

Info:

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1. Array.asort

Author(s): info@sephiroth.it

Flash version: 5

DateTime: 15.02.2002

```
// -----  
// Sort alphabetically  
// case insensitive  
// -----  
Array.prototype.asort = function()  
{  
    var myfn;  
    myfn = function(element1,element2)  
    {  
        element1 = element1.toUpperCase();  
        element2 = element2.toUpperCase();  
        return element1 > element2;  
    }  
    return this.sort(myfn);  
}  
  
// -----  
// usage:  
// -----  
myarray = new Array("Alessandro","Giacomo","alessio","Valerio","Paola");  
myarray.asort();  
trace(myarray)  
  
(end of function)
```

2. Array.multipleSort

Author(s): info@sephiroth.it

Flash version: 5

DateTime: 25.02.2002

```
// -----  
// Sort multiple array  
// according to the first  
// array  
//  
// If you have many arrays  
// and you want to sort
```

```
// one of this mantaining
// the reference of all the
// others arrays unchanged
// use this function.
// array.sort(array1[,array2,...,arrayn])
// -----
Array.prototype.sort = function()
{
    var mysort;
    var masterArray = new Array();
    for(var a = 0; a < this.length; a++)
    {
        masterArray[a] = new Array();
        masterArray[a][0] = this[a];
        for(var b = 1; b <= arguments.length; b++)
        {
            masterArray[a][b] = arguments[b-1][a];
        }
    }
    mysort = function(element1,element2)
    {
        element1 = element1[0].toUpperCase();
        element2 = element2[0].toUpperCase();
        return element1 > element2;
    }
    masterArray.sort(mysort);
    for(var a = 0; a < masterArray.length; a++)
    {
        this[a] = masterArray[a][0];
        for(var b = 1; b < masterArray[a].length; b++)
        {
            arguments[b-1][a] = masterArray[a][b];
        }
    }
}

// -----
// usage example 1:
//
// sorting two arrays
// -----
first = new Array("Elisa","Alberto","Alessandro","Gertrud","andrea");
second = new Array("crugnola","danieli","crugnola","buckl","Gamberoni");
first.sort(second);

// -----
// usage example 2
//
// sorting 3 arrays
// -----
first1 = new Array("Elisa","Alberto","Alessandro","Gertrud","andrea");
```

```
second1 = new Array("crugnola","danieli","crugnola","buckl","Gamberoni");
third1 = new Array("Gavirate","Vicenza","Padova","Munchen","Armino (Gavirate)");
first1.multipleSort(second1, third1);
```

(end of function)

3. Array.compare

Author(s): davb86@libero.it

Flash version: 5

DateTime: 25.02.2002

```
// -----
// Compare two arrays and insert
// the result (biggest array,
// elements of arrays) in a function
//
// Author: Davide Beltrame (Broly)
// Mail: davb86@librero.it
// -----

Array.prototype.compare = function(){
var diff,second,c,arrprop,arrell,arrel2

arrprop = new Array()
second = arguments[0]
diff = (this.length-second.length ? "Biggest array is "
+this : a-b != 0 ? "Biggest array is " + second : "Arrays are equals")

arrprop.push(diff)
arrprop.push("1st Array has " + this.length + " elements")
arrprop.push("2nd Array has " + second.length + " elements")

arrell = new Array()
for(c=0;c<this.length;c++){
arrell.push("Element" + (c+1) + " of Array1 = " +this[c])
arrell.push("Type of element" + (c+1) + " of Array1 = "
+ typeof(this[c]))
}

arrel2 = new Array()
for(c=0;c<second.length;c++){
arrel2.push("Element" + (c+1) + " of Array2 = " + second[c])
arrel2.push("Type of element" + (c+1) + " of Array2 = "
+ typeof(second[c]))
}

arrprop.push(arrell)
```

```
arrprop.push(arrel2)

return arrprop
}

//Usage samples
arrayA = new Array("A","B","C","D","E","F")
arrayB = new Array(1,2,3,4,5)
trace("All results: " + arrayA.compare(arrayB))

//Insert results in a variable
a = arrayA.compare(arrayB)
//Tracing only some results
trace("Only one result: " + a[0])
trace("Another one result: " +a[4][1])

// Usage instructions
// Syntax: 1st Array tocompare.compare(2nd Array to compare)

// You can trace all results: trace("All results: "
+ 1st Array tocompare.compare(2nd Array to compare))

// But you can also view only some results, for example
//a = arrayA.compare(arrayB)
//trace("Only one result: " + a[0])
//trace("Another one result: " +a[1])
//
// Follow you can read the order of results
// [0] <- Biggest array (if arrays are equals,
// return "Arrays are equals"
// [1] <- Number of 1st array's elements
// [2] <- Number of 2nd array's elements

// [3] <- Elements (and type of it) in 1st Array
<---- For this parameter you can pick only an element, for example
// [3][0] return the 1st element of first array,
// [3][1] return type of the 1st element of first array

// [4] <- Elements (and type of it) in 2nd Array
<---- For this parameter you can pick only an element, for example
// [4][0] return the 1st element of second array,
// [4][1] return type of the 1st element of second array

(end of function)
```

4. Array.Compare v.2

Author(s): davb86@libero.it - info@sephiroth.it

Flash version: 5

DateTime: 01.03.2002

```
// -----
// ARRAY COMPARE - V. 2
// Compare two arrays and insert
// the result (biggest array,
// elements of arrays) in a function
//
// Author: Davide Beltrame (Broly)
// Mail: davb86@librero.it
//
// Thanks to Sephitoth for the idea
// of the new usage of the array
// properties in the result
// -----

Array.prototype.compare = function () {
var diff, second, c, result, arrel1, arrel2;

second = arguments[0];

diff = this.length-second.length>0 ? this
: this.length-second.length != 0 ? second : "Arrays are equals";

second = diff == this ? second : this;

diff.arrel1 = new Array();

for (c=0; c<diff.length; c++) {
diff.arrel1.push("Element"+(c+1)+" of Array1 = "+diff[c])
diff.arrel1.push("Type of element"+(c+1)
+" of Array1 = "+typeof (diff[c]))
}

diff.arrel2 = new Array();
for (c=0; c<second.length; c++) {
diff.arrel2.push( second[c] );
diff.arrel2.push( typeof(second[c]));
}

result = new Array();

result.biggest = diff;
result.biggest.length = diff.length;
result.biggest.elements = diff.arrel1;

result.second = second;
result.second.length = second.length;
result.second.elements = diff.arrel2;
```

```
return result;

}

// Usage samples
arrayA = new Array("A", "B", "C", "D", "E", "F");
arrayB = new Array(1, 2, 3, 4, 5, 6, 7);

// Trace a properties
trace ("Biggest array: " + arrayA.compare(arrayB).biggest);
trace ("Second array: " + arrayA.compare(arrayB).second);
trace ("Type of 1st second Array element: "
+ arrayA.compare(arrayB).second.elements[1]);
trace("")
// Assign a properties to a var
a = arrayA.compare(arrayB).second.length;
trace("A value: " + a)

// Usage instructions
//
// Syntax:
// 1st Array to compare.compare(2nd Array to compare)
// (example: ArrayA.compare(ArrayB)
//
// New syntax for return the properties in this version
//
// The syntax is:result.(array).(property)
// For example: result.biggest.length return the
// lenght of biggest array
// result.second.lenght return the lenght of other array
//
// Array parameter can have one of this values
//
// biggest <- the biggest array
// second <- other array
//
// PROPERTIES
//
// length <- length of the array
// elements <- list of elements and their type
// (you can return only an element or his type
// with this syntax: result.(array).elements[n]
// For example
// result.biggest.elements[0]
<- return the 1st biggest array element
// result.biggest.elements[1]
<- return the type of 1st biggest array element
// Using result.(array).elements,
Flash return a list of all elements (and their type) in the array
```

(end of function)

5. Array.repl

Author(s): davb86@libero.it - info@sephiroth.it

Flash version: 5

DateTime: 04.03.2002

```
// -----  
//          Array.repl - v 1.1  
//  
//          Search (and optionally replace)  
//          an element into an array  
//  
//          This function is case-sensitive  
//  
// Author: Davide Beltrame (Broly) - Sephiroth  
// Mail: davb86@libero.it - info@sephiroth.it  
// -----  
  
Array.prototype.repl = function(){  
    var toSearch, toReplace, a  
  
    toSearch= arguments[0]  
    toReplace = arguments[1]  
  
    if(toSearch == "") {  
        return null;  
    }  
  
    for(a=0;a<this.length;a++){  
        if(this[a] == toSearch){  
            this[a] = toReplace  
        }  
    }  
  
    return this;  
}  
  
//Usage sample  
  
//Create the array(s) to examine  
arr = new Array("Hello","world","How","are","you","?","Hello")  
arr2 = new Array(1,2,3,4,5,6,79)  
  
trace("Original array 1: " + arr)
```

```

trace("Original array 2: " + arr2)

//Replace an element of array and return new array
trace("Replace an element and return the mod array: "
+arr.repl("Hello","***"))
trace("Replace an element and return the mod array (2): "
+arr2.repl("79","Was"))

// Instructions
//
// Syntax: Array.repl("toSearch","Replace")
//
// Array
// <- the Array to examine (needed)
// toSearch
// <- Element to search into the array (needed)
// Replace
// <- Element that replace the searched object in the array (optional)

// The function return the position of searched element in the array
// If you insert "replace" parameter
// (for replace the searched element in the array),
// original array has mod

(end of function)

```

6. Array.removeDuplicates

Author(s): info@sephiroth.it

Flash version: 5

DateTime: 07.03.2002

```

// -----
// Remove all duplicates in array
// Syntax:
// -----
// case sensitive:
// array.removeDuplicates("s")
// case insensitive:
// array.removeDuplicates("i")
// -----
Array.prototype.removeDuplicates = function(c)
{
    var i,j,temp;
    if(c==undefined) c = "s";
    temp = this.slice();
    for(i = 0; i < temp.length; i++)
    {

```



```

for(j = 0; j < temp.length; j++)
{
    if((c=="s" ? temp[j] : temp[j].toLowerCase()) ==
(c=="s" ? temp[i] : temp[i].toLowerCase()))
    && i != j){ temp.splice(j,1); j-- }
}
}

return temp;
}
Object.prototype.Array=arTemp;
// -----
// USAGE
// -----
originary_array = ["A","B","A","C","C","D","G","J","j","K","A"];
alteredArray = originary_array.removeDuplicates('i'); // case insensitive

trace("Original: " + originary_array);
trace("Altered: " + alteredArray);

(end of function)

```

7. Array.clean

Author(s): davb86@libero.it

Flash version: 5

DateTime: 04.04.2002

```

// -----
//          Array.clean
//          prototype function
//
// by Davide Beltrame (Broly)
// e-mail: davb86@libero.it
//
// This function remove the empty element
// from an array
//
// Syntax
//
// arrayname.clean(to_delete)
//
// Parameter: to_delete <- element to delete from the array
//
// -----
Array.prototype.clean = function(to_delete)
{
    var a;
    for (a = 0; a < this.length; a++)

```

```

{
    if (this[a] == to_delete)
    {
        this.splice(a, 1);
        a--;
    }
}
return this;
};

//Usage sample
arr= new Array("", "Hello", "Friend", "", "Hello", "", "World")
trace("Original array: " + arr) //Trace original array
trace("Cleaned array: " + arr.clean("")) // Trace cleaned array (delete empty values)
//trace("Cleaned array : " + arr.clean("Hello"))
// Trace cleaned array (delete "Hello" values)

```

(end of function)

8. Array.randoMix

Author(s): mail@stefanocorradi.com

Flash version: 5

DateTime: 05.05.2002

```

// -----
// by Stefano Corradi
// e-mail: mail@stefanocorradi.com
//
// This function is useful for mixing
// the components of an array.
// If the array is empty and you don't pass
// any parameter,
// the array assumes the default value of
// 10 numbers in mixed order.
// Anyway, if the array is empty and you
// pass a numerical parameter,
// the function assumes the value of that
// parameter and it mixes as many
// numbers as you suggested.
//
// Utilization:
// - when you need to have a random numerical list without any repetition
// - when you have to mix your array like a cards pack
//
// Syntax
//

```

```
// myArray.randoMix(rdm)
//
// Parameter: rdm <- numbers to distribute in random order
//
// -----
Array.prototype.randoMix = function(rdm) {
  if (this.length<1) {
    if (rdm == null || rdm<0) {
      rdm = 10;
    }
    for (c=0; c<rdm; c++) {
      this[c] = c+1;
    }
  }
  rdm = this.length;
  for (i=0; i<rdm; i++) {
    rdMix = random(rdm);
    this.temp = this[rdMix];
    this.push(this.temp);
    this.splice(rdMix, 1);
    rdm--;
  }
};

// -----
// Examples.
// -----
/*
arr1 = new Array("one", "two", "three", "four", "five");
arr1.randoMix();
trace(arr1);

arr2 = new Array();
arr2.randoMix();
trace(arr2);

arr3 = new Array();
arr3.randoMix(20);
trace(arr3);
*/

(end of function)
```

