



Learn **Flash 4**

with **lynda**



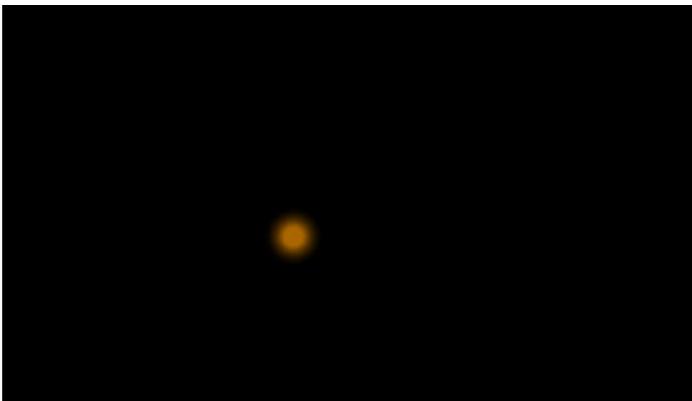
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## GETTING YOUR MOUSE COORDINATES IN FLASH

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- [DOWNLOAD THE .FLA](#)
- **SKILL LEVEL: INTERMEDIATE**
- Know how to use actions in Flash
- Know how to create movie clips & give them instance names
- Know how to create text fields and assign them properties



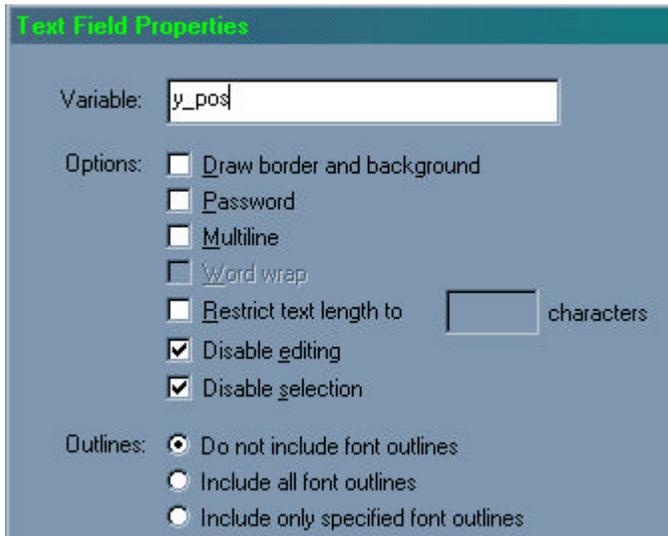
Let's start this off simple :) You only need 3 basic areas to do this effect. A movie clip to drag, text fields that will display the coordinates, and a few actions.

### [CREATE YOUR MOVIE CLIP](#)

- 1st off create a movie clip. Make it do whatever you want -- it does not matter.

### [CREATE YOUR TEXT FIELDS](#)

- In another movie clip, create your two text fields where the coordinates will read for the X, Y position. In one type Y: 1. Right click the field, and select properties. In the 'Variable' box type: y\_pos. This is where you assign the variable name that particular text field. Then just make sure your checks match mine like the picture below.



Do the same thing for the X text field. Make sure to type X: 1 in the box. And give it the variable name of x\_pos.

## THE ACTIONS!!

Ok now we are ready to get the little bit of actionscripting done to make all of this work =)

- Make two layers: one for your draggable movie clip, and one for the coordinates symbol and put those symbols in the appropriate layer on frame #1:

