

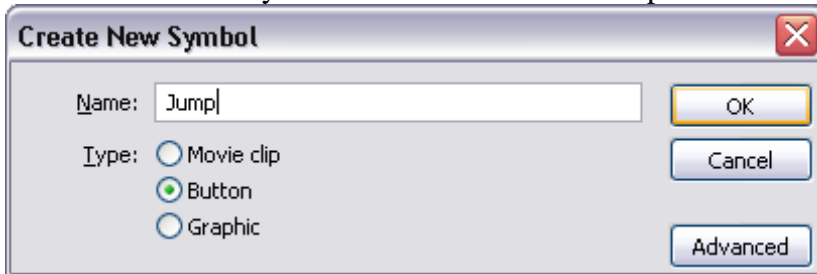
Goto And Play

1. New Flash Movie...

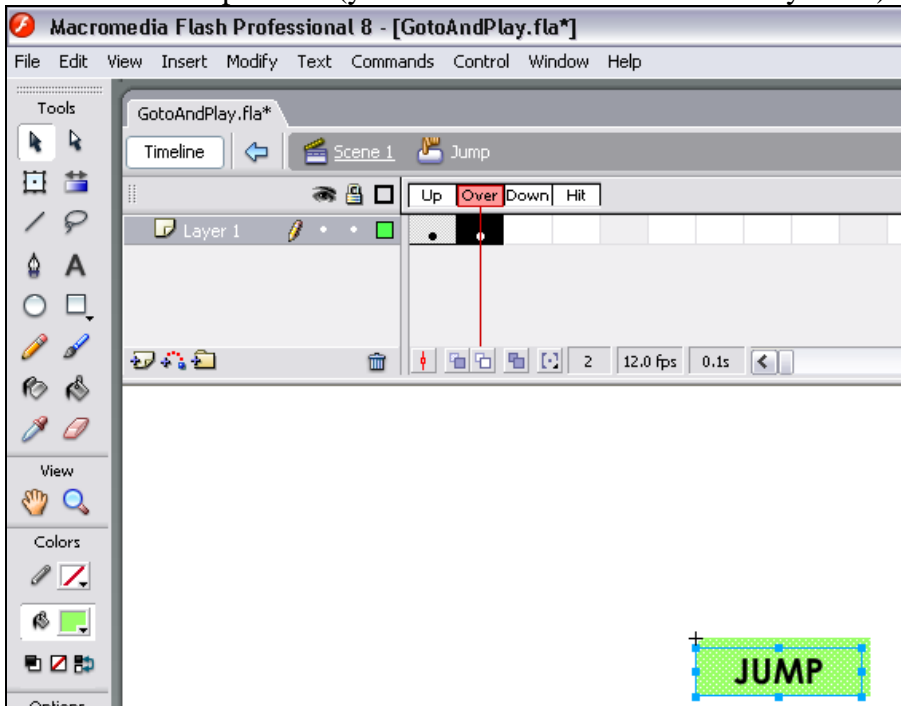
2. Change **Layer1** to **Buttons**...



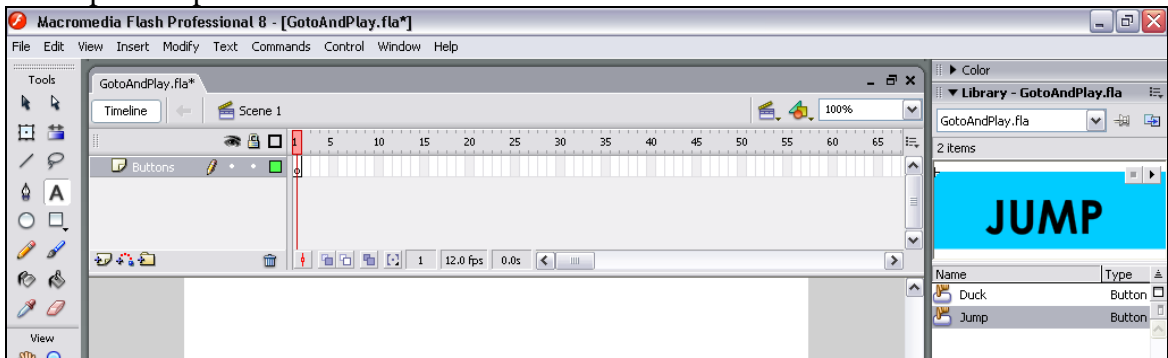
3. Insert → New Symbol... Button... call it Jump and click OK



