

Mouse Event

Written by Administrator

Friday, 26 October 2012 03:51 - Last Updated Friday, 30 November 2012 04:33

```
Event 1 Actionscript Flash
Event - , 
EventListener
```

```
eventTarget.addEventListener(EventClass.EVENT_NAME, eventListener);
```

```
eventTarget = , , ,
```

```
EventClass = event (MouseEvent,
KeyboardEvent
```

```
EVENT_NAME = CLICK, DOUBLE_CLICK, DRAG,
UP, DOWN, LEFT, RIGHT
```

```
eventListener = 
function , ,
```

```
Listener
```

```
button.addEventListener(MouseEvent.CLICK,NextPage);
function NextPage(event:MouseEvent)
{
gotoAndStop(2);
}
```

```
button 
2 (2)
```


Mouse Event

Written by Administrator

Friday, 26 October 2012 03:51 - Last Updated Friday, 30 November 2012 04:33

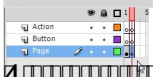
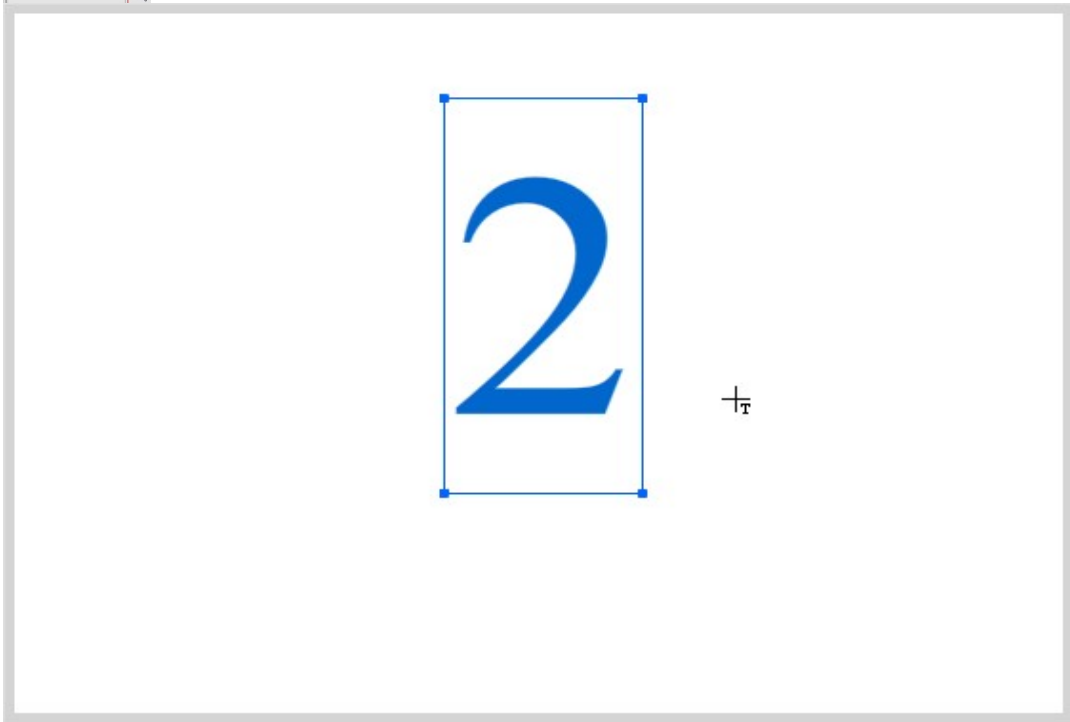
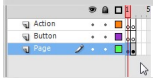
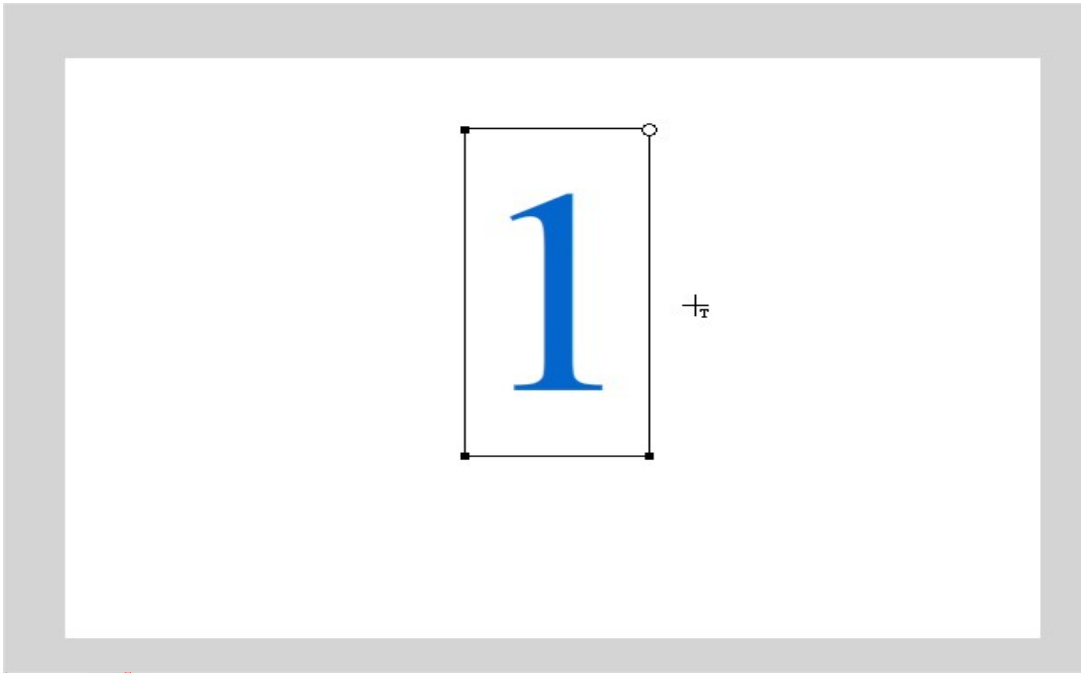


