intro to **ActionScript 3.0**

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

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

week 5 handout

TweenLite

Code and examples can be found at http://blog.greensock.com/tweenlite

Instantiating Library Symbols

```
// Make sure you have a symbol in the library with the class name
// SymbolClassName. You can adjust this by right-clicking on the symbol,
// selecting properties and turning on 'Export for ActionScript'

var instanceName:SymbolClassName = new SymbolClassName();
instanceName.x = 50;
instanceName.y = 150;
addChild(instanceName);
```

Loading External Files

```
var urlReq:URLRequest = new URLRequest("folder/some-image-or-swf.jpg");
var ldr:Loader = new Loader();

ldr.load(urlReq);
addChild(ldr);
```

Notes

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Loading External Files with a Preloader

```
public function loadFile(url:String):void {

   var urlReq:URLRequest = new URLRequest(url);
   var ldr:Loader = new Loader();

   ldr.contentLoaderInfo.addEventListener(Event.COMPLETE, onLoadComplete);
   ldr.contentLoaderInfo.addEventListener(ProgressEvent.PROGRESS, onLoadProg);

   ldr.load(urlReq);

}

public function onLoadComplete(e:Event):void {

   var loadedAsset:Loader = e.target.loader;
   addChild(loadedAsset);

}

public function onLoadProg(e:ProgressEvent):void {

   var percentLoaded:Number = e.bytesLoaded / e.bytesTotal;
   trace(percentLoaded + "% Loaded");

}
```

Notes