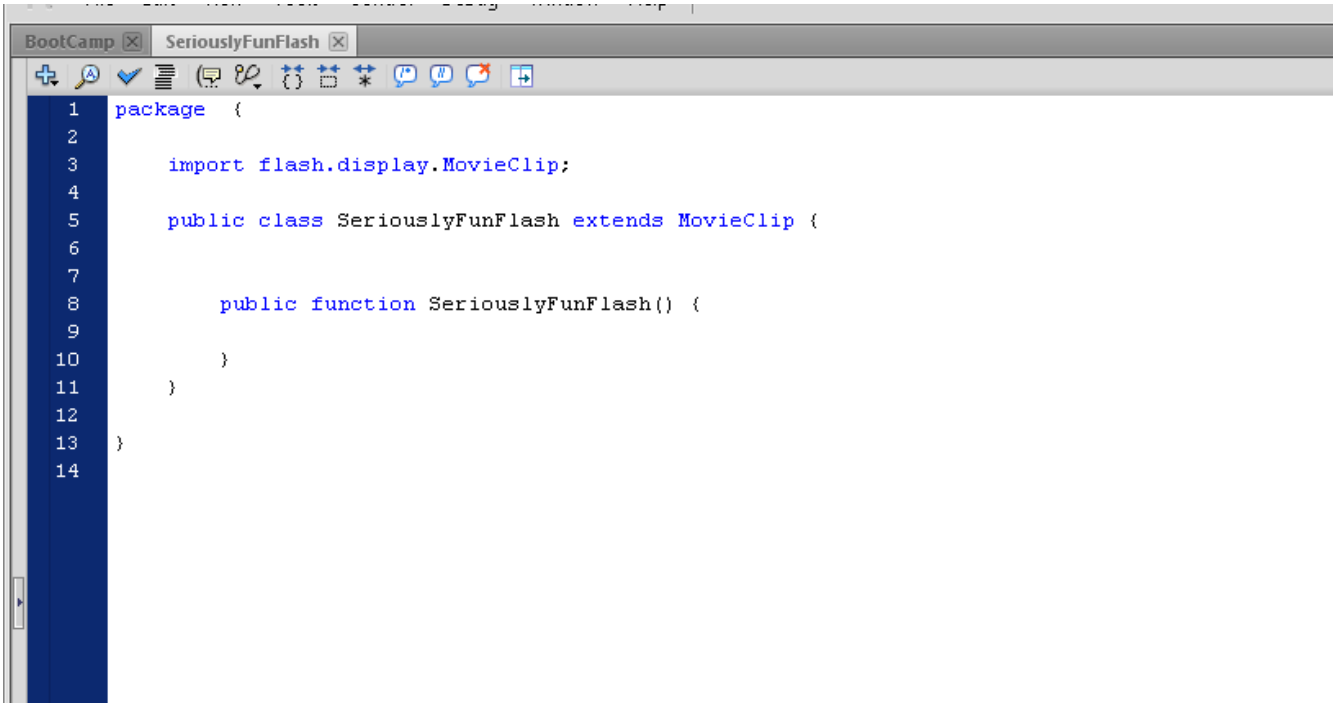
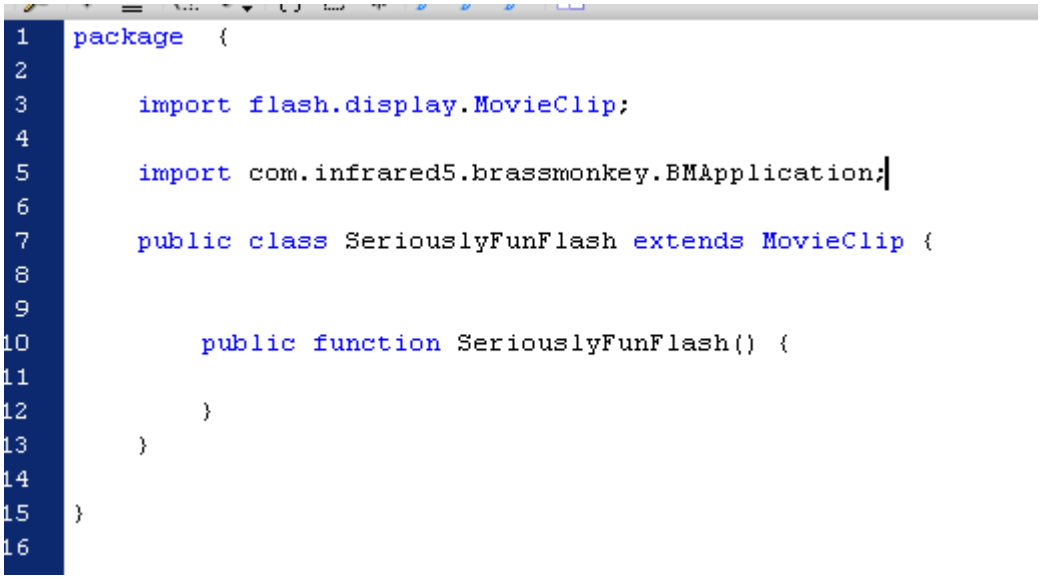
Method one to serious fun! Using event listeners

