LOAD MOVIE ACTION -- LEVELS

What is the Purpose of Load Movie Action | How Does it Work?

THE PURPOSE OF LOAD MOVIE

Let's say you have a .swf file that is 300KB in file size.   Kinda large I would say :) Well you can fix that by breaking your movie apart into smaller .swf files let's say 50KB a piece.... much better!

The idea behind this is that in one of your .swf files you can tell it to load another .swf right over it and the end user will never even know the difference *plus* it will load much faster.

HOW DOES IT WORK?

Here are basic essential quick notes:

- Load Movie is an action. You can apply this action to a symbol or to a frame.
- Your 1st base movie is considered to be sitting in _level0
- When you specify a Load Movie action you tell it which file you want to use *AND* which level you would like it to load into. You can make up any level you want as long as it's between 0-16000 and it keep this general format of _level36
- You can think of levels like being layers for whole .swf movies. They just load one right on top of another.
- *NOTE:* If you load a movie into _level0 it will replace your 'base' movie, thus if you want your base movie to play again you will have to reload it... so watch out for that.
- Also make sure that all your .swf files are the same dimensions as this can get things a little screwey if they aren't.
- The base movies frame rate controls all other movies frame rates after that.

All you need to do to get it to work is to apply a 'Load Movie' action to a frame or symbol. Then specify the level at which the movie is to load into.

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