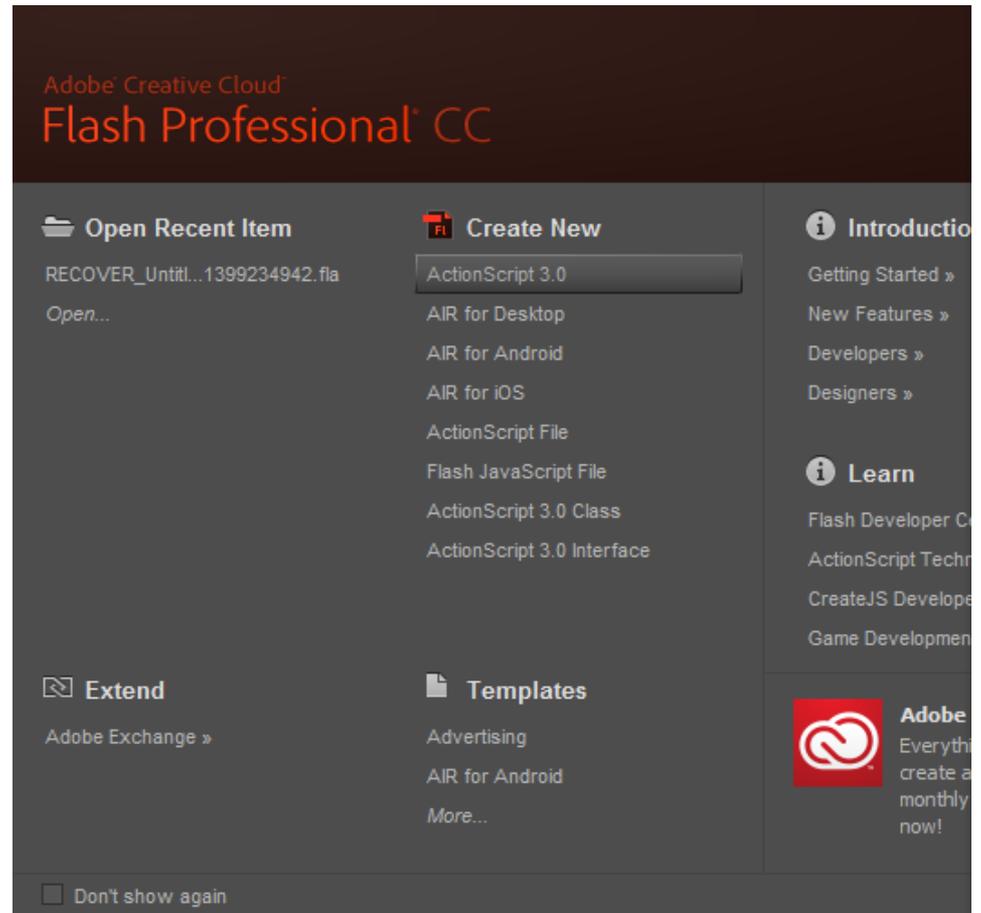


Creating a Flash Slide Show

September 13, 2013

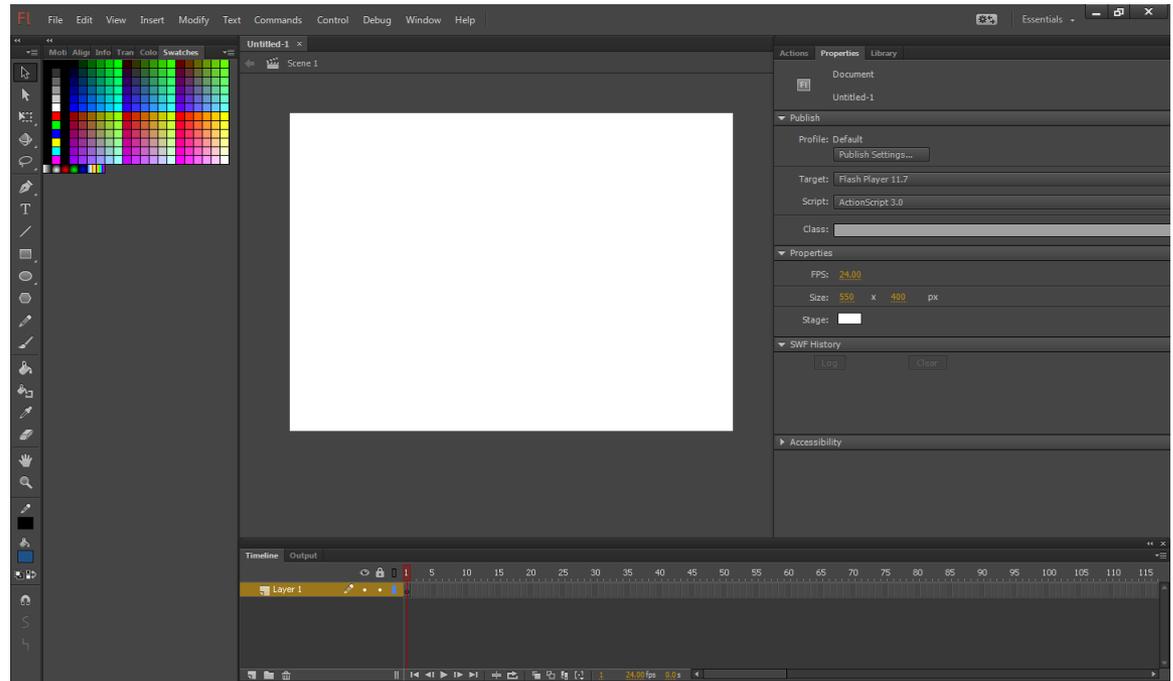
Open the Flash Program

Open the Adobe Flash Professional program and then we want to choose ActionScript 3.0 under the Create New section of the start menu.



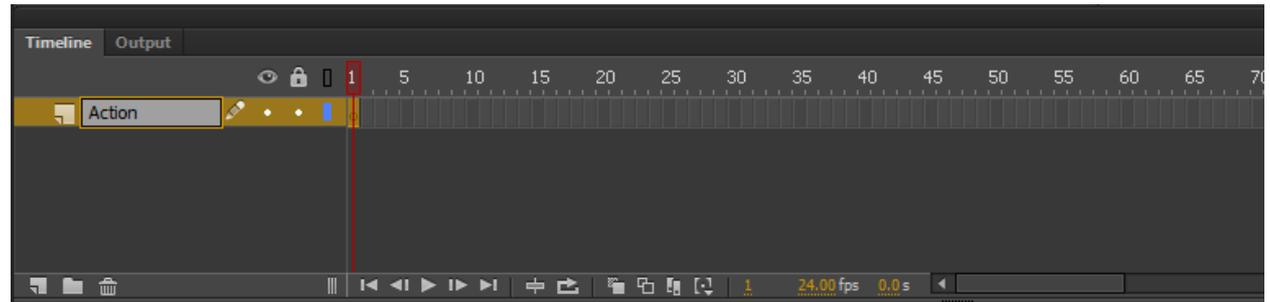
The Flash Program

We can see the white Flash stage in the center pane. On the left, the Tools toolbar is seen along with the Swatches window. On the right of the center stage, we have the Actions, Properties and Library window. Under the stage, we see the Timeline.