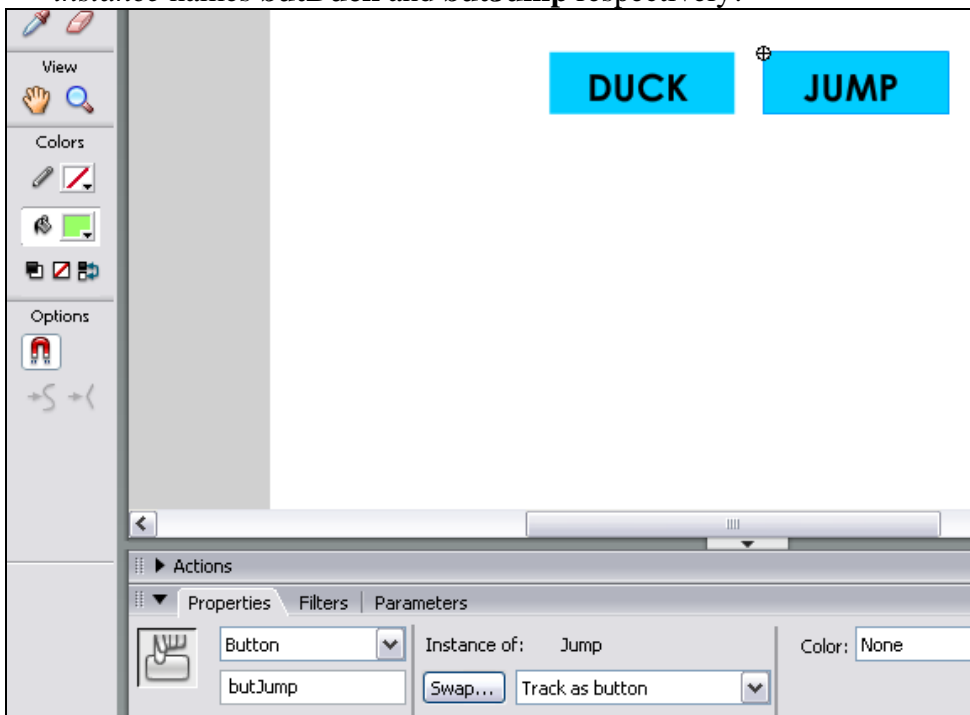
4. Create a Jump button (you should know how to do this by now!)



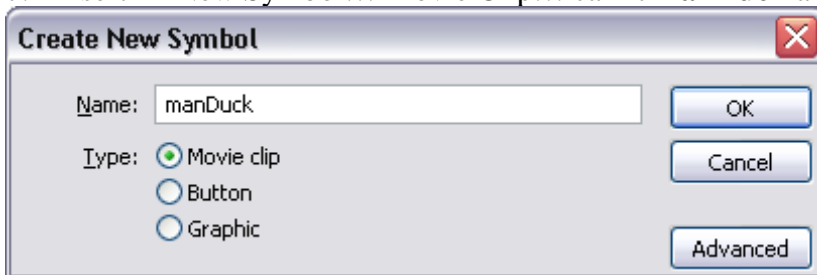
5. Repeat Steps 3 and 4 to create a **Duck** button! Then click back to Scene 1



