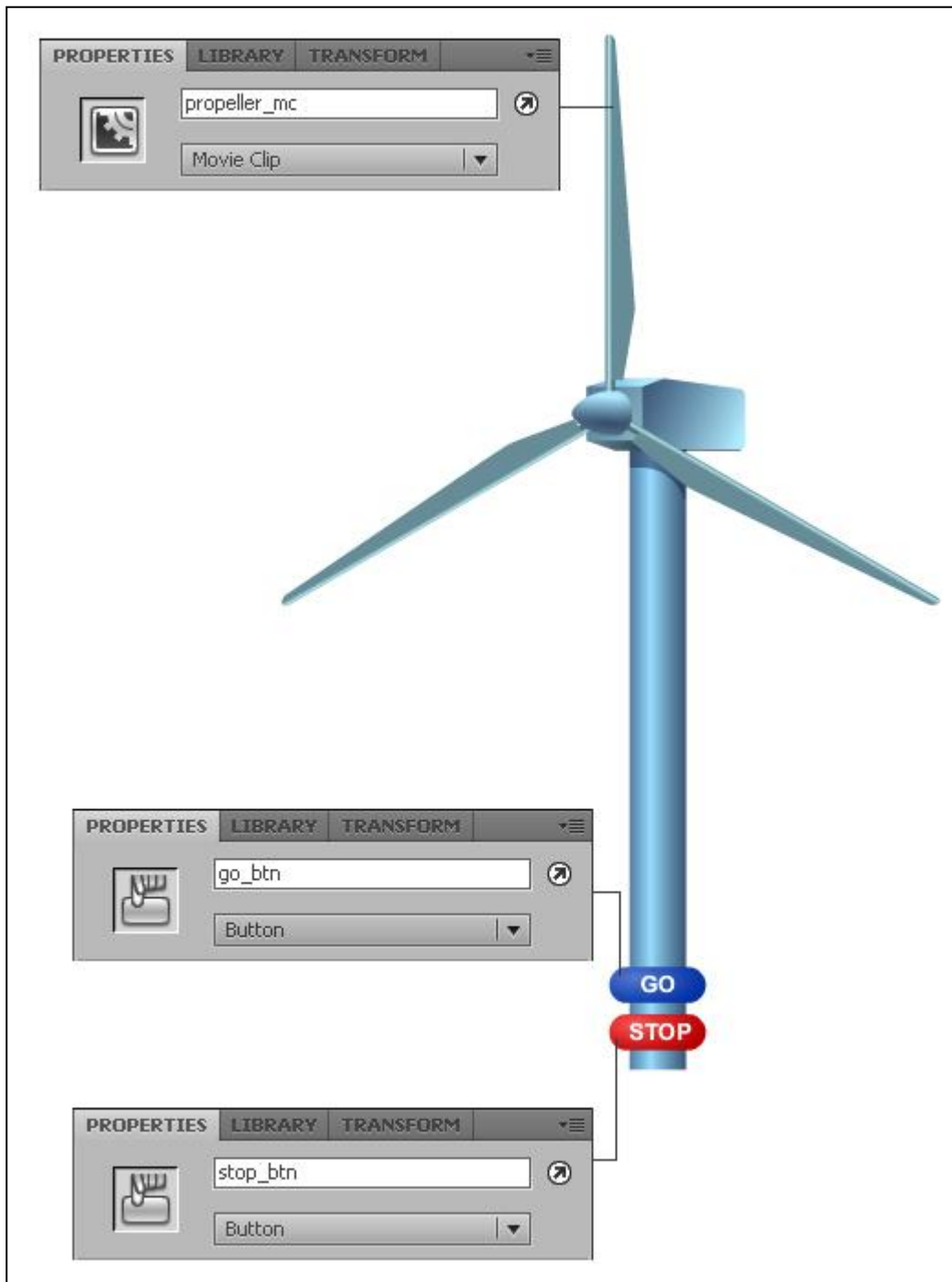


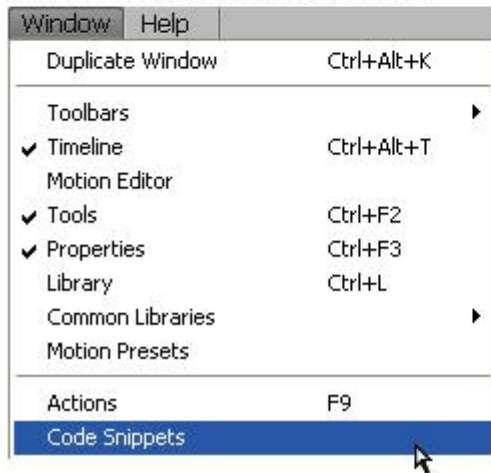
Animation Control (Go & Stop buttons)