9. Array.search

Author(s): info@sephiroth.it

Flash version: 6

DateTime: 18.05.2002

```
// ---
// find position of a value
// inside an array according
// to the 'ago' parameter
// return -1 if not found
//
// --- syntax:
// array.search( value [, from, strict])
// - value: value to search
// - from: starting position
// - strict: boolean value. if true it will
//           search also if type of values
//           corresponds
// ---
Array.prototype.search = function(ago, from, strict)
{
    if(from == undefined || from >= this.length) from = 0;
    strict = strict == undefined ? false : strict;
    for(var a = from; a < this.length; a++)
    {
        if(this[a] == ago)
        {
            if(strict)
            {
                if(this[a].__proto__ == ago.__proto__)
                {
                    return a;
                }
            } else {
                return a;
            }
        }
    }
    return -1;
};

// -----
// usage
// -----
/*
a = [0,1,2,3,4,5,'',7,"0",1]
b = "0"
result = a.search(b) // return 0
result2 = a.search(b,0,true) // return 8
result3 = a.search(b,9) // return -1
*/

(end of function)
```

10. Array.s_concat

Author(s): info@sephiroth.it

Flash version: 6

DateTime: 15.07.2002

```
// -----  
// Array.s_concat()  
// Return a new array containings  
// only the items presents in the  
// two array passed  
//  
//  
// usage:  
// Array.s_concat(compareArray);  
// -----  
Array.prototype.s_concat = function (secondArray) {  
    if(arguments[0] == undefined)  
    {  
        return new Array();  
    }  
    if (!(secondArray instanceof Array))  
    {  
        secondArray = [secondArray];  
    }  
    var niceArray = [];  
    var usedItems = [];  
    for (var a = 0; a < this.length; a++)  
    {  
        for (var b = 0; b < secondArray.length; b++)  
        {  
            if(this[a] == secondArray[b])  
            {  
                var allowInsert = true;  
                for(var c = 0; c < usedItems.length; c++)  
                {  
                    if(this[a]==usedItems[c])  
                    {  
                        allowInsert = false;  
                        break;  
                    }  
                }  
                if(allowInsert)  
                {  
                    niceArray.push(this[a]);  
                    usedItems.push(this[a]);  
                }  
                break;  
            }  
        }  
    }  
}
```

```

    return niceArray;
};
/*
// EXAMPLE
a1 = ['a', 'b', 'b', 'c', 'a'];
a2 = ['1', '2', 'a', 'a', 'c', 'C', 'b'];
result = a1.s_concat(a2);
*/

(end of function)

```

11. Array.d_concat

Author(s): info@sephiroth.it

Flash version: 6

DateTime: 15.07.2002

```

// -----
// Array.d_concat
//
// Returns a new array
// containig only elements
// not present in both arrays
// -----
Array.prototype.d_concat = function (secondArray) {
    if (arguments[0] == undefined)
    {
        return new Array ();
    }
    if (!(secondArray instanceof Array))
    {
        secondArray = [secondArray];
    }
    var niceArray = [];
    var tmpArray = [];
    // -----
    // first Array checks
    // -----
    for (var a = 0; a < this.length; a++)
    {
        var firstAllow = true;
        for (var b = 0; b < secondArray.length; b++)
        {
            if (this[a] == secondArray[b])
            {
                firstAllow = false;
                break;
            }
        }
    }
}

```

```
if (firstAllow)
{
    var allowInsert = true;
    for (var c = 0; c < tmpArray.length; c++)
    {
        if (this[a] == tmpArray[c])
        {
            allowInsert = false;
            break;
        }
    }
    if (allowInsert)
    {
        niceArray.push (this[a]);
        tmpArray.push (this[a]);
    }
}
for (var a = 0; a < secondArray.length; a++)
{
    var firstAllow = true;
    for (var b = 0; b < this.length; b++)
    {
        if (secondArray[a] == this[b])
        {
            firstAllow = false;
            break;
        }
    }
    if (firstAllow)
    {
        var allowInsert = true;
        for (var c = 0; c < tmpArray.length; c++)
        {
            if (secondArray[a] == tmpArray[c])
            {
                allowInsert = false;
                break;
            }
        }
        if (allowInsert)
        {
            niceArray.push (secondArray[a]);
            tmpArray.push (secondArray[a]);
        }
    }
}
return niceArray;
};
/*
// -----
```

```
// EXAMPLE
// usage
// -----
a1 = [1, 2, 3, 4, 5, 3, 3, 3, 3, 3, 3, 3, 'n', 'ma', 'pippo', 'pluto', 'topolino', 'minni',
'paperoga', 'macromedia', 'mm'];
a2 = [0, 1, 0, 2, 0, 5, 6, 8, 1];
result = a1.d_concat (a2);
*/

(end of function)
```

12. Array.getAt

Author(s): alessandro@sephiroth.it

Flash version: 6

DateTime: 10.10.2002

```
Array.prototype.getAt = function(a){
    return this[a-1];
}

// this is for whom came from Director, which starts indexing
// the array from 1 instead 0 as AS, and uses the getAt
// function to retrieve a value from the array

(end of function)
```

13. Array.shuffle

Author(s): info@adora.it

Flash version: 6

DateTime: 22.11.2002

```
// Shuffle our arrays by kingdavid: www.adora.it - info@adora.it
Array.prototype.shuffle = function() {
    var myArray = new Array();
    for (i=0; i<this.length; i++) {
        var control = true;
        while (control) {
            j = int(random(this.length));
            if (myArray[j] == undefined) {
                myArray[j] = this[i];
                control = false;
            }
        }
    }
    return myArray;
}
```



```
};

/*
ourArray = new Array("This", "is", "our", "Array");
shuffled = ourArray.shuffle();
trace(shuffled);
*/

(end of function)
```

14. Array.list

Author(s): info@adora.it

Flash version: 6

DateTime: 24.11.2002

```
// similar to php list function
// by kingdavid - www.adora.it - info@adora.it
Array.prototype.list = function() {
    var i = 0;
    var myArray = new Array();
    while (i<this.length) {
        _global[arguments[i]] = this[i];
        i++;
    }
};

ourArray = new Array("This", "is", "my", "prototype");
/* usage:
define now our global variables into list function: ex. a,b,c,d
ourArray.list("a", "b", "c", "d");
trace(a);
trace(b);
trace(c);
trace(d);*/

(end of function)
```

15. Array.SumArrays

Author(s): blackbox@bbbcmx.net

Flash version: 6

DateTime: 06.01.2003

```
//--2 Arrays Sum
//--Israel Cazares
Array.prototype.SumArrays = function(ArraysNumElements, ArrayName1, ArrayName2) {
    for (x=0; x<ArrayNumElements; x++) {
```

```

    this[x] = Number(ArrayName1[x])+Number(ArrayName2[x]);
    trace(this[x]);
}
};

/--Usage:
/*ArrayOne = new Array("1", "2", "3", "4", "5", "6");
ArrayTwo = new Array("2", "4", "6", "8", "10", "12");
ArrayThree = new Array();
ArrayThree.SumArrays(6, ArrayOne, ArrayTwo);*/

(end of function)

```

16. Array.mostFrequentOccurrence

Author(s): info@alessandroperrone.com

Flash version: 5

DateTime: 10.12.2002

```

// Find the most frequent occurrence of an item in an array
Array.prototype.mostFrequentOccurrence = function() {
    var myArray = new Array();
    var x = 0;
    for(var i=0; i<this.length; i++){
        var current = this[i];
        var c = 0;
        for(var j=0; j<this.length; j++){
            if(this[j] == current){
                c++;
                myArray[x] = c;
            }
        }
        if(myArray[x-1] <= myArray[x] || myArray[x-1] == undefined){
            var most = current;
            x++;
        }
    }
    return most;
};

/*score = [1,5,5,6,5,8,5,6,9,8,6];
highest = score.mostFrequentOccurrence();
trace(highest);*/

(end of function)

```

17. Array.NoEmpty

Author(s): davb86@libero.it*Flash version:* 5*DateTime:* 19.12.2002

```
// Prototype by Broly (davb86@libero.it)
// This prototype count the no empty or undefined elements
//in an array

Array.prototype.NoEmpty = function(){
    var num
    for(a=0;a<this.length;a++){
        if(this[a] != undefined && this[a] != ""){
            num++
        }
    }
    return num
}

// SAMPLE
// arr = new Array("a","b","c","","","f")
// trace(arr.noEmpty())

(end of function)
```

18. Array.assoc

Author(s): info@adora.it*Flash version:* 6*DateTime:* 26.12.2002

```
// arrayAssoc by Davide Finocchietti
// www.adora.it - info@adora.it
// version Beta - PS. Divertiamoci anche con gli array associativi...
//
Array.prototype.indexOf = function(key) {
    var i = 0;
    while (i<=this.length+1) {
        if (this[i] == key) {
            return i;
        }
        i += 2;
    }
};

Array.prototype.set = function() {
    arguments = arguments[0].split("=>");
    if (this.indexOf(arguments[0]) == null) {
        this.push(arguments[0]);
        if (!(Number(arguments[1]))) {
            this.push(arguments[1]);
        }
    }
};
```

```

    } else {
        this.push(Number(arguments[1]));
    }
} else {
    var j = this.indexOf(arguments[0]);
    this[j+1] = arguments[1];
}
};
Array.prototype.get = function(key) {
    var j = this.indexOf(key);
    if (j != undefined) {
        return this[j+1];
    }
};
/* // usage
alunni = new Array();
alunni.set("Davide=>Finocchietti");
alunni.set("Alessandro=>Crugnola");
alunni.set("Davide=>Beltrame");
alunni.set("Luca=>Ugliola");
st = alunni.get("Alessandro");
trace(st);
*/

(end of function)

```

19. Array.insert

Author(s): alessandro@sephiroth.it

Flash version: 6

DateTime: 17.02.2003

```

// *****
// Array.prototype.insert(index,value)
// insert a value in a specified index
// position in the array without
// overwrite other keys
//
// usage:
// Array.insert(index, value)
// example:
// a = [1,2,3,4]
// b = a.insert(1,'foo')
// --> b = [1,'foo',2,3,4]
// *****

Array.prototype.insert = function(index,value){
    if(!(index>=0)) return
    var original = this.slice()

```

```

var temp = original.splice(index)
original[index] = value
original = original.concat(temp)
return original
}

```

(end of function)

20. Array.joinArrays

Author(s): Nico Giraldi

Flash version: 6

DateTime: 17.02.2003

```

// *****
// JoinArrays
// intersect every element of 1st array with
// all elements of array2
// usage:
// array = array.joinArrays(array1,array2)
// example:
// ArrayOne = new Array("1", "2", "3", "4", "5", "6");
// ArrayTwo = new Array("a", "b", "c", "d");
// ArrayThree = new Array();
// ArrayThree.joinArrays(ArrayOne, ArrayTwo);
// *****
Array.prototype.joinArrays = function(ArrayName1, ArrayName2) {
    for (var x = 0; x < ArrayName1.length; x++) {
        for (var i = 0; i < ArrayName2.length; i++) {
            this.push(Number(ArrayName1[x]) + String(ArrayName2[i]))
        }
    }
    return this
};
ASSetPropFlags(Array.prototype, 'joinArrays', 1)

```

(end of function)

21. Array.insertAt

Author(s): alessandro@sephiroth.it

Flash version: 6

DateTime: 25.02.2003

```

// =====
// Array.prototype.insertAt(value,arg0,...,argn);

```

```
// Insert a value into a multidimensional array
// creating keys in case they don't exist.
// Usage:
//   array.insertAt(value_to_insert, key1, key2...);
//
// Alessandro Crgunola
// alessandro@sephiroth.it
// http://www.sephiroth.it
// =====
Array.prototype._$insertAt = function () {
    if (!(arguments[0].length > 0)) {
        return;
    }
    var value = arguments[1];
    arguments = arguments[0];
    while (arguments.length > 0) {
        var _$key = arguments[0];
        if (!(this[_$key] instanceof Array)) {
            this[_$key] = new Array ();
        }
        if (arguments.length < 2) {
            this[_$key] = value;
            return;
        }
        arguments.splice (0, 1);
        var _$args = arguments.splice (0);
        this[_$key]._$insertAt (_$args, value);
    }
};
Array.prototype.insertAt = function (value) {
    this._$insertAt (arguments.splice (1), value);
};
ASSetPropFlags (Array.prototype, "_$insertAt,insertAt", 1);
// =====
// Example usage:
// my_array = [[0, 0], [0, 0]];
// my_array.insertAt ("mamma mia!", 1, 1, 5, 8, 7, 9, 10);
// =====

(end of function)
```

22. Array.get

Author(s): alessandro@sephiroth.it

Flash version: 6

DateTime: 25.02.2003

```
// =====
// Array.prototype.get(arg0,arg1,...,argn);
```

```
// This is the replacement for get the value of
// a multidimensional array..
//
// Instead of using:
// value = myArray[0][1][2][3][4]
// you can use:
// value = myArray.get(0,1,2,3,4)
//
// Usage:
//   array.get(value_to_insert, key1, key2...);
//
// Alessandro Crgunola
// alessandro@sephiroth.it
// http://www.sephiroth.it
// =====
Array.prototype.get = function () {
  if (arguments[0] instanceof Array) {
    arguments = arguments[0];
  }
  return arguments.length == 1 ? this[arguments[0]] : this[arguments[0]].get (arguments.splice
(1));
};
ASSetPropFlags(Array.prototype,"get",1)
```

(end of function)

23. Array.Sum + Average

Author(s): wiebe@tjisma.com

Flash version: 6

DateTime: 02.06.2003

```
Array.prototype.sum = function(){
  var result,i=0;
  while(i<this.length){
    result+=this[i];
    i++;
  }
  return result
}

Array.prototype.average = function(){
  var res = ( this.sum() / this.length );
  return res;
};
```

(end of function)

