HOME

TELL TARGET COMMANDS

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Simple Tell Target Example & Tutorial

This is a very hot topic. Now, I will *try* to do my best to explain and give an example of Tell Target, but ALL the information you're looking for might not be here. You may want to try looking at a few other sites, but this is a topic that is difficult to find.

WHAT ARE TELL TARGET COMMANDS?

To put it simply Tell Target commands are actions that communicate between movies. A Movie Clip (MC) is actually considered a seperate entity from your main movie. It's like it's own little submovie -- if you wanna think of it that way. You can do all sort of things with Tell Target such as:

- Playing animations the whole way through when you run your mouse over a button.
- Using a button to play a movie clip in another part of the movie.
- After 1 movie clip has played you can Tell Target another movie clip to play.
- When a button is pressed you can tell it to go to a certain frame and stop.
- To load movies into levels.
- And I'm sure MUCH MUCH MORE!!

Basically movies have structures like a file directory.   You can embed movie clips within other movie clips (by putting a movie clip (MC) from your library onto another movie clips timeline). And you can have load movie commands on different levels (but we'll talk about that in another section).
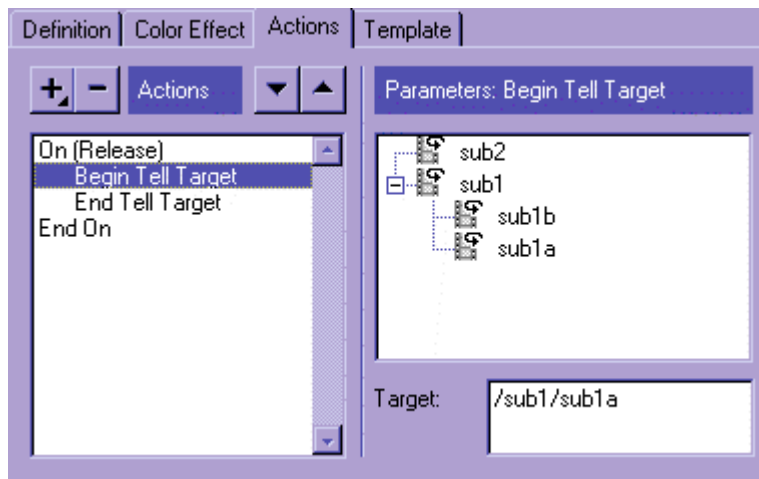
Here is a visual idea of what your movie 'file-directory' might look like:

1. Main Movie -- (named main.swf)
    1. Movie Clip (MC) -- (named sub1)
        1. MC -- (named sub1a)
        2. MC -- (named sub1b)
    2. MC -- (named sub2)
2. Main Movie 2 -- (named main2.swf using a load movie command)

HOW DO I USE TELL TARGET COMMANDS?

To make Tell Target easier, whenever you put your MC on the stage make sure you give it an 'Instance Name' (double-click the MC and you will see where to name it).

Using the file directory (above) for an example we can see how tell target 'targets' it's other movies:

Looking at the pic, you can see the area where you type in the targets for it to load.

- The main movie is considered _level0 which is targeted as a **/**
  You can use this slash to target any MC from this same level.
- And if you were trying to get to MC sub1 from sub1a you would type
  ../sub1
  You need to do this because the ../ in essence backs up a level. Every time you use ../ you are backing up one level out of your 'file directories'.
- You can even do it twice like this:
  ../../sub1
- If you were using load movies and need to target a MC in another movie then you would need to specify something like this:
  _level0/sub1

SIMPLE EXAMPLE OF TELL TARGET

DOWNLOAD THE .FLA

- Know how to create/edit buttons
- Know how to create/edit movie clips
- Know how to use actions

Creating a button that completes it's animation when you run over it and take the mouse away.

We've all seen this effect. And TONS of people ask how to do it. I've spent 1 1/2 week figuring this out so here it is in my simplest terms.

1. First you need to create a button (your choice however you want it to look).

2. Next create a movie clip that is the animation for the button. So just make sure they fit together ok.
   ** On this movie clip at the very first frame insert a blank keyframe with a 'Stop' Action. You will see why later on. So just make sure that there is one 'blank' space before you actually start the animation of your movie clip.
   ** Also, when you are finished making your clip apply a 'Stop' action to the last frame.
   The purpose of the stop actions on the clip are:
   The first stop action at the beginning of the clip -- This is so that when you test your movie the movie clip won't play right away. If you don't have this blank keyframe with a 'Stop' first of all you will see the MC right when you test the movie and it will play right away.
   The last stop action at the end of the clip -- This is so that your movie clip doesn't loop.

3. When you are finished with both, go to your main stage and create two layers total. One for your button & one for the movie clip. More than likely you will want the button layer on top of the movie clip (MC) layer, but it's really up to you.

4. Drop the MC onto the stage in its layer. Double click the movie clip, and under the 'Definition' tab in the Instance Name box type a small one word description of your MC. For now just try calling it "Clip" :)

5. Now go to your library and drop your button in it's layer. Line it up with your movie clip and all that good stuff. Assign these actions to your button.
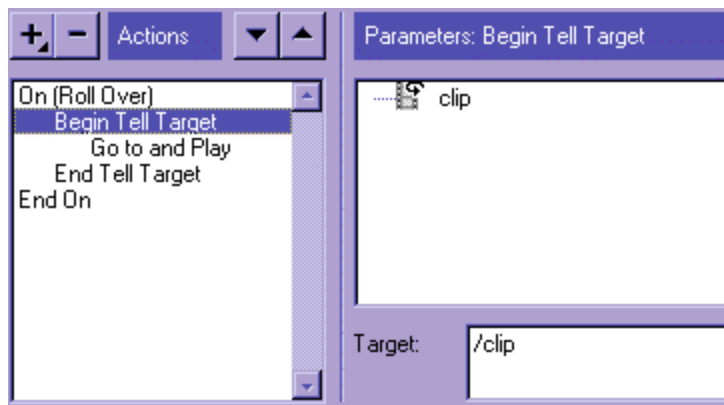   **On [RollOver]**
   Begin Tell Target (select the Instance name of your clip -- "Clip")
   Go To & Play (Frame #2)
   End Tell Target
   End On

6. Now if you play your movie you should be able to run your mouse over your button and the movie clip will play the whole way through regardless of whether you keep the mouse over it or not.

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Last Updated 04/06/99