Renaming a Layer

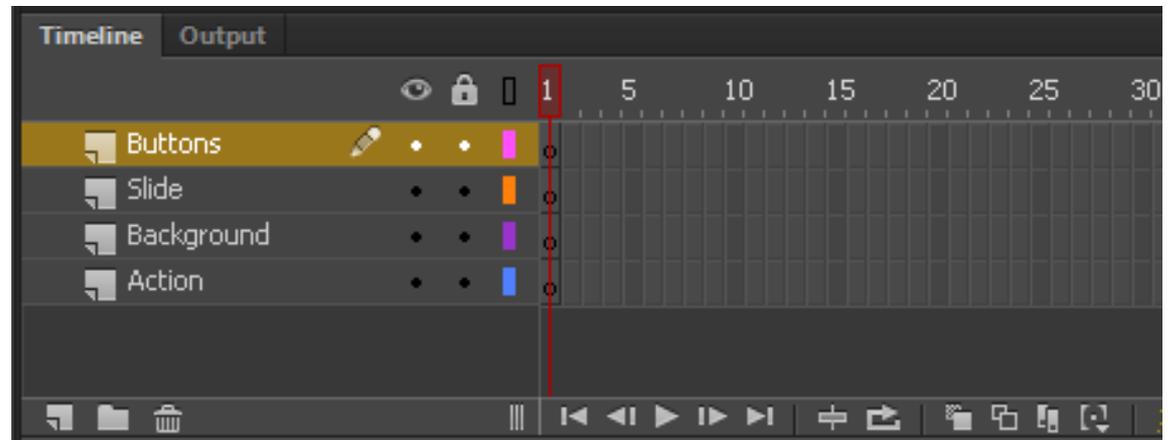
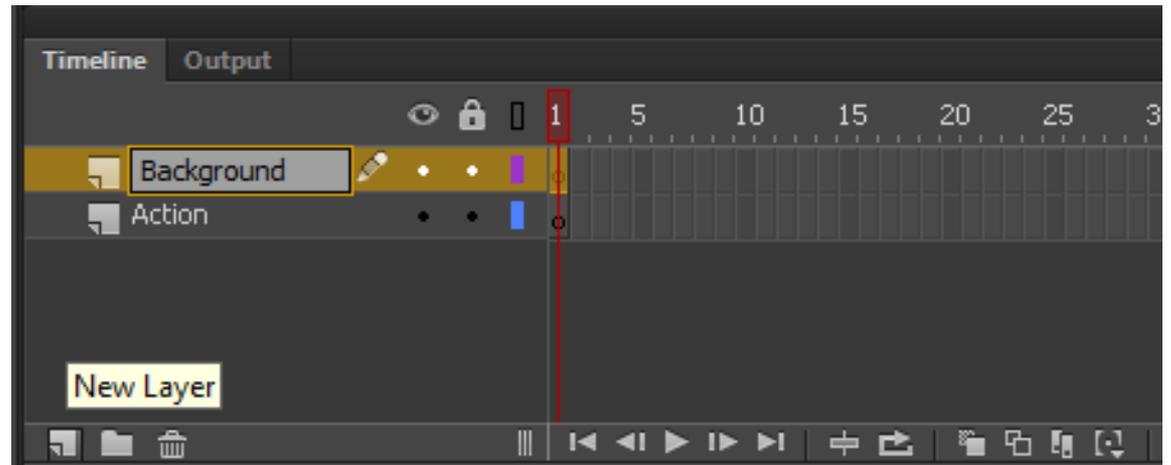
We will rename the layer called Layer1 to Action.



Creating a New Layer

Select the New Layer icon and when it appears in the list, we will rename it to Background.

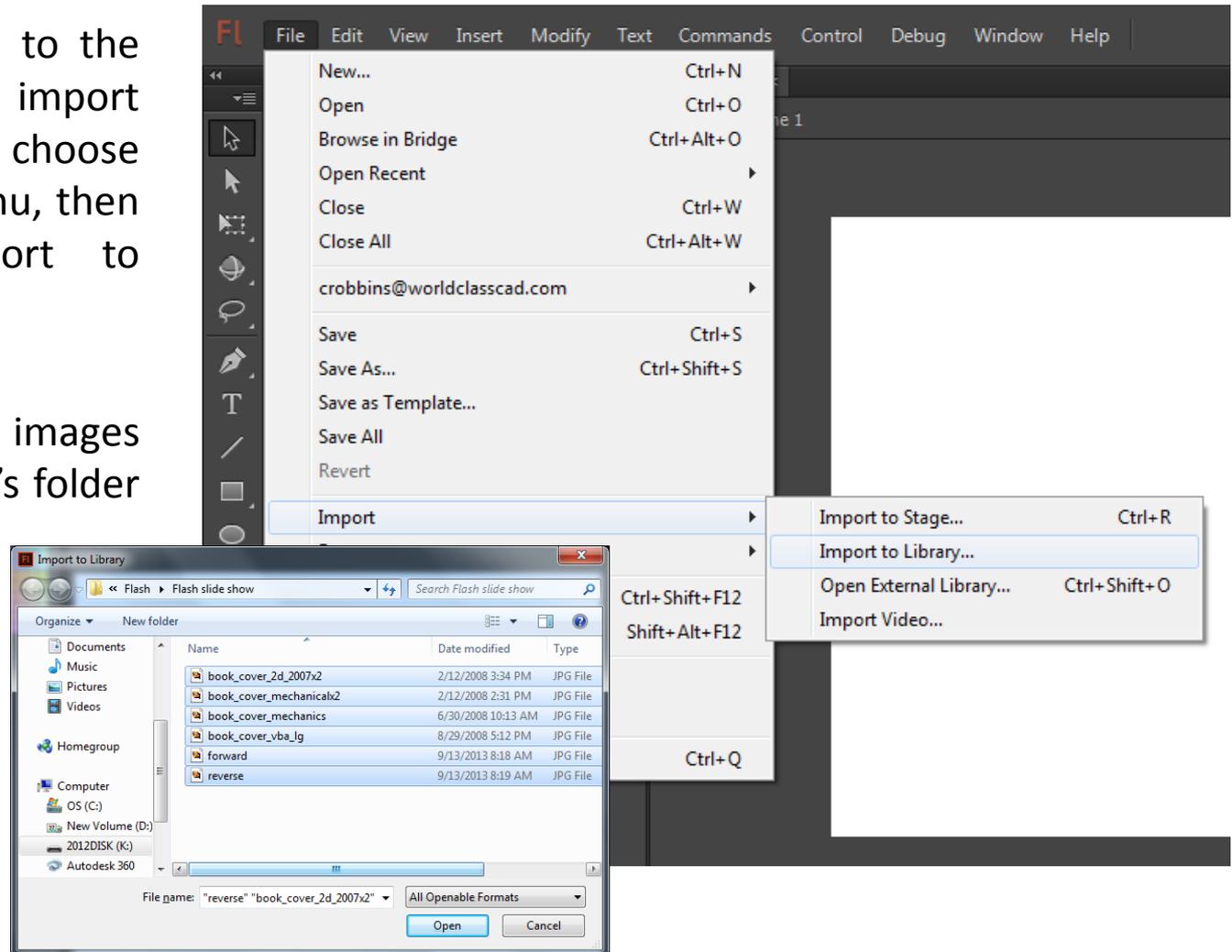
We then add the layer called Slide and Buttons.



