



triggering movieclips

Using movieclips for animation in flash allows you to control precisely any timing you might want to achieve. You can achieve this using 2 different approaches.

using the timeline

- create your animation on the main timeline
- control the timing by setting keyframes as required.
- use any movieclips as appropriate - either allowing the loop to continue or stopping it in the very last frame with a `stop() ;` action.

to add the stop action

double click the movieclip



you should see 2 items in the top left corner - the scene you are in and the name of the movieclip currently being edited

add a keyframe in the very last frame of the animation

always double-check that you are editing the correct frames....!

click into the new keyframe

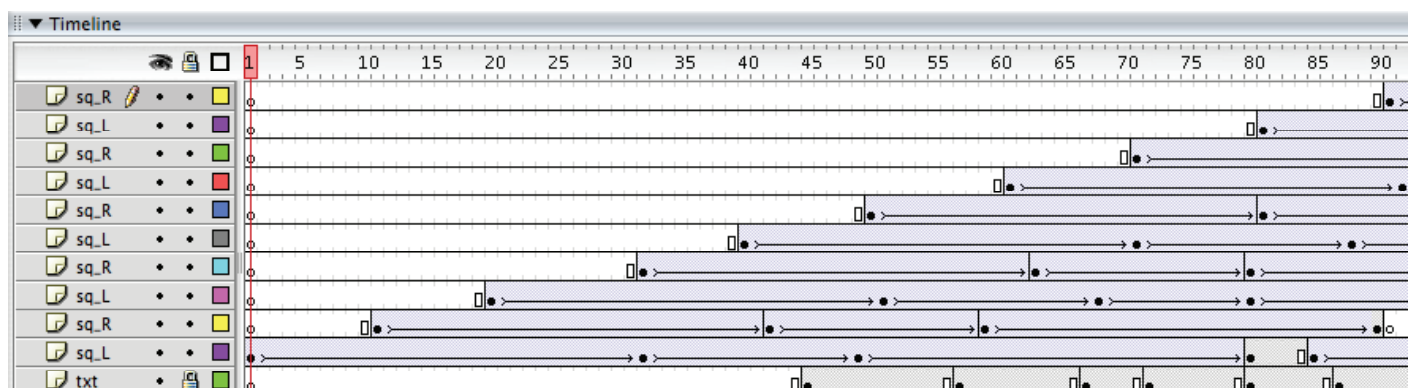
type into the action panel



`stop() ;`
make sure that the action panel says "actions - frame"

Using this approach is very straight forward and a more 'visual' approach as you can see the timing of all different elements on the main timeline. While you are new to Flash - this might be the easiest way to edit and tweak the timing of your animation.

One drawback of this technique however is that any extensive editing might be quite time-consuming. Extending one section of the any animated element will then required further tweaking of all others and so on.





using movieclips and actionscript

To allow for a more flexible set up - Flash allows you to assign each movieclip a different INSTANCE name and controlling any timing via actionscript. This might sound quite involved or complicated but is very straight forward and once you are comfortable with this technique it will prove itself to be the better working method.

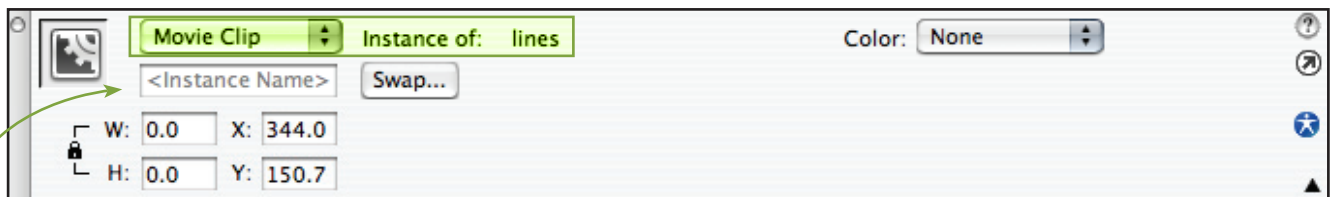
The principle is to contain all animation within separate movieclip as appropriate and placing them into the timeline on frame 1 (or add additional frames as required). Each movieclip is then assigned its own unique instance name and will contain both stop actions and trigger actions as required.

- create you animation within a movieclip
- make sure the movieclip is placed on stage
- give the movieclip (and any additional clips) its own and unique instance name

to add the instance name

click on the movieclip

you should see the clip's details on the properties panel



with the movieclip still selected
type in a unique name

to ensure the name to be properly
assigned - make sure to hit the return/
enter key after you have typed the name



naming instances

TIPS

- > use lowercase character only
- > avoid special characters such as &, % @ or any punctuation marks
- > avoid gaps and spaces in your instance names
- > make sure each name is meaningful to what its movieclip contains



With the instance names assigned to any movieclips you are using - you can now edit the actionsript to play each clip in your chosen order.

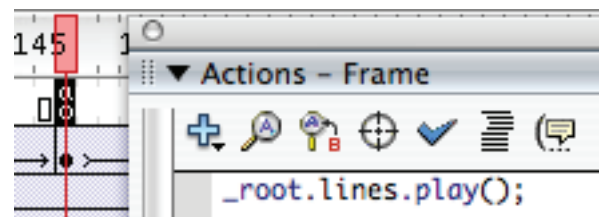
- add a `stop()` ; action to each clips first frame
(apart from the very first clip to be played)
This will ensure that your very first clip starts playing while all others remain stopped in their first frames - awaiting the script commands.
- you can now add the trigger scripts - initiating your existing movieclips to be played on command.
It goes without saying that you should have your storyboard at hand to make notes on your current set up and keep track of any names given and script added.

to add the trigger scripts

add a keyframe to your chosen frame within the movieclip

click into the new keyframe and type in the following script

```
_root.lines.play();
```



`_root`

refers to the maintime - sendin the playhead back to the main scene's timeline

`lines`

= instance name

refers to the chosen movieclip on the maintimeline

`play();`

overrides the set action and triggers off the playing of the quoted movieclip

This technique now allows you to produce a very complex animation and remain flexible for editing at any time.

Have fun :)