1. Select the propeller_mc instance on the stage.



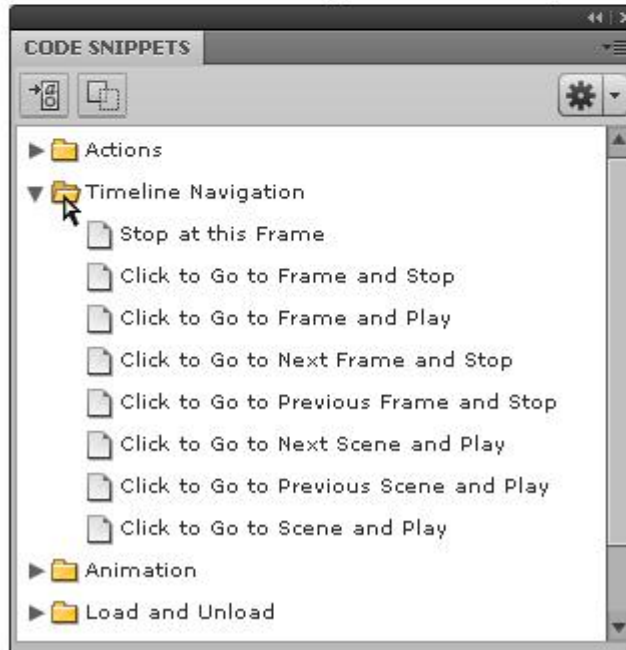
2. Go to Window > Code Snippets.



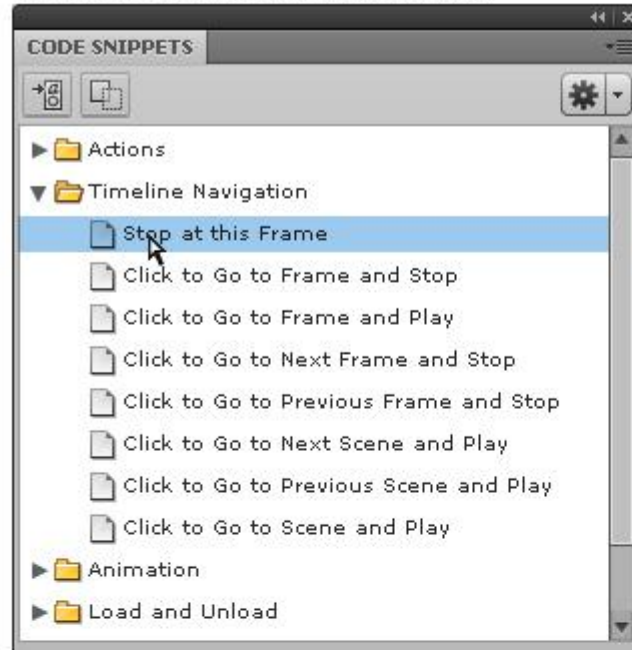
3. The Code Snippets Panel opens.



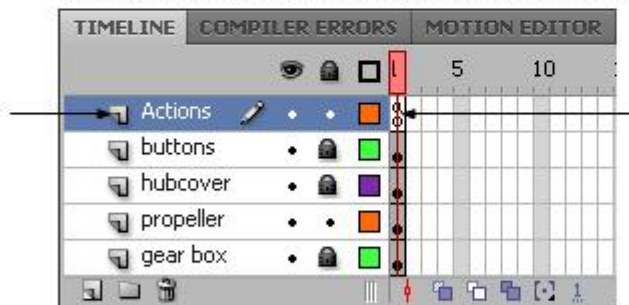
4. Click the Timeline Navigation Folder to open it.



5. Double click the Stop at this Frame.



5. New Actions layer with keyframe appears on the Stage.



Action Scripts text appears in the Actions Panel

```
1  /* Stop at This Frame
2  The Flash timeline will stop/pause at the frame where you
3  insert this code.
4  Can also be used to stop/pause the timeline of movieclips.
5  */
6
7  stop();
```

6. Copy the Instance name from the Property Inspector.



```
1 /* Stop at This Frame
2 The Flash timeline will stop/pause at the frame where you
3 insert this code.
4 Can also be used to stop/pause the timeline of movieclips.
5 */
6
7 propeller_mc.stop();
```

