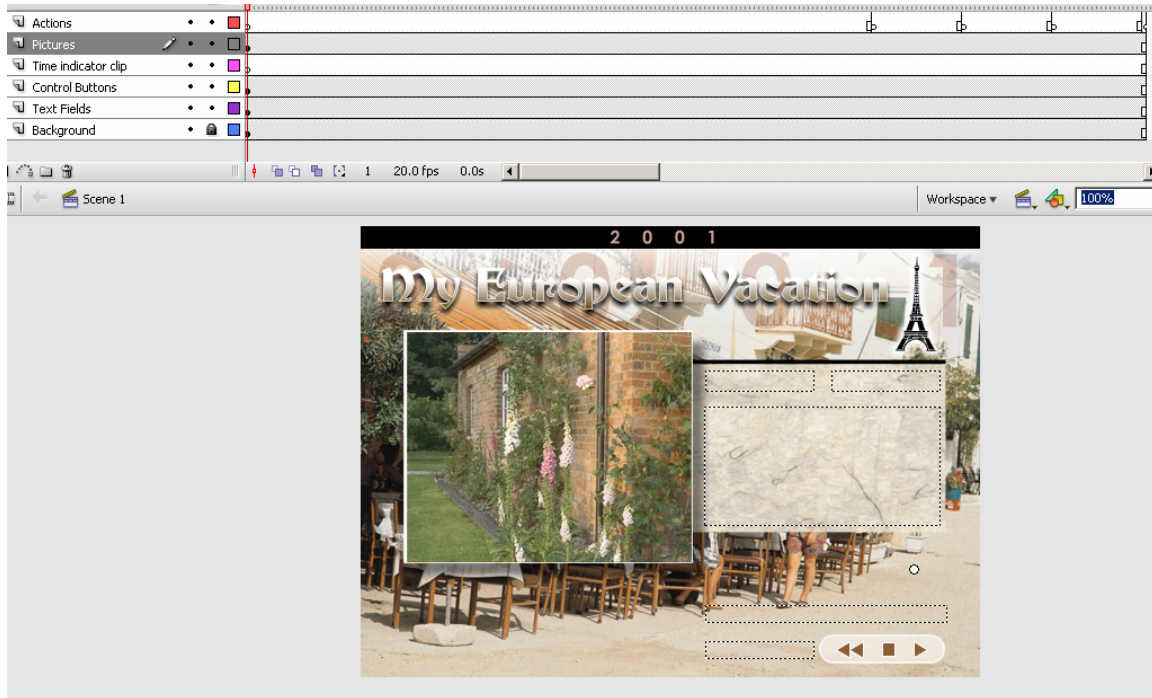


Slide Show using Buttons and FrameEvents from Flash MX actionscripting

You will create a self running slide show (images and design) already prepared that displays pictures and related text sequentially using frame events.

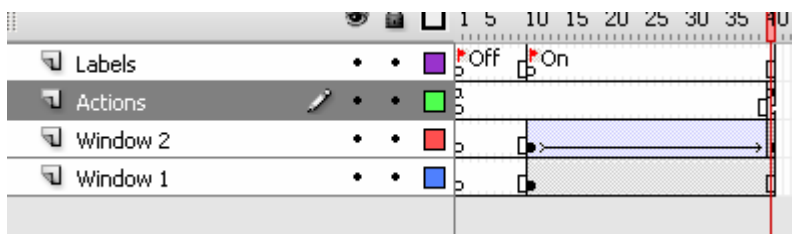
1) Start Flash CS3 and open FrameEvents1.fla (Frameevents2.fla is the completed working version if you wish to look at it before you begin).



The 200 frame movie contains 6 layers named according to their content. The movie is set to play at 20 frames per second each picture will be visible for 10 seconds (200 frames divided by 20 frames per second).

