

CANM612 06.19.08

OBJECTS

THE DISPLAY LIST

EVENTS: LISTENERS AND HANDLERS

OBJECTS

PROPERTIES

myMovieClip.x;

x is the property of the movie clip that tells you where you are horizontally

METHODS

myMovieClip.gotoAndPlay(10);

gotoAndPlay is a method of the movie clip that moves the clip's playhead to frame 10

DISPLAY LIST

NEW WAY OF DISPLAYING GRAPHICS

ADDING OBJECTS

```
myMovieClip.addChild( someOtherMovieClip );
```

REMOVING OBJECTS

```
myMovieClip.removeChild( someOtherMovieClip );
```

EVENTS: LISTENERS AND HANDLERS

SYNTAX

```
function eventResponse( eventObject:EventType ):void {  
    ...  
}
```

```
eventSource.addEventListener( EventType.EVENT_NAME, eventResponse );
```

EVENTS: AS2 VS AS3

AS2

```
myButton.onRollOver = function() {  
    this._alpha = 50;  
}
```

```
myButton.onRollOver = function() {  
    this._alpha = 50;  
}
```

AS3

```
myButton.addEventListener( MouseEvent.MOUSE_OVER, overHandler );  
myButton.addEventListener( MouseEvent.MOUSE_OUT, outHandler );
```

```
function overHandler( evt:MouseEvent ):void {  
    evt.currentTarget.alpha = .5;  
}
```

```
function outHandler( evt:MouseEvent ):void {  
    evt.currentTarget.alpha = 1;  
}
```

EVENTS: COMMON EVENTS

MOUSE EVENTS

MouseEvent.MOUSE_UP
MouseEvent.MOUSE_DOWN
MouseEvent.MOUSE_OVER
MouseEvent.MOUSE_OUT

KEYBOARD EVENTS

KeyboardEvent.KEY_DOWN
KeyboardEvent.KEY_UP

FRAME EVENTS

Event.ENTER_FRAME

TIMER EVENTS

TimerEvent.TIMER