Flash Actionscript – The Essential Snippets

Hints and tips:

- Flash is very, very case sensitive.
- Most things you need to work with should be ‘movie clips’. Only things that need a rollover or down state should be ‘buttons’.

Jump to a new scene by pressing a button

```javascript
buttonName.onRelease = function ()
{
    gotoAndStop('Scene Name',1);
}
```

Where
- `buttonName` is the instance name of a Symbol
- `Scene Name` is the name of a Scene
- `1` is the frame number within that Scene you want to jump to
- `gotoAndStop` will stop the new Scene, `gotoAndPlay` will play it

Trigger a movie clip by pressing a button

```javascript
buttonName.onRelease = function ()
{
    movieClip.play();
}
```

Where
- `buttonName` is the instance name of a Symbol
- `movieClip` is the instance name of a Movie Clip (including a video)

Stop at a keyframe and only move forward by pressing a button

```javascript
stop();
buttonName.onRelease = function ()
{
    _root.play();
}
```

Make a symbol disappear

```javascript
buttonName.onRelease = function ()
{
    movieClip._alpha = 0;
}
```

Set `_alpha = 100` to make it reappear
Set `_x` and `_y` to change the position of the Symbol
Syntax for conditional statements

```javascript
stop();

//Declare a variable and assign a value
//No need to set a data type, although you can
//Not necessary to assign a value on declaration
var visible = false;

//Makes the thing with instance name 'symbol' disappear/reappear
buttonName.onRelease = function ()
{
    if (visible == false) // Note use of double ==
    {
        symbol._alpha = 100;
        visible = true;
    }
    else // Else not always necessary, 'else if (...)' also available
    {
        symbol._alpha = 0;
        visible = false;
    }
}
```

Creating and calling functions

```javascript
var alpha; // Unassigned variable

buttonName.onRelease = function ()
{
    alpha = symbol._alpha;
    displayAlpha (alpha); // Call function 'displayAlpha' and pass variable 'alpha'
}

// Function to display a number passed to it
function displayAlpha (number)
{
    // Trace creates and populates an output window, useful for debugging
    trace ('Current alpha level is ' + number);
}