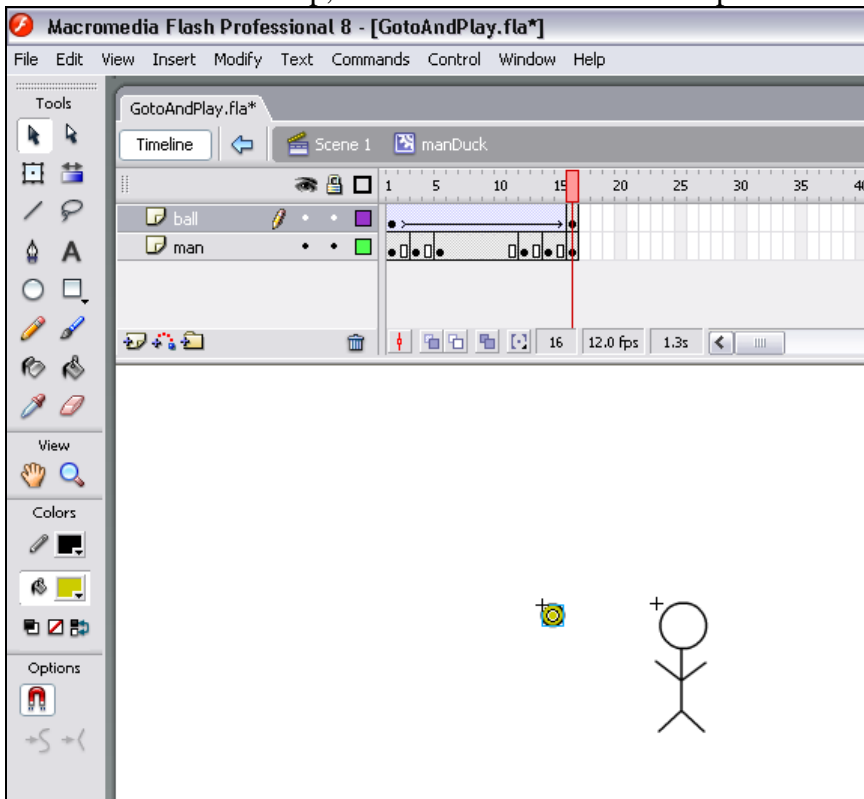
6. Drag and drop the Duck and Jump buttons onto the stage... give them the *instance* names **butDuck** and **butJump** respectively!



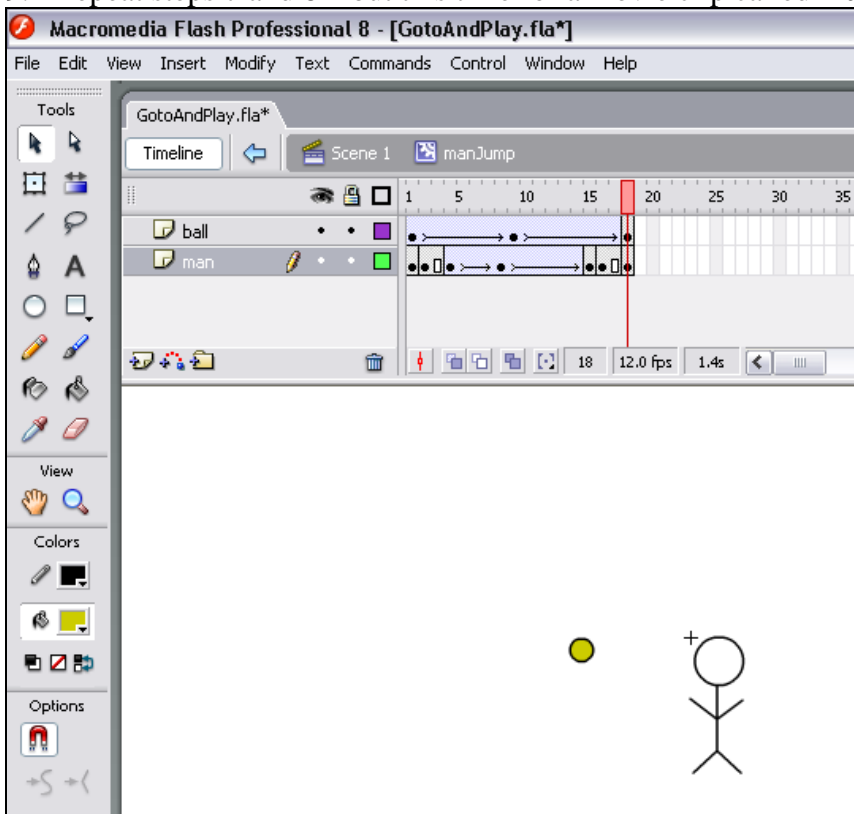
7. Insert → New Symbol... Movie Clip... call it **manDuck** and click OK