24. Array.checkExistence

Author(s): info@southfish.it

Flash version: 6

DateTime: 12.06.2003

```
// check the element's existence of our array by Southfish
Array.prototype.checkExistence = function(value) {
    for (i=0; i<=this.length; i++) {
        if (this[i] == value) {
            checktmp++;
        }
    }
    if (checktmp>0) {
        return true
    } else {
        return false;
    }
};

/*
myArray = new Array(1, 45, 9, "Hi");
tmp = myArray.checkExistence("Hi");
if (tmp){
    trace ("Element exist")
}
else {
    trace ("Element don't exist")
}
*/

(end of function)
```

25. Array.remove

Author(s): andrea@3site.it

Flash version: 6

DateTime: 21.07.2003

```
Array.prototype.remove = function(rem) {
    // Simple prototype to
    // remove an element from
    // a normal or multidimension Array
    for(var i=0; i<this.length; i++) {
        if(this[i]==rem) {
            this.splice(i,1);
        }
        else if(this[i].length > 0) {
            this[i].remove(rem);
        }
    }
}
```



```

    }
}
return this;
}

/* Example:
var prova = new Array("uno","due","3","quattro",5,"sei");
prova[6] = new Array("asd","riasd");
prova[7] = "sette";
prova[8] = new Array("otto",9);
prova[9] = "dieci";

trace(prova);
prova.remove("due");
trace(prova);
prova.remove(5);
trace(prova);
prova.remove("riasd");
trace(prova);
*/

(end of function)

```

26. Array.trace

Author(s): zor@avataur.com

Flash version: 1

DateTime: 30.12.2003

```

Array.prototype.trace = function(){
    trace("(Array){");
    for(ob in this){
        //trace(ob);
        this.trace_eval(this[ob],ob,1);
    }
    trace("}");
}

Array.prototype.trace_eval = function(val,object,level){
    s = " ";
    space = "";
    for(i=0;level > i;i++){
        space += s;
    }
    val_type = typeof val;
    switch(val_type){
        case "string":

```

```

    trace(space+"["+object+"] => "+val);
    break;
case "object":
    trace(space+"["+object+"] => "+(Array/Object){});
    for(ob in val){
        this.trace_eval(val[ob],ob,level+1);
    }
    trace(space+"}");
    break;
case "function":
    trace(space+"["+object+"] => Function ");
    break;
}
}

```

usage:

Array.trace();
 Outputs array to window somewhat like print_r in php.
 example:

```

myArray =Array();
myArray[0] = "Data";
myArray[1] = Array();
myArray[1][0] = "Inner Array";
myArray[1][2] = function(){
    trace("OK!");
}
myArray.trace();

```

Output:

```

(Array){
  [trace_eval] => Function
  [trace] => Function
  [1] => (Array/Object){
    [trace_eval] => Function
    [trace] => Function
    [2] => Function
    [1] => Inner Array
  }
  [0] => Data
}

```

(end of function)

27. Array.arrayDifference

Author(s): jgarnet@elektronicaabcn.com

Flash version: 6

DateTime: 20.01.2004

Array.arrayDifference

```
Array.prototype.arrayDifference = function (arr2) {
    var its = new Array ();
    var diff_arr = new Array ();
    var separator = "###";
    for (var i = 0; i < this.length; i++)
    {
        var it = this[i];
        for (var k = 0; k < arr2.length; k++)
        {
            if (this[i] == arr2[k])
            {
                it = separator;
                break;
            }
        }
        its.push (it);
    }
    for (var i = 0; i < arr2.length; i++)
    {
        var it = arr2[i];
        for (var k = 0; k < this.length; k++)
        {
            if (arr2[i] == this[k])
            {
                it = separator;
                break;
            }
        }
        its.push (it);
    }
    for (var m = 0; m < its.length; m++)
    {
        if (its[m] != separator)
        {
            diff_arr.push (its[m]);
        }
    }
    return (diff_arr);
};
```

usage:

```
arr_1 = ["one", "two", "three", "one", "one"];
arr_2 = ["one", "five", "three", "twenty", "eleven"]; trace (arr_1.arrayDifference (arr_2)); trace
(arr_2.arrayDifference (arr_1));
```

(end of function)

28. Array.in_array

Author(s): andrea@3site.it

Flash version: 6

DateTime: 25.03.2004

```
Array.prototype.in_array = function( what ) {
    // andr3a [ 25 / 03 / 2004 ]
    // check if a value is inside an array
    // EXAMPLE:
    // var myArray = new Array( "hello", "world", Array("one", "two") );
    // trace( myArray.in_array( "hello" ) ); // true
    // trace( myArray.in_array( "hi" ) ); // false
    // trace( myArray.in_array( "two" ) ); // true
    for( var a = 0; a < this.length; a++ ) {
        if( this[a] == what ) {
            return true;
        }
        else if( this[a] instanceof Array ) {
            return this[a].in_array( what );
        }
    }
    return false;
}
```

// USAGE:

```
var myArray = new Array( "hello", "world", Array("one", "two") );
trace( myArray.in_array( "hello" ) ); // true
trace( myArray.in_array( "hi" ) ); // false
trace( myArray.in_array( "two" ) ); // true
```

(end of function)

29. Array.shuffle

Author(s): underaustin@ms15.url.com.tw

Flash version: 6

DateTime: 23.04.2004

```
Array.prototype.shuffle=function(){
  for(i=0;i<this.length;i++){
    var tmp=this[i];
    var randomNum=random(this.length);
    this[i]=this[randomNum];
    this[randomNum]=tmp;
  }
}
```

// USAGE:

```
arr1=["a","b","c","d","e"];
arr1.shuffle();
trace(arr1);
```

(end of function)

30. Color.setRGB2

Author(s): info@sephiroth.it

Flash version: 5

DateTime: 04.03.2002

```
// -----
// Apply color transformation
// passing the single R,G,B values,
// or the HTML value, instead of
// the default hexadecimal values.
// -----
Color.prototype.setRGB2 = function()
{
  if(arguments[1] != undefined && arguments[2] != undefined)
  {
    return this.setRGB(arguments[0]<<16|arguments[1]<<8|arguments[2]);
  } else {
    var l = arguments[0].length
    var a = arguments[0].substring(l,l - 6)
    return this.setRGB(parseInt(a,16))
  }
}
```

```
// -----  
// usage  
// -----  
  
// example 1  
c = new Color(_root);  
c.setRGB2(255,0,0) // <-- RED  
  
// example 2  
c = new Color(_root);  
c.setRGB2("0xFFCC00") // <-- ORANGE  
  
// example 3  
c = new Color(_root);  
c.setRGB2("#FF3300") // <-- RED AGAIN  
  
(end of function)
```

31. Color.randomize

Author(s): davb86@libero.it

Flash version: 5

DateTime: 20.04.2002

```
// RANDOMIZE  
// Prototype for a random color  
// Author: Broly (Davide Beltrame)  
// E-mail: davb86@libero.it  
Color.prototype.randomize = function(){  
    var trans = new Object()  
    trans.ra = random(100)  
    trans.ga = random(100)  
    trans.ba = random(100)  
    trans.rb = random(255)  
    trans.gb = random(255)  
    trans.bb = random(255)  
    this.setTransform(trans)  
}  
  
//Syntax  
  
//create a color object  
colore = new Color(mc)  
  
//Exec the function on the color  
colore.randomize()  
  
(end of function)
```

32. Date.getDifference

Author(s): info@sephiroth.it

Flash version: 5

DateTime: 15.02.2002

```
// -----
// Alessandro Crugnola
// ---
// calculate the difference between
// two different dates
// syntax:
// Date.getDifference(hh,min,sec,year,month,date);
// -----

Date.prototype.getDifference = function()
{
    var difference, endDate, retObj, endTime;
    endDate = new Date();
    endDate.setHours(arguments[0])
    endDate.setMinutes(arguments[1]);
    endDate.setSeconds(arguments[2]);
    endDate.setFullYear(arguments[3]);
    endDate.setMonth(arguments[4]);
    endDate.setDate(arguments[5]);
    endTime = endDate.getTime();
    retObj = new Object();
    difference = endTime-this.getTime();
    retObj.time = difference;
    retObj.days = Math.floor(difference/86400000);
    retObj.hours = Math.floor((difference-(retObj.days*86400000))/(3600000))
    retObj.minutes = Math.floor((difference-(retObj.days*86400000)
        -(retObj.hours*3600000))/(60000))
    retObj.seconds = Math.floor((difference-(retObj.days*86400000)
        -(retObj.hours*3600000)
        -(retObj.minutes*60000))/(1000))
    return retObj;
}

// -----
// usage
// -----

// date from...
mydate = new Date();

diff = mydate.getDifference(1,2,3,2002,1,16);

trace(diff.time) // milliseconds between the two dates
```

```
// diff = mydate.getDifference(hh,min,sec,year,month,date);
// this will return an object containing these vars:
// diff = {
//     time:44310000,
//     days:0,
//     hours:12,
//     minutes:18,
//     seconds:30
// }
```

(end of function)

33. Date.isLeap

Author(s): info@sephiroth.it

Flash version: 5

DateTime: 25.02.2002

```
// -----
// Check the passed
// date if it is
// a leap year
// -----
// Date.isLeap
Date.prototype.isLeap = function()
{
    var year;
    year = this.getFullYear();
    return(((year%4) == 0 && (year%100)!=0) || (year%400)==0);
}
```

```
// -----
// sample usage:
// -----
today = new Date();
trace(today.isLeap()) // false
```

```
// -----
// sample 2
// -----
today = new Date();
today.setFullYear(2004);
trace(today.isLeap()) // true;
```

(end of function)

34. Date.actionTimer

Author(s): mustafa@basgun.com

Flash version: 5

DateTime: 27.02.2002

```
//-----
// Author: Mustafa Basgun
// E mail: mustafa@basgun.com
//-----

timeTable = new Array();
timeTable[0] = "00";
timeTable[1] = ":";
timeTable[2] = "00";
timeTable[3] = ":";
timeTable[4] = "00";
timeTable[5] = ".";
timeTable[6] = "0";
*****
function actionTimer () {
    if (pickup) {
        freezeTime = microTime;
        pickUp = 0;
    }
    if (resetTime) {
        freezeTime = 0;
        time = timeTable.join("");
        resetTime = 0;
    }
    if (timerOn) {
        if (checkTime) {
            timeBase = getTimer();
            checkTime = 0;
        }
        timeNow = getTimer();
        microTime =
            (Number(timeNow)-Number(timeBase)+Number(freezeTime));
        mts = (microTime/1000).toString().split(".");
        if (mts[0]>59) {
            checkTime = 1;
        }
        timeTable[6] = mts[1].substr(0, 1);
        if (timeTable[6].toString().length<1) {
            timeTable[6] = "0";
        }
        timeTable[4] = mts[0];
        if (timeTable[4].toString().length<2) {
            timeTable[4] = "0" add timeTable[4];
        }
        if (timeTable[4].toString().length<1) {
            timeTable[4] = "00";
        }
    }
}
```

```

if (timeTable[4]>59) {
    timeTable[2] = Number(timeTable[2])+Number(1);
    timeTable[4] = "00";
}
if (timeTable[2].toString().length<2) {
    timeTable[2] = "0" add timeTable[2].toString();
}
if (timeTable[2]>59) {
    timeTable[0] = Number(timeTable[0])+Number(1);
    timeTable[2] = "00";
}
if (timeTable[0].toString().length<2) {
    timeTable[0] = "0" add timeTable[0];
}
if (timeTable[0].toString().length<1) {
    timeTable[0] = "00";
}
time = timeTable.join("");
}
}

```

(end of function)

35. Date.getLastDay

Author(s): info@sephiroth.it

Flash version: 5

DateTime: 04.03.2002

```

Date.prototype.getLastDay = function()
{
    var newDate;
    newDate = new Date();
    newDate.setMonth(newDate.getMonth()+1);
    newDate.setDate(0);
    return (newDate.getDay());
};
// -----
// USAGE
// -----
days = ['Sun', 'Mon', 'Tue', 'Wed', 'Thu', 'Fri', 'Sat'];
today = new Date();
trace("today is: "+days[today.getDay()]);
trace("Last day of this month is: "+days[today.getLastDay()]);

```

(end of function)

36. Date.getFirstDay

Author(s): info@sephiroth.it

Flash version: 5

DateTime: 04.03.2002

```
Date.prototype.getFirstDay = function()
{
    var newDate;
    newDate = new Date();
    newDate.setDate(1);
    return (newDate.getDay());
};
// -----
// USAGE
// -----
days = ['Sun', 'Mon', 'Tue', 'Wed', 'Thu', 'Fri', 'Sat'];
today = new Date();
trace("today is: "+days[today.getDay()]);
trace("first day of this month is: "+days[today.getFirstDay()]);

(end of function)
```

37. Date.countdown

Author(s): jonas@onrelease.org

Flash version: 6

DateTime: 26.01.2003

```
// Date.countdown Method v1.0
// by Jonas Galvez (jonas@onrelease.org)

Date.prototype.countdown = function(obj, _onStatus, _onFinish) {
    var ms = 24 * 60 * 60 * 1000;
    var timer = setInterval(function(o) {
        var _current = new Date();
        var _days = Math.floor((o.getTime()-_current.getTime())/ms);
        var _hours = Math.abs(_current.getHours()-23);
        var _minutes = Math.abs(_current.getMinutes()-59);
        var _seconds = Math.abs(_current.getSeconds()-60);
        _onStatus.call(obj, _days, _hours, _minutes, _seconds);
        if(_days < 0) { _onFinish.call(obj); clearInterval(timer); };
    }, 1000, this);
};

ASSetPropFlag(Date.prototype, "countdown", 1);

// var birthday = new Date(2003, 2, 5); // 05-03-2003
// var myOnStatus = function(days, hours, minutes, seconds) {
//     _root.messageText = "There are " + days + " days, ";
```

```
//      _root.messageText += hours + " hours, " + minutes + " minutes";
//      _root.messageText += " and " + seconds + " seconds left to my birthday.";
// };
// var myOnFinish = function() {
//      _root.messageText = "Let's party! =)";
// };
// birthday.countdown(this, myOnStatus, myOnFinish);

(end of function)
```