Adding Images to the Library

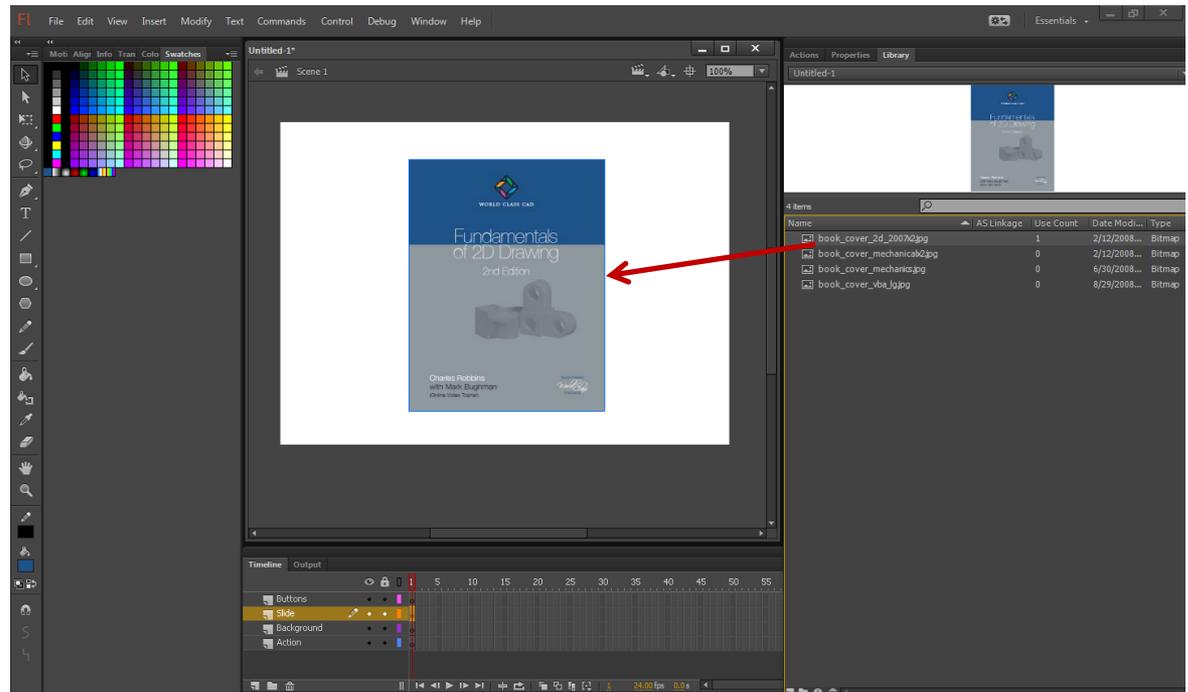
To add the images to the Library, we will import them. We should choose File on the top menu, then Import and Import to Library.

We select the six images from the computer's folder and press Open



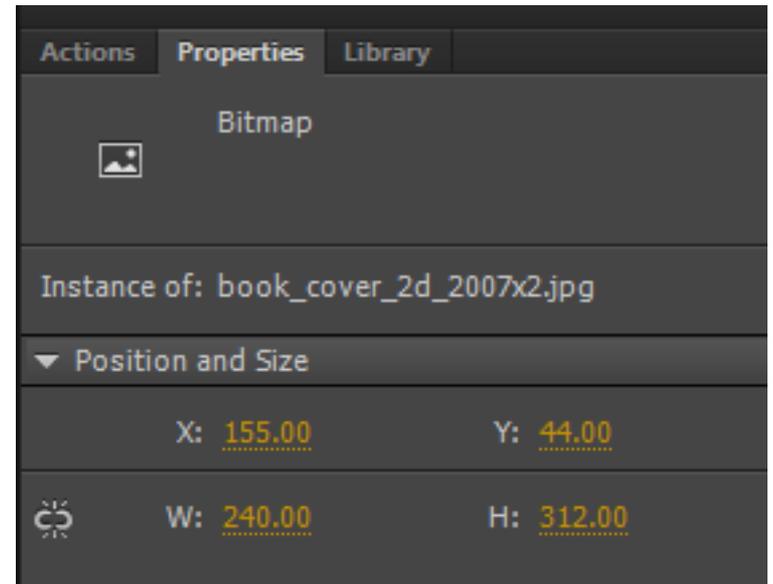
Adding an Image to Frame 1

Highlight the Slide layer and click on frame 1. We add the first image from Library to the first frame by pulling the image from the Library list to the stage.