8. Inside the movie clip, draw the best animation of a person ducking!!!



9. Repeat steps 7 and 8 – but this time for a movie clip called **manJump**

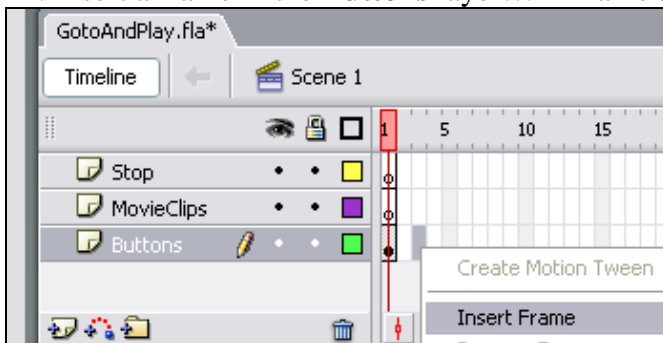


10. Click back to Scene 1

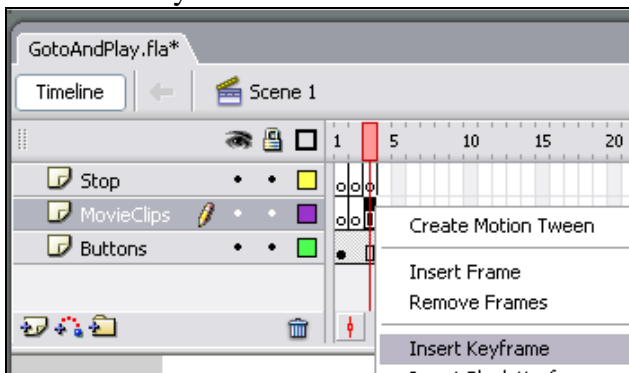
11. Insert 2 new layers... call them **MovieClips** and **Stop**



12. Insert a frame in the **Buttons** layer... in frame 3:



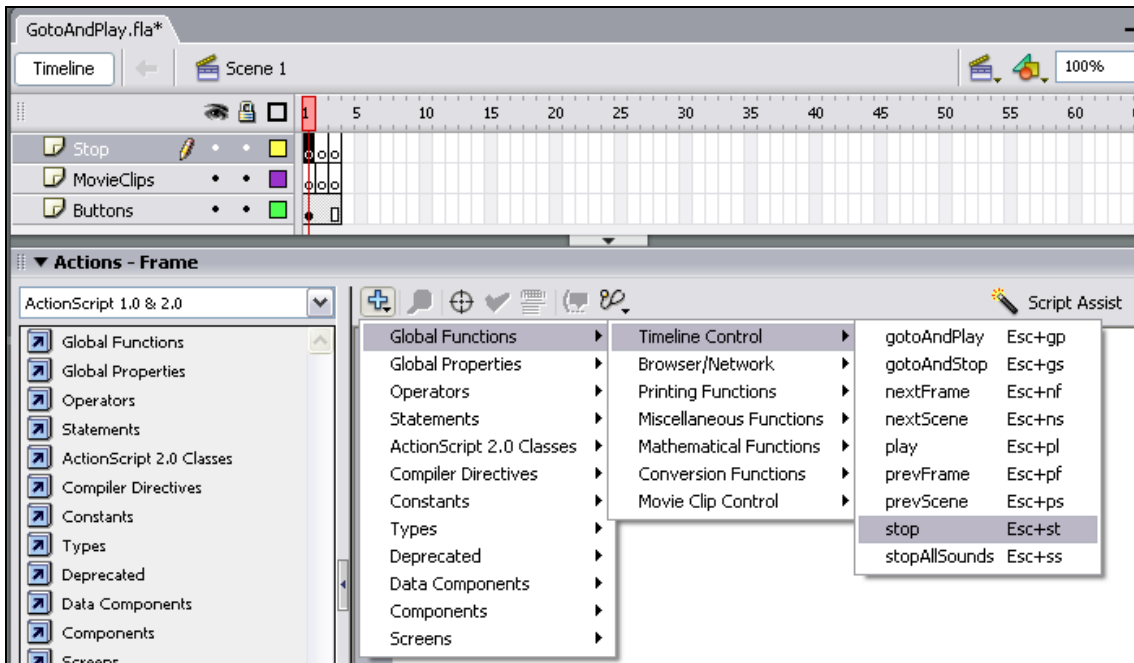
13. Insert Keyframes in frames 2 and 3 of both the **Stop** layer and **MovieClips** layer



