MovieClip cheat sheet

Remember, to use these functions and properties on a MovieClip other than the main timeline, you must name your MovieClip on the stage and then in code write: myMovieClipName.stop() or myMovieClipName.alpha = .5.

Functions

stop()
Stops MovieClips on the frame they are currently on.
Note: if you have a nested MovieClip which is playing the stop() function will not affect any of the nested timelines.

play()
Resumes playing a MovieClip from its current frame.
Note: Just like the stop() function, if you have a nested MovieClip which is playing the play() function will not affect any of the nested timelines.

gotoAndStop(frame or frame label)
Jumps to a frame or frame label in your MovieClip, and then stops on that frame.

gotoAndPlay(frame or frame label)
Jumps to a frame or frame label in your MovieClip, and then continues playing from that frame.

Properties (variables)

scaleX	(Number)	The horizontal scale of your MovieClip as a number between 0 and 1. For example, 100% scale is 1, 50% scale is .5, 1% scale is .01, etc.
scaleY	(Number)	The vertical scale of your MovieClip. (see scaleX)
alpha	(Number)	The opacity of the MovieClip as a number between 0 and 1. (0 is 0% opacity, 1 is 100% opacity, etc)
x	(Number)	The horizontal position of your MovieClip from the top left corner of its container. If your MovieClip is on the main timeline, x = 0 would be the far left side. Note: This is based off your MovieClip's registration point. If your registration point is in the center of your movie, setting x=0 will cut off half of your movie.
y	(Number)	The vertical position of your MovieClip. (see x above)
width	(Number)	The width of your MovieClip in pixels.
height	(Number)	The height of your MovieClip in pixels
rotation	(Number)	The rotation of your MovieClip
visible	(true/false)	The visibility of your MovieClip. Makes your movie disappear without destroying it.
totalFrames	(Number)	The total number of frames of your movieclip
currentFrame	(Number)	The frame the movieclip is on. Note: You can only read this info. To jump to a different frame use gotoAndPlay() or gotoAndStop().
buttonMode	(true/false)	Jumps to a frame or frame label in your MovieClip, and then continues playing from that frame.

MovieClip cheat sheet (continued)

Adding interactivity

To add interactivity, reference the Mouse Events below. In the following example, we are going to make a MovieClip named myMovieClipName have its alpha change to 50%.

```
myMovieClipName.addEventListener(MouseEvent.CLICK, myClickFunction);

function myClickFunction(event):void {
        trace("I'm changing alpha now!");
        myMovieClipName.alpha = .5;
}
```

It doesn't matter what you name your function (i.e. myClickFunction) as long as you follow that format. The space between the curly brackets { } is yours to play with. Below is a list of different mouse actions you can take. To use them, replace the MouseEvent.CLICK from the example with the mouse event you wish to use. You can also use this on buttons as well.

Mouse Events

MouseEvent.CLICK
Triggered when you press and release the left mouse button over your MovieClip or button.

MouseEvent.ROLL_OVER
Triggered as soon as the mouse cursor rolls over your MovieClip or button.

MouseEvent.ROLL_OUT
Triggered as soon as the mouse cursor rolls off of your MovieClip or button.

MouseEvent.MOUSE_DOWN
Triggered when the mouse button is depressed. This is slightly different than MouseEvent.CLICK because this event happens as soon as the mouse button in pressed. It does not wait until it is released again like CLICK does.

MouseEvent.MOUSE_UP
Triggered when the mouse button is released over your MovieClip. There is a subtle difference between this event and MouseEvent.CLICK which is better left for a future discussion. For all intensive purposes, they are interchangeable.

MouseEvent.MOUSE_MOVE
Triggered when the mouse cursor moves over your MovieClip or button, and continues to trigger constantly as the mouse moves.