intro to
ActionScript 3.0

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

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sccottt.com/intro-to-actionscript

week 4 handout

General Guidelines for Setting Up A Flash Project

1. Think through your project first

- What do I want this flash piece to do?
- What assets/graphics do I need to create first on the stage?
- What user interaction am I wanting to listen for?
- How do I want to respond to the user interaction?

2. Create Flash File:

- Create new Flash File (File > New > Flash File (ActionScript 3.0))
- Set Class in Properties Panel to Main
- Create graphics / buttons / assets on the stage
- Give instance names to the symbols you'd like to talk to with ActionScript
- Save FLA file somewhere

3. Create Document Class ActionScript File:

- Create new ActionScript File (File > New > ActionScript File)
- Add the following base class code:

```
package {
     import flash.display.MovieClip;
     public class Main extends MovieClip {
          public function Main() {
               // start here
          }
     }
}
```

Notes

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4. Save your ActionScript file as Main.as in the same directory as your FLA file

5. Start writing code in the constructor method
- This is the method which is called the same thing as the class
    - In this case, public function Main() { }
- Code written in this method gets run as soon as the flash is run
- Talk to the symbols on the stage that you've given instance names
- This is a good place to set up your listeners for any buttons

6. Write your own methods (functions) below the constructor method
- This includes event handling functions for any listeners you've set up
- Use `public function myMethod(parameter:DataType):void { }` syntax

7. Create properties (variables) for values you'd like to access throughout the class
- Use `public var variableName:DataType = value;` syntax
- Properties are defined just above the constructor method

8. Import packages for any classes you're using just below/inside the package { } wrapper
- Selecting a class name and pressing F1 will open it in the documentation
    - Here you can see what package you'll need to import to use the class
- 'Type was not found' compiler errors mean you need to import a package
- Use `import flash.packageName.ClassName;` syntax

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8. When you think you've got something that works, SAVE your ActionScript file

9. Return to the FLA file and test the movie
- Control > Test Movie

10. Solve any Compiler Errors you may have
- Return to the ActionScript file and look for syntax mistakes (misspellings, etc)
- Make sure you've imported each class you've used
- Don't be afraid to Google an error message if you don't understand it

11. Add more functionality to your class, or just sit back and enjoy your Flash work

Notes