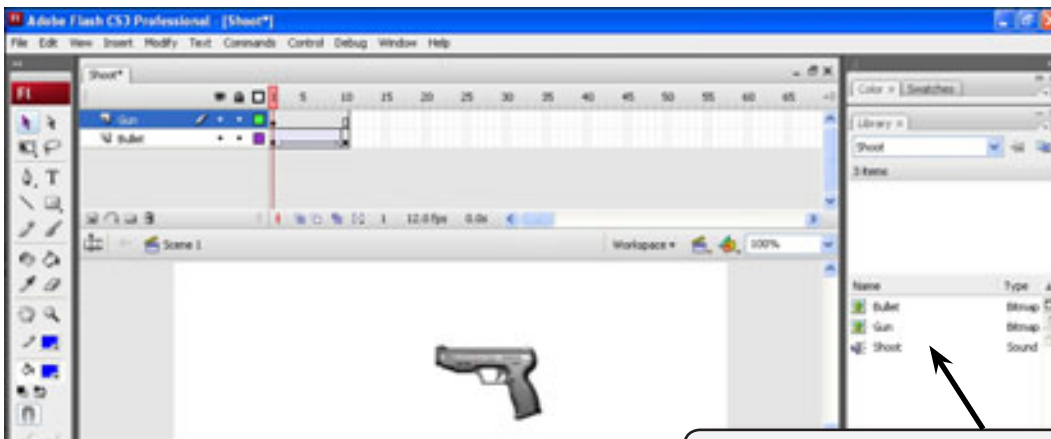# Using Behaviours

Behaviours are snippets of Flash commands that can be applied to animations. They allow you to use Flash's action commands without needing a detailed knowledge of how to write action scripts. To illustrate the use of BEHAVIOURS an animation that allows to user to click on a gun to fire a bullet will be created. This is a technique employed in some computer games.

Loading the Prepared File

1   Load Flash or close the current file, then click on the OPEN button.

2   Access the FLASHcs3 SUPPORT FILES, open the CHAPTER 16 folder and load the SHOOT file.

3   Save the animation in your STORAGE folder under the name:

<p style="text-align:center">Shoot</p>

Looking at the Animation

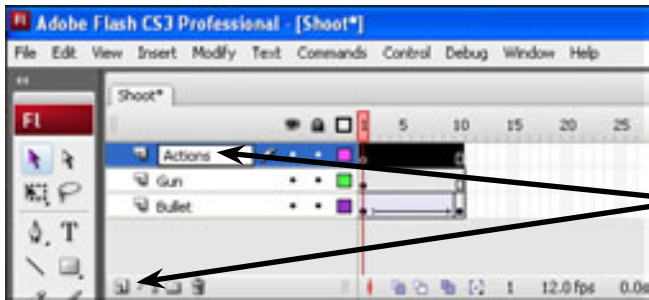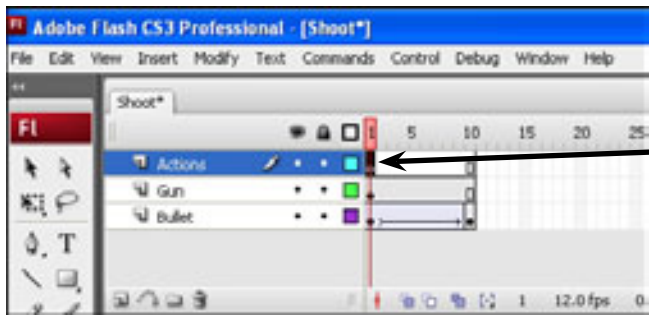1 Look at the LIBRARY panel and you will see three assets: Bullet, Gun and the Shoot sound.

2   Play the animation and the bullet should 'fire' from the gun. It is just a simple motion tween that moves the bullet from behind the gun to the left of the stage. We want the animation (and a sound) to play only when the gun is clicked on.

