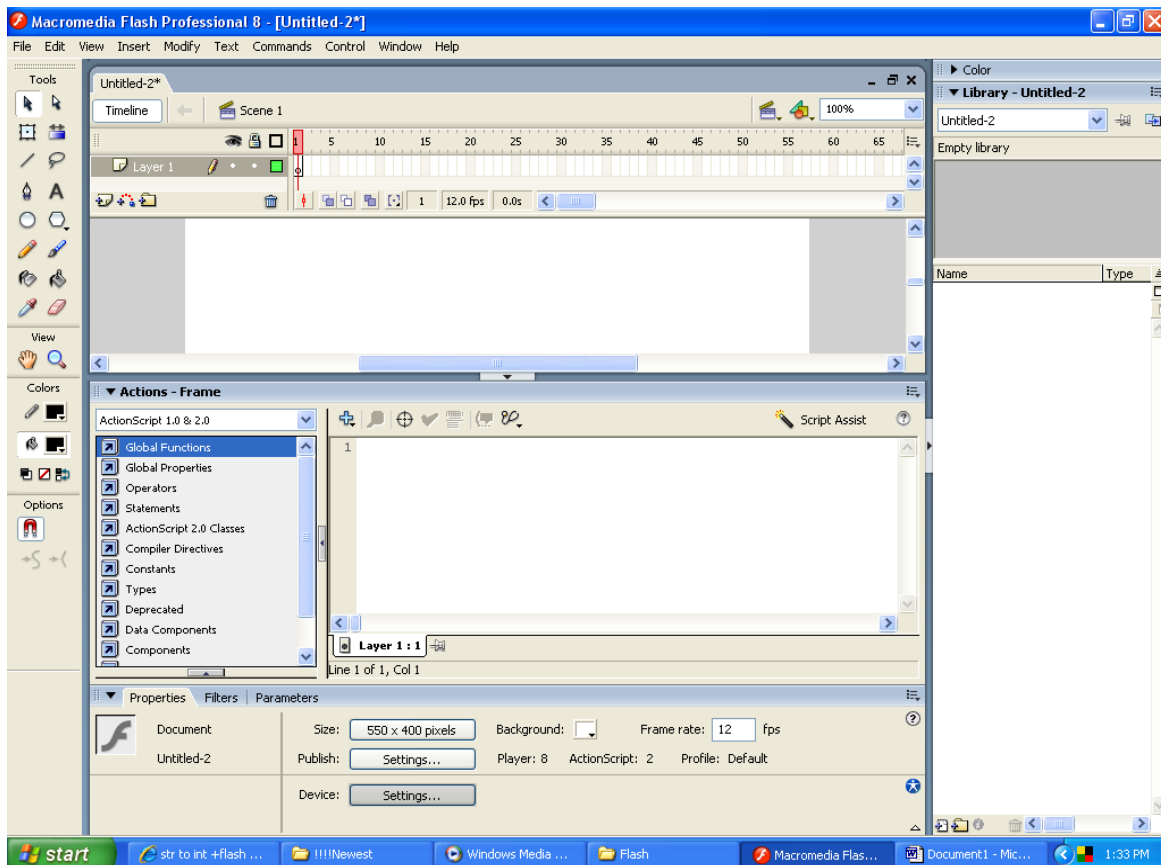


Flash Action Script

Before you begin find this stuff on the screen...

- Menu bar (for saving!)
- Basic Drawing Tools (toolbar)
- Stage (ie. canvas)
- Timeline.. which contains **frames**
- Layers... new flash document starts with Layer 1 but you can add more
- Library
- Properties Bar
- **Actionscript window**



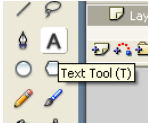
Why learn or use Actionscript?

- solve problems that are too big for our brains / calculators to handle
- write computer programs that can help other people or ourselves
- make our own computer games or software for fun when we are bored
- easy to share flash programs and games that we write over the internet
- makes cool websites even cooler cause they are more interactive
- leads to lots of money when we are older
- any other reasons?

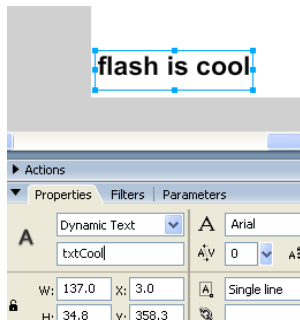
Lesson 0 – Text Tool:

(called lesson 0 on purpose... cause you need to know it for lesson 1!)

The normal *text tool*...ie:



... is **what we use** to make “**text boxes**” on our canvas. Text boxes are areas that we (the users) can type stuff into, like if I wanted to give the computer my name (don't ask why id want to do that, I just might)...



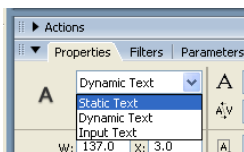
Also “text boxes” are places on the screen that the computer can tell us stuff back, like if I wanted to solve a maths problem, the computer might show me the answer to the problem on the screen **using a text box**.

3 types of text boxes –

Static Text – what you've used all this time... for labels that don't do anything!

Dynamic Text – like a label, I can't type over it with the keyboard but **actionscript** can change what the label says... these are good for getting output from the computer.

Input Text – this is where I can type stuff in, like my name or an answer... these are good for giving input to the computer.

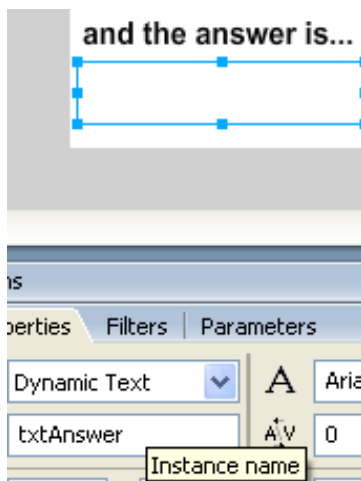


ALWAYS NAME YOUR TEXTBOXES!

The most important part of lesson 0 is this – always name your text boxes properly!

Flash uses a funny word called **Instance** to refer to the name of your text boxes on your canvas. Instance is just another word for Occurrence. In flash you can have multiple occurrences of a particular object... like if you drew a puppy dog, you could add that puppy dog to the same scene 100 times! And then have all 100 puppies going different directions... (again, don't ask me why you would want to do that)...

Likewise, you can have as many different **textboxes** on the screen at once – you just have to give them different **Instance** names. Below I have labeled this Dynamic Text box with the Instance name “*txtAnswer*”... we always put txt on the front of our instance name for a textbox... this is so we know it's a textbox and don't get it confused with a rectangle shape or a label or any other rectangle look-a-like Flash has!



Note – please don't ever tell me you know what it is and don't need to put the “txt” on the front... in the real world if you work on a Flash project their may be thousands of instances in any 1 movie, and if you don't name them correctly you could lose your job!

Questions:

1. Why should I learn Action Script?
2. How do I find the action script window in Flash?
3. What tool do I use to draw a **text box** on my Flash canvas?
4. What are the 3 types of text boxes I can use? *Describe* where on the screen in Flash I can choose / change between the 3 types of text boxes...
5. What is an instance? Describe how I can change the *Instance name*.
6. Why do you think we have to give things like text boxes an *instance name*? (hint – think – would I ever need to use more then 1 text box at once for a piece of software???)
7. if I created a dynamic text box to display the maximum temperature from today, suggest a suitable *instance name* for the text box!