1) Make a document class for your fla file.




```
1  package  {
2
3      import flash.display.MovieClip;
4
5      public class SeriouslyFunFlash extends MovieClip {
6
7
8          public function SeriouslyFunFlash() {
9
10         }
11     }
12
13 }
14
```

2) Import the brass monkey application.



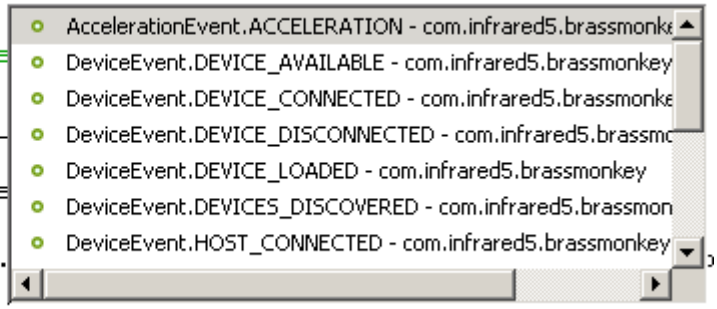
```
1  package  {
2
3      import flash.display.MovieClip;
4
5      import com.infrared5.brassmonkey.BMApplication;
6
7      public class SeriouslyFunFlash extends MovieClip {
8
9
10         public function SeriouslyFunFlash() {
11
12         }
13     }
14
15 }
16
```

3) Add handlers for join and parting devices

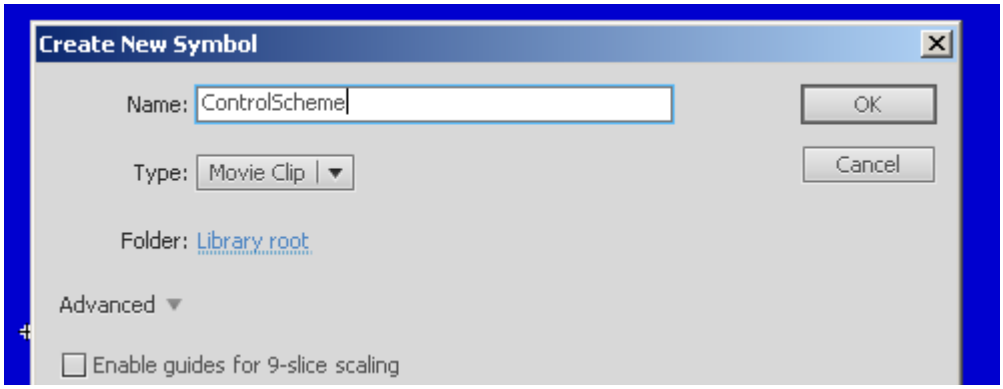
```
brassmonkey.addEventListener(DeviceEvent.DEVICE_CONNECTED, onDeviceConnected);
brassmonkey.addEventListener(DeviceEvent.DEVICE_LOADED, onDeviceReady);
brassmonkey.addEventListener(DeviceEvent.DEVICE_DISCONNECTED, onDeviceDisconnected);
```

4) Add handler for device interaction.