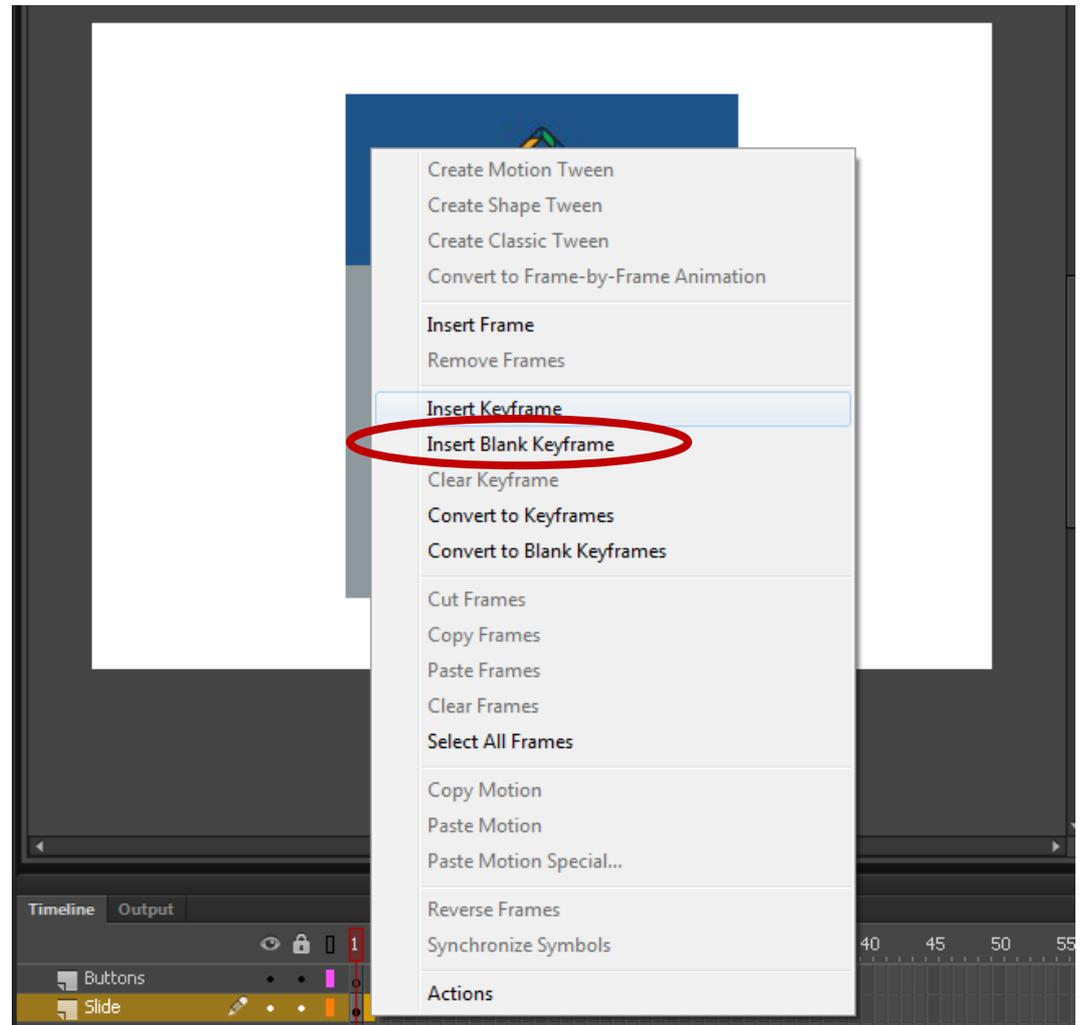
Properties Tab

We change from the Library to the Properties tab and we will center the image on the stage. We can move the image to the image to 155 pixels on the X axis and 44 pixels on the Y axis.



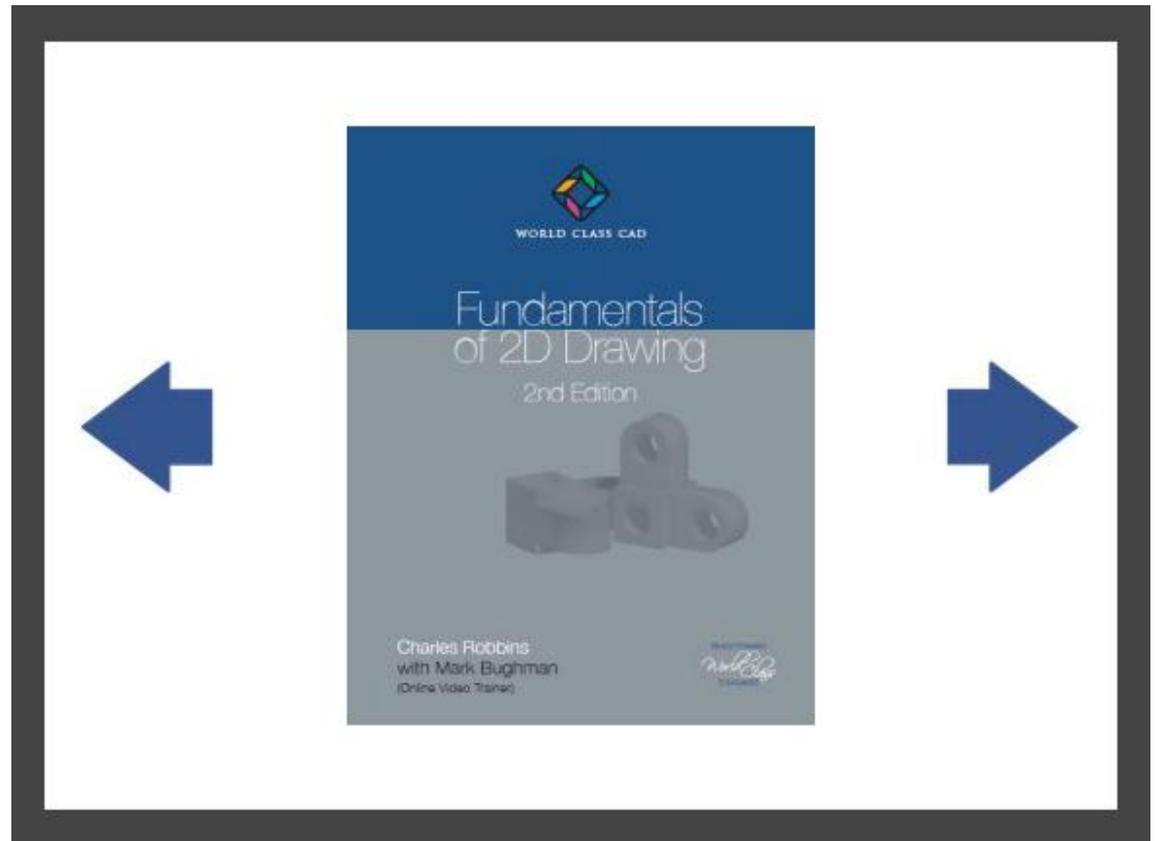
Insert a Keyframe

We are still on the Slide layer and we should right click on Frame 2. Then we will select Insert Blank Keyframe.



Add Arrows to the Stage

We change to the frame 1 of the Buttons layer and we insert the forward and reverse JPG images as shown.