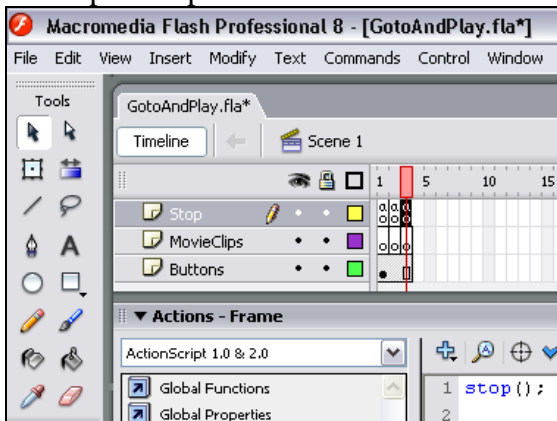
14. All should look like this so far....:



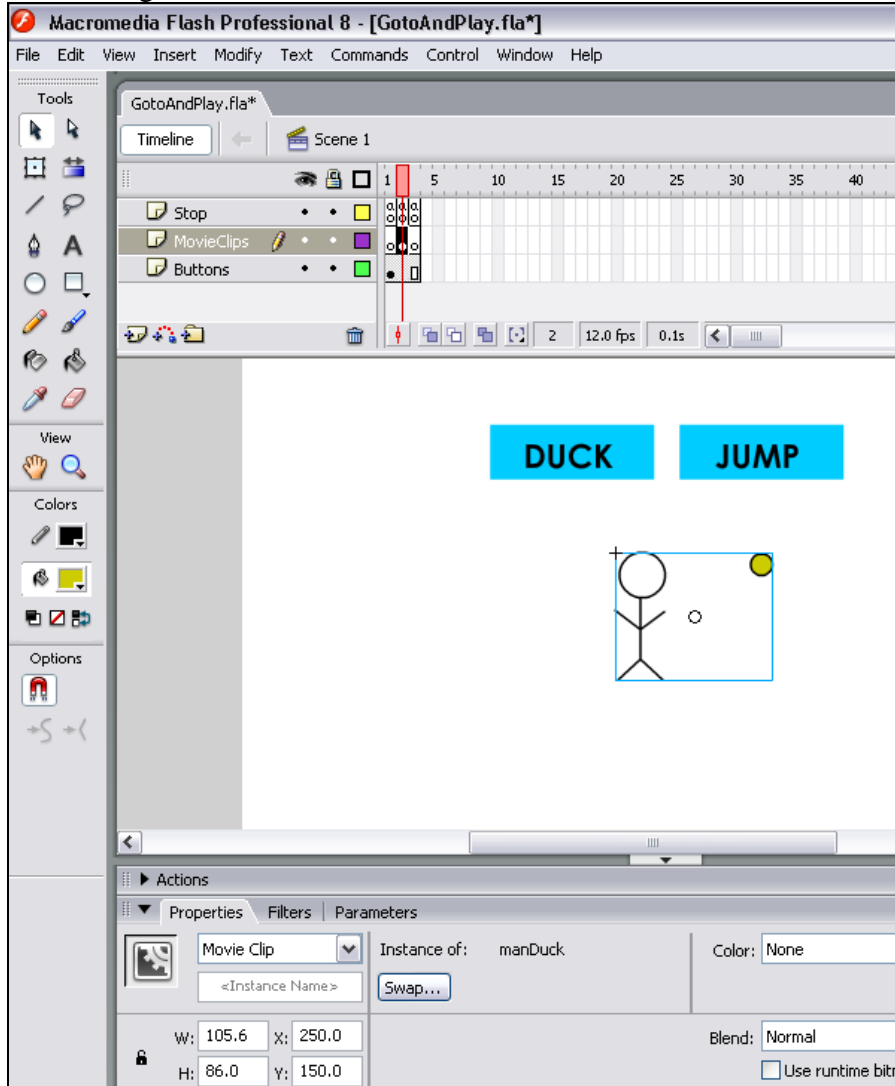
15. In frame 1 of the **Stop** layer, add the *Stop* action in the keyframe... as shown below:



16. Repeat step 15 for **frame 2 and 3** in the **Stop** layer...



17. In frame 2 of the **Movie Clips** layer, drag and drop the **manDuck** movie clip onto the stage...



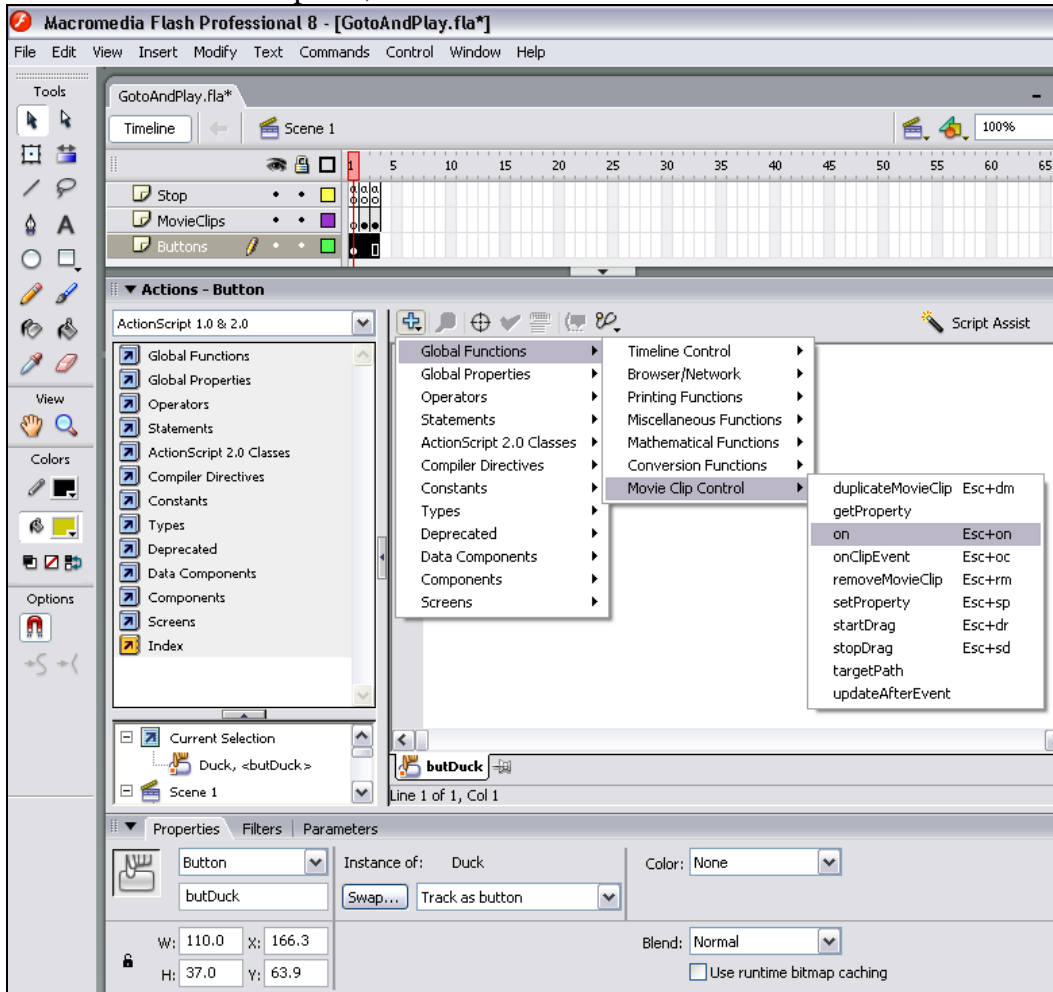
18. In frame 3 of the **Movie Clips** layer drag and drop the **manJump** movie clip onto the stage... just like you did in the last step! (step 17)



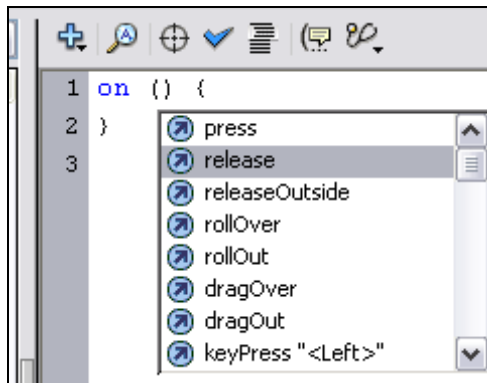
19. This step is not necessary – but good practice... in frame 2 of the Movie Clips layer, give the *instance* name to the movie clip **duckman**... likewise in frame 3 of the Movie Clips layer give the instance name **jumpman**...