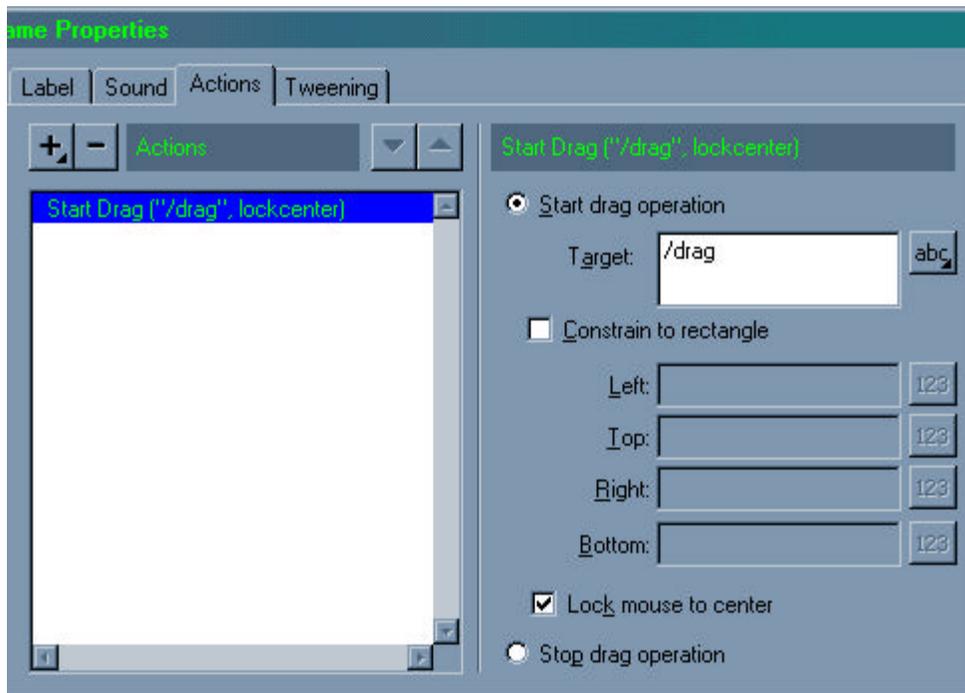


Make SURE that you have frames that extend to Frame 2 and not past that. (See above picture)

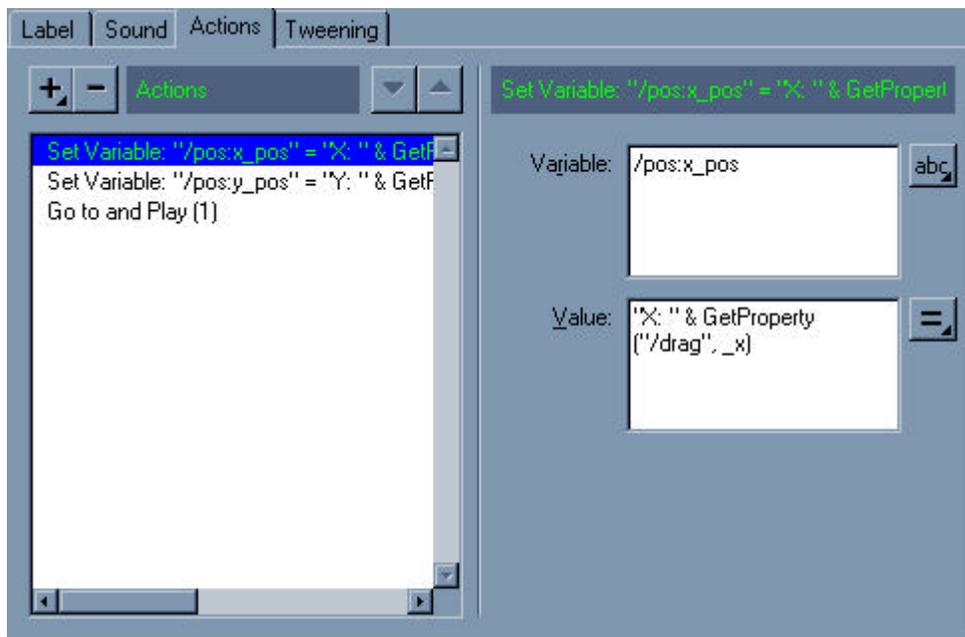
- Right click your text fields movie clip and give it an Instance Name of 'pos' ( position)
- Now double click your movie clip on the stage that you are going to drag. Give it an Instance Name (Under Definition tab) of 'drag'
- Double click Frame #1 of where your draggable movie clip is. Apply the following Actions to it using the Plus sign:

**Drag Movie Clip ("/drag", lockcenter) -- See picture below**

**Note:** You are telling the frame to DRAG ("the movie clip you gave an instance name to of "drag", and you want that object to lock the drag at its center point) =)



- Now for the last part of putting actions onto the other frame => Assign it the following actions... use the screenshot below to give it the actions. Just select Set Variable then type in these actions in the Variable and Value boxes. Make SURE that you have one Set Variable for X and one for Y.



**FINISHED!**