



* Program 12 : Play and Stop Button.

1. Create New Document : File -> New
2. Take three layers: i.e. Layer 1, Layer 2 and Layer 3
3. Put one Circle on frame in Layer 1, and right click on that Circle and select Convert to Symbol (Symbol 1).
4. Select Graphics and press OK
5. Select Symbol 1 and Set color equal to Tint.
6. Put one Rectangle on Layer 2, and Select Text tool and write "Start" on that Rectangle.
7. Select Rectangle and Text on Layer 2, and right click to select Convert to Symbol (Symbol 2).
8. Select Button and press OK
9. Double click on Symbol 2, new window is open, in that select "Up" Key frame in Layer.
10. Press F6 (3 times) for Over, Down, and Hit.



11. Right Click on Symbol 2, and Select Action.
12. Write below Code in Action Window
On (release) &
play();
}
13. Repeat Steps 6 to 12 for Stop Button,
write stop(); function instead of play();
in the code.
14. Press F6 at 60th frame in all layers.
15. Select all frames from layer 1 and right
click on that and select Create Motion Tween
16. Set Source and Destination position of a
Circle.
17. Right Click on First keyframe of layer 1,
and Select Actions, and write stop();
function in Action window.
18. To Run, Press Ctrl + Enter.