

Using Behaviours

Behaviours are snippets of Flash commands that can be applied to animations. They allow you to use Flash's action commands without needing a detailed knowledge of how to write action scripts. To illustrate the use of BEHAVIOURS an animation that allows to user to click on a gun to fire a bullet will be created. This is a technique employed in some computer games.

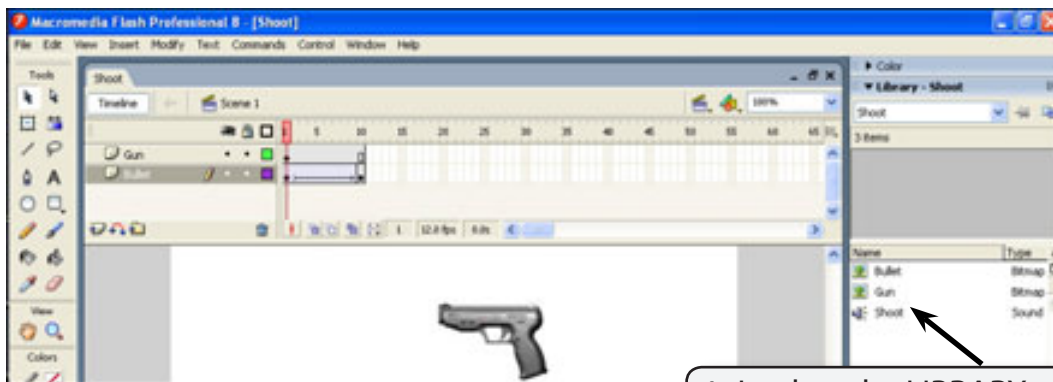
Loading the Prepared File

- 1 Load Flash or close the current file, then click on the OPEN button.
- 2 Access the FLASH SUPPORT FILES, open the CHAPTER 18 folder and load the SHOOT file.
- 3 Save the animation in your STORAGE folder under the name:

Shoot

Flash 8 users will need to click on SAVE to the FILE CONVERSION message.

Looking at the Animation

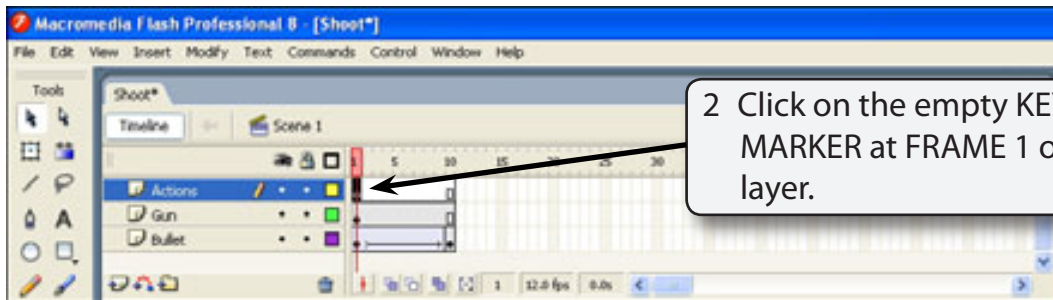
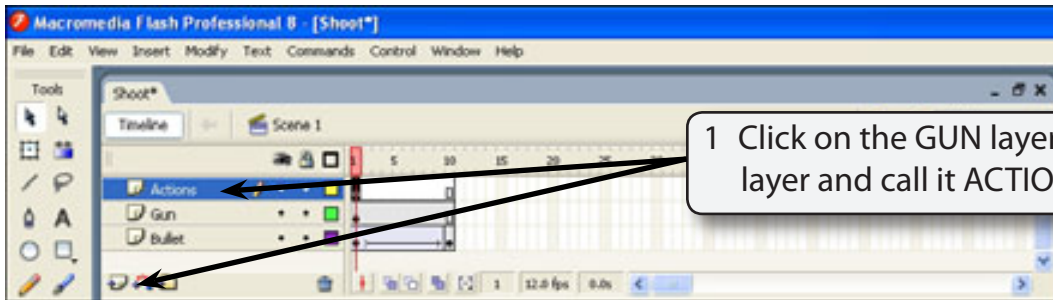