Stopping the Animation

A stop command needs to be inserted so that the animation will not automatically play. It is good practice to put all your action commands in their own layer.
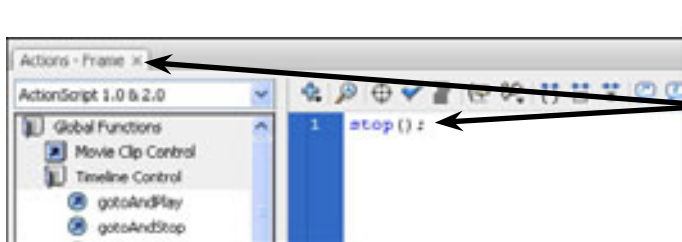

1 Click on the GUN layer in the TIMELINE panel, insert a new layer above it and call it ACTIONS.

2 Click on the empty KEYFRAME MARKER at FRAME 1 of the ACTIONS layer.

3 The ACTIONS panel needs to be opened. Display the WINDOW menu and select ACTIONS.
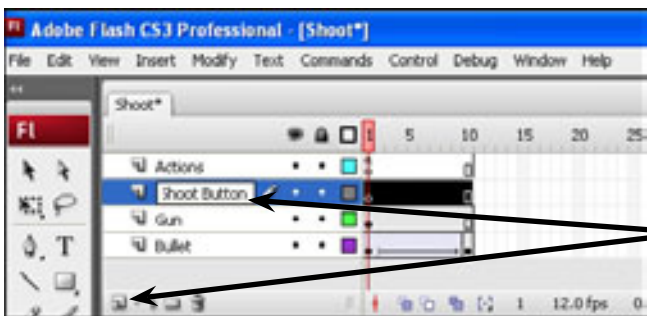

4 Click in the right frame and enter:

stop();

then close or collapse the ACTIONS panel.

NOTE: A small o is added above the blank KEYFRAME MARKER in the ACTIONS layer. This is the STOP symbol.
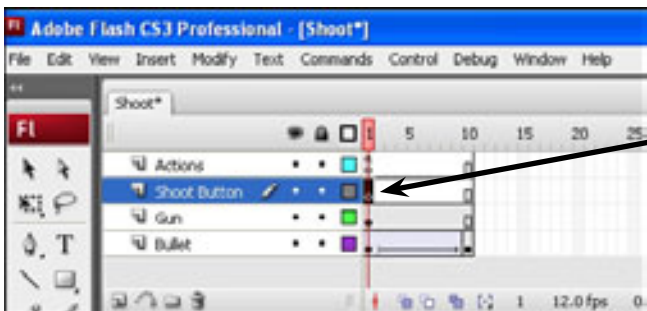
5   Select TEST MOVIE from the CONTROL menu and the bullet should not move.

6   Close the TEST MOVIE screen.

Setting an Invisible Button

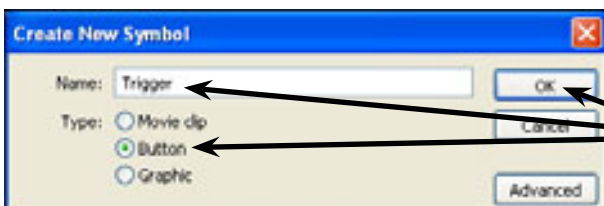To allow a user to click on the gun an invisible button needs to be set over it.

