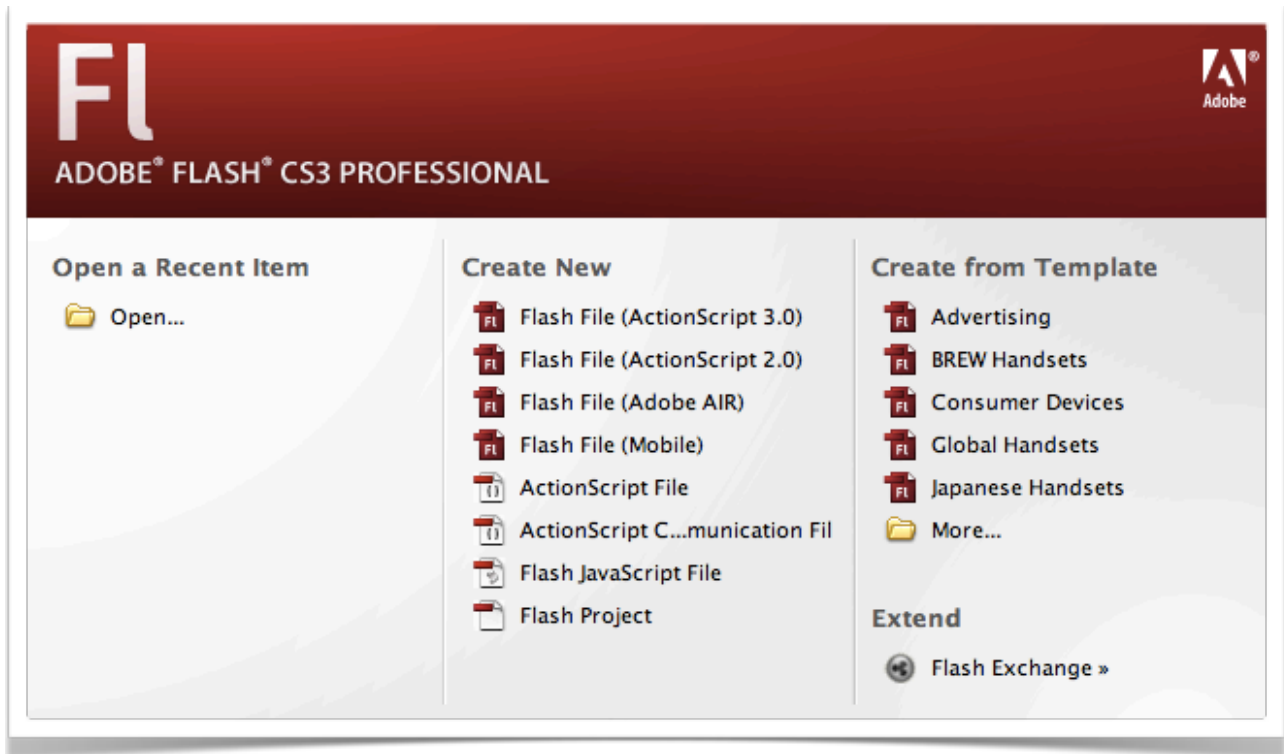# An Introduction To Flash

Drag and Drop Game

Featuring Chav Animals

Getting Started

Step 1: Download the resources.zip file from the VLE - unzip the file and you will have a folder called *chavanimals*.
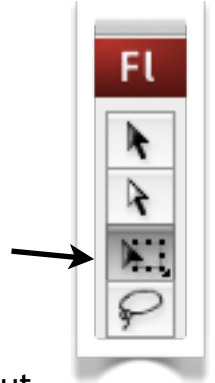
Step 2: Open Adobe Flash.

Step 3: Create a new ActionScript 2 flash file.

Chav Animal

Step 1: Click *File >> Import >> Import to Stage* and then choose one of the animals from the *animals* folder.

Step 2: Once imported, use the *Free Transform Tool* to resize the image. *Hint: Hold the **Shift** key while resizing to keep the proportions equal.*

Step 3: Import 2 or 3 *GIF* images of accessories. To do this, repeat step 1 but choose accessories from the *accessories/GIFs* folder. You **MUST** choose GIF images so that the backgrounds are see-through.

