

Controlling QuickTime movies through Flash

Flash has the ability to import quicktime movies but it cannot play through the export of a flash file, however it can re-export to quicktime maintaining any layers created in flash including buttons. With that in mind we are going to explore creating navigation buttons in flash for quicktime.

The first thing you need to do is import the quicktime movie. In a new movie go to file > import and select your movie.

The movie comes in at frame 1 but the movie doesn't automatically extend to the finishing frame of the movie. What you have to do is go along the timeline and hit F5 (add frame) at various points to see where the movie ends. If you go over make sure that you delete any extra frames from the end of the movie.

You will then need to create the following buttons with these scripts and place them on a layer above the movie:

Play button:

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

Stop button:

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

Frame forward button:

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

Frame back button:

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

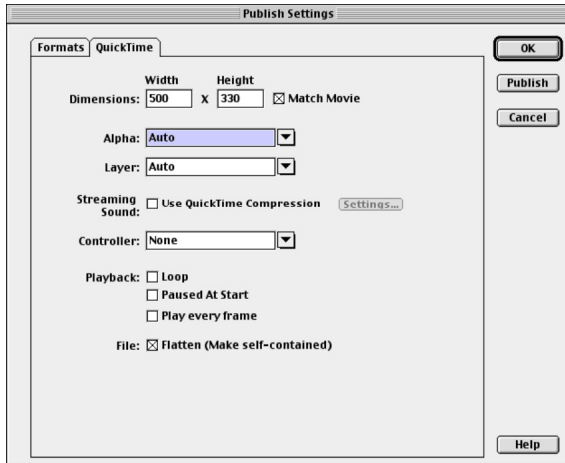
Rewind to start button:

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

This button could equally be gotoAndPlay (1); if you want it to automatically start.

Another great advantage with adding flash layers is that you can add a border so that if you are embedding it in a web page then you can keep the colouring and style of buttons and border of your site for your movie.

When exporting go to File > Publish settings and click on the check box for quicktime movie then go to publish and your screen should look a little like this:

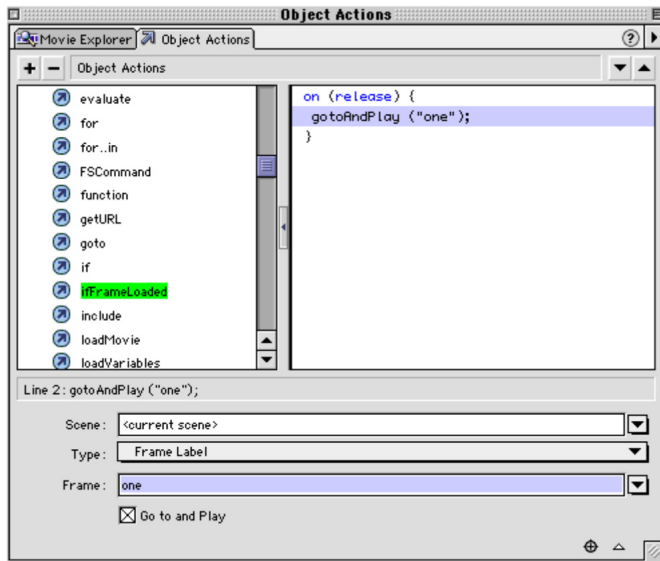


You can select your dimensions though it's best to keep to what you've set up to be right in your movie. It's good to leave the alpha and layer options to auto.

The function you need to make sure of is that the controller is set to none. This removes Quicktimes default controls and places in some other controls.

You may want to add other controls such as scene jumps similar to those found on menu's in DVD films. To do this create a new layer and at the appropriate scene start add a label to that frame. The label can be anything you want.

Then with your button just and the command:



So this goes to the frame label called "one" and plays that frame onwards.