

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 FLASHcs4 SUPPORT FILES, open the CHAPTER 16 folder and load the SHOOT file.
- 3 Save the animation in your STORAGE folder under the name:

Shoot

Looking at the Animation

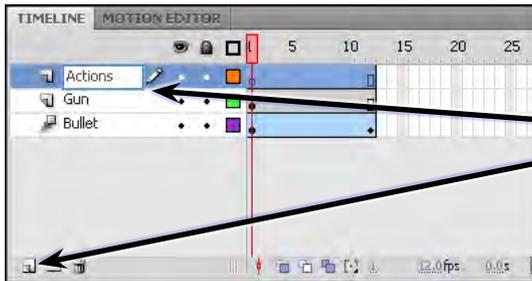


1 Open the LIBRARY panel and you will see four assets: Bullet, Bullet Image, Gun and the Shoot sound.

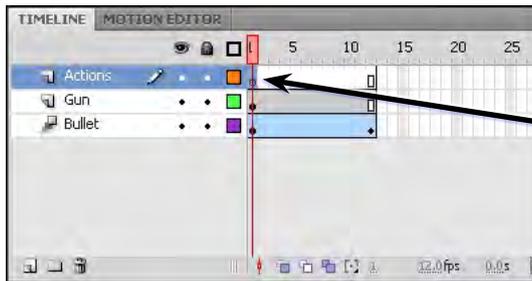
- 2 Play the animation and the bullet should 'fire' from the gun. It is just a simple motion tween that moves the bullet from behind the gun to the left of the stage. We want the animation (and a sound) to play only when the gun is clicked on.

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.

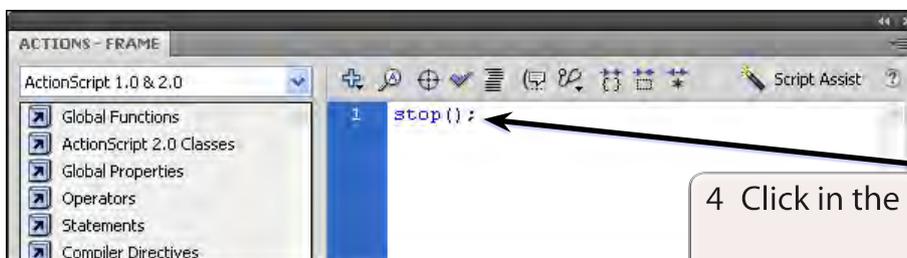


1 Click on the GUN layer in the TIMELINE panel, insert a new layer above it and call it ACTIONS.



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.



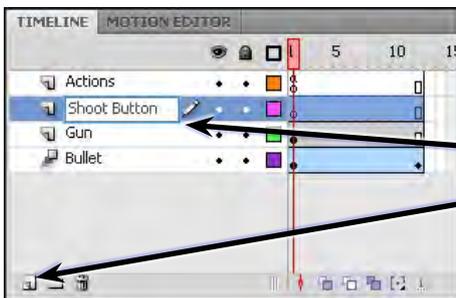
4 Click in the right frame and enter: stop(); then close the ACTIONS panel by clicking on its CLOSE BUTTON.

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.

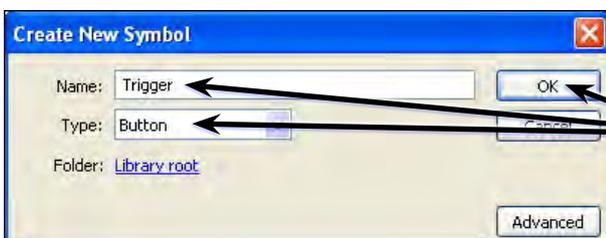


- 2 You can widen the label section of the TIMELINE panel to provide more room for the label names by dragging its right border to the right.



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

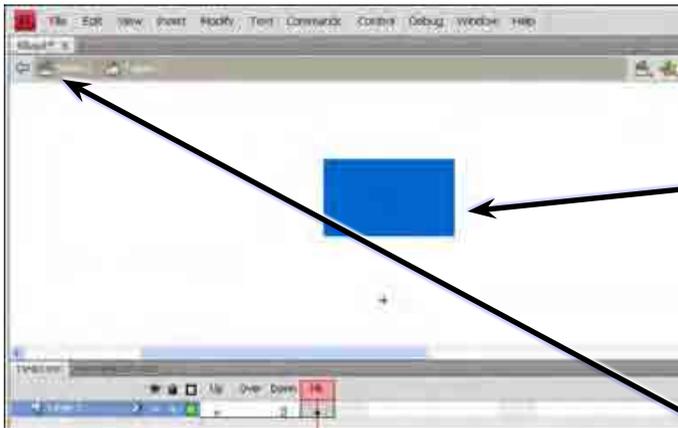
- 4 Display the INSERT menu and select NEW SYMBOL.



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



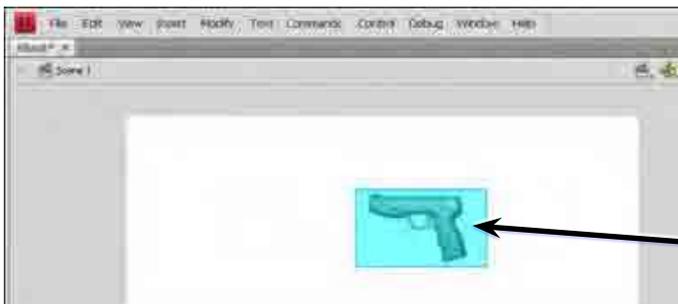
6 Click in the HIT frame in the TIMELINE panel and insert a KEYFRAME (F6).



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

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

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.



9 Drag the TRIGGER button from the LIBRARY panel over the gun. The arrow keys can be used to nudge the button into place.

NOTE:

- i If the rectangle is the wrong size, double click on the TRIGGER symbol in the LIBRARY panel and adjust its size.
- ii 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.