1 Look at the LIBRARY panel and you will see three assets: Bullet, Gun and the Shoot sound.

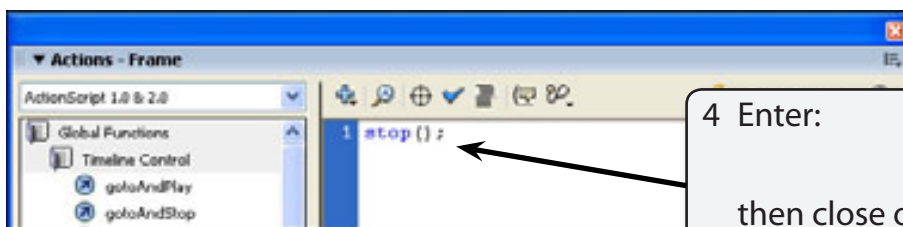
- 2 Play the animation and the bullet should 'fire' from the gun. It is just a simple motion tween that moves the bullet from behind the gun to the left of the stage. We want the animation (and a sound) to play only when the gun is clicked on.

Stopping the Animation

A stop command needs to be inserted so that the animation will not automatically play. It is good practice to put all your action commands in their own layer.



- 3 The ACTIONS panel needs to be opened. For Flash 8 users display the WINDOW menu and select ACTIONS. For Flash MX 2004 users display the WINDOW menu, highlight DEVELOPMENT PANELS and select ACTIONS.

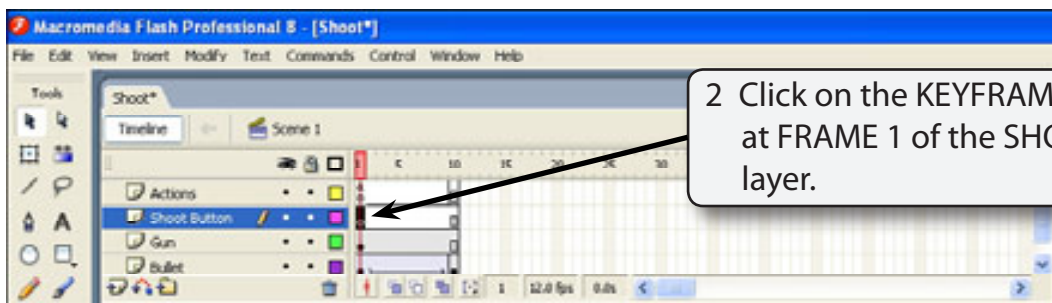
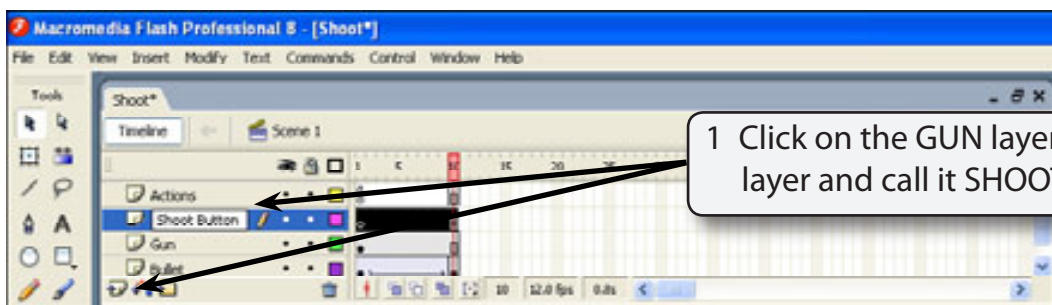


NOTE: A small o is added above the blank KEYFRAME MARKER in the ACTIONS layer. This is the STOP symbol.

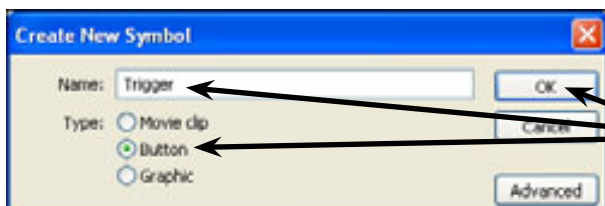
- 5 Use TEST MOVIE from the CONTROL menu and the bullet should not move.
- 6 Close the TEST MOVIE screen.