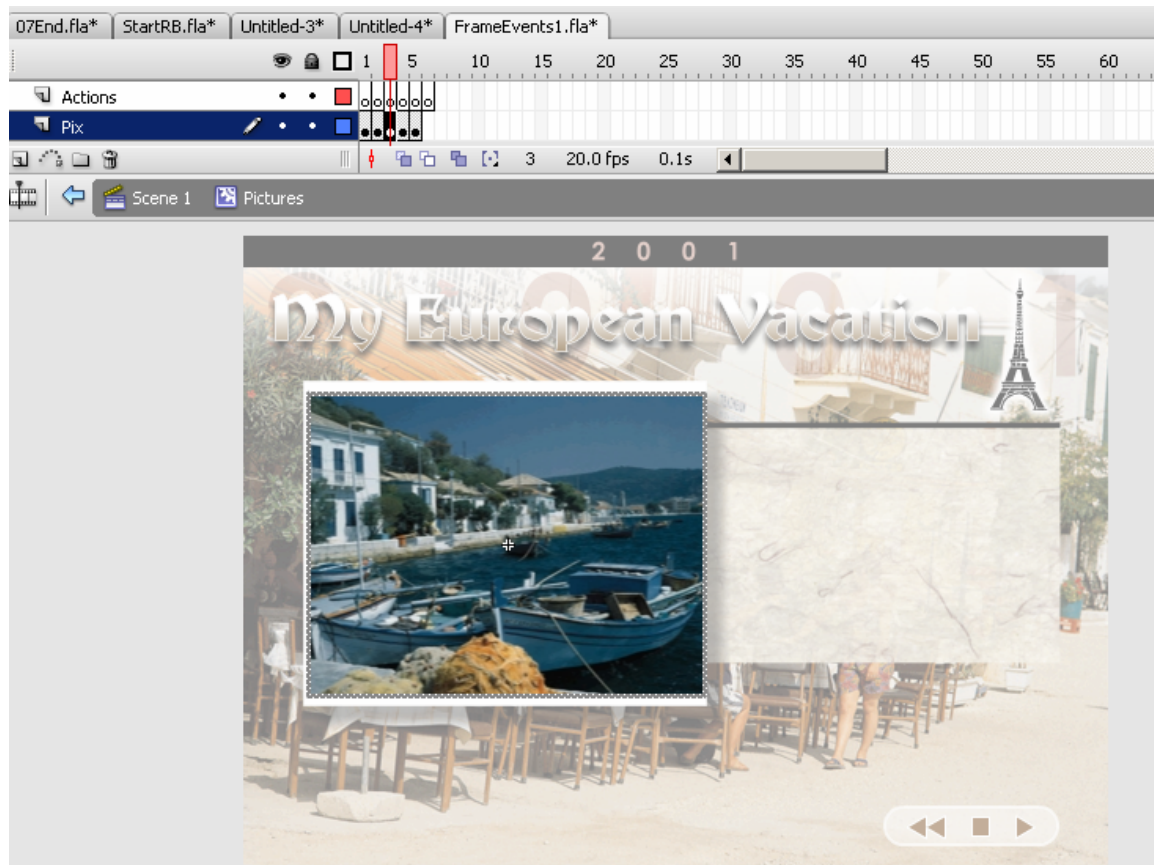
If you click on the middle large picture it is a movie clip with the instance name **pictures**. You can also see a small white circle in the lower right instance name **indicator** – this instance contains a short animation that alerts the user the movie clip is about to change. There are also 3 text fields these have instance names **date**, **country** and **caption** Two other text fields above the buttons is named warning and balloon.

2. Double click on the small white movie clip with the instance name **indicator**



Play the movie and you will see it contains a short animation of two fading white boxes that indicates the slide is about to change. Return the main movie time line by selecting Scene1.

3. Double click on the large picture instance name pictures to go into movie clip editing mode.



In the Pix layer if you click on each frame you will see it contains a different image – we will add some action script to each of these frames.

Select Frame 1 in the actions layer and add the following script:

```
stop();  
_root.date.text = "June 15th";  
_root.country.text = "Scotland";  
_root.caption.text = "Isn't this a beautiful spot?";
```

The first action prevents the movie from playing beyond Frame 1 until we instruct it to. The other frames refer to text boxes and will display text in the boxes.

Select Frame 2 in the actions layer and add:

```
_root.date.text = "June 16th";  
_root.country.text = "Italy";  
_root.caption.text = "The food was excellent";
```

Select Frame 3 and add:

```
_root.date.text = "June 17th";  
_root.country.text = "Greece";  
_root.caption.text = "We went for a boat ride";
```

Select Frame 4 and add:

```
_root.date.text = "June 18th";  
_root.country.text = "France";  
_root.caption.text = "We took another boat ride";
```

Select Frame 5 and add:

```
_root.date.text = "June 19th";  
_root.country.text = "Monaco";  
_root.caption.text = "The mountains were amazine";
```

Select Frame 6 and add:

```
gotoAndStop(1);
```

this sends the movie back to the beginning. The way this slide show is set up it is easy to add more images and text to your presentation.

Return to the main timeline.

5. In the Actions layer select the keyframe on Frame 140 and add the following script:

```
Warning.text = "The picture will change in 3 seconds";  
Indicator.gotoAndPlay("On");
```

This will cause the indicator movie to play 3 seconds prior to the slide changing (2000 frame minus 140 equals 60 at 20fps this is 3 seconds).

6. In the actions layer select keyframe 160 and add the following script:

```
warning.text = "The picture will change in 2 seconds";
```

7. In the actions layer select keyframe 180 and add:

```
warning.text = "The picture will change in 1 second";
```

8. Select keyframe 200 in the actions layer and add the following action:

```
pictures.nextFrame();  
warning.text = "";  
gotoAndPlay(1);
```

The first line makes the slide change, the second line sets warning.text box to empty and the third line sends the movie clip back to the beginning.

9. Select the triangular button the control panel in the movie.



Control panel. The button on the right and add the following script. Right click on it select actions and add:

```
on (release) {
    play();
}
on (rollOver) {
    balloon.text = "Play";
}
on (rollOut) {
    balloon.text = "";
}
```

This button responds to three different events.

10. Select the square button in the control panel

```
on (release) {
    stop();
}
on (rollOver) {
    balloon.text = "Stop";
}
on (rollOut) {
    balloon.text = "";
}
```

11. Select the double triangle button and add the following script.

```
on (release) {
    gotoAndPlay(1);
    pictures.totoAndStop(1)
    warning.text = "";
}
on (rollOver) {
    balloon.text = "Rewind";
}
on (rollOut) {
    balloon.text = "";
}
```