

# **basic actionscript coding**

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# Context

## Introduction

## Site Examples

- H&M

- Mango

- Polyvore

## Creating Buttons

## Writing Actionscript

- move

- re-size

- rotate

# Introduction

While i was searching for a solution to make the combination tool, i realized that, there are a variety of stores that use flash applications to make customers to combine the products of the store.

Some are more basic tools, that enable the user to rotate, re-size and move the products.

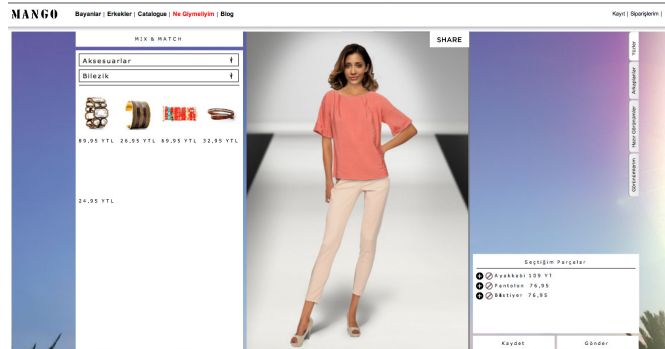
And some are really complex., that fits the products to a model.

# Site Examples

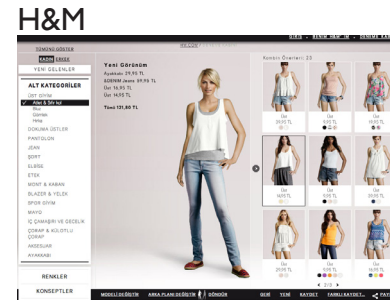
While i was searching for a solution to make the combination tool, i realized that, there are a variety of stores that use flash applications to make customers to combine the products of the store.

Some are more basic tools, that enable the user to rotate, re-size and move the products.

And some are really complex., that fits the products to a model.



Mango



Polyvorde

# Site Examples

>> H&M

[GİRİŞ](#) . [BENİM H&M'İM](#) . [DENEME KABINI](#)

[H&M.CO.VI](#) / [DENEVE KABINI](#)

[TÜMÜNÜ GÖSTER](#)

