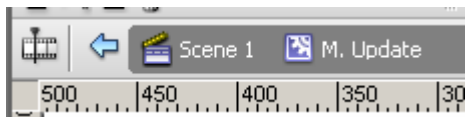
8. In the 2nd keyframe of the movie clip add the following script: 952 is the width of your movie and must be changed for different sized pan movies.

```
tellTarget ("..") {  
    cur_x1 = getProperty("/movie1", _x);  
    cur_x2 = getProperty("/movie2", _x);  
    if (Number(cur_x1)<Number(-952)) {  
        setProperty("movie1", _x, Number(cur_x2)+952);  
    }  
    if (Number(cur_x2)<Number(-952)) {  
        setProperty("movie2", _x, Number(cur_x1)+952);  
    }  
    if (Number(cur_x1)>952) {  
        setProperty("movie1", _x, cur_x2-952);  
    }  
    if (Number(cur_x2)>952) {  
        setProperty("movie2", _x, cur_x1-952);  
    }  
}
```

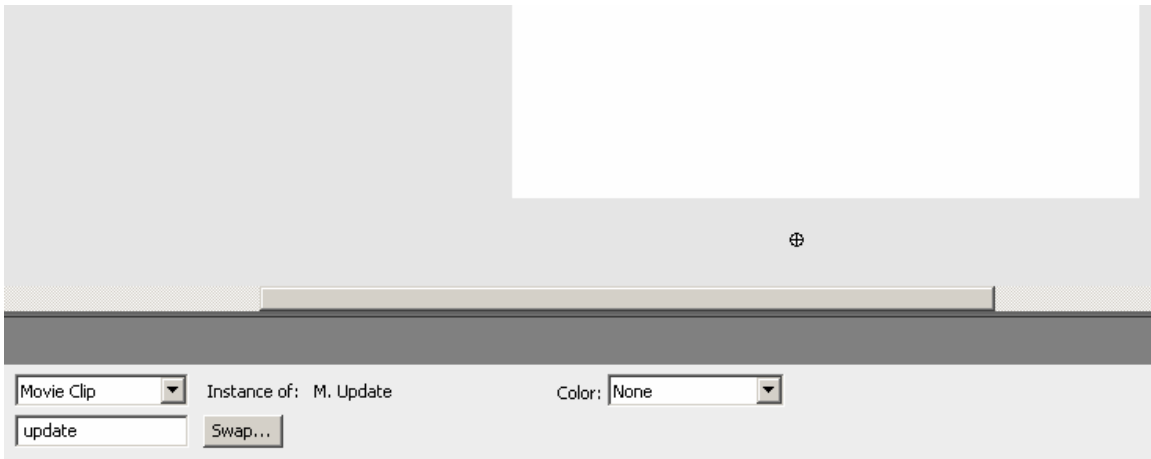
9. Select the third keyframe and type in the following action script

```
tellTarget ("..") {  
    x = getProperty("/hidden", _x);  
    offset_x = (start_x-x)/8;  
    cur_x1 = getProperty("/movie1", _x);  
    cur_x2 = getProperty("/movie2", _x);  
    setProperty("/movie1", _x, Number(cur_x1)+Number(offset_x));  
    setProperty("/movie2", _x, Number(cur_x2)+Number(offset_x));  
}  
gotoAndPlay(2);
```

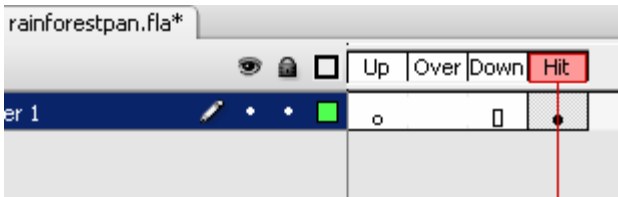
When you are done click on the Scene1 or left pointing blue arrow to return to the main stage.



10. Drag an instance of the M. update movie clip to the stage below the movie area see below. In the properties box give it the instance name - update - in lower case letters. You will see a small dot with a cross on it where you drag the movie clip. I dragged it below the main movie see below.



11. Select the 2nd keyframe in the Hidden layer. Then select Insert>New Symbol>Movie clip – name it M.Hidden. In the movie clip editing mode draw a small circle with the oval tool make it a solid color no stroke. Then select the circle you drew and Select >Modify> Convert to symbol>Button name it B. drag. Double click on the button to view it in button editing mode. Select the frame below hit and add a keyframe. Then select the first keyframe and delete it.



You are creating an invisible button so we don't want any keyframes except the hit frame. Return the movie clip editing mode.



