ANIMATION CARDS

1. Open Adobe Animate 2022
2. Create a new canvas 640x480
3. Frame rate 24.00
4. Platform type html5 canvas
5. Create it
6. Create a square
7. Resize 120 x 170
8. Anadir el fondo del cuadrado con color,etc
9. Luego convertirlo a symbol para darle un nombre y que se guarde en la libreria, a la derecha de la pantalla y este de facil acceso

**How to add a button to your animation**

1. Make sure your file is set to HTM5 canvas (Not actionscript 3.0. If it is not set to HTML5 then goto File and Convert and select HTML5)
2. Add a new layer outside of your folders and name it button. Add another layer and name it actions.
3. Click in frame 1 of the button layer and click Window>Components and open the User Interface folder. Click on the button and drag it onto the stage under the cards. In the properties panel in the box above movie clip, give the button an instance name e.g. playbutton and change the label to Play.
4. Click on the button on the stage then click Window>Actions to open the action panel. Paste in the following text:

var \_this = this;

$('#dom\_overlay\_container').on('click', '#playbutton', function() {

\_this.gotoAndPlay(2);

}.bind(\_this));

4. Click in frame 1 of the actions layer and open the actions panel. Add the following code:

var \_this = this;

\_this.gotoAndStop(1);

Now save and export your movie to swf format (ctrl and enter) and test the button works and the movie plays as expected.