**KADIN** ERKEK

YENİ GELENLER

**ALT KATEGORİLER**

ÜST GİYİM

✓ **Atlet & Sıfır kol**

Bluz

Gömlük

Hırka

DOKUMA ÜSTLER

PANTOLON

JEAN

ŞORT

ELBİSE

ETEK

MONT & KABAN

BLAZER & YELEK

SPOR GİYİM

MAYO

İÇ ÇAMAŞIRI VE GECELİK

ÇORAP & KÜLOTLU ÇORAP

AKSESUAR

AYAKKABI

**RENKLER**


**KONSEPTLER**

STİLİNİ YARAT

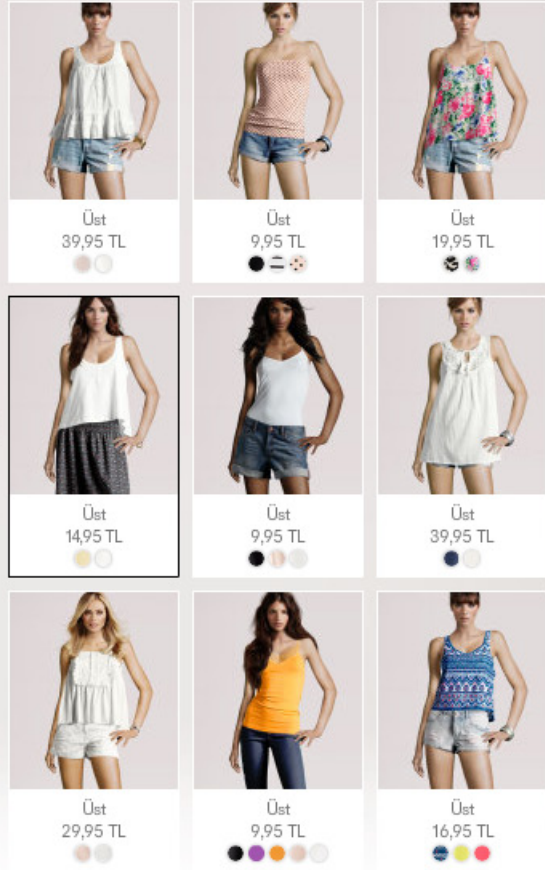
**Yeni Görünüm**

Ayakkabı 29,95 TL  
&DENİM Jeans 59,95 TL  
Üst 16,95 TL  
Üst 14,95 TL

**Tümü 121,80 TL**



Kombin Önerleri: 23



Üst 39,95 TL

Üst 9,95 TL

Üst 19,95 TL

Üst 14,95 TL

Üst 9,95 TL

Üst 39,95 TL

Üst 29,95 TL

Üst 9,95 TL

Üst 16,95 TL

< 2/3 >

[MODELİ DEĞİŞTİR](#) [ARKA PLANI DEĞİŞTİR](#) [DÖNDÜR](#) [GERİ](#) [YENİ](#) [KAYDET](#) [FARKLI KAYDET...](#) [PAYLAŞ](#)

# Site Examples

>> Mango

**MANGO**

Bayanlar | Erkekler | Catalogue | **Ne Giymeliyim** | Blog

MIX & MATCH

Aksesuarlar



Bilezik



89,95 YTL 26,95 YTL 69,95 YTL 32,95 YTL

24,95 YTL

SHARE



Seç

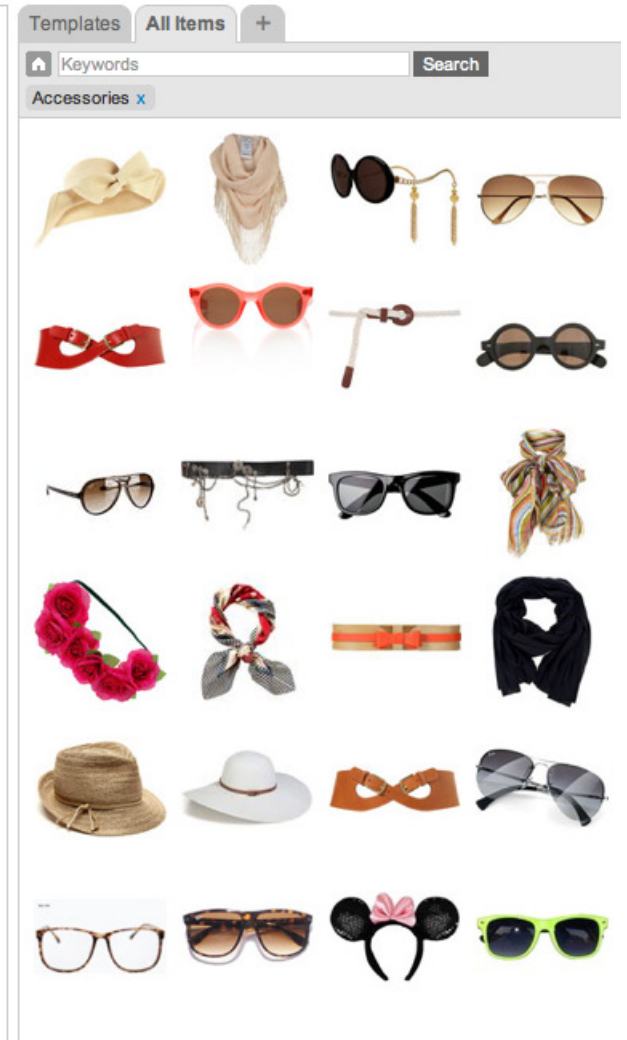
- +  Ayakkabi 10
- +  Pantolon 76
- +  B&stiyer 76

