intro to
ActionScript 3.0

School of Visual Concepts
Wednesdays, 11/4 - 12/2
6:30 - 9:30pm

Scott Thiessen, instructor
scott@sccottt.com
sccottt.com/intro-to-actionscript

week 1 handout

Running Functions / Methods

```
functionName();
functionName(param1, param2);
instanceName.functionName();
trace("Hello World!");
boxAnim_mc.gotoAndPlay("start");
```

Common Functions / Methods

```
stop(), play()
gotoAndStop(), gotoAndPlay()
trace()
addEventListener()
Math.round(), Math.sqrt()
```

Writing Comments

```
// this is a one line comment
/* enjoy this
   multiline comment */
```

Reading/Writing Properties

```
instanceName.property = value;
trace(rect_mc.y);
myClip_mc.alpha = 0.5;
```

Common MovieClip Instance Properties

```
x, y
width, height
scaleX, scaleY
alpha, visible
currentFrame
```

Common TextField Instance Properties

```
text
textColor
length
multiline
maxChars
```

Notes

intro to
ActionScript 3.0

School of Visual Concepts
Wednesdays, 11/4 - 12/2
6:30 - 9:30pm

Scott Thiessen, instructor
scott@sccottt.com
sccottt.com/intro-to-actionscript

week 1 handout

Custom Functions

```
function sayMyName(name:String):void {
   trace("Your name is " + name);
}

function addNumbers(num1:Number, num2:Number, num3:Number):Number {
   return num1 + num2 + num3;
}
```

Setting a Variable

```
var myVar:DataType  = value;

var sockCount:uint  = 24;
var score:int       = -5;
var piApprox:Number = 3.14159;
var isOn:Boolean    = true;
var myName:String   = "Scott";
```

Basic Data Types

int (whole number)
-5, 0, 24, 3053

uint (positive whole number)
0, 24, 352

Number (number w/ optional decimal places)
-5, 0, 24, 234.23, 1/2

Boolean (true or false)
true, false

String (set of characters, wrapped in quotes)
"b", "Seattle is nice", "%#@$2", "35"

Notes