

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
```

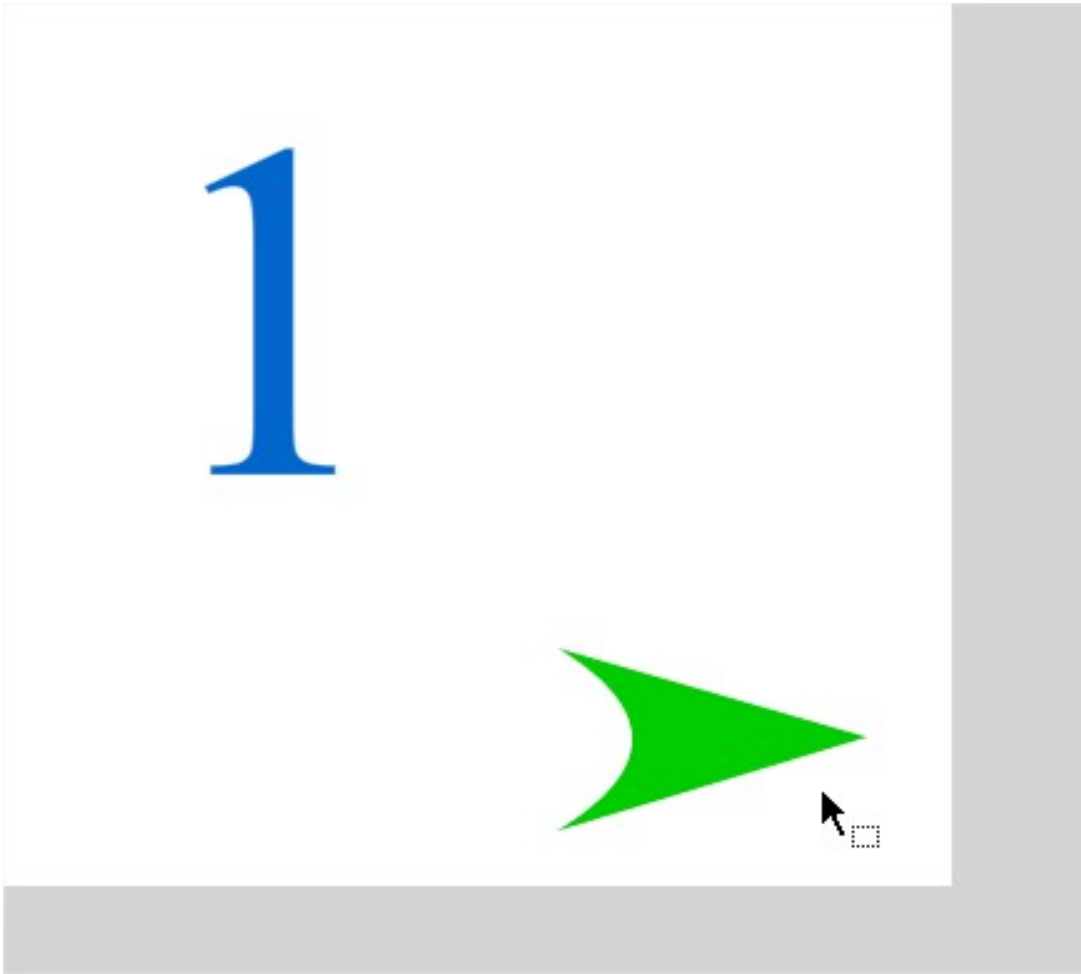
```
button.addEventListener(MouseEvent.CLICK,NextPage);
function NextPage(event:MouseEvent)
{
gotoAndStop(2);
}
```