Kavdet

# Site Examples

>> Polyvorde

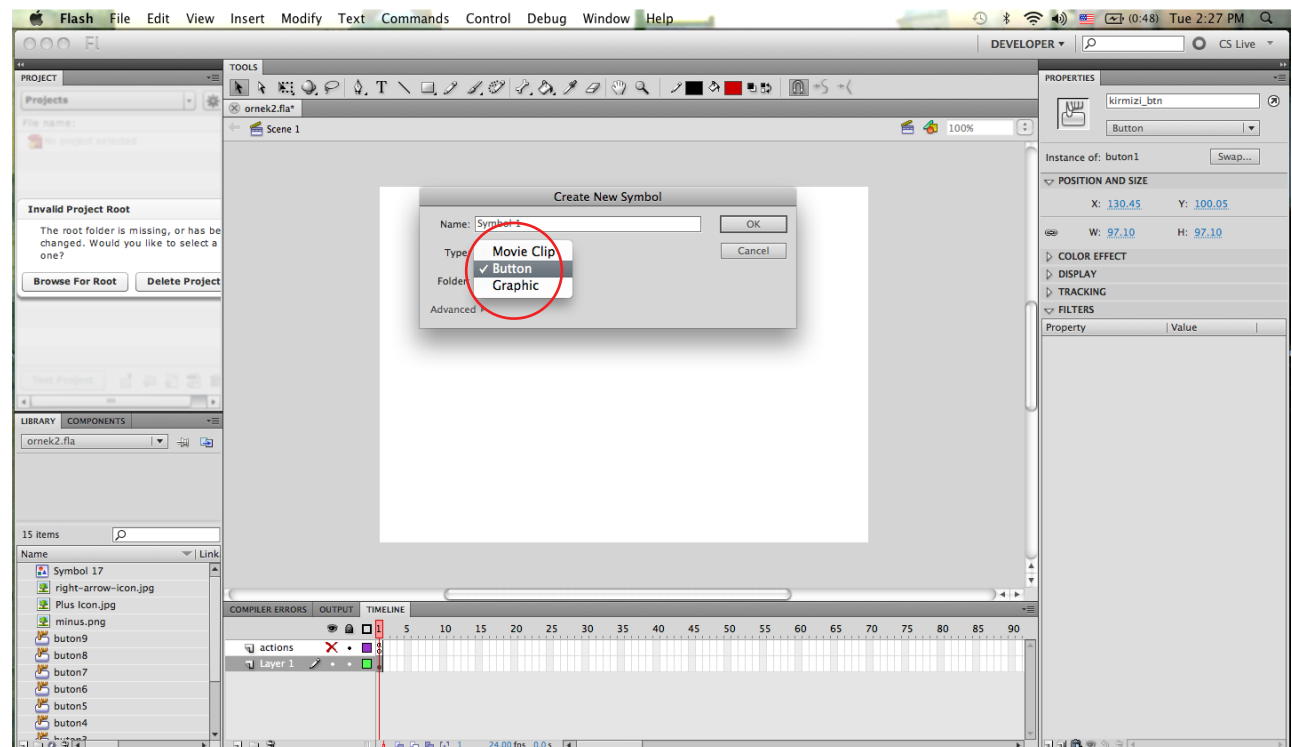
[Home](#) | [Shop](#) [Ask](#) [Explore](#) [Create](#)



## How to create a button symbol?

>>Select Insert > New Symbol to make a button symbol out of the circle drawing. Select "Button" as type.

>>Insert an image or draw a shape.

