

Flex preloader template

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There is a SimplePreloader class available on Flash SVN common packages. You can use this to easily skin custom preloader for your Flex application. The class is available under package `com.eprize.flex.customcomponents.mx.preloaders.SimplePreloader`.

Note - This class does not work with Flex 2 due to bug that does not allow it to locate the appropriate .swf file that is embedded. Use Flex 3 instead.

Contents

- 1 Creating preloader skin
 - 1.1 Is there a template for /assets/preloader_assets.swf?
- 2 Placing SimplePreloader into Flex Application
- 3 I want to add more images in preloader screen!
- 4 See Also

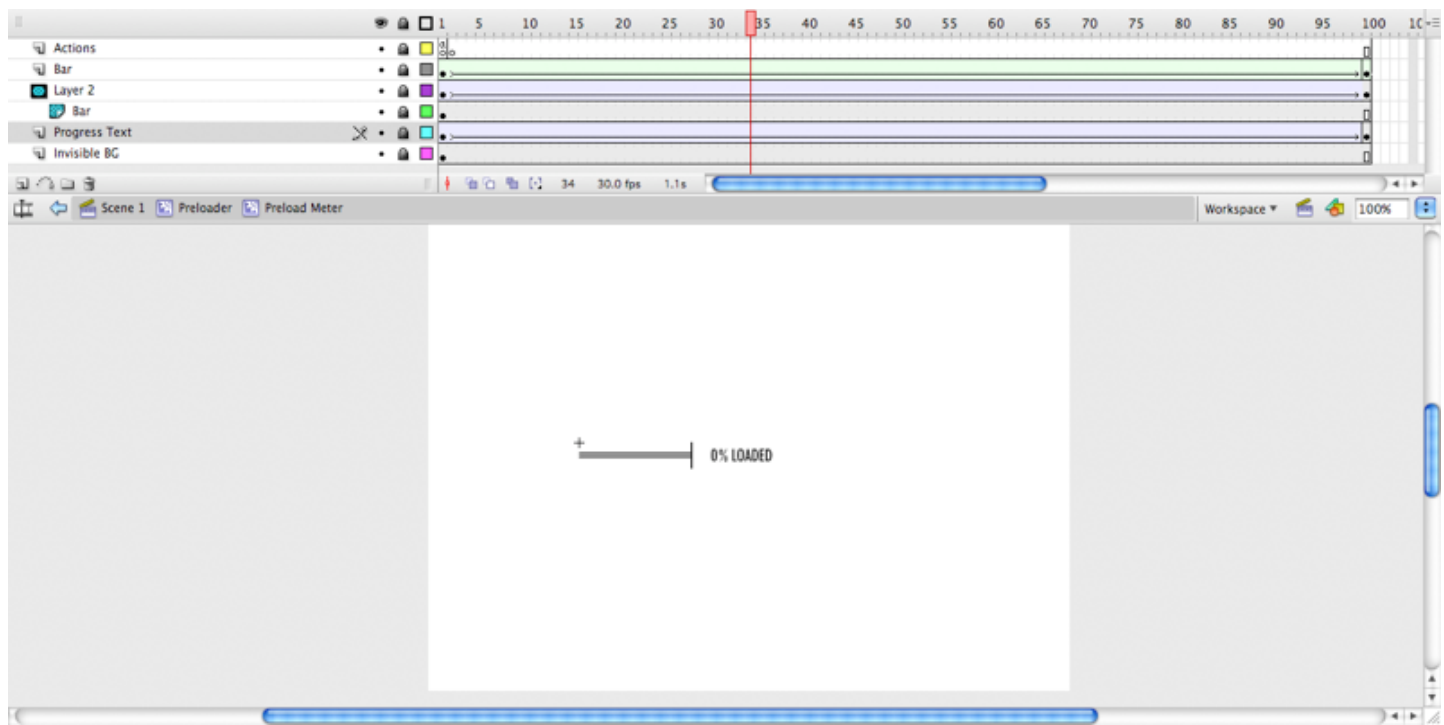
Creating preloader skin

To use this class, there needs to be a SWF file, **/assets/preloader_assets.swf**, which is a separate .swf containing preloader assets. The file needs to be placed under `assets` folder which should be created as one of the folders available at the top level of your source files (ex. under "src" folder of your Flex project). SimplePreloader will use symbol with Linkage ID `Preloader` as the preloader that displays in the center of the stage.