38. Date.getDigitalClock

Author(s): jonas@onrelease.org

Flash version: 6

DateTime: 27.01.2003

```
// Date.getDigitalClock Method v1.0
// by Jonas Galvez (jonas@onrelease.org)

Date.prototype.getDigitalClock = function() {
    var h = (gh = this.getHours()) < 10
    ? "0" + ++gh : gh == 23 ? "00" : ++gh;
    var m = (gm = this.getMinutes()) < 10 ? "0" + gm : gm;
    var s = (gs = this.getSeconds()) < 10 ? "0" + gs : gs;
    return [h, m, s].join(":");
};
ASSetPropFlags(Date.prototype, "getDigitalClock", 1);

(end of function)
```

39. Date.flashDateToMysql

Author(s): phil@sichtwerk.com

Flash version: 6

DateTime: 12.12.2004

```
Date.prototype.flashDateToMysql = function(flag)
{
    var y = this.getFullYear();
    var m = this.getMonth() + 1; // 0-based
    var d = this.getDate();
    var h = this.getHours();
    var min = this.getMinutes();
    var s = this.getSeconds();
    (m < 10) ? m = "0" + m : null;
    (d < 10) ? d = "0" + d : null;
    (h < 10) ? h = "0" + h : null;
```

```

(min < 10) ? min = "0" + min : null;
(s < 10) ? s = "0" + s : null;
if (flag == "timestamp")
{
return(y + m + d + h + min + s);
}
else
{
return(y + "-" + m + "-" + d + " " + h + ":" + min + ":" + s);
}
};

```

```
// USAGE:
```

```

// flashDateToMysql() test:
var testDate2 = new Date();
trace(testDate2);
test1 = testDate2.flashDateToMysql();
trace(test1);
test2 = testDate2.flashDateToMysql("timestamp");
trace(test2);

```

```
(end of function)
```

40. LoadVars.setLocalServer

Author(s): anonymous

Flash version: 6

Date/Time: 06.03.2003

```

// =====
// LoadVars.setLocalServer( server path );
//
// Use this methods when you're in the
// Flash authoring tool, this allow flash
// to load the right file path both in
// testing movie and in remote server
//
// *it works under Windows only*
// =====
LoadVars.prototype.setLocalServer = function (http) {
    this.__http__ = http;
    this.__oldload__ = LoadVars.prototype.load;
    LoadVars.prototype.load = function (url) {
        if (_url.indexOf ("file:///") == 0) {
            this.__oldload__ (this.__http__ + url);

```

```

        trace ("loading..." + (this.__http__ + url));
    } else {
        this.__oldload__ (url);
    }
};
ASSetPropFlags (this, "__http__",__oldload__", 1);
};
ASSetPropFlags (LoadVars.prototype, "load", 1);
ASSetPropFlags (LoadVars.prototype, "setLocalServer", 1);

// -----
// USAGE
// -----
/*
l = new LoadVars ();
l.onLoad = function () {
    // parse results...
};
l.setLocalServer ("http://localhost/sephiroth/blog/");
l.load ("check.php?month=3&year=2003");
*/

(end of function)

```

41. LoadVars.Quick Text fix for unwanted line breaks

Author(s): g-raff@stuff.cd

Flash version: 6

DateTime: 16.07.2003

```

// this is just an example of what I've been finding when loading text files
// into Flash from a Windows server, having put the files up from a Mac.
// Obviously you would replace "example" with the variables declared in your text file
// use loadVariables("whatever.txt",0) and call the function with the name of
// the variable you wish to sort. For example if your text file started 'myText=blah...'
// call the sorting function as sortCopy(myText)
example = "When I put a text file up on my Mac done in SimpleText, all the carriage returns come
back into Flash as double linespaces. Like this:\r\nBut what I really want to see is just a single
line break\r\nIts something to do with the way Windows servers see the Mac carriage return
character\r\nUse this function to sort your copy out.";
function fixText(copy) {
    var copy_sorter;
    var i;
    copy_sorter = copy.split("\n");
    for (i=0; i<copy_sorter.length; i++) {
        _root.sorted += copy_sorter[i];
    }
}
fixText(example);

```

(end of function)

42. MovieClip.popup

Author(s): info@sephiroth.it

Flash version: 5

DateTime: 20.02.2002

```
// -----
// open html popup
// window
// -----
MovieClip.prototype.popup = function(url,title,features)
{
    getURL("javascript:void(window.open('" + url
        + "','" + title + "','" + features + "'))");
}

// -----
// SIMPLE USAGE
// -----
popup("http://www.sephiroth.it","sephiroth","widht=400,height=300");

// -----
// ADVANCED USAGE
// -----
popup("http://www.sephiroth.it", "sephiroth",
"widht=400,height=300, menubar=yes, fullscreen=no,
toolbar=no, status=yes, resizable=yes, titlebar=no");

(end of function)
```

43. MovieClip.centerPopup

Author(s): info@sephiroth.it

Flash version: 5

DateTime: 25.02.2002

```
// -----
// Open a centered popup
// window with passed
// features
// -----
MovieClip.prototype.centerPopup = function(url,title,width,height,features)
{
```

```

    getURL("javascript:void(window.open('" + url + "',' "
+ title + "','width="+width+", height="+height+", left='
+ Math.round((screen.width/2) - (" + width + "/2)) + ', top='
+ Math.round((screen.height/2) - (" + height + "/2)) + ', screenX='
+ Math.round((screen.width/2) - (" + width + "/2)) + ', screenY='
+ Math.round((screen.height/2) - (" + height + "/2)) + ', " + features + "'))");
}

// -----
// usage:
// -----
on (release)
{
    centerPopup("http://www.html.it","html",400,300,"menubar=yes");
}

(end of function)

```

44. MovieClip.Scroll Script

Author(s): mustafa@basgun.com

Flash version: 5

Date/Time: 27.02.2002

```

//-----
// Author: Mustafa Basgun
// E mail: mustafa@basgun.com
//-----

textField = "YOUR TEXT GOES HERE";

var textHeight;
var linesNumber;
var lineHeight;

***

var textHeight = backGround._height
var linesNumber = N
var lineHeight = textHeight/linesNumber

***

scrollBar.calculateSize = function(){

_yscale =
(linesNumber/(linesNumber+_parent.textField.maxscroll-1)*
textHeight)>N?
(linesNumber/(linesNumber+_parent.textField.maxscroll-1)*

```



```

textHeight):N
if((_y+_yscale)>bottom){
_y = bottom-_yscale
_parent.textField.scroll =
1+Math.floor(((_y-top)/((bottom-_yscale)-top))*
(_parent.textField.maxscroll))
}
}

***

scrollBar.setup = function(){

lineHeight = _parent.lineHeight
linesNumber = _parent.linesNumber
textHeight = _parent.textHeight
top = _y = _parent.border._y
bottom = _parent.border._y+_parent.border._height
calculateSize()
}

***

scrollBar.scrollCheck = function(){

_visible = _parent.textField.maxscroll>1
calculateSize()
if(eval(Selection.getFocus()) != _parent.textField){
_parent.textField.scroll =
1+Math.floor(((_y-top)/((bottom-_yscale)-top))*
(_parent.textField.maxscroll))
}
else{
_y = top+((_parent.textField.scroll-1)/
(_parent.textField.maxscroll-1))*
((bottom-_yscale)-top)
}
}

***

// Call the functions in scrollBar by:

onClipEvent(load){
setup()
}

onClipEvent(enterFrame){
scrollCheck()
}

```

(end of function)

45. MovieClip.drawCircle

Author(s): info@sephiroth.it*Flash version:* 6*DateTime:* 12.03.2002

```
// -----
// DRAW CIRCLE
// -----
MovieClip.prototype.drawCircle = function(thex, they,theradius,
lineW, lineColor, fillColor, fillAlpha)
{
    var x, y, r, u, v;
    x = thex;
    y = they;
    r = theradius;
    u = r*0.4086;
    v = r*0.7071;
    if(lineW != '')
    {
        this.lineStyle(lineW, lineColor, 100);
    }
    if(fillColor != undefined || fillColor != '')
    {
        this.beginFill(fillColor, fillAlpha);
    }
    this.moveTo(x-r, y);
    this.curveTo(x-r, y-u, x-v, y-v);
    this.curveTo(x-u, y-r, x, y-r);
    this.curveTo(x+u, y-r, x+v, y-v);
    this.curveTo(x+r, y-u, x+r, y);
    this.curveTo(x+r, y+u, x+v, y+v);
    this.curveTo(x+u, y+r, x, y+r);
    this.curveTo(x-u, y+r, x-v, y+v);
    this.curveTo(x-r, y+u, x-r, y);
    if(fillColor != undefined || fillColor != '')
    {
        this.endFill();
    }
};

//-----
//USAGE:
//.drawCircle(x, y, radius [, lineWidth, lineColor, fillColor, fillAlpha])
//-----
```

```
// ES 1
// circle with fill
_root.drawCircle(100,100,60,2,0xFF9900,0xFF9900,15)

// ES 2
// circle with empty fill
//_root.drawCircle(100,100,60,2,0xFF9900,'','','')

// ES 3
// circle without stroke
//_root.drawCircle(100,100,60,'','',0xFF9900,15)

(end of function)
```

46. MovieClip.tooltip

Author(s): info@sephiroth.it

Flash version: 6

Date/Time: 06.04.2002

```
// -----
// show tooltip over movie clips
// and buttons
// -----
//syntax:
//movieClip.setTooltip(string[,timer,textColor,backgroundColor,borderColor])
// -----
MovieClip.prototype.setTooltip = function(theText, timer, text_color, bg_color, border_color)
{
    if (timer == undefined)
    {
        timer = 500;
    }
    var addMsg = function (theMsg, col, bg_color, border_color, level)
    {
        var x = _root._xmouse
        var y = _root._ymouse
        var f = new TextFormat();
        f.font = "Verdana";
        f.size = 11;
        f.color = col != undefined ? col : 0x000000;
        _level0.createTextField('tooltip', 123456, x, y, 150, 20);
        with (_level0.tooltip)
        {
            setNewTextFormat(f);
            text = theMsg;
            selectable = false;
            autoSize = true;
            background = true;
        }
    }
}
```

```

border = true;
borderColor = border_color != undefined ? border_color : 0x000000;
backgroundColor = bg_color != undefined ? bg_color : 0xFFFFEE;
_y -= _height;
}
clearInterval(level.q_t);
};
this.q_t = setInterval(addMsg, timer, theText, text_color, bg_color, border_color, this);
};
// -----
// unset the tooltip
// -----
MovieClip.prototype.unsetTooltip = function()
{
_level0.tooltip.removeTextField();
clearInterval(this.q_t);
};

// -----
// USAGE
// -----
// as code of a button:
//
// on (rollOver)
// {
//   setTooltip("This is a test comment", 500, 0x000000, 0xFFFFEE, 0x000000);
//   // setTooltip("This is a test comment\nyou can also set multiline text");
// }
// on (rollOut, release, press)
// {
//   unsetTooltip();
// }
// -----

(end of function)

```

47. MovieClip.setPause

Author(s): info@sephiroth.it

Flash version: 6

DateTime: 12.03.2002

```

// -----
// Make a pause on the
// specified target
// syntax:
// target.setPause(int milliseconds);
// -----
MovieClip.prototype.setPause = function()

```

```

{
  this.stop();
  var p = arguments[0];
  var q;
  var waitFor = function(obj)
  {
    obj.play();
    clearInterval(q);
  }
  q = setInterval(waitFor,p,this);
}

```

```

// -----
// USAGE:
// obj.setPause(milliseconds)
// -----
_root.setPause(500)

```

(end of function)

48. MovieClip.easeOut

Author(s): info@sephiroth.it

Flash version: 6

Date/Time: 13.03.2002

```

// -----
// EASE OUT Motion Tween
// MovieClip.easeOut(x, y, x_ease[, y_ease])
// -----
MovieClip.prototype.easeOut = function()
{
  var x = arguments[0];
  var y = arguments[1];
  var velx = arguments[2];
  k = new Object();
  var vely = arguments[3] != undefined ? arguments[3] : velx;
  if (arguments[0] == undefined || arguments[1] == undefined
  || arguments[2] == undefined)
  {
    return;
  }
  this.onEnterFrame = function()
  {
    var dx, dy;
    dx = Math.round(((x-this._x)/velx)*100)/100;
    dy = Math.round(((y-this._y)/vely)*100)/100;
    this._x += dx;

```

```

    this._y += dy;
    this.ss_distance = Math.sqrt(Math.pow((x-this._x), 2)
+Math.pow((y-this._y), 2));
    if (Math.abs(dx)<.1)
    {
        this._x = x;
    }
    if (Math.abs(dy)<.1)
    {
        this._y = y;
    }
    if (this.ss_distance == 0)
    {
        delete (this.onEnterFrame);
        delete (this.ss_distance);
    }
};
};

// -----
// USAGE
// -----
// MovieClip.easeOut(x, y, x ease[, y ease])

// on button example: target.easeOut(x,y,val1,val2)
// on mc example: this.easeOut(_root._mouse, _root._ymouse, 10);

(end of function)