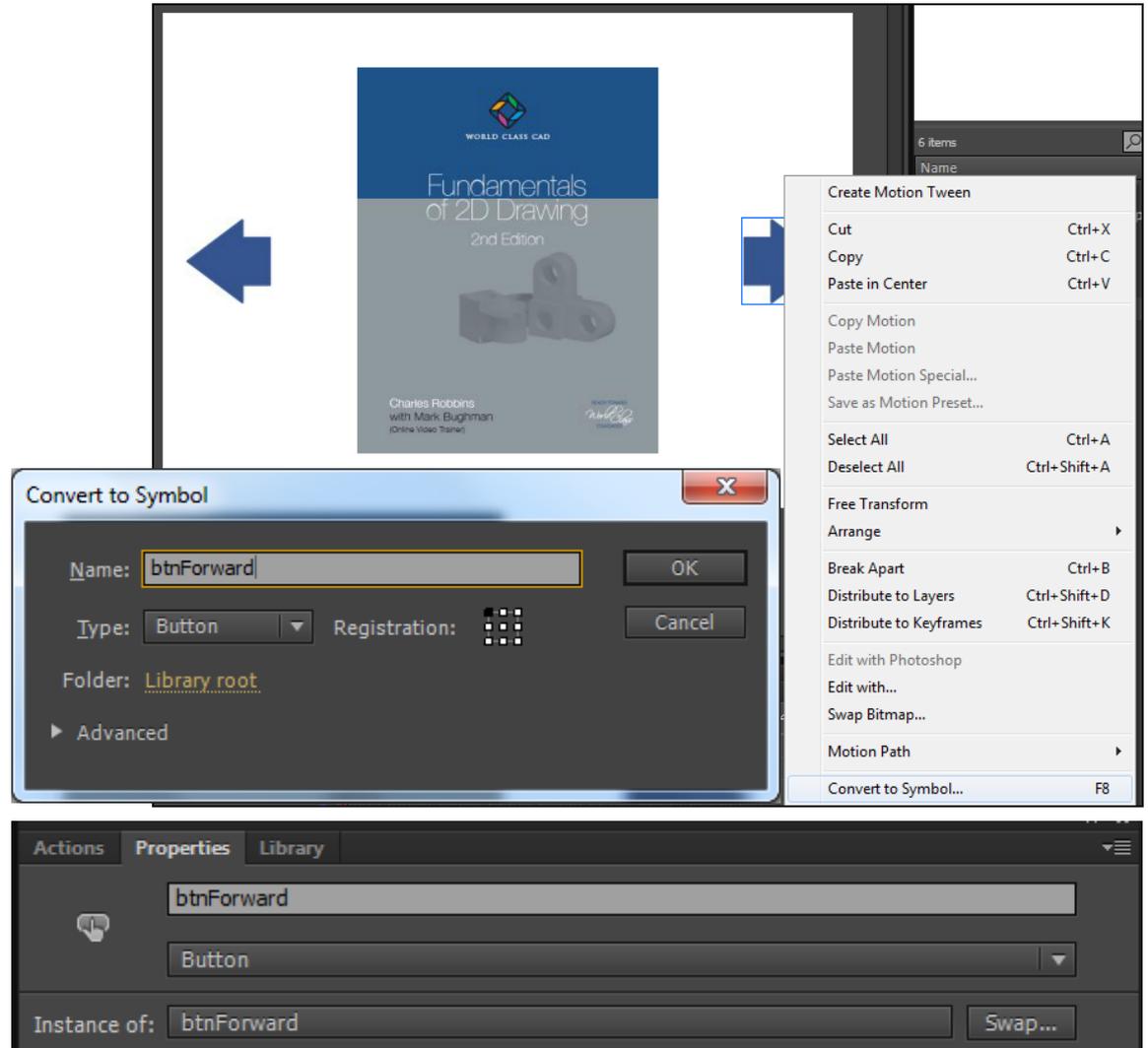


Convert the Image to a Button

We then right click on the forward arrow and we choose the Convert to Symbol from the menu.

The Convert to Symbol window will appear. We will name the symbol btnForward and make the type Button.

On the Properties tab, we will name the Instance btnForward.

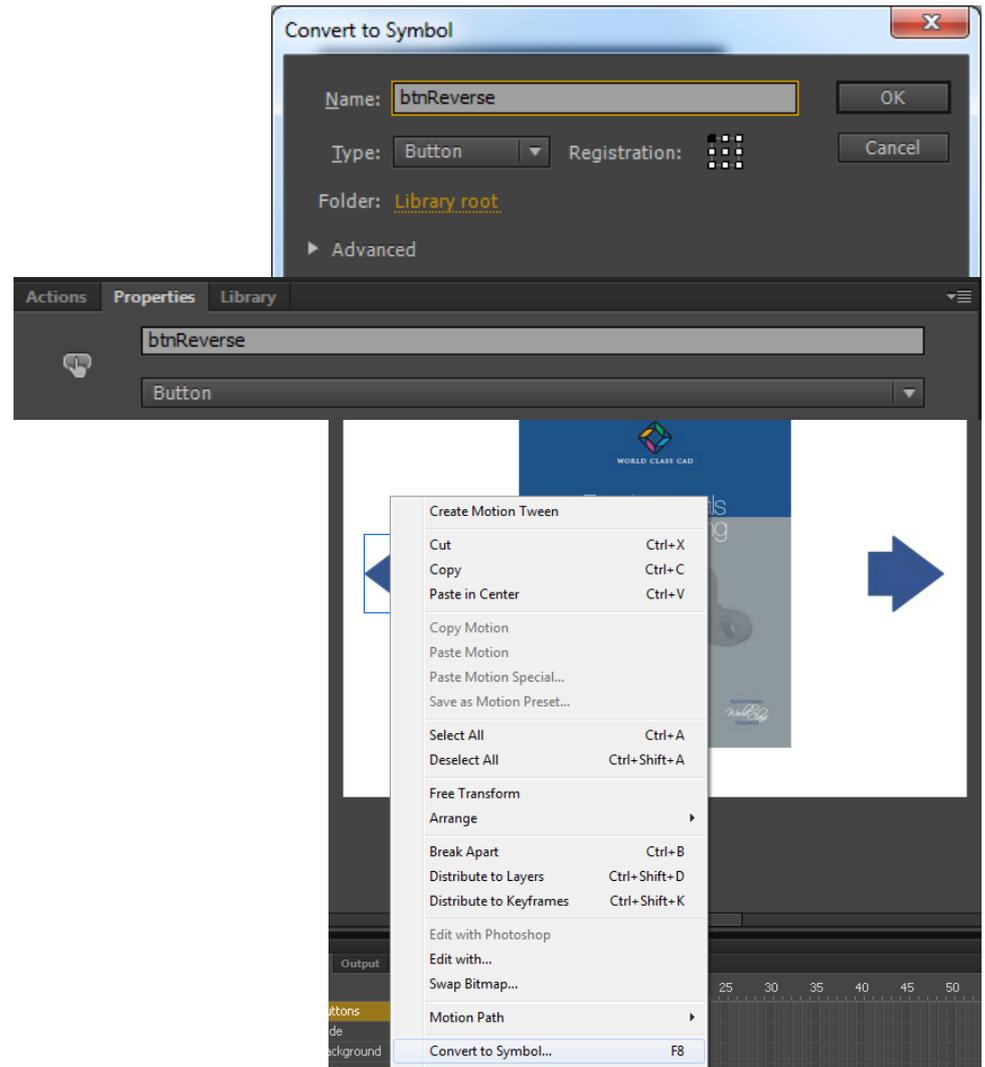


Convert the Next Image to a Button

We then right click on the reverse arrow and we choose the Convert to Symbol from the menu.