7. Paste the instance name here (in front of stop).

8. Play movie. Rotation stops



8. Select the go_btn instance on the stage.

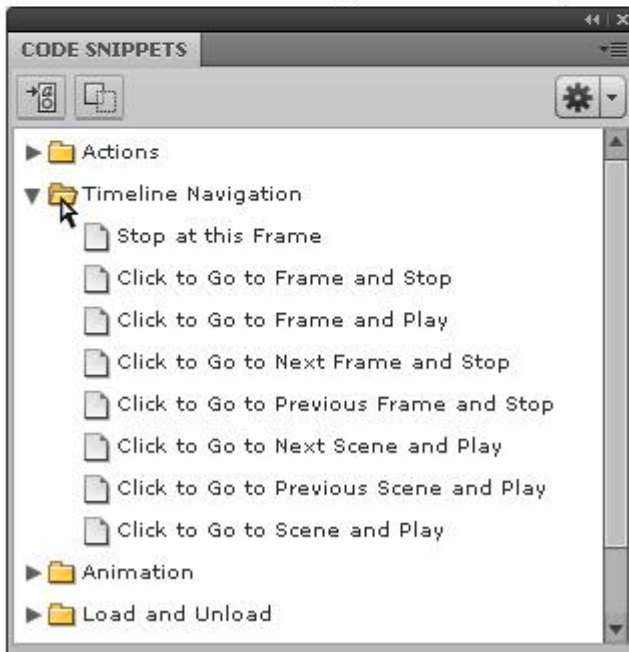
9. Go to Window > Code Snippets.



10. The Code Snippets Panel opens.



11. Click the Timeline Navigation Folder to open it.



12. Double click the Click to Go to Frame and Play.





```
1  /* Stop at This Frame
2  The Flash timeline will stop/pause at the frame where you
3  insert this code.
4  Can also be used to stop/pause the timeline of movieclips.
5  */
6
7  propeller_mc.stop();
8
9
10
11 /* Click to Go to Frame and Play
12 Clicking on the specified symbol instance moves the playhead
13 to the specified
14 frame in the timeline and continues playback from that frame.
15 Can be used on the main timeline or on movie clip timelines.
16
17 Instructions:
18 1. Replace the number 5 in the code below with the frame number you would
19 like the playhead to move to when the symbol instance is clicked.
20 */
21
22 go_btn.addEventListener(MouseEvent.CLICK, f1_ClickToGoToAndPlayFromFrame_3);
23
24 function f1_ClickToGoToAndPlayFromFrame_3(event:MouseEvent):void
25 {
26     gotoAndPlay(5);
27 }
```

New Action Scripts text lines appear in the Actions Panel.



```
1  /* Stop at This Frame
2  The Flash timeline will stop/pause at the frame where you
3  insert this code.
4  Can also be used to stop/pause the timeline of movieclips.
5  */
6
7  propeller_mc.stop(); ← Copy this text line
8
9
10
11 /* Click to Go to Frame and Play
12 Clicking on the specified symbol instance moves the playhead
13 to the specified
14 frame in the timeline and continues playback from that frame.
15 Can be used on the main timeline or on movie clip timelines.
16
17 Instructions:
18 1. Replace the number 5 in the code below with the frame number you would
19 like the playhead to move to when the symbol instance is clicked.
20 */
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22 go_btn.addEventListener(MouseEvent.CLICK, f1_ClickToGoToAndPlayFromFrame_3);
23
24 function f1_ClickToGoToAndPlayFromFrame_3(event:MouseEvent):void
25 {
26     gotoAndPlay(5);
27     propeller_mc.stop(); ← Paste this text line here
28 }
```

```
1  /* Stop at This Frame
2  The Flash timeline will stop/pause at the frame where you
3  insert this code.
4  Can also be used to stop/pause the timeline of movieclips.
5  */
6
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24 function f1_ClickToGoToAndPlayFromFrame_3(event:MouseEvent):void
25 {
26     gotoAndPlay(5);
27     propeller_mc.play();
28 }
```