```

49. MovieClip.fadeInOut

Author(s): info@sephiroth.it

Flash version: 5

DateTime: 10.05.2002

```

// -----
// create a continuous
// fade in - fade out
// effect
//
// syntax:
// fadeInOut('property'[,step,min,max])
//
// modified for Flash MX compatibility
// -----
MovieClip.prototype.fadeInOut = function()
{
    if (arguments[0] == undefined)
    {

```

```

    return;
}
var step = arguments[1] == undefined ? 1 : arguments[1];
var min = arguments[2] == undefined ? 1 : arguments[2];
var max = arguments[3] == undefined ? 1 : arguments[3];
var theVar = 'ss_a'+arguments[0];
this[arguments[0]] += step*(!this[theVar]
&& this[arguments[0]]>min ? -1
: (this[theVar]=this[arguments[0]]<max ? 1 : 0));
};

// -----
//  USAGE
// -----
onClipEvent (enterFrame)
{
fadeInOut('_alpha',1,0,100); // fade alpha
fadeInOut('_xscale',1,-100,100); // xscale from -100 to 100
fadeInOut('_rotation',5,0,180); // rotate from 0 to 180 by 5° each frame
}

(end of function)

```

50. MovieClip.centerPopupMX

Author(s): info@sephiroth.it

Flash version: 6

DateTime: 15.03.2002

```

// -----
// Open a centered popup
// window with passed
// features (FLASH MX)
// -----
MovieClip.prototype.centerPopup = function( theUrl,title, w, h, features)
{
    var sysW = System.capabilities.screenResolutionX;
    var sysH = System.capabilities.screenResolutionY;
    var centerx = Math.round((sysW/2)-( w/2));
    var centery = Math.round((sysH/2)-( h/2));
    getURL("javascript:void(window.open(' " + theUrl
+ "',' " + title + "','width="+w+", height="+h+", left="
+centerx+", top="+centery+",screenX="+centerx+", screenY="
+centery+", " + features + "'))");
}

// -----
// usage:
// -----

```

```

/*on (release)
{
centerPopup("http://www.html.it","html",400,300,"menubar=no");
}*/

```

(end of function)

51. MovieClip.drawTriangle

Author(s): info@sephiroth.it

Flash version: 6

DateTime: 11.03.2002

```

// -----
// DRAW an equilater
// triangle (sephiroth)
//
// syntax:
// drawTriangle(base[,line w, line c, line a, fill c, fill a])
//
// base: triangle face width
// line w: line size      - optional
// line c: line color     - optional
// line a: line alpha     - optional
// fill c: fill color     - optional
// fill a: fill color alpha - optional
// -----
MovieClip.prototype.drawTriangle = function(b,l,lc,la,fc,fa)
{
    var h = (Math.sqrt(3)*b)*.5
    var area = .25*(Math.sqrt(3*Math.pow(b,2)))
    if(l != '')
    {
        this.lineStyle(l,lc,la)
    }
    if(fc)
    {
        this.beginFill(fc,fa)
    }
    this.moveTo(-b/2,h/2);
    this.lineTo(b/2,h/2);
    this.lineTo(0,-h + h/2)
    this.lineTo(-b/2, h/2)
    if(fc)
    {
        this.endFill();
    }
}

```



```
// -----  
// usage example:  
// -----  
_root.drawTriangle(80,2,0x000000,100,0x666666,10);
```

(end of function)

52. MovieClip.Killer

Author(s): mustafa@basgun.com

Flash version: 5

DateTime: 12.03.2002

```
//-----  
// Added by: Mustafa Basgun  
// E mail: mustafa@basgun.com  
// syntax:  
// target.Killer();  
//-----  
  
// The origin of this function does "not" belong to me,  
// but I just wanted to share the modified one, since  
// I use it several times and it is really very useful up  
// to me.  
// Exp: With this function, you can kill everything  
// that has been generated.
```

```
MovieClip.prototype.Killer = function () {  
    for (a in this) {  
        this[a].removeMovieClip();  
        delete this[a];  
    }  
    delete a;  
}
```

```
// -----  
// usage:  
// -----
```

Killer();

(end of function)

53. MovieClip.killAll

Author(s): info@sephiroth.it

Flash version: 5

DateTime: 12.03.2002

```
//-----  
// Added by: Mustafa Basgun  
// E mail: mustafa@basgun.com  
//  
//  
// modified by info@sephiroth.it  
// added:  
// -- > recursive function < --  
// now eliminate everything inside that mc  
// also if that was not a duplicate or an  
// attached movie, it will eliminate every  
// var inside it.  
//-----  
  
MovieClip.prototype.killAll = function ()  
{  
    for (var a in this)  
    {  
        if(typeof(this[a]) == 'movieclip')  
        {  
            this[a].killAll();  
            removeMovieClip(this[a]);  
        }  
        delete(this[a]);  
    }  
}  
  
// -----  
// usage:  
// TO DELETE EVERY VAR starting  
// from _root  
// -----  
_root.killAll();  
  
(end of function)
```

54. MovieClip.customEase

Author(s): info@sephiroth.it

Flash version: 6

DateTime: 19.03.2002

```
// -----
// alternative easing in function
// syntax:
// movieclip.customEase(x, y, duration[, factor])
//
// x: final x coord
// y: final y coord
// duration: effect duration in frames
// factor: from 1 to max_value easing factor acceleration - optional
// -----
MovieClip.prototype.customEase = function(sx,sy,sd,sf)
{
    var sdmx,sdmy,max_value
    // easing duration
    if(!sd||sd<1) return;
    if(sd%2==0) sd++
    // easing factor
    if(!sf) sf=100;
    if(sf<1)sf=1;
    // check points
    sdmx = (sx-this._x)/sd
    sdmy = (sy-this._y)/sd
    max_value = Math.ceil(sd/2)-1;
    this.count = 0;
    this.onEnterFrame = function()
    {
        var perc = ((Math.ceil(sd/2)-(this.count+1))/max_value)*sf
        var s_movx = (sdmx*perc)/100
        this._x += sdmx - s_movx
        var s_movy = (sdmy*perc)/100
        this._y += sdmy - s_movy
        this.count++
        if(this.count >= sd) delete(this.count), this.onEnterFrame=null;
    }
}

// -----
// usage example:
// -----
clip.onMouseDown = function()
{
    this.customEase(_root._xmouse,_root._ymouse,31,100)
    // the movement appear cool with
    // factor > 100 :)
    // this.customEase(_root._xmouse,_root._ymouse,31,500)
}

(end of function)
```

55. MovieClip.followMouse

Author(s): max@phoenixweb.it

Flash version: 5

DateTime: 03.05.2002

```
//-----
// created by Massimiliano Cuttini
// as 'platone' (www.phoenixweb.it)
// simple prototype
// this will create a mouse trailer
//
// features:
// SENSIBLE AREA design by (top, right, bottom, left)
// HOW SLOWLY: set by 1/(v)
// REST COORDS: set by (byex,byey)
// if mouse is not in the sensible area and you don't
// set byex and byey the clip will be turned invisible
//-----

MovieClip.prototype.followMouse = function(v, top, right, bottom, left, byex, byey) {
    if (top == undefined) top = 0;
    if (right == undefined) right = 99999;
    if (bottom == undefined) bottom = 99999;
    if (left == undefined) left = 0;
    if (v == undefined) v = 1;
    if (_root._xmouse>left && _root._xmouse<right && _root._ymouse>top && _root._ymouse<bottom) {
        this._x += (_root._xmouse-this._x)/v;
        this._y += (_root._ymouse-this._y)/v;
        this._visible = 1;
    } else {
        if (byex == undefined && byey == undefined) {
            this._visible = 0;
        } else {
            if (byex!=undefined) this._x += (byex-this._x)/v;
            if (byey!=undefined) this._y += (byey-this._y)/v;
        }
    }
};

//-----
// HOW TO USE
//-----
/*
onClipEvent(enterFrame)
{
    followMouse(5,0,500,500,0,35,35);
}
*/

(end of function)
```

56. MovieClip.extract

Author(s): info@sephiroth.it

Flash version: 6

DateTime: 08.05.2002

```
// -----
// extract values from associative
// arrays or object creating variables
// with the name of the key in the array
//
// extract in the same level where the call
// is defined
//
// syntax:
// extract(array [, override method, prefix value]);
//
// override: by default if the same variable already
//           defined in that level, this function
//           will overwrite it.
//           Values for override are:
//           - SKIP: if same var exists, skip this value
//           - PREFIX_ALL: add a prefix to the name of all the new var
//           - PREFIX_MATCH: add a prefix to the name of matching vars
//           - OVERRIDE: overwirte all vars
//
// prefix value: it must be defined in the case override
//               value is PREFIX_MATCH or PREFIX_ALL
// -----
MovieClip.prototype.extract = function(niceArray, override, prefix)
{
    for(var a in niceArray)
    {
        if(override=="PREFIX_ALL")
        {
            if(prefix != undefined)
            {
                this[prefix + "_" + a] = niceArray[a];
            }
        } else if(this[a] != undefined)
        {
            switch (override)
            {
                case "SKIP":
                    break;
                case "PREFIX_MATCH":
                    if(prefix==undefined)
                    {
                        break;
                    }
            }
            this[prefix + "_" + a] = niceArray[a];
        }
    }
}
```

```

        break;
    case "OVERRIDE":
        this[a] = niceArray[a];
        break;
    default:
        this[a] = niceArray[a];
        break;
    }
} else {
    this[a] = niceArray[a];
}
}
}

/* -----
// USAGE:

## example 1 ##

myArray = new Array();
myArray['key1'] = "alex";
myArray['key2'] = "pippo";

key1 = "alessandro il Grande";
this.extract(myArray); // it will override all vars (eg. key1)

## example2 ##
myObject = new Object();
myObject.test = "prova";
myObject.foo = "Macromedia rocks";
foo = "this won't be overwritten";
this.extract(myObject, "SKIP");
// foo will be skipped
----
or
----

this.extract(myObject, "PREFIX_MATCH", "myPrefix");
// will generate this:
// _level0.test = "prova";
// _level0.foo = "this won't be overwritten";
// _level0.myPrefix_foo = "Macromedia rocks";
-----
or
-----

this.extract(myObject, "PREFIX_ALL", "myPrefix");
// every created variable will have at the beginning: myPrefix_
*/

```

(end of function)

57. MovieClip.moveTo

Author(s): gdeparta@yahoo.com

Flash version: 5

DateTime: 23.05.2002

```
// -----  
// Movie clip linear movement  
// syntax:  
// moveTo(xFrom,yFrom,xTo,yTo,speed)  
// - speed must be <= 1  
// -----  
MovieClip.prototype.moveTo = function(xFrom, yFrom, xTo, yTo, speed)  
{  
    var x0 = xFrom == undefined ? _x : xFrom;  
    var y0 = yFrom == undefined ? _y : yFrom;  
    var x1 = xTo == undefined ? xFrom : xTo;  
    var y1 = yTo == undefined ? yFrom : yTo;  
    var spd = speed == undefined || speed > 1 ? 0.0125 : speed;  
    __t__ += spd;  
    this._x = x0+(x1-x0)*__t__;  
    this._y = y0+(y1-y0)*__t__;  
};  
  
/* -----  
// sample usage  
// -----  
onClipEvent (enterFrame) {  
    this.moveTo(_x, _y, 250, 500, .01)  
}  
----- */
```

(end of function)

58. MovieClip.randonMask

Author(s): davb86@libero.it

Flash version: 6

DateTime: 08.06.2002

```
// -----
// Random Mask & Remove Mask prototypes
//
// Author: Davide Beltrame (Broly)
// E-mail: davb86@libero.it
//
// With those prototype, you can create a random
// mask for every movie clip :)
// Note: there isn't a limit of sides for the mask
//
// With "removeMask", you can remove the Mask when you want
//
// -----

MovieClip.prototype.randomMask = function(tot_la){
    this.createEmptyMovieClip('mask',20)
    with(this.mask){
        lineStyle(1,0x000099,50)
        beginFill(0x0000ff,60)
        for(la = 0;la< tot_la;la++){
           .lineTo(random(this._width),random(this._height))
        }
        endFill()
    }
    this.setMask(this.mask)
}

MovieClip.prototype.removeMask = function(){
    this.setMask(null)
    removeMovieClip(this.mask)
}

// Help & samples
//
// Syntax
//
// randomMask : MovieClipName.randomMask(tot_la)
//
// MovieclipName is the name of the movie clip to mask
// tot_la is the number of the sides of the mask
//
// removeMask: MovieClipName.removeMask()
//
// MovieclipName is the name of the movie clip that contain the mask to remove
```



```
// Usage samples (de-comment the line you want to try)

// Create a movie clip (you can apply the mask also at an already existent movie clip ;)

_root.createEmptyMovieClip('masked',1)
with(masked){
    lineStyle(3,0x000099,50)
    beginFill(0x000099,30)
    lineTo(300,0)
    lineTo(300,300)
    lineTo(0,300)
    lineTo(0,0)
    endFill()
}

// Create a random mask with 5 sides
//masked.randomMask(5)

// Create a random mask with 50 sides
//masked.randomMask(50)

// You can also use the "onClipEvent" (or other ;) ), for example
// When you "click" with the mouse on the movie, Flash create a mask with X sides
// (in this sample, 100 sides)
//masked.onMouseDown = function(){
// this.randomMask(100)
//}

// And you can also create a mask with a random number of sides...for example
//masked.onMouseDown = function(){
// Create a variable with a random value
//a = random(100)
// Create the mask, with "a" sides
//this.randomMask(a)
//}

// You can use removeMask with onClipEvent, or other...
//masked.onPress = function() {
// this.removeMask()
//}

(end of function)
```

