( HOME )

# *ACTIONS PART II - COMMON EXAMPLES*

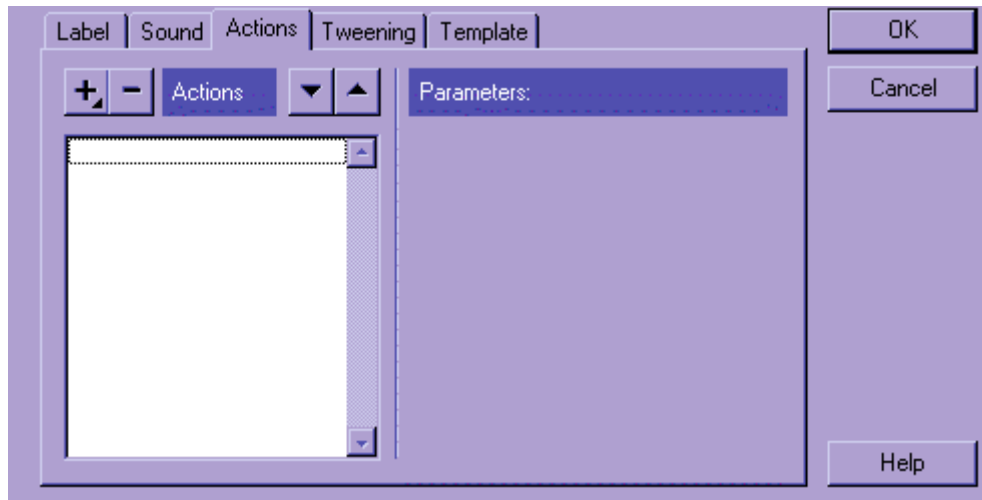Where Are Actions At? | Button Actions | Looping a movie/movie clip | Using GetURL

- Have a basic knowledge of ACTIONS PART I before starting this page.
- This page will show you what actions you need to use to perform the certain tasks.

## WHERE ARE ACTIONS LOCATED?

**Actions are can be brought up by the following methods:**

- Double click a frame and select the 'Actions' tab.
- Double click a button on the movie stage and select the 'Actions' tab.
- Under the menu 'Modify' > 'Instance' > select 'Actions' tab.

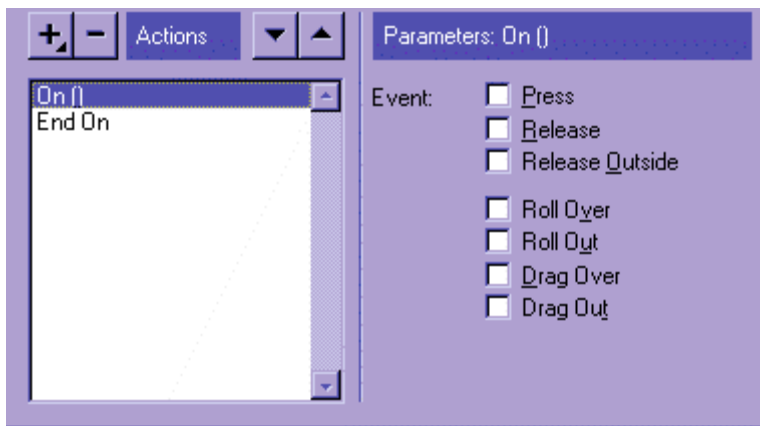Actions bring up a window that is similar to this one:



Notice the Plus Sign in the left hand corner.  If you click on this it will bring down the menu of the Actions Part I on this site :)
It's just a click and add 'em process. The actions you currently have will pop up in the white window beneath it.  And YES, the order in which they appear is important!  You use these to make your movie interactive.

- **EXAMPLES:**
- You tell your movie to do this if that happens.
- Go to the Frame ___ when Frame ___ has been loaded.
- Go to & Play Frame _____
- And MUCH more!  * smiles *

## ACTIONS ON BUTTONS

Buttons & Actions.  Seems like they go hand in hand together.  Buttons are the only object that have the ability to do On MouseEvent actions.  Here is a picture of the MouseEvent menu after it has been selected:

You can check the properties on the right to make the button trigger. Most common used are [Roll Over] which causes animation to play when the mouse runs over the button, and [Release] which usually is used also with Get URL to send the user to another movie/HTML page. (like these common examples):

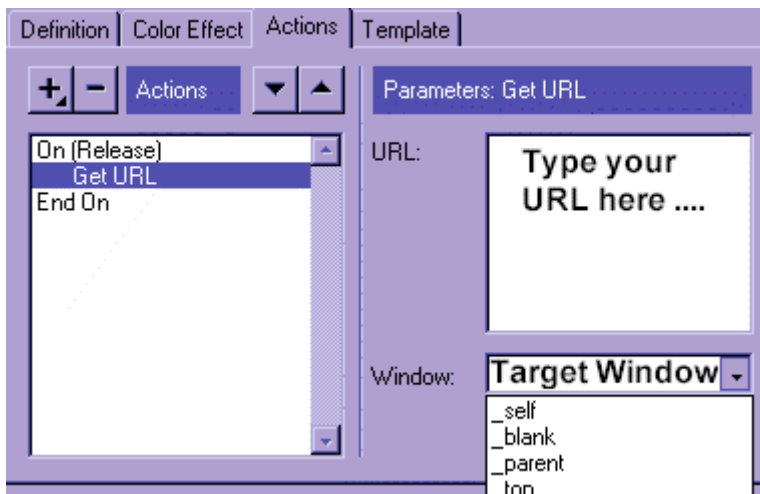| Click the button and it plays a section in your movie | Roll Over the button and it animates the whole way through using a movie clip with an Instance name. | Click the button and it loads up an HTML page |
|---|---|---|
| **On [Release]**<br>    **Go To & Play Frame#(insert**<br>**Frame here)**<br>**End On** | **On [Release]**<br>    **Tell Target /bob**<br>        **Go To & Play Frame#1**<br>    **End Tell Target**<br>**End On** | **On [Release]**<br>    **Get URL (type URL in the box)**<br>**End On** |

## LOOPING A MOVIE/MOVIE CLIP

Technically a movie/movie clip is supposed to loop automatically. BUT, if for some reason you can't get it to work just try adding this action to the end frame in the movie:

**Go To & Play (Frame #1 -- or whatever frame you want it to start looping at)**

Yup! That's all ya need. Simple eh?

## USING GET URL

The Get URL action is extremely simple. For a button simply select the MouseEvent you would like to trigger the 'GetURL' action with. Then add the 'Get URL' action and it will look something similar to this (just follow what is says after that) :

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