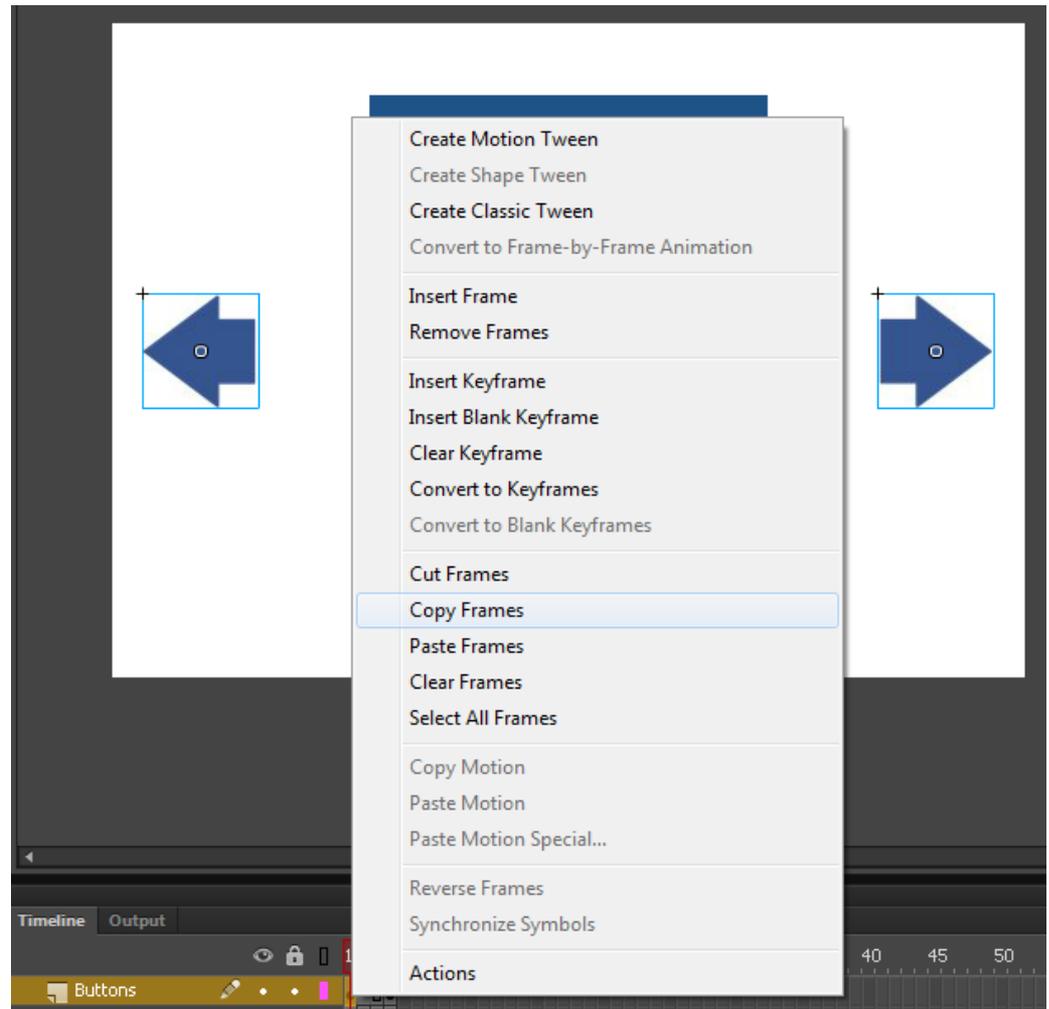
The Convert to Symbol window will appear. We will name the symbol btnReverse and make the type Button.

On the Properties tab, we will name the Instance btnReverse.



Copy Frames

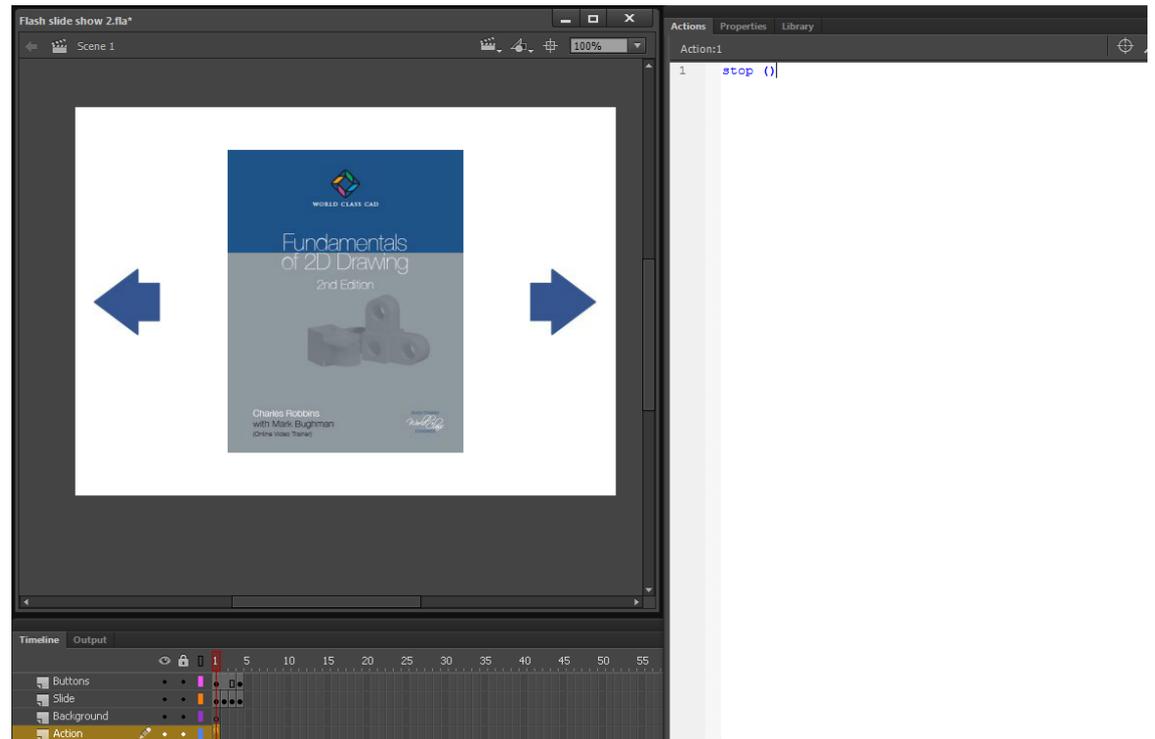
We right click on Frame 1 of the Buttons layer and we select Copy Frames. We paste it to frame 4 of the Buttons layer.



ActionScripts

We choose frame 1 of the Action layer. Then we select the Action tab and we type stop() on line 1 of the script.

This will stop the flash movie at each frame.