59. MovieClip.randomPlay

Author(s): alex@alessandroperrone.com

Flash version: 5

DateTime: 07.07.2002

```
// -----
// Plays a movieclip
// with a random pause
// syntax:
// mc.randomPlay();
// -----

MovieClip.prototype.randomPlay = function(){
    if(!this.go){
        this.oldt = getTimer();
        this.time = random(8000)+2000;
        this.go = true;
    }
    this.t = getTimer();
    if(this.t-this.oldt>this.time){
        this.play();
        this.go = false;
    }
};

// -----
// USAGE:
// - MX
// movieClip.onEnterFrame = function(){
//     this.randomPlay();
// };
// - FLASH 5
// onClipEvent(enterFrame){
//     this.randomPlay();
// }
// -----

(end of function)
```

60. MovieClip.MakeTrailer

Author(s): davb86@libero.it

Flash version: 6

DateTime: 12.07.2002

```
/ ***** madeTrailer prototype *****
//
// Author = Broly (Davide Beltrame)
// E-mail = davb86@supereva.it
//
```

```
// INSTRUCTIONS
//
// This is a simple prototype function that make
// a nice mouse trailer with a movie clip.
// You must only create your movie clip and apply
// it the "makeTrailer" function
//
// Bye and good work ;)
//
// *****

MovieClip.prototype.makeTrailer = function(){
this.startDrag(this)
a = 1
this.onMouseMove= function(){
    this.a++
    this.duplicateMovieClip('mc'+this.a,this.a)
    _root["mc"+this.a].onEnterFrame = function(){
        if(this._alpha>10){
            this._alpha-=20
        }else{
            this.removeMovieClip()
        }
    }
}
}

/* Sample
// Create a movie clip ('mc') with depth 0
_root.createEmptyMovieClip('mc',0)

// Draw a blue square (you can use every movie clip you want)
_root.mc.lineStyle(2,0xffffffff,30)
_root.mc.beginFill(0x0000ff,60)
_root.mc.lineTo(20,0)
_root.mc.lineTo(20,20)
_root.mc.lineTo(0,20)
_root.mc.lineTo(0,0)
_root.mc.endFill()

// Apply the function
mc.makeTrailer()
*/

(end of function)
```

61. MovieClip.fade

Author(s): mail@stefanocorradi.com

Flash version: 5

DateTime: 19.07.2002

```
// create a continuos
// fade in - fade out
// effect from a event
//
// syntax:
// fade(fadeInOut,speed,maxMinAlpha)
// fadeInOut ---> true or false
// speed---> from 0.1 to 20
// maxMinAlpha --> from 0 to 100
// -----

MovieClip.prototype.fade = function(fadeIn, speed, maxMinAlpha) {
    if (fadeIn == null) {
        fadeIn = true;
    }
    if (maxMinAlpha<1 || maxMinAlpha == null) {
        maxMinAlpha = 1;
    }
    if (speed == null) {
        speed = 1;
    }
    if (fadeIn) {
        this.posNeg = 1;
    } else {
        this.posNeg = -1;
    }
    this.fadeInOut = speed*this.posNeg;
    this._alpha -= this.fadeInOut;
    this.myAlpha = this._alpha;
    if (fadeIn) {
        if (this.myAlpha<maxMinAlpha) {
            this.makeFade = false;
        }
    } else {
        if (this.myAlpha>maxMinAlpha) {
            this.makeFade = false;
        }
    }
};

// -----
//  USAGE
// -----
/*
TO FADE OUT
actions on myMc:

onClipEvent (enterFrame) {
```

```

if (makeFade) {
    this.fade(true,3,100);
}
}

```

TO FADE IN
actions on myMc:

```

onClipEvent (enterFrame) {
    if (makeFade) {
        this.fade(false,3,0);
    }
}

```

EVENT
for exemple:
on(release){
myMc.makeFade = true;
}

*/

(end of function)

62. MovieClip.FillRectangle

Author(s): blackbox@bbbcmx.net

Flash version: 6

DateTime: 11.10.2002

```

/--FillRectangle
/--=) Israel Cazares = Blackbox

```

```

MovieClip.prototype.DibRecTanFill=
function(x1,y1,x2,y2,AnchoLin,ColorLin,AlfaLin,ColorFill,AlfaFill)
{

    this.lineStyle(AnchoLin,ColorLin,AlfaLin);
    this.beginFill(ColorFill,AlfaFill);
    this.moveTo(x1,y1);
    this.lineTo(x2,y1);
    this.lineTo(x2,y2);
    this.lineTo(x1,y2);
    this.lineTo(x1,y1);
    this.endFill();

}

```

```
//--Usage:

/*
_root.createEmptyMovieClip("CuadConRelleno",1);

    CuadConRelleno.onMouseDown = function() {

        x=this._xmouse;
        y=this._ymouse;

        CuadConRelleno.onMouseMove = function(){

            CuadConRelleno.onMouseUp = function() {

                DibRecTanFill(x,y,this._xmouse,this._ymouse,1,0xffcc00,100,0x999999,15);

            }
        }
    }*/

(end of function)
```

63. MovieClip.Triangle

Author(s): blackbox@bbbcmx.net

Flash version: 6

DateTime: 11.10.2002

```
//--Triangle
//--=) Israel Cazares

MovieClip.prototype.DibTrian= function(x1,y1,x2,y2,AnchoLin,ColorLin,AlfaLin)
{

    this.lineStyle(AnchoLin,ColorLin,AlfaLin);
    this.moveTo(x1,y2);
    this.lineTo(x2,y1);
    this.lineTo(x2,y2);
    this.lineTo(x1,y2);

}

//--Usage:
/*
```

```

_root.createEmptyMovieClip("Trian",1);

    Trian.onMouseDown = function() {

x=this._xmouse;
y=this._ymouse;

    Trian.onMouseMove = function(){

    Trian.onMouseUp = function() {

DibTrian(x,y,this._xmouse,this._ymouse,1,0xffcc00,100);

    }
    }
    }
    */

(end of function)

```

64. MovieClip.FillTriangle

Author(s): blackbox@bbbcmx.net

Flash version: 6

DateTime: 11.10.2002

```

/--FillTriangle
/--=) Israel Cazares

MovieClip.prototype.DibTrianFill=
function(x1,y1,x2,y2,AnchoLin,ColorLin,AlfaLin,ColorFill,AlfaFill)
{

    this.lineStyle(AnchoLin,ColorLin,AlfaLin);
    this.beginFill(ColorFill,AlfaFill);
    this.moveTo(x1,y2);
    this.lineTo(x2,y1);
    this.lineTo(x2,y2);
    this.lineTo(x1,y2);
        this.endFill();

}

/--Usage:

/*

```

```
_root.createEmptyMovieClip("TrianConRelleno",1);

    TrianConRelleno.onMouseDown = function() {

        x=this._xmouse;
        y=this._ymouse;

        TrianConRelleno.onMouseMove = function(){

            TrianConRelleno.onMouseUp = function() {

                DibTrianFill(x,y,this._xmouse,this._ymouse,1,0xffcc00,100,0x999999,15);

            }
        }
    }
}

*/

(end of function)
```

65. MovieClip.Line

Author(s): balckbox@bbbcmx.net

Flash version: 6

DateTime: 11.10.2002

```
//--Line
//--=) Israel Cazares

MovieClip.prototype.DibLine= function(a1,b1,a2,b2,AnchoLin,ColorLin,AlfaLin)
{

    this.lineStyle(AnchoLin,ColorLin,AlfaLin);
    this.moveTo(a1,b1);
    this.lineTo(a2,b2);

}

/*

//--Usage:

/*

_root.createEmptyMovieClip("Linea",1);
```



```

Linea.onMouseDown = function() {

    x=this._xmouse;
    y=this._ymouse;

    Linea.onMouseMove = function(){

    Linea.onMouseUp = function() {

DibLine(x,y,this._xmouse,this._ymouse,1,0xffcc00,100);

    }
    }
}

*/

(end of function)

```

66. Movieclip.fadeTo

Author(s): ivan@marsspider.com

Flash version: 6

DateTime: 31.10.2002

```

// -----
// FadeTo function
//
// Mars Spider
//
// syntax:
// fadeTo(alpha_value, velocity)
// -----

MovieClip.prototype.fadeTo = function(v_alpha, vel)
{
    this.onEnterFrame = function()
    {
        this._alpha -= (this._alpha - v_alpha) / vel;
        if (Math.abs(this._alpha - v_alpha) < 1)
        {
            this._alpha = v_alpha
            delete this.onEnterFrame;
        }
    };
};

```

```
// -----
//  USAGE
//  -----
```

```
youMovieClip.fadeTo(0,10)
```

```
// -----
```

```
(end of function)
```

67. MovieClip.FadeColor

Author(s): max@phoenixweb.it

Flash version: 6

DateTime: 13.11.2002

```
//=====
// PHOENIXWEB.it
// created by Massimiliano Cuttini
// as 'platone' (www.phoenixweb.it)
//=====
//Finally I create a usefull prototype, maybe the first one
//=====
//TO USE IT:
//=====
//just select the color to start and the final color for
//your movieclip, it must be declared like this:
// var color1 = {ra:'% of RED', rb:'tonality of RED', ga:'% of GREEN', gb:'tonality of GREEN',
ba:'% of BLUE', bb:'tonality of BLUE'};
// the standard color for the object is
// var color1 = {ra:'100', rb:'0', ga:'100', gb:'0', ba:'100', bb:'0'};
//=====
//PROTOTYPE FADECOLOR (FadePalette also)
//=====
MovieClip.prototype.FadeColor = function(NEW, OLD) {
  if (OLD==" || OLD==undefined || OLD=="undefined" || OLD==null) {
    tempColor = new Color(this);
    OLD = tempColor.getTransform();
    delete ("tempColor");
  }
  this.createEmptyMovieClip("palettaengine", 9999);
  var PathM = targetPath(this);
  this.palettaengine.targetMovie = PathM.substring(8, Path.length);
  this.palettaengine.tempPaletta = OLD;
  this.palettaengine.newPaletta = NEW;
  this.palettaengine.onEnterFrame = function() {
    if (!(_root[this.targetMovie].FadePalette(this.tempPaletta, this.newPaletta, vel))) {
      this.removeMovieClip();
    }
  }
}
```

```

    }
};
};
MovieClip.prototype.FadePalette = function(OLDpal, NEWpal) {
    FLAGcambiato = false;
    for (t in OLDpal) {
        if (parseInt(OLDpal[t])>parseInt(NEWpal[t])) {
            OLDpal[t]--;
            FLAGcambiato = true;
        }
        if (parseInt(OLDpal[t])<parseInt(NEWpal[t])) {
            OLDpal[t]++;
            FLAGcambiato = true;
        }
    }
    if (FLAGcambiato) {
        var colore = new Color(this);
        colore.setTransform(OLDpal);
        return true;
    } else {
        return false;
    }
};
//=====
//HOW DOES IT WORKS?
//=====
color1 = {ra:'100', rb:'0', ga:'100', gb:'0', ba:'100', bb:'0'};
color2 = {ra:'100', rb:'255', ga:'100', gb:'-144', ba:'100', bb:'-116'};
MovieClip.FadeColor(color2, color1);
//BUT CAN BE USED ALSO LIKE THIS:
MovieClip.FadeColor(color2);
//automatically the starting color, it will be set the default color!
//=====
//Enjoy it! :)
// max

(end of function)

```

68. MovieClip.resizeTo

Author(s): jonathan@blueboxdigital.com

Flash version: 6

DateTime: 14.11.2002

```

MovieClip.prototype.resizeTo = function(s, w, h) {
    w_vector = (Math.round(w-this._width)*s)*s;
    h_vector = (Math.round(h-this._height)*s)*s;
    if (w_vector == 0 && h_vector == 0) {
        _global.resize_it = "false";
    }
}

```

```

}
this._width += w_vector;
this._height += h_vector;
};

```

Usage:

```

onClipEvent (enterFrame) {
    if _global.resize_it == "true" {
        trace("resizing it");
        this.resizeTo(speed, w_target0, h_target0);
    }
}

```

Button:

```

on (press) {
    _global.resize_it = "true";
    _global.w_target0 = 300;
    _global.h_target0 = 400;
}

```

(end of function)

69. MovieClip.FadeColor2

Author(s): max@phoenixweb.it

Flash version: 6

DateTime: 15.11.2002

```

//=====
// PHOENIXWEB.it
// created by Massimiliano Cuttini
// as 'platone' (www.phoenixweb.it)
//=====
//I'm very ecxited by RGB color transform!!!!
//this second prototype is not same as the
//prototype I posted before. I studied a lot
//of Color Dinamics before understands
//asimmetric gradients and realize this prototype.
//This Prototype works in another way than the
//prototype before, both of them are great.
//I have also introduct new
//features, like the possibility of change the
//velocity of colorization ;)
//=====
//PROTOTYPE FADECOLOR v2.1 (FadePalette 2.1 also)
//=====
MovieClip.prototype.FadeColor2 = function(OLD, NEW, vel) {
    if (OLD == "" || OLD == undefined || OLD == "undefined" || OLD == null) {
        tempColor = new Color(this);
    }
}