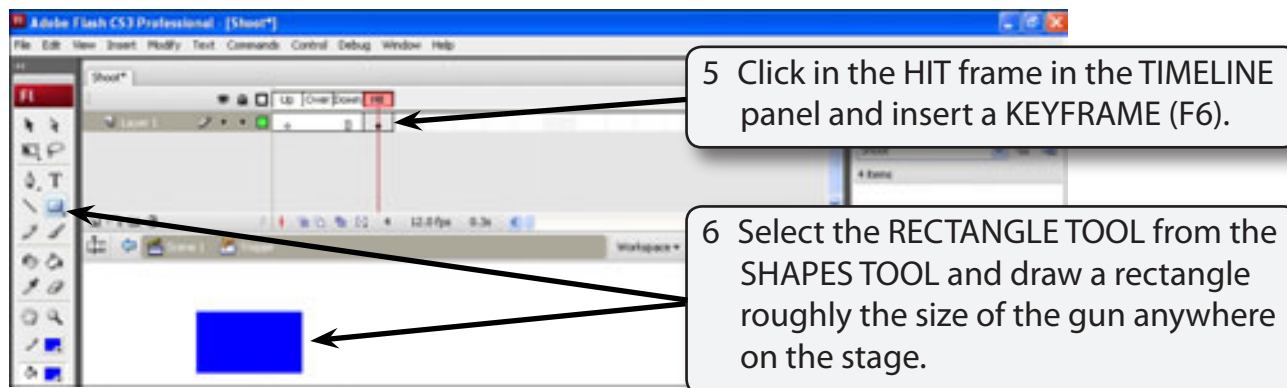1 Click on the GUN layer in the TIMELINE panel, insert a new layer and call it SHOOT BUTTON.

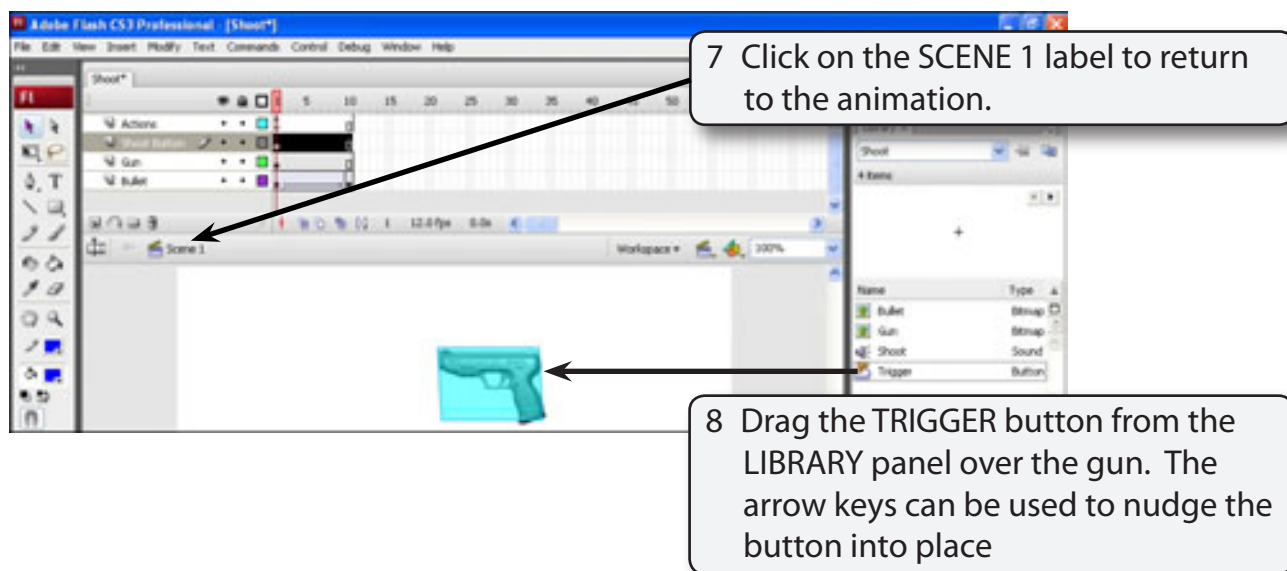2 Click on the KEYFRAME MARKER at FRAME 1 of the SHOOT BUTTON layer.