3 F6 2 3
3. Page 1 2 100pt 1 2

Mouse Event

Written by Administrator

Friday, 26 October 2012 03:51 - Last Updated Friday, 30 November 2012 04:33

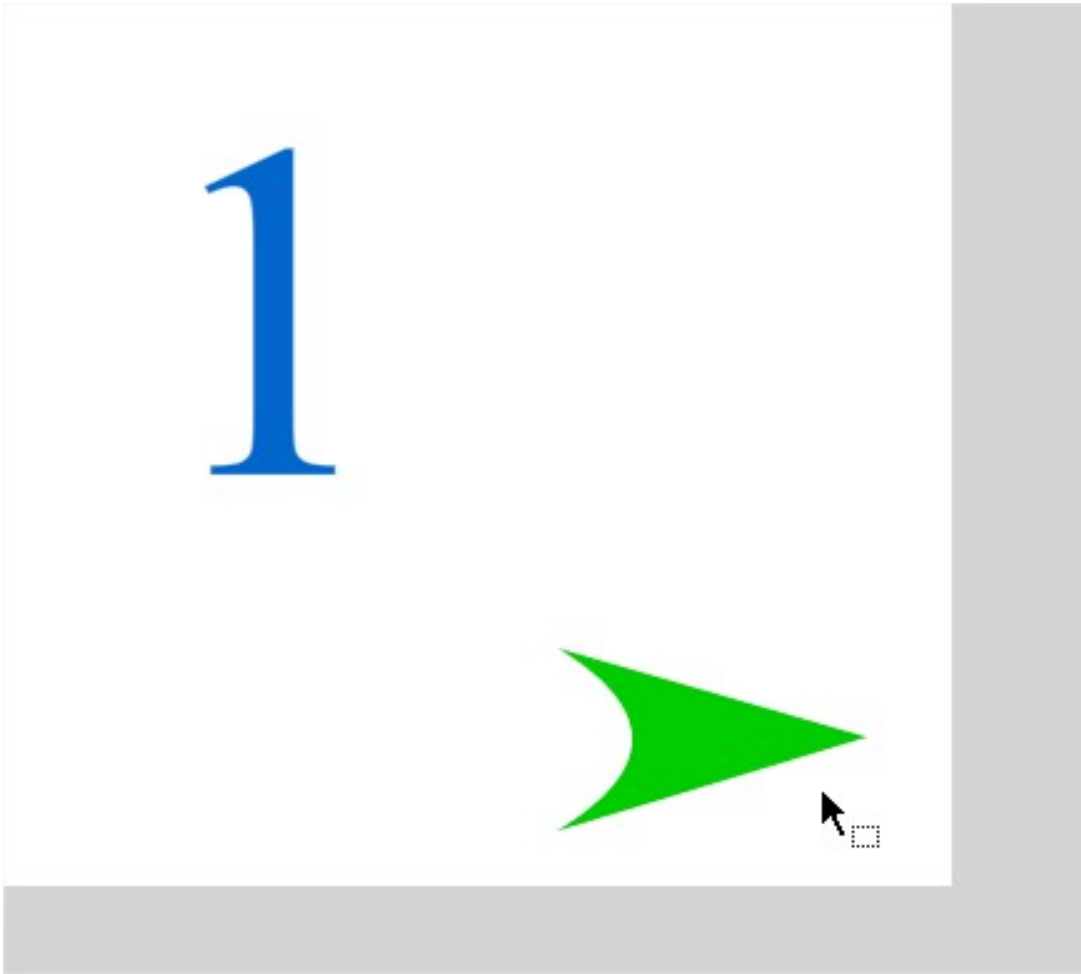


4..... 0 (1) Button 1 (.....)

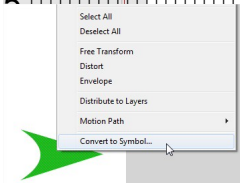
Mouse Event

Written by Administrator

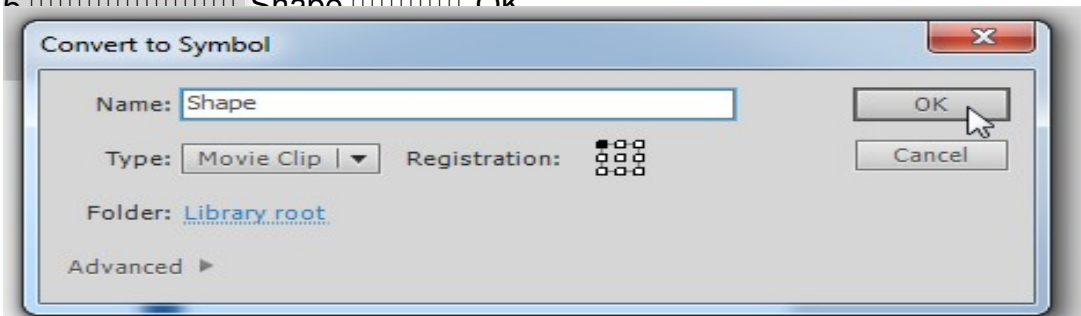
Friday, 26 October 2012 03:51 - Last Updated Friday, 30 November 2012 04:33