Here is what Preloader MovieClip structure should look like:

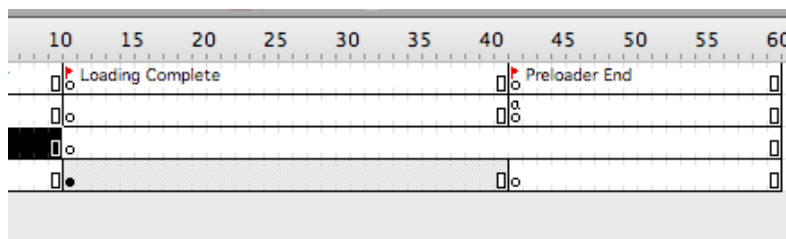
- MovieClip with Linkage ID `Preloader`, Two frame labels `Loading` `Complete` and `Preloader End`
 - MovieClip instance with name `preloadMeter` - contains 100 frames
 - MovieClip instance with name `progressText`
 - TextField instance with name `text_PercentLoaded`

In the first frame of the `Preloader` symbol, there should be a MovieClip instance named `preloadMeter` which contains 100 frames. As Flex application loads, it moves the playhead in it so appropriate progress can be shown. Optionally, it can contain MovieClip named `progressText` with a TextField inside it named `text_PercentLoaded`, so SimplePreloader can display % progress into `preloadMeter.progressText.text_PercentLoaded.text`.



Also in Preloader there should be two frame labels in following order so SimplePreloader knows when to do certain actions:

1. **Loading Complete** - SimplePreloader will jump to this frame and play whatever animation in here after 100% of the Flex application has been loaded.
2. **Preloader End** - Frame label located after Loading Complete. When play head reaches here after playing animation in Loading Complete, SimplePreloader will notify Flex application that it can start.



Is there a template for /assets/preloader_assets.swf?

You can obtain a template preloader_assets.fla that you can simply modify to use this class under Flash SVN location https://svn.int.eprize.net/svn/flash/common/samples/Flex_SimplePreloader/.

Placing SimplePreloader into Flex Application

To specify this preloader in a Flex application, set properties of main Application to following. Make sure you have Flash SVN common packages linked to your project.

```
<mx:Application
    xmlns:mx="http://www.adobe.com/2006/mxml"
    usePreloader="true" preloader="com.eprize.flex.customcomponents.mx.preloaders.SimplePreloader">
```

I want to add more images in preloader screen!

You can add more images such as backgrounds by extending the class and adding extra ActionScript code inside overridden setter `public function set preloader(preloader:Sprite):void`.

Example:

```
//-----  
//  
// Properties  
//  
//-----  
/**  
 * Inside this setter, you can place and adjust images that will show up  
 * while Flex application preloads.  
 */  
override public function set preloader(preloader:Sprite):void  
{  
  
    // This line is required to do all initialization for preloader  
    super.preloader = preloader;  
  
    // You can adjust the actual preloader through  
    // protected property this.preloaderClip  
    this.preloaderClip.x = 100;  
    this.preloaderClip.y = 100;  
  
    // and add more image to the preloader screen  
    var backgroundImage:Sprite = new SomeNeatImageToBeUsedAsBackground();  
    this.addChildAt(backgroundImage, this.getChildIndex(this.preloaderClip));  
}
```

See Also

- [Flash SVN - What is it?](#)
- [Flash SVN - Shared Code Packages](#)
- [Flash SVN - Documentation for common packages](#)
- [Linking Flash Common Packages to your Eclipse/Flex Builder](#)

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