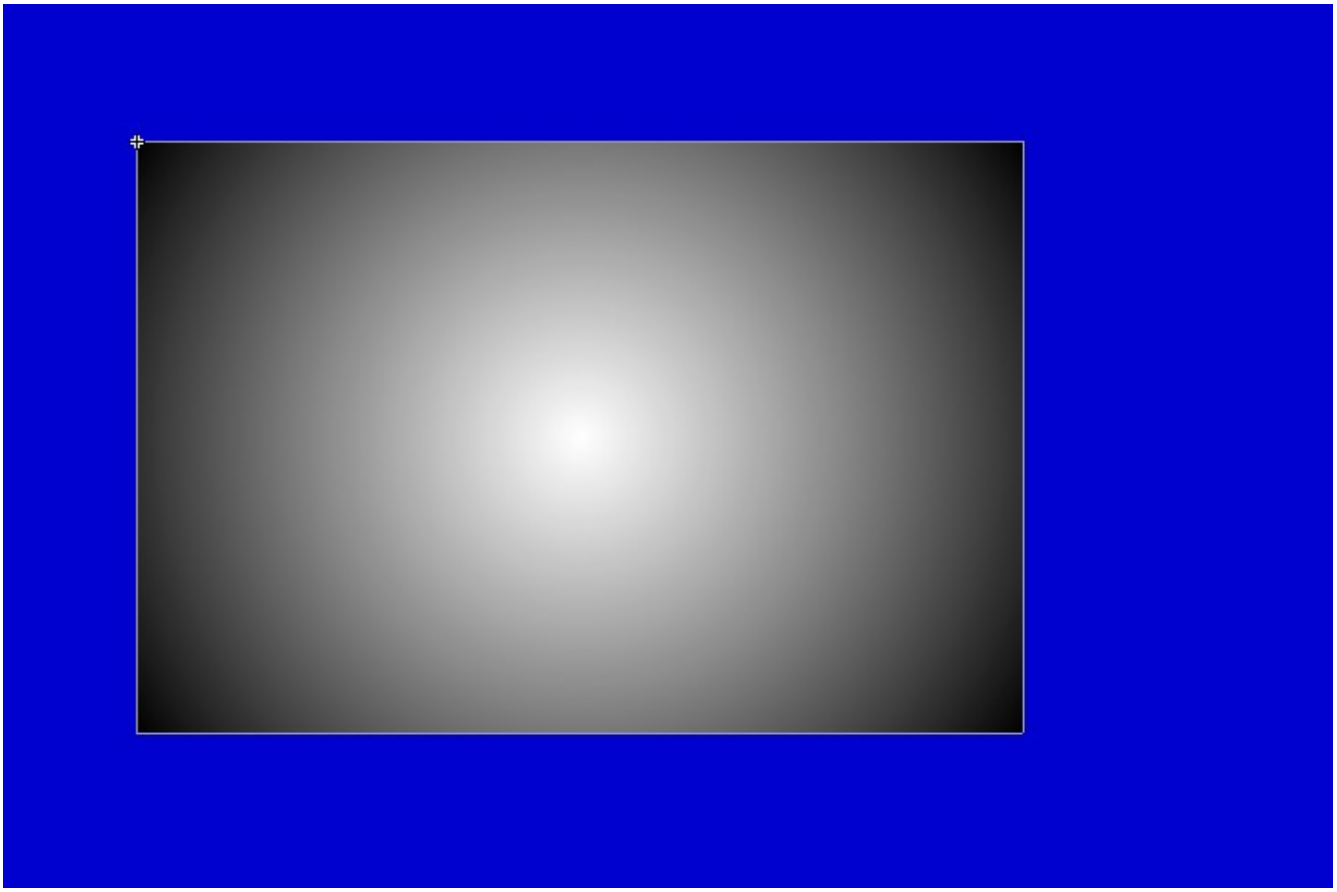
```
brassmonkey.addEventListener(

brassmonkey.initiate("Serious

SettingsManager.LOAD_DEFAULT_
SettingsManager.DEBUG=true;
var controlScheme:ControlSche

brassmonkey.session.registry.

brassmonkey.client=this;
```



