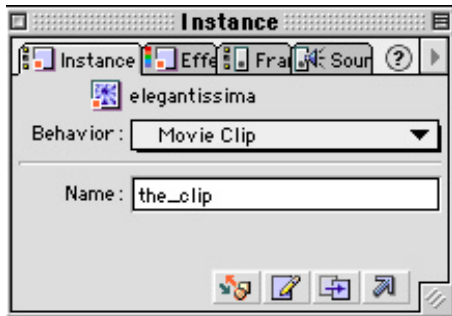


## Controlling flash movie clips and movies using buttons

It is possible to control flash movie clips or indeed movies using buttons. This is very similar to controlling Quicktime using buttons however it employs a slightly different Actionscript technique.

- First of all create your movie clip as complex as necessary.
- Drag it off the library and onto the stage.
- Make sure that the clip is selected and in the Instance panel name it "the\_clip"



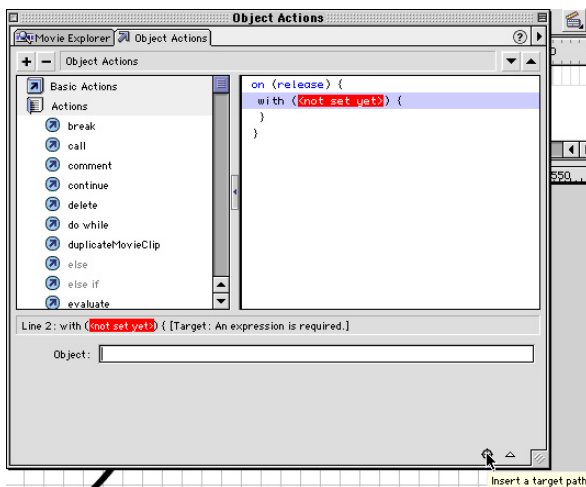
NOTE – If you do not name the clip nothing will happen when you assign the buttons.

- Create buttons for the various controls as follows:

Play

```
on (release) {  
    with (the_clip) {  
        play ();  
    }  
}
```

If you select the "with" from the bottom of the actions list you will automatically have the on(release) script placed for you.



If you click on the target at the bottom of this window a pop-up box called Insert Target path. Select the icon named "the\_clip". Then select Play from the Actions list.

Using the same technique you can fill in the other buttons:

Stop

```
on (release) {  
    with (the_clip) {  
        stop ();  
    }  
}
```

Frame Forward

```
on (release) {  
    with (the_clip) {  
        nextFrame ();  
    }  
}
```

Frame Back

```
on (release) {  
    with (the_clip) {  
        prevFrame ();  
    }  
}
```

Rewind to start

```
on (release) {  
    with (the_clip) {  
        gotoAndStop (1);  
    }  
}
```

Finally if you select frame 1 of the main movie and double click add a stop to Frame Actions so that the movie doesn't start until you control it.