20. Go to frame 1 of the **Buttons** layer and select the **Duck** button...

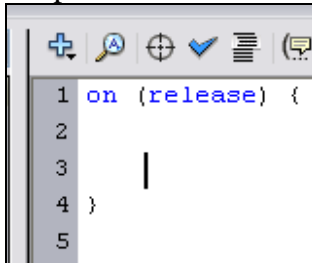
21. In the Actions panel, add an “on”:



22. ...and choose Release

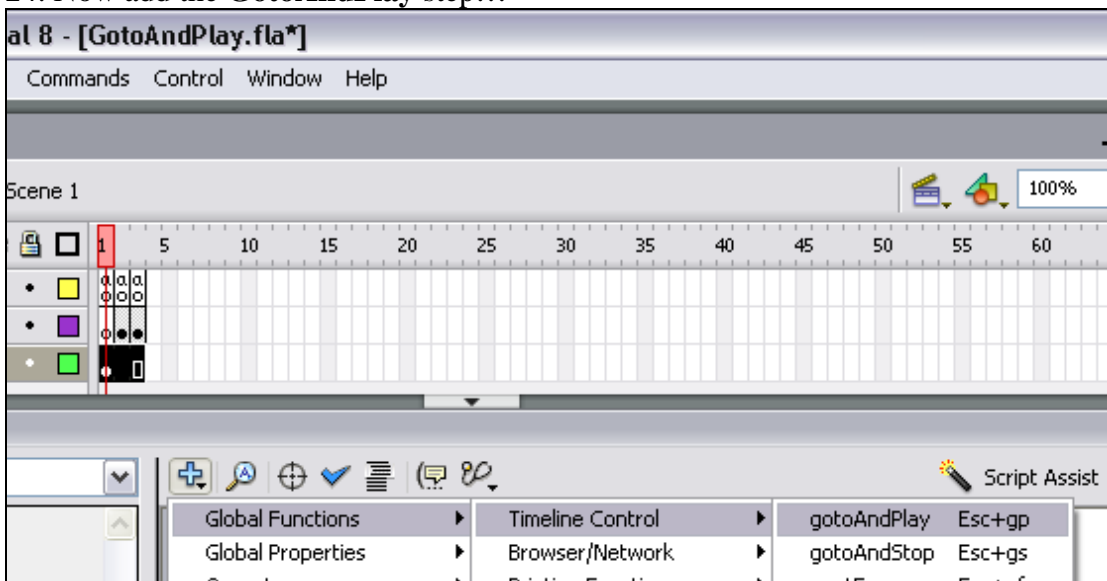


23. Position your cursor (the flashing thing where you type stuff in) in between the two “squiggly” brackets! Which means the { and the } brackets! Look at this picture –

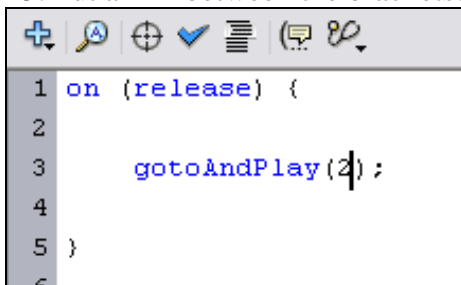


```
1 on (release) {
2
3 |
4 }
5
```

24. Now add the **GotoAndPlay** step...



25. Put a 2 in between the brackets... which means play frame 2!



```
1 on (release) {
2
3 gotoAndPlay(2);
4 }
5
```

26. Go and do steps 20, 21, 22, 23, 24 and 25 – but this time for the Jump button! (remember to **gotoAndPlay(3);** ...instead of frame 2)!!!!

27. Test and enjoy – no questions for now!