3   Display the INSERT menu and select NEW SYMBOL.

4 Call the symbol TRIGGER, set its TYPE to BUTTON and click on OK.

5 Click in the HIT frame in the TIMELINE panel and insert a KEYFRAME (F6).

6 Select the RECTANGLE TOOL from the SHAPES TOOL and draw a rectangle roughly the size of the gun anywhere on the stage.

NOTE: **The colour of the rectangle doesn't matter as it won't display in the animation. It is simply a HIT AREA for the mouse to click on.**

7 Click on the SCENE 1 label to return to the animation.

8 Drag the TRIGGER button from the LIBRARY panel over the gun. The arrow keys can be used to nudge the button into place
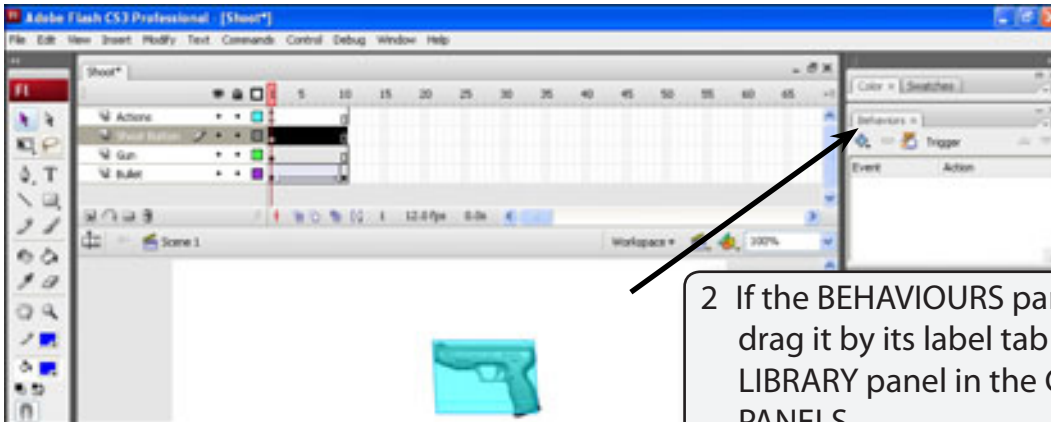
NOTE: **You could set the TRIGGER button to just the size of the trigger on the gun. You could create a computer game where the HIT area becomes progressively smaller as a player progresses to higher levels.**

Setting the Behaviour

The program now needs to be told to play the animation when the HIT AREA (gun) is clicked on. A behaviour is used to do this.

1   If the BEHAVIOURS panel is not in the GENERAL PANELS at the right of the screen, display the WINDOW menu and select BEHAVIOURS to open it.
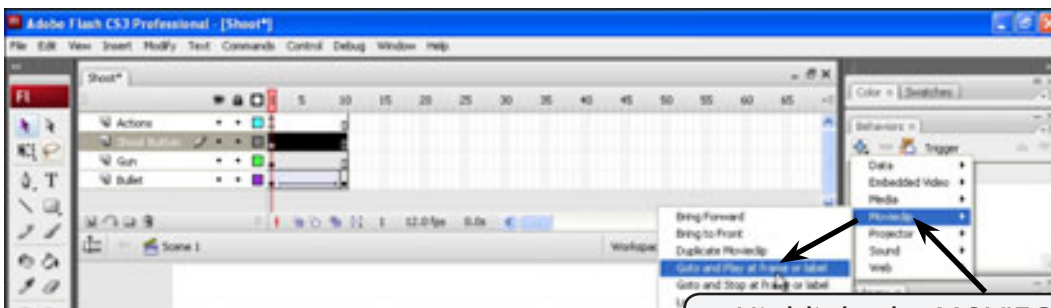

2 If the BEHAVIOURS panel is floating, drag it by its label tab above the LIBRARY panel in the GENERAL PANELS.

3 With the button selected, click on the ADD BEHAVIOUR button (+) in the BEHAVIOURS panel.

4   The different types of behaviours are listed, look at some of the options.

5 Highlight the MOVIECLIP behaviours option and select GOTO AND PLAY AT FRAME OR LABEL.