Your button should look like this in movie clip editing mode

12. Right click on the button select actions and type in the following code:

```

on (press) {
    tellTarget ("../") {
        start_x = getProperty("/hidden", _x);
    }
    tellTarget ("../update") {
        gotoAndPlay(2);
    }
}
on (release, releaseOutside) {
    tellTarget ("../update") {
        gotoAndStop(1);
    }
}
}

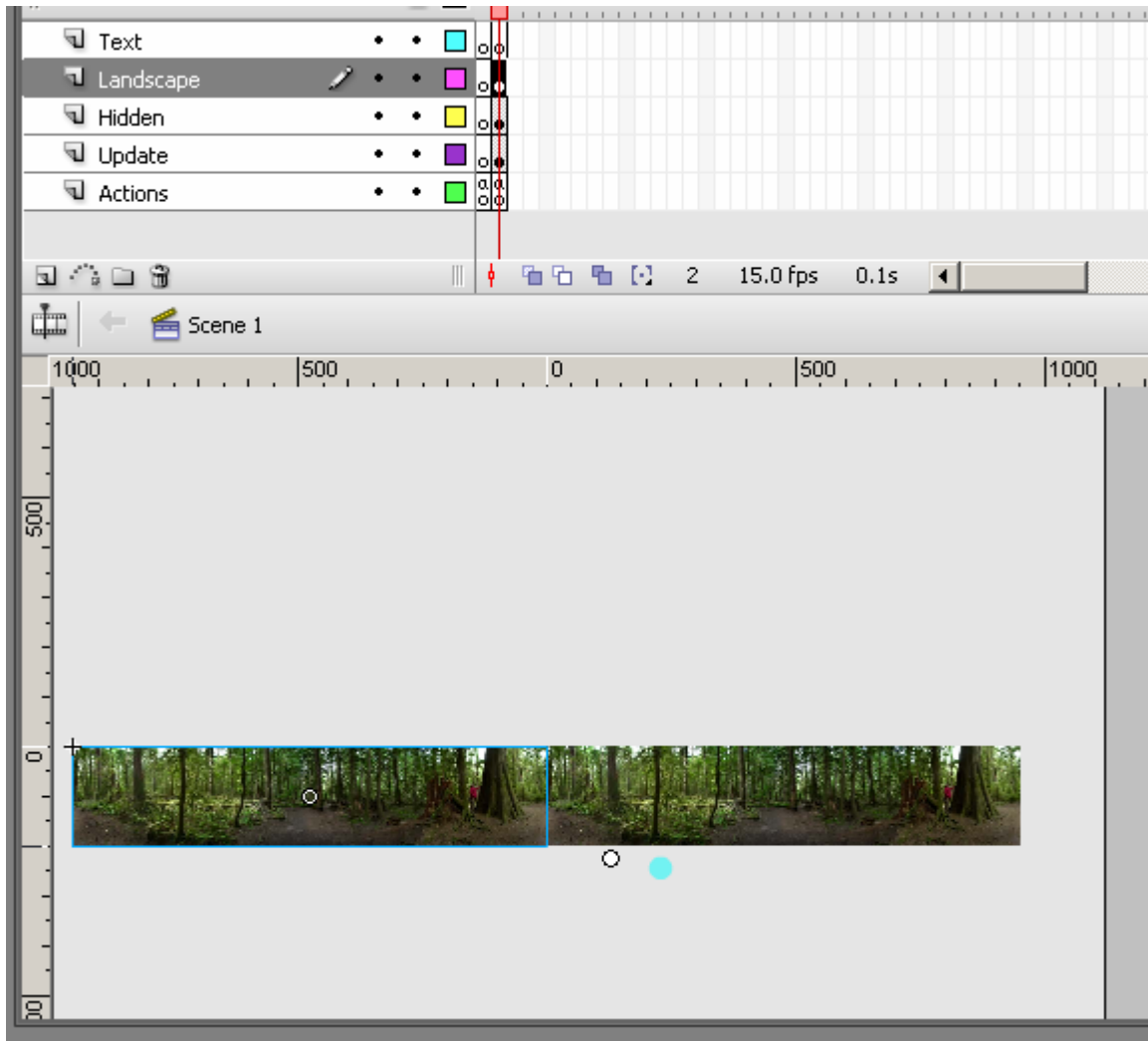
```

When you are done, return to the main movie and drag an instance of the movie clip-button M.drag onto the stage beside the update movie clip. (it will be a button in the library). Give it an instance name **hidden** - see below.



13. Now select keyframe 2 in the landscape layer then select Insert New Symbol>movie clip name it Landscape. In movie clip editing mode> Select > Import> import to stage > select your pan photo. Select the photo and set the x,y coordinates to 0,0 in the properties box. Return to the main timeline. Now drag an instance of the **movie clip** (not the bitmap) onto the stage. Set the x,y coordinates to 0,0 in the properties box. Also give it the instance name **movie1** .

14. Drag another instance of the panoramic photo onto the stage – location is not important but I usually place it to the left of the main panoramic image. Give it the instance name movie2 - Control text the movie and drag left or right – the movie should move!



It is optional but you could add some text to the top layer while the movie is loading e.g. Please wait. To do this select the first keyframe and type the text over the main stage.

This script can be very tricky, don't despair if it doesn't work the first time!