Step 4: Each of the accessories needs to be converted into a **Symbol**. This means that Flash will be able to do some quite clever things to it.
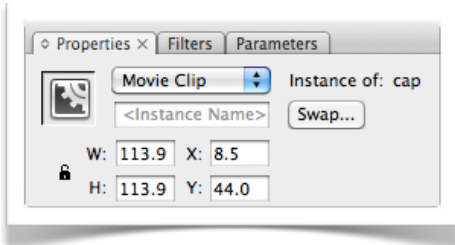
EITHER right click on an accessory and click *Convert to Symbol* **OR** select an accessory and press *F8*.
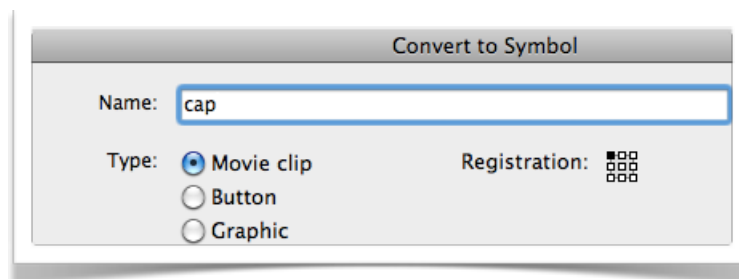
You **MUST** give each accessory a sensible name and you **MUST** make sure you select *Movie clip* as the type of symbol.

Step 5: Repeat these steps for each accessory.

Instances

In order to write instructions for the symbols, we need to give them something called an **Instance Name.** This is so Flash knows exactly which symbol we are talking about.

When you click on a symbol, the *Properties Window* at the bottom of the screen changes.

Step 1: Click on one of your accessories.

Step 2: Type a sensible name into the *Instance Name* box (just under the words "Movie Clip").

Step 3: Press *Enter* or *Return* on your keyboard - to make sure Flash remembers the new instance name.

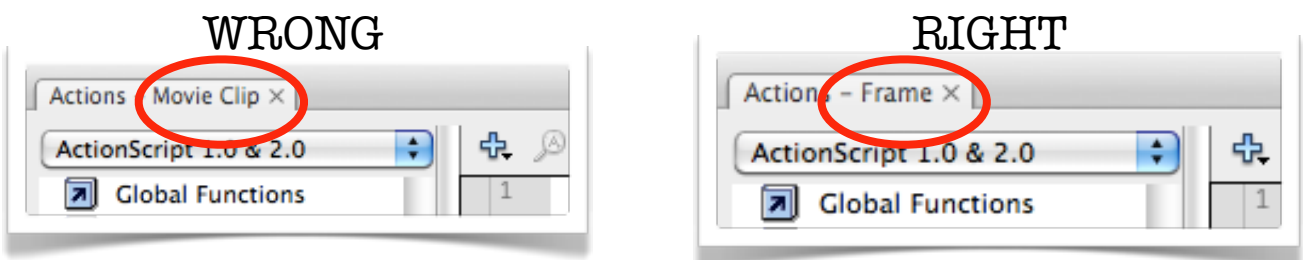**Step 4**: Repeat for any other accessories.

Drag and Drop

Next we need to add some instructions to make our objects draggable and droppable.

Step 1: Open the *Actions Window*. To do this, either click *Window >> Actions* or press *F9* on your keyboard (*ALT-F9* on a Mac).

Step 2: Make sure you are adding code to the **Frame** and not a **Symbol**.

Make sure you click away from everything so that nothing is selected:

WRONG   RIGHT

```
Actions  Movie Clip ×                    Actions – Frame ×
ActionScript 1.0 & 2.0                   ActionScript 1.0 & 2.0
  Global Functions          1              Global Functions          1
```

Step 3: Type the following to make the *cap* accessory draggable:

```
1  cap.onPress=function() {
2      startDrag(this);
3  }
```

You can replace the *cap* with the instance name of any accessory.