5. Right-click on the arrow shape and select "Convert to Symbol.."



6. In the dialog box, click "OK"

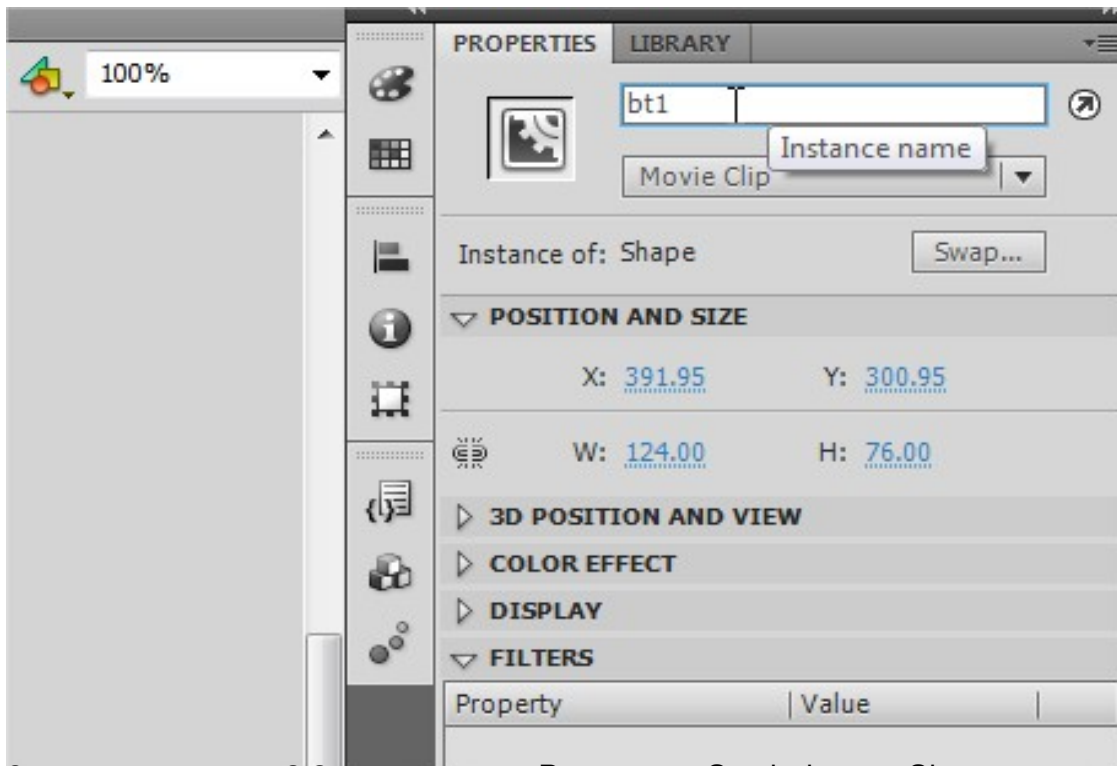


7. In the Properties panel, click the 'Name' field and enter 'bt1' as the instance name.

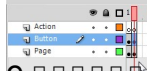
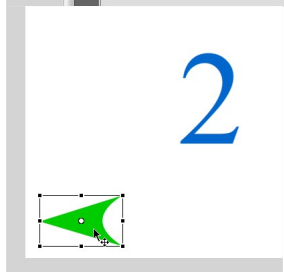
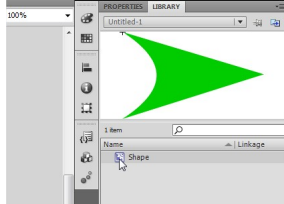
Mouse Event

Written by Administrator

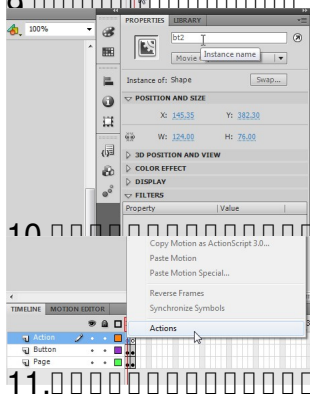
Friday, 26 October 2012 03:51 - Last Updated Friday, 30 November 2012 04:33



2 2 Button Symbol Shape Library



1 properties bt2 instant name



1 Action >action

11.

Mouse Event

Written by Administrator

Friday, 26 October 2012 03:51 - Last Updated Friday, 30 November 2012 04:33

A screenshot of an IDE window titled "ACTIONS - FRAME". The left sidebar shows a project tree with folders like "Top Level", "Language Elements", and "adobe.utils". The main editor area shows the following ActionScript 3.0 code:

```
1 stop();  
2 bt1.addEventListener(MouseEvent.CLICK, NextPage);  
3 function NextPage(event:MouseEvent)  
4 {  
5 gotoAndStop(2);  
6 } |
```

Below the code editor, there is a timeline with a playhead at frame 2. The text "Action" is visible on the timeline.

A screenshot of an IDE window titled "ACTIONS - FRAME". The left sidebar shows a project tree with folders like "Top Level", "Language Elements", and "adobe.utils". The main editor area shows the following ActionScript 3.0 code:

```
1 stop();  
2 bt2.addEventListener(MouseEvent.CLICK, PrevPage);  
3 function PrevPage(event:MouseEvent)  
4 {  
5 gotoAndStop(1);  
6 } |
```

Below the code editor, there is a timeline with a playhead at frame 2. The text "(Shape)" is visible on the timeline.