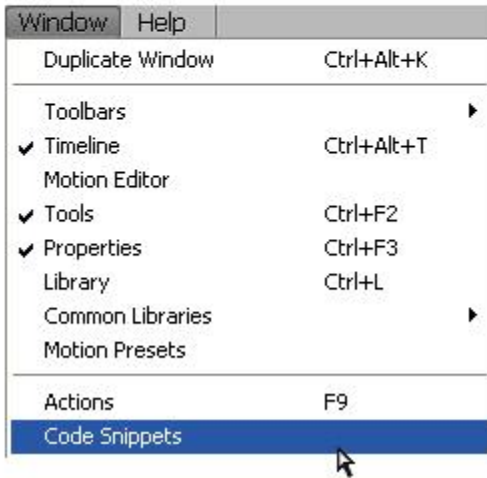
Delete stop and type play

13. Play movie. Click Go button. Propeller rotates.



14. Select the stop_btn instance on the stage

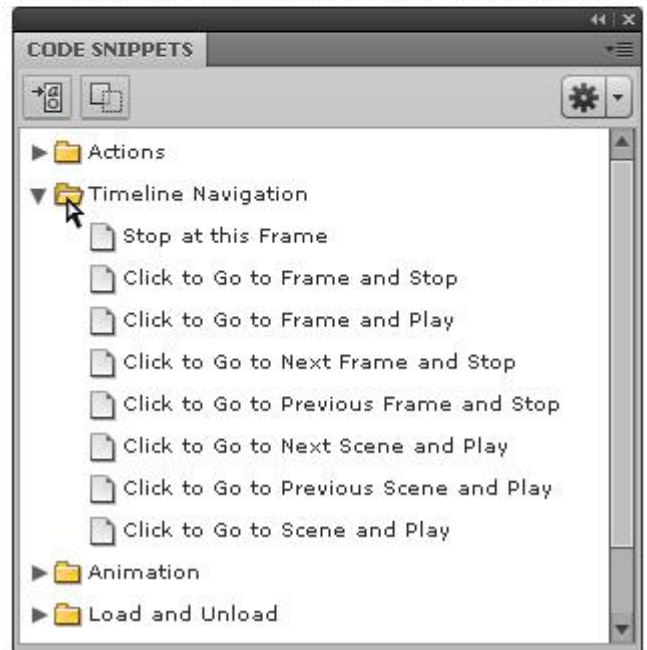
15. Go to Window > Code Snippets.



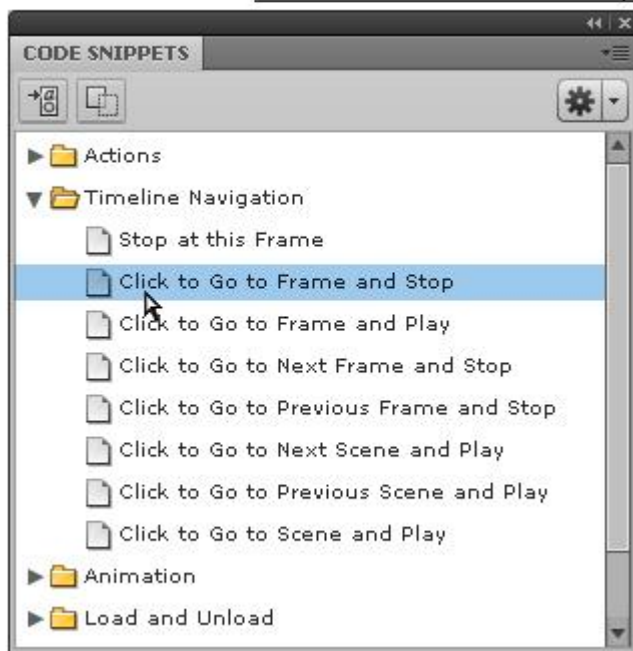
16. The Code Snippets Panel opens.



17. Click the Timeline Navigation Folder to open it.



18. Double click the Click to Go to Frame and Stop.



```

7  propeller_mc.stop();
8
9  /* Click to Go to Frame and Play
10 Clicking on the specified symbol instance moves the playhead
11 to the specified
12 frame in the timeline and continues playback from that frame.
13 Can be used on the main timeline or on movie clip timelines.
14
15 Instructions:
16 1. Replace the number 5 in the code below with the frame number you would
17 like the playhead to move to when the symbol instance is clicked.
18 */
19
20 go_btn.addEventListener(MouseEvent.CLICK, fl_ClickToGoToAndPlayFromFrame_3);
21
22 function fl_ClickToGoToAndPlayFromFrame_3(event:MouseEvent):void
23 {
24     gotoAndPlay(5);
25     propeller_mc.play();
26 }
27
28 /* Click to Go to Frame and Stop
29 Clicking on the specified symbol instance moves the playhead to the specified
30 frame in the timeline and stops the movie.
31 Can be used on the main timeline or on movie clip timelines.
32
33 Instructions:
34 1. Replace the number 5 in the code below with the frame number you would like
35 the playhead to move to when the symbol instance is clicked.
36 */
37
38 stop_btn.addEventListener(MouseEvent.CLICK, fl_ClickToGoToAndStopAtFrame_4);
39
40 function fl_ClickToGoToAndStopAtFrame_4(event:MouseEvent):void
41 {
42     gotoAndStop(5);
43 }
44
45
46

```

New Action Scripts text lines appear in the Actions Panel.

Copy this text line

```
7  propeller_mc.stop();
8
9  /* Click to Go to Frame and Play
10 Clicking on the specified symbol instance moves the playhead
11 to the specified
12 frame in the timeline and continues playback from that frame.
13 Can be used on the main timeline or on movie clip timelines.
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15 Instructions:
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23 {
24     gotoAndPlay(5);
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28 /* Click to Go to Frame and Stop
29 Clicking on the specified symbol instance moves the playhead to the specified
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39
40 function fl_ClickToGoToAndStopAtFrame_4(event:MouseEvent):void
41 {
42     gotoAndStop(5);
43     propeller_mc.stop();
44 }
45
46
```

Paste this text line here