Add an Event Listener

```
Action:1
1  stop ()
2
3  forward.addEventListener(MouseEvent.CLICK,ftnForward) ;
4
5
```

We then add an event listener to determine when the forward button was clicked. We type:

```
forward.addEventListener(MouseEvent.CLICK,ftnForward);
```

Add another Event Listener

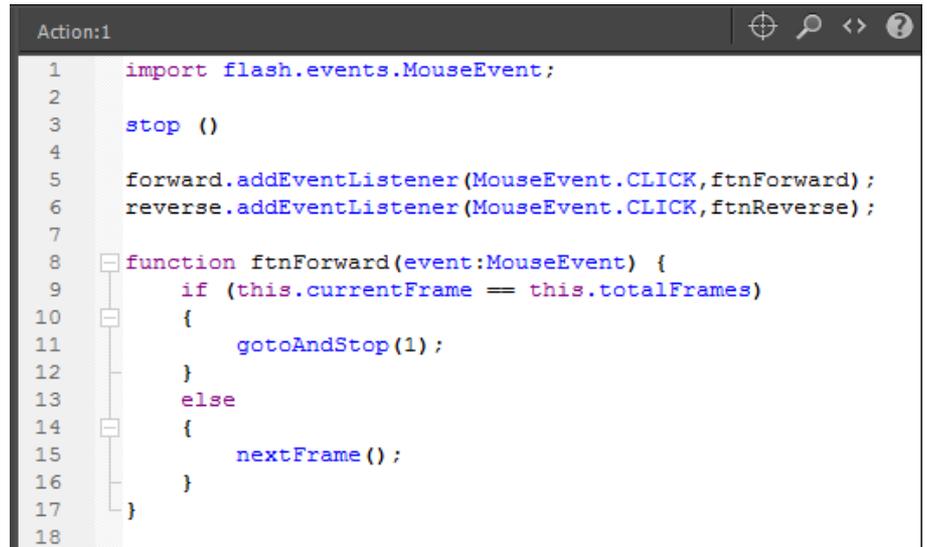
```
Action:1
1  stop ()
2
3  forward.addEventListener(MouseEvent.CLICK, ftnForward) ;
4  reverse.addEventListener(MouseEvent.CLICK, ftnReverse) ;
5
```

We then add an event listener to determine when the reverse button was clicked. We type:

```
reverse.addEventListener(MouseEvent.CLICK,ftnReverse);
```

Forward Function

We write a function called `ftnForward` and add an if then else statement. If the forward button is pressed and current frame is the last frame then we will go to frame 1 or else we will proceed one frame forward.

A screenshot of an IDE window titled "Action:1" showing ActionScript code. The code includes an import statement for `flash.events.MouseEvent`, a `stop()` call, and two event listener registrations for `forward` and `reverse` buttons. The `ftnForward` function is defined with an if-else statement: if `this.currentFrame == this.totalFrames`, it calls `gotoAndStop(1)`; otherwise, it calls `nextFrame()`.

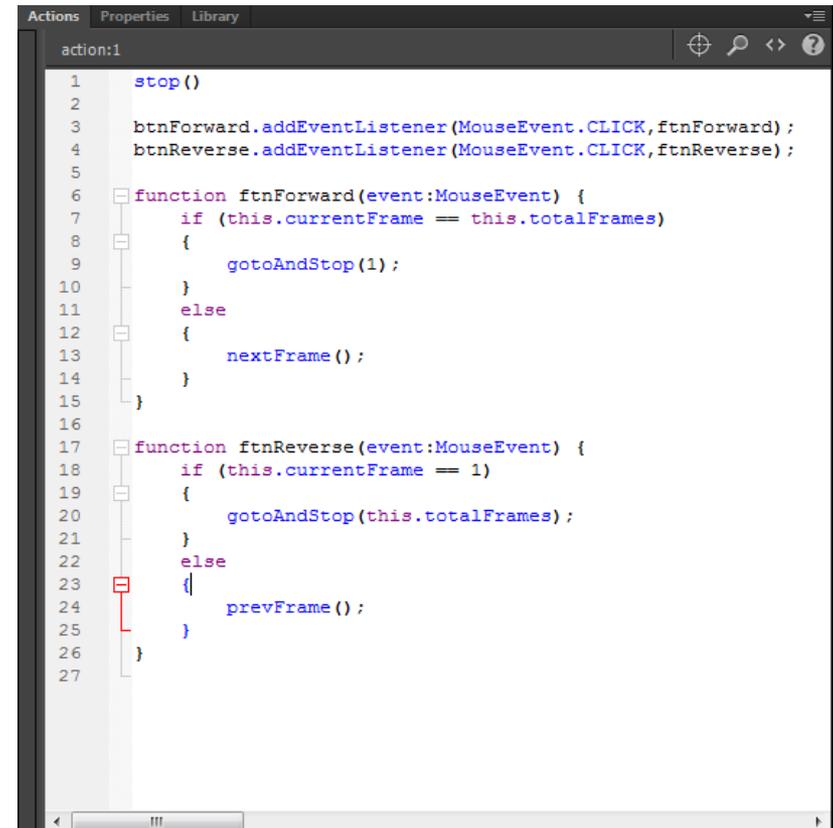
```
1 import flash.events.MouseEvent;
2
3 stop ();
4
5 forward.addEventListener(MouseEvent.CLICK,ftnForward);
6 reverse.addEventListener(MouseEvent.CLICK,ftnReverse);
7
8 function ftnForward(event:MouseEvent) {
9     if (this.currentFrame == this.totalFrames)
10    {
11        gotoAndStop(1);
12    }
13    else
14    {
15        nextFrame();
16    }
17 }
18
```

```
function ftnForward(event:MouseEvent) {
    if (this.currentFrame == this.totalFrames)
    {
        gotoAndStop(1);
    }
    else
    {
        nextFrame();
    }
}
```

Reverse Function

We write a function called `ftnReverse` and add an if then else statement. If the forward button is pressed and current frame is the last frame then we will go to frame 1 or else we will proceed one frame forward.