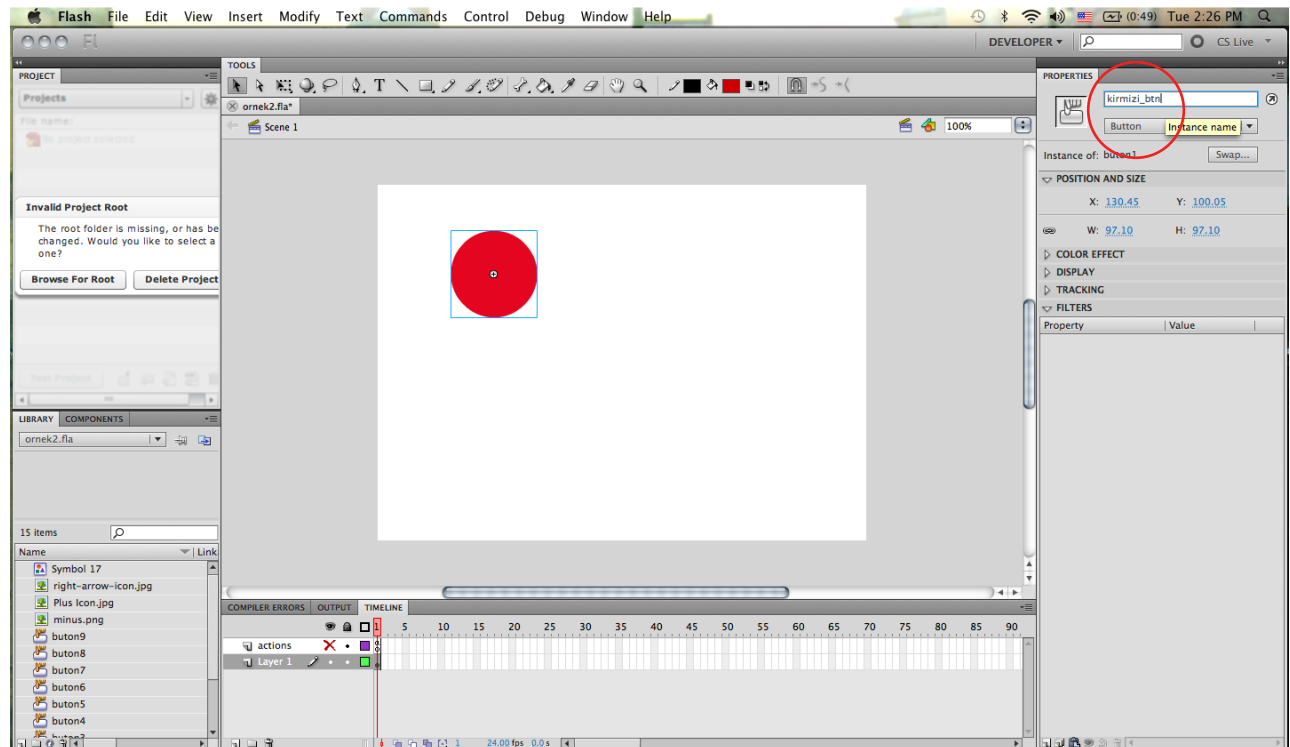




## How to create a button symbol?

>>Before going on, you must prepare the buttons so that you can tell them what to do via ActionScript.

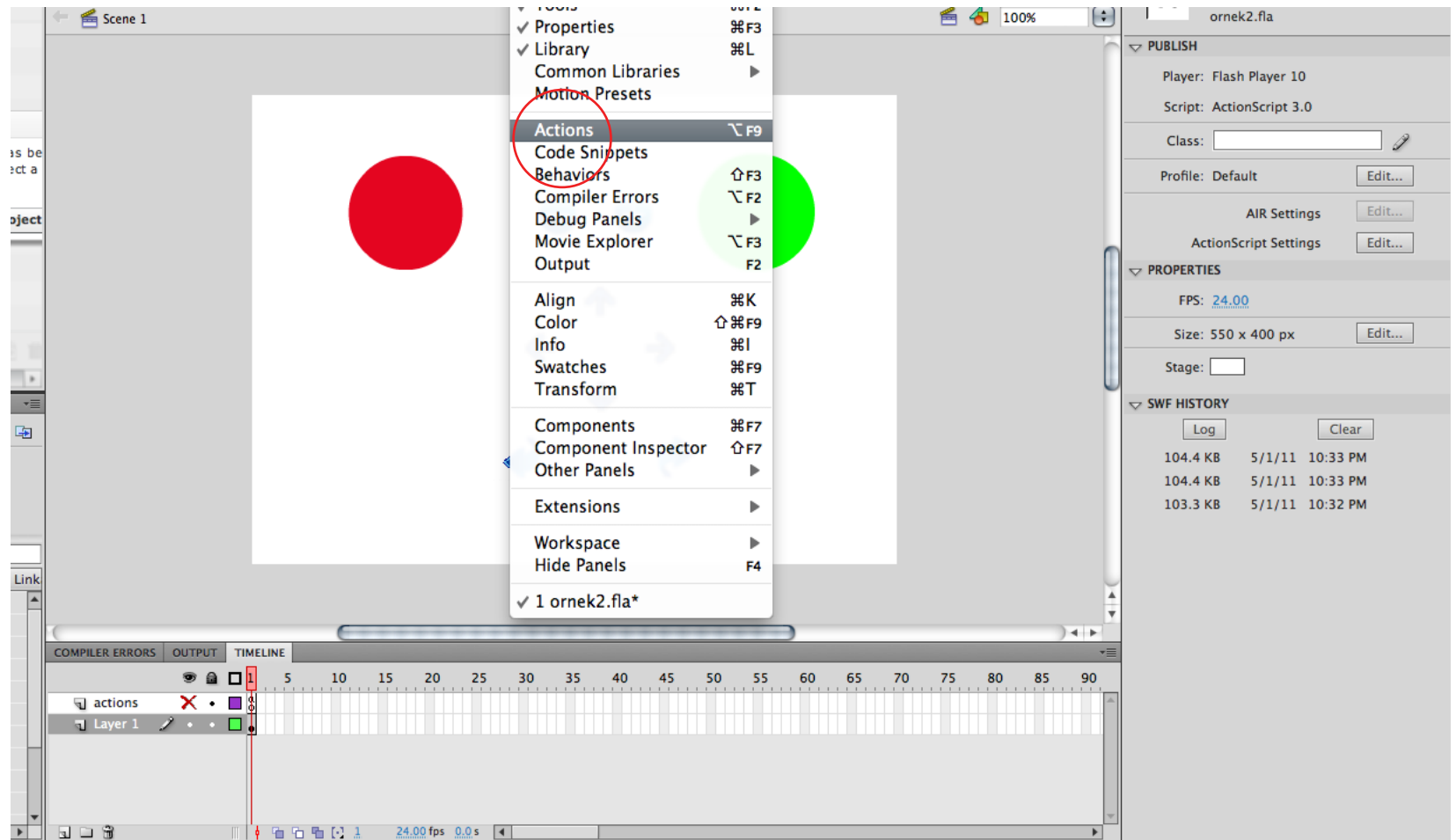
>>Give each button its unique *Instance name*. This name is necessary if you are going to control your buttons via ActionScript.