```

```

    OLD = tempColor.getTransform();
    delete ("tempColor");
}
if (vel == "" || vel == undefined || vel == "undefined" || vel == null) vel = 1;
this.createEmptyMovieClip("palettaengine", 9999);
var PathM = targetPath(this);
this.palettaengine.targetMovie = PathM.substring(8, Path.length);
this.palettaengine.tempPaletta = OLD;
this.palettaengine.newPaletta = NEW;
this.palettaengine.vel = vel;
this.palettaengine.counter = 0;
this.palettaengine.MAXcounter = 600/vel;
this.palettaengine.onEnterFrame = function() {
    if (!(_root[this.targetMovie].FadePalette2(this.tempPaletta, this.newPaletta, this.vel)))
this.removeMovieClip();
    //PROTECTION AGAINST INFINITY LOOP
    this.counter++;
    if (this.counter>this.MAXcounter) {
        var colore = new Color(_root[this.targetMovie]);
        colore.setTransform(NEWpal);
        this.removeMovieClip();
    }
};
};
MovieClip.prototype.FadePalette2 = function(OLDpal, NEWpal, vel) {
    if (vel == "" || vel == undefined || vel == "undefined" || vel == null) vel = 1;
    FLAGcambiato = false;
    var MDG;
    var Difference = new Array();
    function compare(varray) {
        var COMPAREresult = 0;
        for (t in varray) {
            if (COMPAREresult<Math.abs(Varray[t])) COMPAREresult = parseInt(Math.abs(Varray[t]));
        }
        return COMPAREresult;
    }
    for (w in OLDpal) Difference[w] = NEWpal[w]-OLDpal[w];
    MDG = compare(Difference);
    for (w in OLDpal) {
        if (Difference[w] != 0 && MDG != 0) {
            OLDpal[w] = parseInt(OLDpal[w])+Math.round(Difference[w]/MDG*vel);
            FLAGcambiato = true;
        }
    }
    if (FLAGcambiato) {
        var colore = new Color(this);
        colore.setTransform(OLDpal);
        return true;
    } else {
        return false;
    }
}

```

```

};
//=====
//HOW DOES IT WORKS?
//=====
color1 = {ra:'100', rb:'0', ga:'100', gb:'0', ba:'100', bb:'0'};
color2 = {ra:'100', rb:'255', ga:'100', gb:'-144', ba:'100', bb:'-116'};
MovieClip.FadeColor(color2, color1,5);
//BUT CAN BE USED ALSO LIKE THIS:
MovieClip.FadeColor(color2);
//automatically the actual color, it will be set as the the starting color!
//=====
//enjoy it! :) MAX

```

(end of function)

70. MovieClip.playBackwards

Author(s): jonasgalvez@uol.com.br

Flash version: 6

Date/Time: 04.02.2003

```

// MovieClip.playBackwards Method v1.3
// by Jonas Galvez (jonas@onrelease.org)

MovieClip.prototype._oldPlay = MovieClip.prototype.play;
MovieClip.prototype._oldStop = MovieClip.prototype.stop;
MovieClip.prototype.play = function() {
    if(this._playingBackwards) {
        if(this._oldOEF instanceof Function) {
            this.onEnterFrame = this._oldOEF;
        } else delete this.onEnterFrame;
    };
    this._oldPlay();
}
MovieClip.prototype.stop = function() {
    if(this._playingBackwards) {
        if(this._oldOEF instanceof Function) {
            this.onEnterFrame = this._oldOEF;
        } else delete this.onEnterFrame;
    };
    this._oldStop();
};
MovieClip.prototype.playBackwards = function() {
    this._playingBackwards = true;
    this._oldOEF = this.onEnterFrame;
    this.onEnterFrame = function() {
        this._oldOEF();
        if(this._currentframe != 1) this.prevFrame();
        else this.gotoAndStop(this._totalframes);
    };
}

```

```

    };
    ASSetPropFlags(MovieClip.prototype, "_playingBackwards,_oldOEF", 1)
};
ASSetPropFlags(MovieClip.prototype, "_oldPlay,_oldStop,playBackwards", 1);

// _root.button_normal.onRelease = function() {
//     _root.myMovieClip.play();
// };
// _root.button_backwards.onRelease = function() {
//     _root.myMovieClip.playBackwards();
// };

(end of function)

```

71. MovieClip.bounce

Author(s): info@adora.it

Flash version: 6

DateTime: 20.11.2002

```

// 2be dynamic into our world by kingdavid ( Davide Finocchietti) - info@adora.it
MovieClip.prototype.bounce = function() {
    var a,t,x_value,y_value,x_target,y_target,b,acc,drag,vx,vy
    a = 15;
    t = 100;
    this._x = 175;
    this._y = 175;
    x_value = this._x;
    y_value = this._y;
    x_target = this._x;
    y_target = this._y;
    b = 1.3;
    acc = 5;
    drag = false;
    this.onEnterFrame = function() {
        x_value += vx;
        y_value += vy;
        vx = (vx+((x_target-x_value)/acc))/b;
        vy = (vy+((y_target-y_value)/acc))/b;
        this._x = x_value;
        this._y = y_value;
    };
    this.onMouseDown = function() {
        x_target = _root._xmouse;
        y_target = _root._ymouse;
    };
};
// usage
// Create a movie clip ('mc') with depth 0

```

```

/*
_root.createEmptyMovieClip('mc',0)

// Draw a red square (you can use every movie clip you want)
_root.mc.lineStyle(2,0x000000,80)
_root.mc.beginFill(0xff0000,100)
_root.mc.lineTo(20,0)
_root.mc.lineTo(20,20)
_root.mc.lineTo(0,20)
_root.mc.lineTo(0,0)
_root.mc.endFill()

// Apply the function
mc.bounce();
*/

(end of function)

```

72. MovieClip.tinyCheckLoaded

Author(s): jonas@onrelease.org

Flash version: 6

Date/Time: 26.01.2003

```

// tinyCheckLoaded Function v1.2
// by Jonas Galvez (jonas@onrelease.org)

MovieClip.prototype.addProperty("loaded", function() {
    var l = this.getBytesLoaded(); var t = this.getBytesTotal();
    return t > 4 && Math.round(l) == Math.round(t);
}, null);

MovieClip.prototype.addProperty("hasContent", function() {
    return this.getBytesTotal() > 4;
}, null);

ASSetPropFlags(MovieClip.prototype, "loaded,hasContent", 1);

_global.tinyCheckLoaded = function(mc, _onLoad, _onStart, _onStatus) {
    var timer = setInterval(function() {
        var ref = typeof mc == "string" ? get(mc) : mc;
        if(ref.loaded) { _onLoad.call(ref); clearInterval(timer); }
        else if(ref.hasContent && !start) { _onStart.call(ref); var start = 1; }
        else if(ref.hasContent) { _onStatus.call(ref); };
    }, 100);
};

// loadMovieNum("loaded.swf", 1);
// tinyCheckLoaded("_level1", function() {

```



```
//      this.gotoAndStop(10);
//    });
```

(end of function)

73. MovieClip.hatchline

Author(s): contact@shork.it

Flash version: 6

DateTime: 10.04.2003

```
/*
Prototype linea tratteggiata
*/
MovieClip.prototype.hatchline = function (x_iniziale, y_iniziale, x_finale, y_finale, w_trattino)
{
/*
Se la posizione finale è uguale a quella iniziale esco dalla funzione
*/
if(x_iniziale == x_finale && y_iniziale == y_finale){
    return;
}
var x_ini = x_iniziale;
var y_ini = y_iniziale;
var x_fin = x_finale;
var y_fin = y_finale;
var lunghezza_trattino = (w_trattino != undefined) ? w_trattino : 1;
var w_offset, h_offset, x_offset, y_offset, distanza, numero_trattini;
w_offset = x_fin - x_ini;
h_offset = y_fin - y_ini;
this.moveTo (x_ini, y_ini);
distanza = Math.sqrt (Math.pow (w_offset, 2) + Math.pow (h_offset, 2));
numero_trattini = Math.round (distanza / lunghezza_trattino) % 2 != 0 ? Math.round (distanza /
lunghezza_trattino) : Math.round (distanza / lunghezza_trattino) + 1;
lunghezza_trattino = distanza / numero_trattini;
for (var a = 1; a <= numero_trattini; a++) {
    x_offset = ((lunghezza_trattino * a) * w_offset) / distanza;
    y_offset = ((lunghezza_trattino * a) * h_offset) / distanza;
    if ((a % 2) != 0) {
        this.lineTo (x_ini + x_offset, y_ini + y_offset);
    } else {
        this.moveTo (x_ini + x_offset, y_ini + y_offset);
    }
}
};
/*
Uso
this.lineStyle (2, "0xFF0000", 100);
this.hatchline (0, 0, 500, 100, 10);
```

```
*/
```

```
(end of function)
```

74. MovieClip.onDoubleClick

Author(s): jonas@onrelease.org

Flash version: 6

DateTime: 27.01.2003

```
// MovieClip.onDoubleClick Event v1.0
// by Jonas Galvez (jonas@onrelease.org)

MovieClip.prototype.addProperty("onDoubleClick",
    function() { return this.$onDoubleClick },
    function(f) { this.$onDoubleClick = f; Mouse.addListener(this); }
);
Mouse.onMouseDown = function() {
    if(this.last_click == undefined) this.last_click = 300;
    if(getTimer() - this.last_click < 300)
        this.broadcastMessage("$onDoubleClick");
    this.last_click = getTimer();
};
Mouse.addListener(Mouse);

// this.onDoubleClick = function () {
//     trace("DoubleClick!");
// };

(end of function)
```

75. MovieClip.shakelt

Author(s): root@flashvirtuosity.net

Flash version: 6

DateTime: 23.02.2003

```
/* *****
* FROM THE HOST OF FLASHVIRTOUSTIY 2003
* http://flashvirtuosity.net
* Written by Christooth Wartmann
* E-mail: wartmann@flashvirtuosity.net
*
*
* SHAKE YOUR MC PROTOTYPE
* Eventbased Start / stop SHAKE your MovieClip
*
*/
```

* USE THIS CODE ROYALTY FREE

NICE USAGE PROTOTYPE:

copy all this in your _root or #include

start shake-->

yourMC.shakeIt()

stop shake -->

yourMC.shakeStop()

***** */

// *****

// *****

// @ shakeIt PROTOTYPE SHAKE IT !! shakes your Mc

MovieClip.prototype.shakeIt = function(){

// **

// ***** INITIALIZING & STORING CLIP PARAMETERS *****

// INI Rectangle Size X, Y

this.recScale = 1; // ENCREASING SIZINGS OF RECTANGLE BORDER

this.shakeRotation = 5; // ENCREASING ROTATION

this.shakeScale = 2; // ENCREASING SHAKER XPOS & YPOS

this.shakeAlpha = 1; // ENCREASING APHA PROPERTY

// Storing of needed MC Properties

this.storedName = this._name;

this.storedXpos = this._x;

this.storedYpos = this._y;

this.storedRotation = this._rotation;

this.storedAlpha = this._alpha;

this.rectangle

[this.storedXpos-this.recScale,this.storedXpos+this.recScale,this.storedYpos-this.recScale,this.storedYpos+this.recScale,this.storedRotation-this.shakeRotation,this.storedRotation+this.shakeRotation];

// E O Storing of needed MC Properties

// TEST FUNCTION

store = function (storedYpos){

trace(storedYpos)

}

//store(this.rectangle[0])

// E O TEST FUNCTION

// ***** E O INITIALIZING & STORING CLIP PARAMETERS *****

// **

```

// ***** @ goAndShake (SHAKE FUNCTION) *****
goAndShake = function (){
    // CALCULATE AVERAGE OF NEW MC PROPERTIES
    averageX = this._x-random(this.shakeScale)+ (+random(this.shakeScale));
    averageY = this._y-random(this.shakeScale)+ (+random(this.shakeScale));
    averageRotation = this._rotation-random(this.shakeScale)+ (+random(this.shakeScale));
    this._alpha = 100 - random(this.shakeAlpha);
    // E O CALCULATE AVERAGE OF NEW MC PROPERTIES

    // CONDITION --> IS MC BORDER CLIPPING ?
    if(this._x < this.rectangle[0] || this._x > this.rectangle[1] ){
        this._x = this.storedXpos;
    }else{
        this._x = averageX;
    }
    if(this._y < this.rectangle[2] || this._y > this.rectangle[3]){
        this._y = this.storedYpos;
    }else{
        this._y = averageY;
    }
    if(this._rotation < this.rectangle[4] || this._rotation > this.rectangle[5]){
        this._rotation = this.storedRotation;
    }else{
        this._rotation = averageRotation;
    }
}
// **
// ***** E O goAndShake (SHAKE FUNCTION) *****
this.onEnterFrame = goAndShake;
}
// E O @ goAndShake PROTOTYPE SHAKEIT
// *****
// *****

// *****
// *****
// @ shakeStop PROTOTYPE STOP SHAKIN THAT MC !! reset your Mc properties
MovieClip.prototype.shakeStop = function (){
    this.onEnterFrame = null;
    this._name = this.storedName ;
    this._x = this.storedXpos;
    this._y = this.storedYpos;
    this._rotation = this.storedRotation;
    this._alpha = this.storedAlpha;
}
// E O @ shakeStop PROTOTYPE
// *****
// *****

/*

```

NICE USAGE PROTOTYPE:

```
start shake-->
yourMC.shakeIt()
-----
stop shake -->
yourMC.shakeStop()
*/
```

(end of function)

76. MovieClip.dragAndDrop

Author(s):