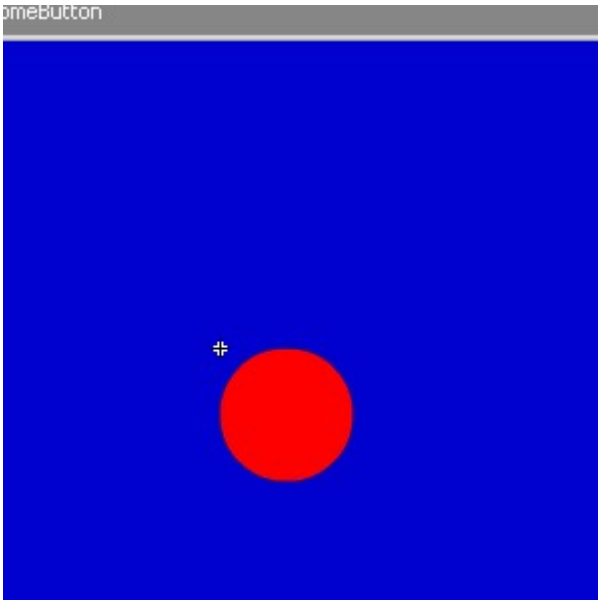
5) Control scheme is made from a movie clip. Create a new Symbol in the library.



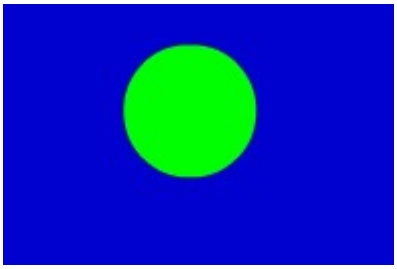
6) Make the bg clip at 480 X 320.



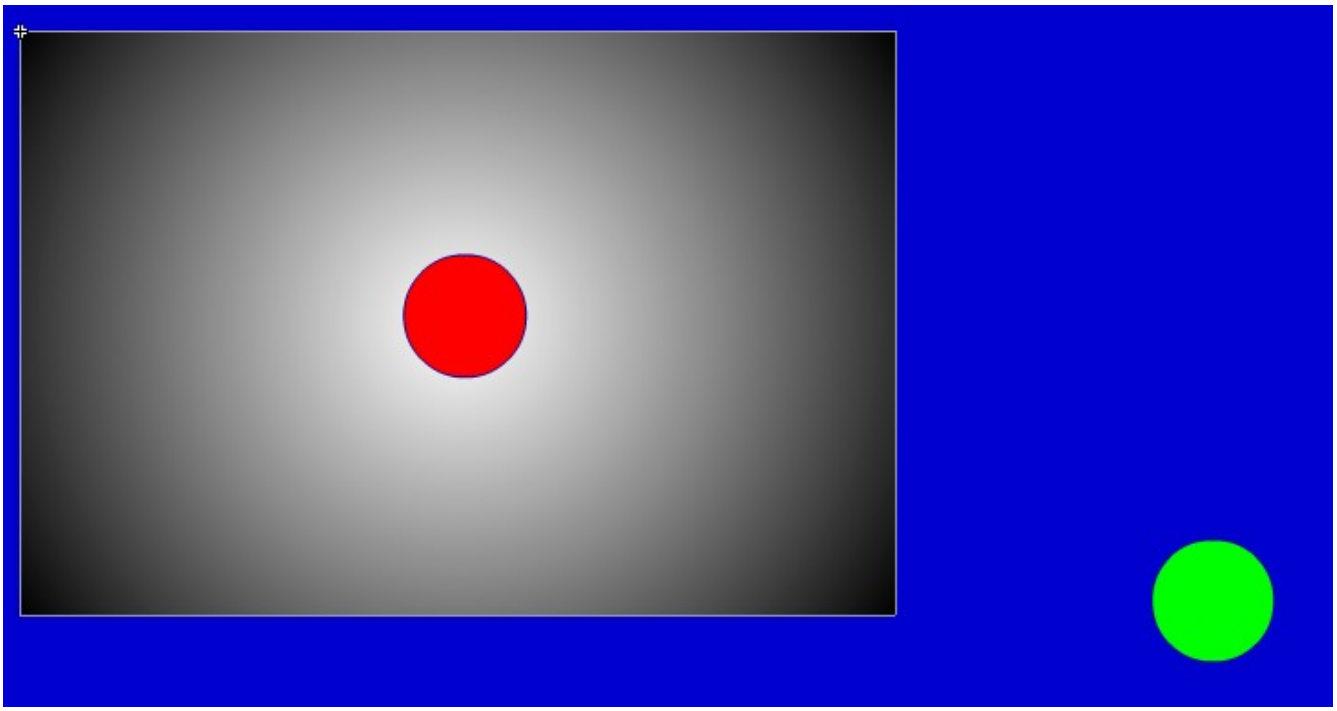
7) Make a button up skin Symbol . Here is 'SomeButton'



