



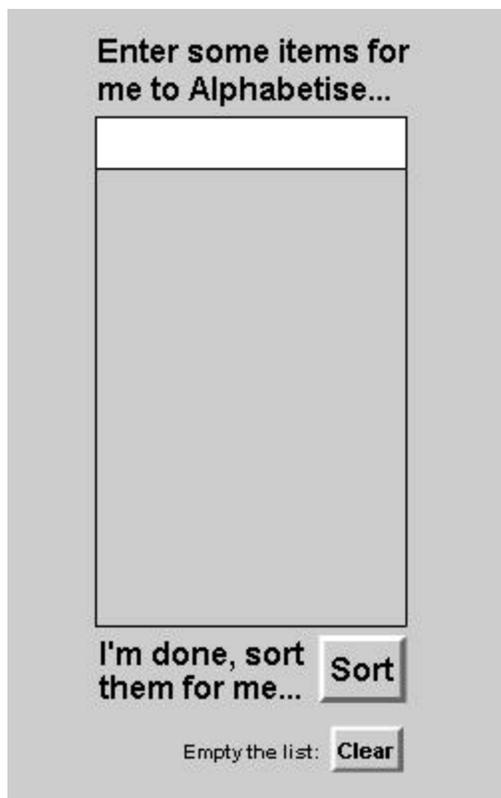
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ALPHABETICAL SORT

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- [DOWNLOAD THE .FLA](#)
- **SKILL LEVEL: EXPERT**



NOTES ABOUT THIS FILE

Here are screenshots below of the ESSENTIAL actions you need to do this sort.

- This file really has very few symbols and frames. But the ones it DOES have use a TON of actions. I would recommend [downloading the .FLA](#) and at least getting the concept of what is going on and then just using these screenshots below as guides to do the actions yourself :)
- This file using labels to reference for actions rather than frame #'s, so make sure you are consistent with your labels.
- Steve has also been kind enough to leave many comments inside the scripts. You may want to review them in order to understand this concept better, and why the actions are being used :)

#1) Actions that go on the 'Alphabetical Sort' labeled frame on the main scene:

```
Comment: .....
Comment: EXPLANATION: we need 2 counters for this sort. (c and d)
Set Variable: "c" = /:totalitems
Loop While (c>1)
  Set Variable: "c" = c-1
  Set Variable: "d" = 0
  Loop While (d<c)
    Set Variable: "d" = d+1
    If (Eval("/:Text"&d) gt Eval("/:Text"&(d+1)))
      Set Variable: "temp" = Eval("/:Text"&d)
      Set Variable:("/:Text"&d = Eval("/:Text"&(d+1))
      Set Variable:("/:Text"&(d+1) = temp
    End If
  End Loop
End Loop
End Loop
```

#2) Actions that go on the 'Sorted' labeled frame on the main scene:

```
Set Variable: "n" = 1
Set Variable: "entrylist" = ""
Loop While (n<=:totalitems)
  If (n>/:totalitems)
    Set Variable: "entrylist" = entrylist & Eval("/:Text"&n) & chr(13)
  Else
    Set Variable: "entrylist" = entrylist & Eval("/:Text"&n)
  End If
  Set Variable: "n" = n+1
End Loop
```

#3) Actions on the 'Sort' button on the main scene:

```
Definition | Color Effect | Actions
+ - Actions
On (Release)
  Go to and Play ("AlphabeticalSort")
End On
```

#4) Actions on the 'Clear' button on the main scene:

```
Definition | Color Effect | Actions
+ - Actions
On (Release)
  Set Variable: "n" = 1
  Set Variable: "entrylist" = ""
  Loop While (n<=:totalitems)
    Set Variable: "Text"&/:totalitems = ""
    Set Variable: "n" = n+1
  End Loop
  Set Variable:("/:totalitems" = 0
End On
```

#5) Actions INSIDE the invisible button movie clip and on the button itself:

```
On (Key: <Enter>
  Comment: ERROR CHECK for too many items to show back to user after sort is done.
  If (/:totalitems<11)
    Comment: ERROR CHECK for plain old Enter key hit.
    If (Length(...:textentry)>0)
      Set Variable: "/:totalitems" = /:totalitems+1
      Set Variable: "/:Text"/:totalitems = ...:textentry
      Comment: IF first item in the entry box, we don't need to add the Return character.
      If (Length(...:entrylist)>0)
        Set Variable: "...:entrylist" = ...:entrylist & chr(13) & ...:textentry
      Else
        Set Variable: "...:entrylist" = ...:entrylist & ...:textentry
      End If
      Set Variable: "...:textentry" = ""
    End If
  Else
    Set Variable: "...:entrylist" = "SORRY! For this demonstration you can only use up to 10 items. Any number will work th
  End If
End On
```

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