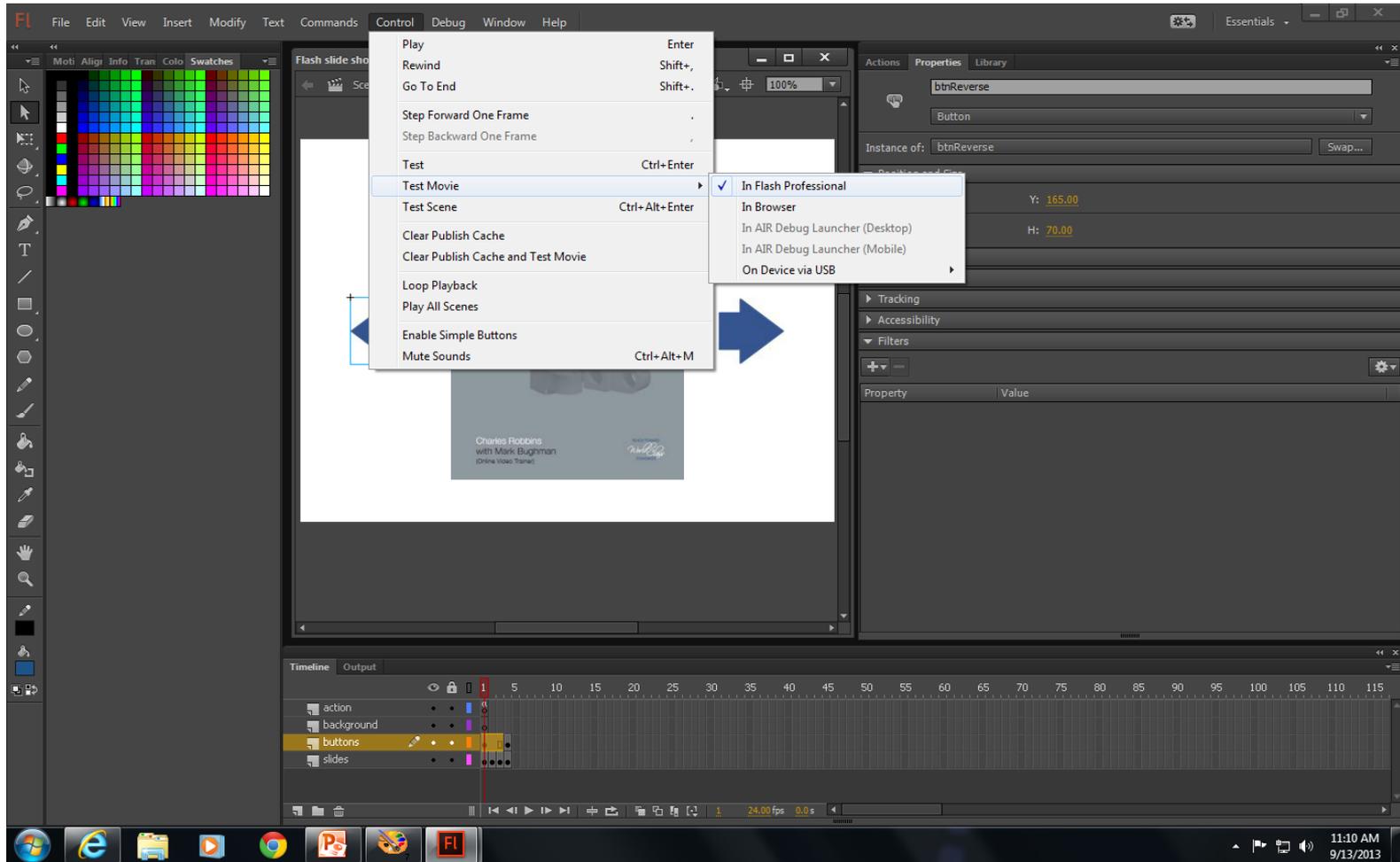
```
function ftnReverse(event:MouseEvent) {  
    if (this.currentFrame == 1)  
    {  
        gotoAndStop(this.totalFrames);  
    }  
    else  
    {  
        prevFrame();    }  
}
```



The screenshot shows a code editor window titled 'action:1' with the following code:

```
1 stop();  
2  
3 btnForward.addEventListener(MouseEvent.CLICK,ftnForward);  
4 btnReverse.addEventListener(MouseEvent.CLICK,ftnReverse);  
5  
6 function ftnForward(event:MouseEvent) {  
7     if (this.currentFrame == this.totalFrames)  
8     {  
9         gotoAndStop(1);  
10    }  
11    else  
12    {  
13        nextFrame();  
14    }  
15 }  
16  
17 function ftnReverse(event:MouseEvent) {  
18     if (this.currentFrame == 1)  
19     {  
20         gotoAndStop(this.totalFrames);  
21     }  
22     else  
23     {  
24         prevFrame();  
25     }  
26 }  
27
```

Test the Movie



We should select Control on the menu and then Test Menu and In Flash Professional.

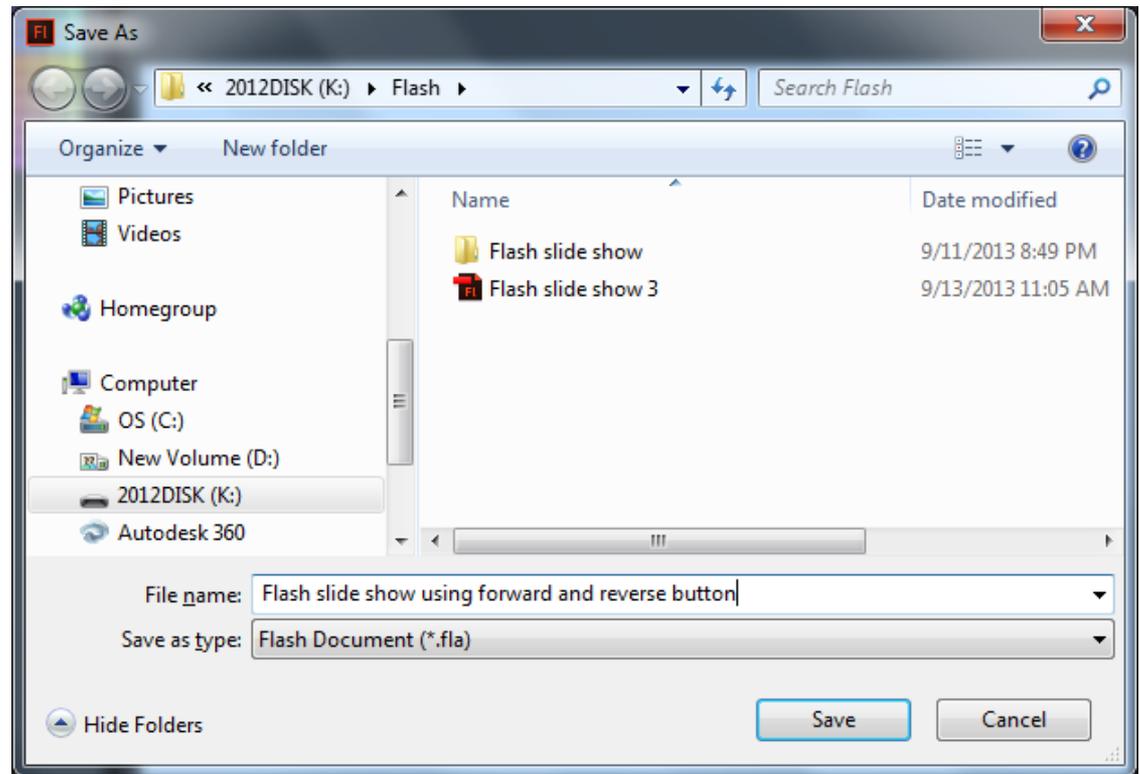
Test the Slide Show

We press the forward and reverse buttons to test the slide show.



Save the Slide Show

We pick File on the menu and then Save and we save the Flash program as “Flash slide show using forward and reverse button”



Publish the Flash Slide Show

We then choose File on the menu and Publish.