```
button
2 (2)
```

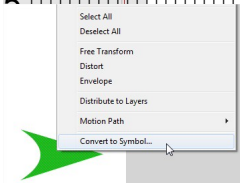

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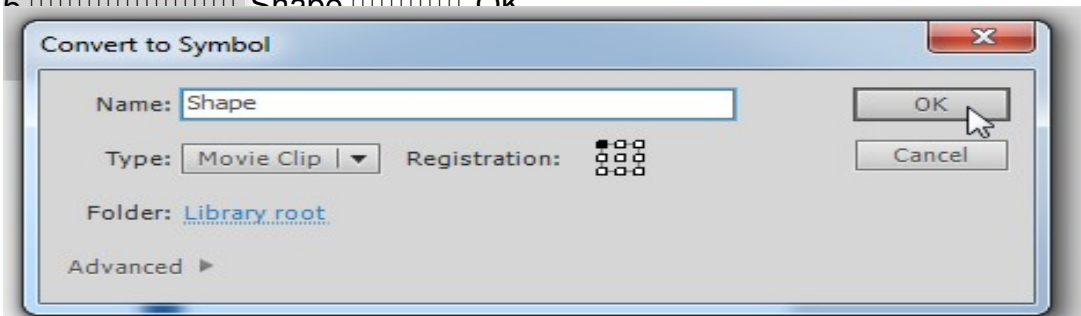
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5. Right-click on the arrow shape and select 'Convert to Symbol..'



6. In the 'Convert to Symbol' dialog, click 'OK'.

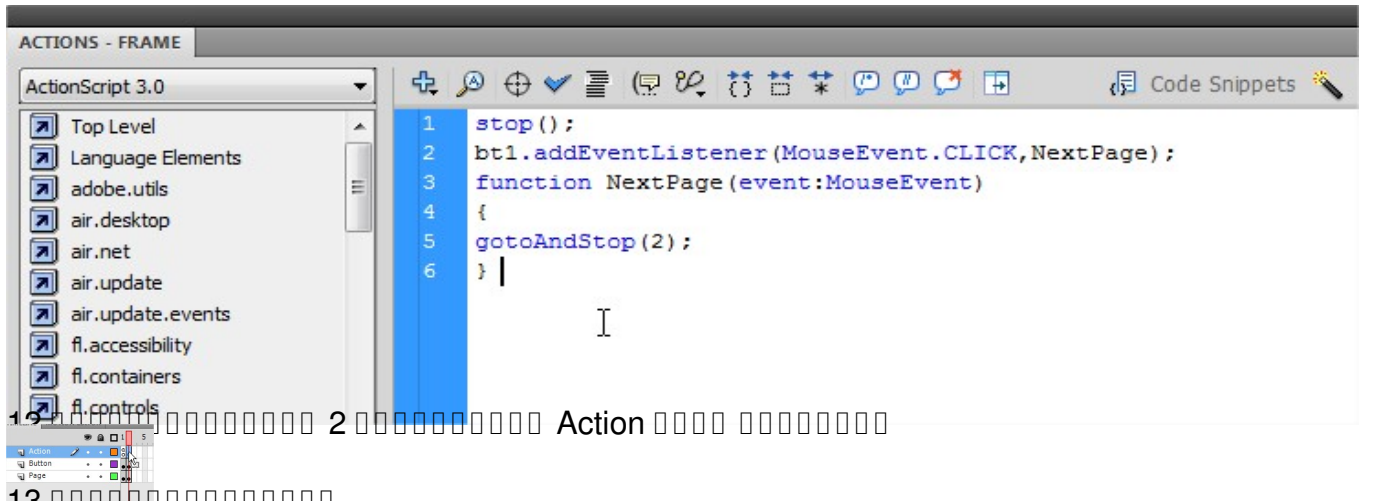


7. In the Properties panel, click the 'Name' field and enter 'bt1' as the instance name.

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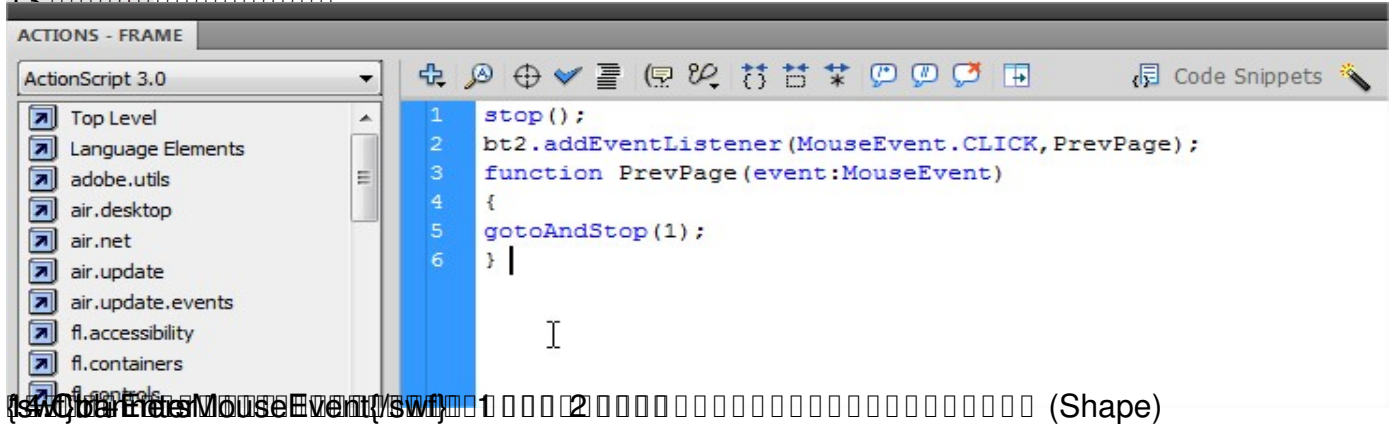
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A screenshot of an IDE window titled "ACTIONS - FRAME". The left sidebar shows a project tree with folders like "Top Level", "Language Elements", and "adobe.utils". The main editor area shows ActionScript 3.0 code:

```
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 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.