8) make a Down skin Symbol. And add 'Down' to it for 'SomeButtonDown'



9) Compose the background and buttons onto the ControlScheme symbol



NOTE: Do name the background image/graphics instances, the Button up instances, but Do not the button down instances. Put the Down skin instance to the right and below the stage layout. The instance name of the on stage Up skin will be the function handler name that is called with parameter 'up' or 'down'. 'myButton' is called without having a handler as seen below.

```
BMInvoke [id=30, methodName=myButton, returnMethodName=, paramsList=BMParameter [encoding=*, value=up]]
Failure executing method: myButton ReferenceError: Error #1069: Property myButton not found on SeriouslyFunFlash and there is no default value.
    at com.infrared5.brassmonkey.externals::BMInvoke/Call()[C:\workspaces\BMApps\bmapps\BMApps\src\com\infrared5\brassmonkey\externals\BMInvoke.as:81]
    at com.infrared5.brassmonkey::BMApplication/onPacketData()[C:\workspaces\BMApps\bmapps\BMApps\src\com\infrared5\brassmonkey\BMApplication.as:377]
    at com.infrared5.brassmonkey::Session/onRawPacketData()[C:\workspaces\BMApps\bmapps\BMApps\src\com\infrared5\brassmonkey\Session.as:206]
    at flash.events::EventDispatcher/dispatchEventFunction()
    at flash.events::EventDispatcher/dispatchEvent()
    at com.infrared5.brassmonkey.devices::Device/onPacket()[C:\workspaces\BMApps\bmapps\BMApps\src\com\infrared5\brassmonkey\devices\Device.as:367]
    at flash.events::EventDispatcher/dispatchEventFunction()
    at flash.events::EventDispatcher/dispatchEvent()
    at com.infrared5.brassmonkey.io::SocketServerStream/parsePacket()[C:\workspaces\BMApps\bmapps\BMApps\src\com\infrared5\brassmonkey\io\SocketServerStr
    at com.infrared5.brassmonkey.io::SocketServerStream/onSocketData()[C:\workspaces\BMApps\bmapps\BMApps\src\com\infrared5\brassmonkey\io\SocketServerSt
TouchSet[1]
7e3604e8d6fff6832c1d3bc2c1e472cf13a1ab4b
[object Acceleration]
TouchSet[0]
7e3604e8d6fff6832c1d3bc2c1e472cf13a1ab4b
[object Acceleration]
```

Include a handler for the button up skin instance name on your application client.

Lets change the color of the device which pressed the button.

```
public function myButton(btn:String):void
{
	//who pressed a button?
	var whoInvoked:Device = BMInvoke.SOURCE;

	for(var i:int=0;i<this.numChildren;i++)
	{
		//change color

	}
```

10) Add some logic to the acceleration events to draw on the device sprite.

ENJOY!