## Writing the ActionScript that powers the buttons

>>Click the first keyframe of the actions layer to select it.

>>Select 'Actions' to open up the Actions panel.



## Writing the ActionScript that powers the buttons

>>AddEventListener - MouseEvent - CLICK

```
3  
4 var secili_btn:Object;  
5  
6     function sec(e:MouseEvent):void{  
7         secili_btn=e.currentTarget;  
8         trace(secili_btn)  
9     }  
10  
11  
12 kirmizi_btn.addEventListener(MouseEvent.CLICK,sec)  
13  
14 yesil_btn.addEventListener(MouseEvent.CLICK,sec)  
15
```

## Writing the ActionScript that powers the buttons

>>AddEventListener - MouseEvent - CLICK

-function: *move*

```
15
16 sag_btn.addEventListener(MouseEvent.CLICK, function(){
17     secili_btn.x=secili_btn.x+10
18 })
19
20 sol_btn.addEventListener(MouseEvent.CLICK, function(){
21     secili_btn.x=secili_btn.x-10
22 })
23
24
25 yukari_btn.addEventListener(MouseEvent.CLICK, function(){
26     secili_btn.y=secili_btn.y-10
27 })
28
29
30 asagi_btn.addEventListener(MouseEvent.CLICK, function(){
31     secili_btn.y=secili_btn.y+10
32 })
33
34
```

## Writing the ActionScript that powers the buttons

>>AddEventListener - MouseEvent - CLICK

-function: *re-size*

```
34
35 plus_btn.addEventListener(MouseEvent.CLICK, function(){
36     secili_btn.width=secili_btn.width+10
37     secili_btn.height=secili_btn.height+10
38 })
39
40
41 minus_btn.addEventListener(MouseEvent.CLICK, function(){
42     secili_btn.width=secili_btn.width-10
43     secili_btn.height=secili_btn.height-10
44 })
45
46
```

## Writing the ActionScript that powers the buttons

>>AddEventListener - MouseEvent - CLICK

-function: *rotate*

```
46  
47 cw_btn.addEventListener(MouseEvent.CLICK, function(){  
48     secili_btn.rotation=secili_btn.rotation+10  
49     })  
50  
51  
52 terscw_btn.addEventListener(MouseEvent.CLICK, function(){  
53     secili_btn.rotation=secili_btn.rotation-10  
54     })  
55
```

**Thank you!**