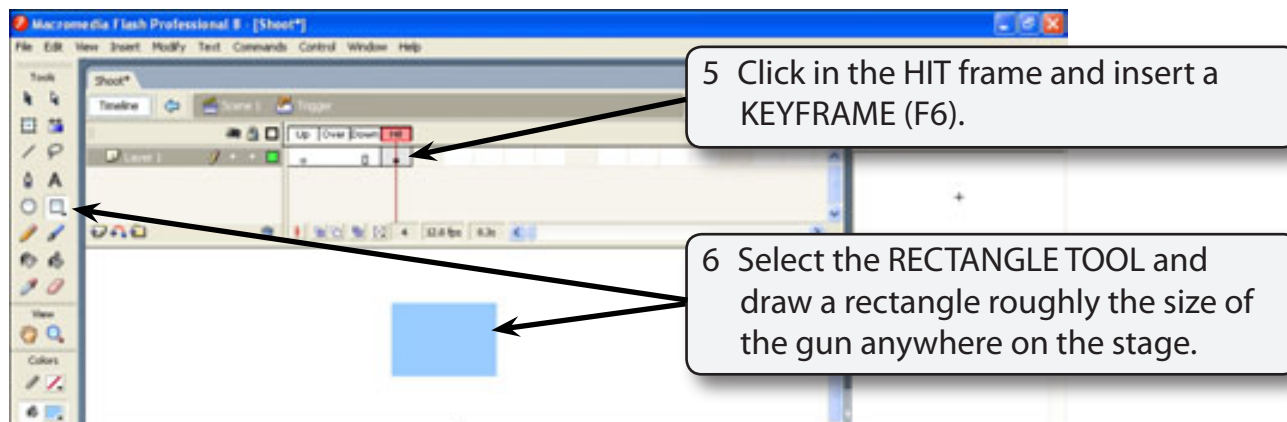
Setting an Invisible Button

To allow a user to click on the gun an invisible button needs to be set over it.

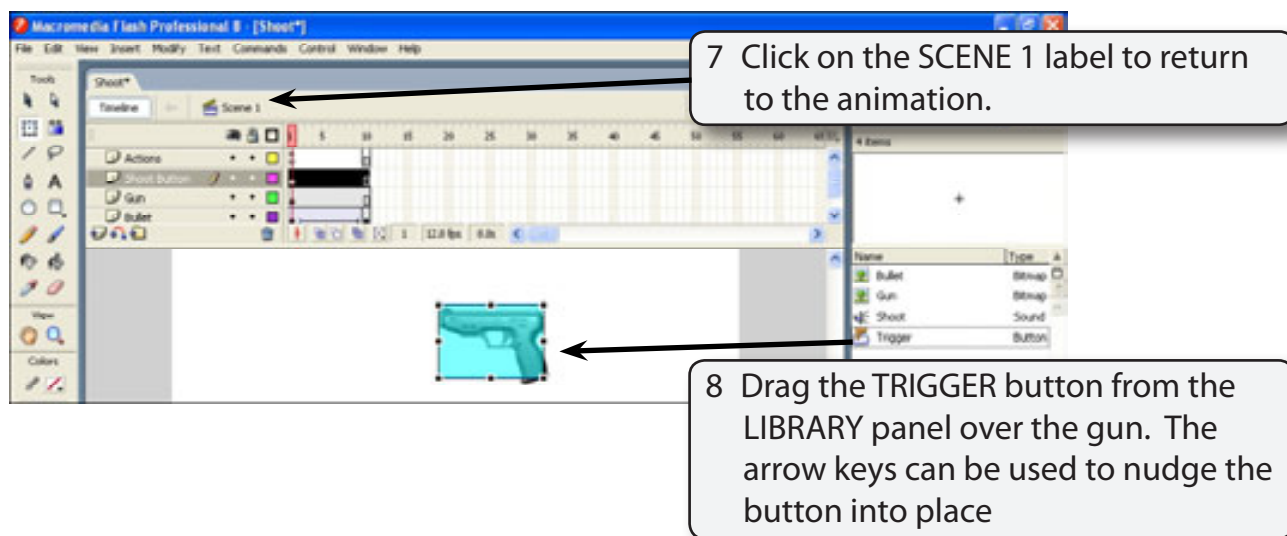


- 3 Display the INSERT menu and select NEW SYMBOL.





NOTE: The colour of the rectangle doesn't matter as it won't display in the animation. It is simply a HIT AREA for the mouse to click on.



NOTE: You could set the TRIGGER button to just the size of the trigger on the gun. You could create a computer game where the HIT area becomes progressively smaller as a player progresses to higher levels.