Step 4: Press **CTRL-Return** on your keyboard to try it out. Click on the accessory and it should follow your mouse. You can't, however, put it back down again!

Step 5: This code will let you drop! Press **CTRL-Return** to try it out.
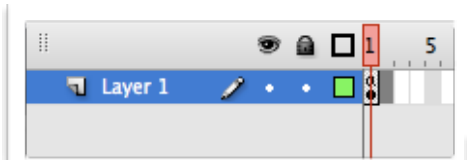
```
5  cap.onRelease=function() {
6      this.stopDrag();
7  }
```

Step 6: Copy and paste these two blocks, changing the instance name, for the other accessories.

Reset

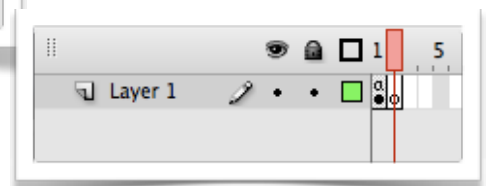To reset the game we need to temporarily clear everything out.

Step 1: Click into frame 2 in the timeline and press *F6* to make a key frame.

Select Frame 2

F6 - New Keyframe

Empty Keyframe

Step 2: Click back into frame 1 and option the *Actions Window*.

Step 3: Add the following code to stop frame 2 from playing automatically.
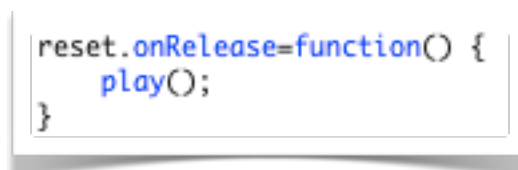
```
stop();
```

Step 4: Click *File >> Import >> Import to Stage* and choose the reset button.

Step 5: Convert the button image to a *Movie clip* symbol called **Reset**.

Step 6: Add an instance name to the button.

Step 7: Add the following code:

```
reset.onRelease=function() {
    play();
}
```

Step 8: All done! Press **CTRL-Return** to try it out.

More Accessories

To add more accessories we need to remove the backgrounds in the other image files.

Step 1: Open the image file in Fireworks (or any graphics package).

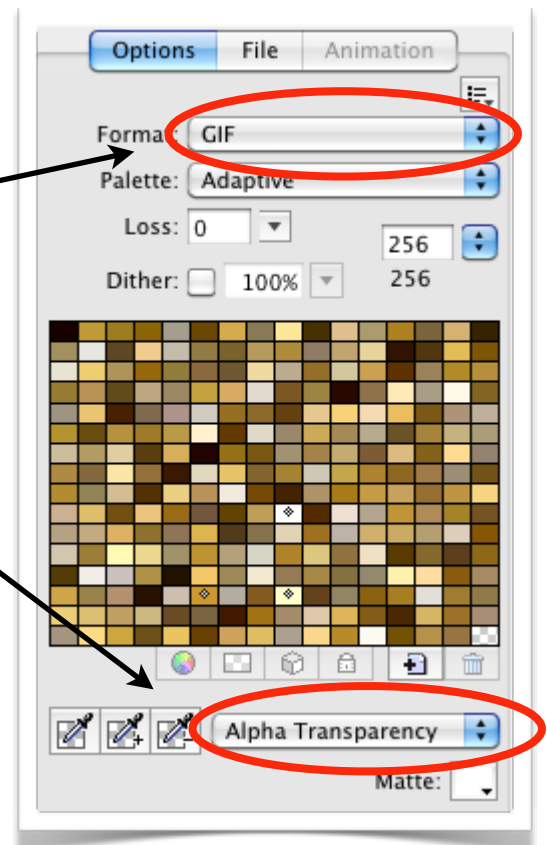**Step 2:** Use the *magic wand* tool to select the background.

Step 3: Delete the background.

Step 4: Save the image as a GIF file

- Click *File >> Image Preview*
- Change the *format* to *GIF*
- Select **alpha transparency**

Step 5: You can now import your image into Flash.