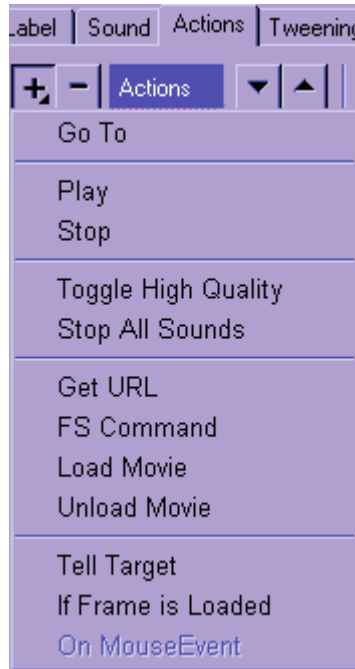


HOME**ALL ABOUT ACTIONS**

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Actions are necessary for getting your movie to work properly. You can create actions on frames by double-clicking the keyframe, or you can use them on symbols by double-clicking the symbol. By clicking the Plus sign you add actions, and the minus sign removes them. Here is a list of what actions you can add and what the properties of each are:

GOTO

The is to allow you to send to a certain area of the movie. You have the ability set the GoTo settings to the following:

- GoTo and Stop
- GoTo and Play
 - Scene
 - Frame Number
 - Label
 - Next Frame
 - Previous Frame

GET URL

This is where you can tell a button or frame to fetch a URL and and the target to load it at. The best advice is to use the full URL path. And for email just use the regular -- mailto:blah@blah.com -- address.

FS (FUTURESPLASH) COMMAND

To use FS Commands you need to be familiar with Javascript. Since I am not very great with FS Commands I have downloaded a .swf file tutorial courtesy of [EnetServe tutorials](#) so that you read up on them. [Click here to view the tutorial](#)

LOAD MOVIE - UNLOAD MOVIE

To view the Load movie page [click here](#).

This allows you to load .swf movies into seperate 'layers' called "LEVELS". Movies that are loaded into different levels should be the same dimension.

Your base movie is considered Level0. All the other movies that you choose to load you can place in a level of your choice ranging from 0-16000. If you load another movie into Level0 though, you will have to reload your main movie again if you need it back.

TELL TARGET

Allows you to have great control over MC's (Movie Clips). Only MC's with Instance Names can be controlled with Tell Target Commands. Give an MC a name by double clicking it, and under the Definition tab adding a name under Instance Options.

When you go to add a Tell Target action it will give you a list of all the MC Instances to choose from. Then from there you can add GoTo actions, Play, Stop, or whatever.

ADVANCED: [For more information on Tell Target Actions click here](#)

IF FRAME IS LOADED

This is used for PreLoader movies. It checks to see if a certain frames has been loaded, if so then movie starts -- if not, then loading sequence repeats itself.

ADVANCED: [For more information on how to create a Preloader movie click here](#)

ON MOUSEEVENT

Now this is for buttons only. You have the ability to have these kind of events for the button:

- On Press
- On Release
- On Release Outside
- On RollOver
- On RollOut
- On DragOver
- On DragOut

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