Flash version: 6

DateTime: 21.05.2003

```
// dragAndDrop prototype
// Flash version: MX
// DateTime: 21.05.2003
// -----
// insert a dragAndDrop behaviour
// to a selected clip into a selected
// draggable square area(optionally).
// In case you don't pass any parameter,
// these values will be the stage itself.
//
// EXAMPLE:
//
// onClipEvent (enterFrame) {
//     dragAndDrop();
// }
//
//or
//     miClip.onEnterFrame=function(){
//         this.dragAndDrop(150,50,350,350,0.9);
//     }
//
// Author: Juanma Domínguez
// Mail: juanma@apatika.com
// -----
```

```
MovieClip.prototype.dragAndDrop=function(limleft,limtop,limright,limbottom,friction){
    //parameter
    this.friction=(friction)?friction:0.96;
    this.limright=(limright)?(limright-this._width/2) : (stage.width-this._width/2);
    this.limleft=(limleft)?(limleft+this._width/2) : (this._width/2);
    this.limtop=(limtop)?(limtop+this._height/2) : (this._height/2);
```

```
this.limbottom=(limbottom)?(limbottom-this._height/2) : (stage.height-this._height/2);
//Drag
this.onPress=function(){
    this.grab=0;
    startDrag(this,false,this.limleft,this.limtop,this.limright,this.limbottom);
}
this.onRelease=function(){
    this.grab=1;
    this.k=1;
    this.vx=this.x-this.xbefore;
    this.vy=this.y-this.ybefore;
    stopDrag();
}
this.onReleaseOutside=function(){
    this.grab=1;
    this.k=1;
    this.vx=this.x-this.xbefore;
    this.vy=this.y-this.ybefore;
    stopDrag();
}
//calculating x and y position
this.xbefore=this.x;
this.ybefore=this.y;
this.x=this._x;
this.y=this._y;
if(this.grab==1){
    this.k=this.k*this.friction;
    this._x=this._x+this.vx*this.k;
    this._y=this._y+this.vy*this.k;
}
//boundaries
if(this._x>this.limright){
    this._x=this.limright;
    this.vx=-this.vx;
}
if(this._x<this.limleft){
    this._x=this.limleft;
    this.vx=-this.vx;
}
if(this._y<this.limtop){
    this._y=this.limtop;
    this.vy=-this.vy;
}
if(this._y>this.limbottom){
    this._y=this.limbottom;
    this.vy=-this.vy;
}
}
```

(end of function)

77. Movieclip.bouncing

Author(s): info@southfish.it

Flash version: 6

DateTime: 15.06.2003

```
// by Southfish
MovieClip.prototype.bouncing = function() {
    gravity = 15;
    bounce = .9;
    leftedge = wall._width;
    bottomedge = wall._height;
    leftlimit = wall._x-leftedge/2;
    bottomlimit = wall._y-bottomedge/2;
    this.onEnterFrame = function() {
        this.oldX = this.x;
        this.oldY = this.y;
        this.x = this._x;
        this.y = this._y;
        if (this.goDrag) {
            this.Lx = (this.x-this.oldX)*10;
            this.Ly = (this.y-this.oldY)*10;
        } else {
            this.Ly += gravity;
            this.x += (this.Lx/10);
            this.y += (this.Ly/10);
            if (this.y-bottomlimit<this._width/2) {
                this.y = this._width/2+bottomlimit;
                this.Lx *= bounce;
                this.Ly *= -bounce;
            }
            if (this.y-bottomlimit>(bottomedge-this._width/2)) {
                this.y = bottomedge-this._width/2+bottomlimit;
                this.Lx *= bounce;
                this.Ly *= -bounce;
            }
            if (this.x-leftlimit<this._width/2) {
                this.x = this._width/2+leftlimit;
                this.Lx *= -bounce;
                this.Ly *= bounce;
            }
            if (this.x-leftlimit>(leftedge-this._width/2)) {
                this.x = leftedge-this._width/2+leftlimit;
                this.Lx *= -bounce;
                this.Ly *= bounce;
            }
        }
        this._x = this.x;
        this._y = this.y;
    }
};
this.onPress = function() {
```

```

this.onMouseMove = function() {
    this.goDrag = true;
    this._x = _root._xmouse;
    this._y = _root._ymouse;
    updateAfterEvent();
};

this.onRelease = function() {
    this.onMouseMove = undefined;
    this.goDrag = false;
};

this.onReleaseOutside = function() {
    this.onMouseMove = undefined;
    this.goDrag = false;
};

/* create a movieclip with instance name wall and at clip that must bounce apply this action:
onClipEvent (load) {
    bouncing();
}
*/

(end of function)

```

78. MovieClip.pagePath

Author(s): donovan@foureyes.com

Flash version: 6

Date/Time: 23.09.2003

```

//-----
//
//                                     RETURN PAGE URL FUNCTION
//
//-----
//   v1.0 Donovan Adams | donovan@foureyes.com | www.foureyes.com
//
//   Reads the path information that the .swf is loaded from
//   Keep in mind that this reads info from where the .swf is
//   located, not where it is run.
//
//   METHODS
//
//   Example movie is loaded from http://www.domain.com/parent_folder/this_folder/example.html
//   It will return the below results by specifying the display method in the function's argument
//
//   getDOMAIN = www.thisdomain.com
//   getFOLDER = this_folder

```



```

//  getPARENT = parent_folder
//  getURLPATH = http://www.domain.com/parent_folder/this_folder/
//  -----
//  USAGE
//  -----
/*
    thisURLPath = pagePath(getURLPATH);
    // Will return "http://www.domain.com/parent_folder/this_folder/" to thisURLPath
*/
//  -----
//
//-----

MovieClip.prototype.pagePath = function(displayMethod) {
    var connection = "http://";
    var connectionLngth = connection.length;
    var thisSwfPath = _root._url;
    var thisSwfPath = thisSwfPath.slice(connectionLngth, -1);
    var thisSwfPath = thisSwfPath.split("/");
    switch (displayMethod) {
case "getURLPATH":
    var urlString = connection;
        for(var a = 0; a < thisSwfPath.length-1; a++) {
            urlString += thisSwfPath[a]+"/";
        };
        return urlString;
    break;
case "getFOLDER":
    urlString = thisSwfPath[thisSwfPath.length-2]
        return urlString;
    break;
case "getPARENT":
    urlString = thisSwfPath[thisSwfPath.length-3]
        return urlString;
    break;
case "getDOMAIN":
    urlString = thisSwfPath[0];
        return urlString;
    break;
default:
    urlString = "ERROR - Display function undefined.";
        return urlString;
    };
};

//-----

(end of function)

```

79. MovieClip.macOSXMenu

Author(s): info@alessandroperrone.com

Flash version: 6

DateTime: 28.11.2003

```

/*
Author: Alessandro PERRONE
Date: 28th November 2003
Copyright: ©2003 - alessandroPERRONE.com
License: Freeware
Contact: info@alessandroperrone.com - http://www.alessandroperrone.com
Description: add a cool Mac OSX Menu scaling effect on your movie clips Flash version: MX
Notes: inspired by Tsunami menu by Oxclove Workshop, Ltd. www.oxclove.com All rights reserved

*/

MovieClip.prototype.macOSXMenu = function(){    var startX = this._x;    this.onEnterFrame =
function(){
    if(_root._ymouse <= this._y + 30 && _root._ymouse >= this._y - 30){
        var mouseX = int(Math.abs((this._x-_root._xmouse)));
        var mouseX2 = int(this._x-_root._xmouse);
        if (mouseX<50) {
            if (_root._xmouse < this._x + 200 || _root._xmouse > this._x - 200) {
                var scale = 200-mouseX;
                var xFactor =this._x+(mouseX2*.1);
            } else {
                var scale = 100;
                var xFactor = startX;
            }
        } else {
            var scale = 100;
            var xFactor = startX;
        }
        var scalingFactor = (scale-this._xscale)*.3;
        this._xscale += scalingFactor;
        this._yscale += scalingFactor;
        // update _x position
        var x = (xFactor-this._x)*.3;
        this._x += x;
    }else{
        // if mouse out of hit area (user defined) reset scaling with smooth effect
        if(this._xscale > 100){
            this._xscale += (100 - this._xscale) * .3
            this._yscale += (100 - this._yscale) * .3;
        }
    }
};
};

/*

```

*

*USAGE

Place one or more movieclip symbols in your movie (each one is an item of your own menu) and call the Mac OSX Menu method in the following way.

```
yourMovieClipInstance.macOSXMenu();
```

**/

(end of function)

80. MovieClip.goToPoint

Author(s): davb86@supereva.it

Flash version: 6

DateTime: 04.01.2003

```
// ***** MovieClip.GoToPoint prototype *****//
// Author : Davide Beltrame (Broly)
// E-mail: davb86@supereva.it
// Flash version : Flash MX (6) //
// This prototype move a mc from its
// position to another point in the movie //
// PARAMETERS
// McInstanceName.goToPoint(x,y,[vel])
// x -> X destination coordinate
// y -> Y destination coordinate
// vel -> number of movementes from actual to final position
//      (optional, default is 10)
//      Higher is 'vel', slower is the movement of the mc
//
// *****//
```

```
MovieClip.prototype.goToPoint = function(x,y,vel){
    var ini_x,ini_y,distX,distY,movX,movY
    !vel ? vel=10 : null
    ini_x = this._x
    ini_y = this._y
    distX = Math.round(x-ini_x)
    distY = Math.round(y-ini_y)
    movX = distX / vel
    movY = distY / vel
    this.onEnterFrame = function(){
        this._y!= y ? this._y+=movY : null
        this._x != x ? this._x+=movX : null
        this._y == y && this._x == x ? this.onEnterFrame = null : null
    }
}
```

usage:

```
// SOME EXAMPLES
// Create a movieclip with instance
//name 'Mc'
//mc.goToPoint(400,200)
//mc.goToPoint(400,200,40)
//mc.goToPoint(400,200,150)
```

(end of function)

81. MovieClip.HReveal

Author(s): davb86@supereva.it

Flash version: 6

DateTime: 16.01.2004

```
//*****MovieClip.prototype.HReveal *****
//
// Author : Broly
// Mail : davb86@supereva.it
// Version: FlashMX and MX2004 (player 6 or above)
//
// This prototype set a mask over a movieclip
// and show it using horizontal bands.
// The bands are dinamically drawned,
// you can se height and the increment of width
//
// SYNTAX
// mcName.HReveal([h,l])
//
// PARAMETERS
// h - height of the band (if not set, assumed 10)
// l - increment of width for a pass
//
// ***** by Broly *****
```

```
MovieClip.prototype.HReveal = function(h,w){
```

```

target = this._name
l_band = w ? w : 10
square_dim = h ? h : 10
a = 0
limit = mc._height / k
this.createEmptyMovieClip('mask',-1)
this.setMask(this.mask)
this.mask.createEmptyMovieClip('square'+a,0)
with(this.mask['square'+a]){
    lineStyle(0,0x000000,0)
    beginFill(0x000000,100)
    lineTo(square_dim,0)
    lineTo(square_dim,square_dim)
    lineTo(0,square_dim)
    lineTo(0,0)
    _x = 0
    _y = 0
}
this.mask.onEnterFrame = function(){
    this['square'+a]._width += l_band
    if(this['square'+a]._width >= this._parent._width){
        a++
        this['square'+(a-1)].duplicateMovieClip('square'+a,a)
        this['square'+a]._y = this['square'+(a-1)]._y+square_dim
        this['square'+a]._height = this['square'+a]._width = square_dim
    }
}
}

```

(end of function)

82. MovieClip.VReveal

Author(s): davb86@supereva.it

Flash version: 6

Date/Time: 16.01.2004

```

//*****MovieClip.prototype.VReveal *****
//
// Author : Broly
// Mail : davb86@supereva.it
// Version: FlashMX and MX2004 (player 6 or above)
//
// This prototype set a mask over a movieclip
// and show it using vertical bands.
// The bands are dinamically drawned,
// you can set width and the increment of height
//
// SYNTAX

```

```
// mcName.VReveal([w,h])
//
// PARAMETERS
// w - width of the band (if not set, assumed 10)
// l - increment of height for any pass (if not set, assumed 10)
//
// ***** by Broly *****

MovieClip.prototype.VReveal = function(w,h){
    target = this._name
    h_band = h ? h : 10
    square_dim = w ? w : 10
    a = 0
    limit = mc._width / k
    limitW = this._height
    this.createEmptyMovieClip('mask',-1)
    this.setMask(this.mask)
    this.mask.createEmptyMovieClip('square'+a,0)
    with(this.mask['square'+a]){
        lineStyle(0,0x000000,0)
        beginFill(0x000000,100)
        lineTo(square_dim,0)
        lineTo(square_dim,square_dim)
        lineTo(0,square_dim)
        lineTo(0,0)
        _x = 0
        _y = 0
    }
    this.mask.onEnterFrame = function(){
        this['square'+a]._height += h_band
        if(this['square'+a]._height >= limitW){
            a++
            this['square'+(a-1)].duplicateMovieClip('square'+a,a)
            this['square'+a]._x = this['square'+(a-1)]._x+square_dim
            this['square'+a]._height = this['square'+a]._width = square_dim
        }
    }
}

(end of function)
```

83. MovieClip.grid

Author(s): davb86@supereva.it

Flash version: 6

DateTime: 08.01.2004

```
// ***** Movieclip.prototype.grid *****
```

```
//
// Author : Broly
// Mail : davb86@supereva.it
// Version : Flash Mx and FlashMx2004 (player 6 and 7)
//
// This prototype create a grid
// over a movieclip. The grid can
// be composed by square or rectangles
// Contents in the mcs must be at (0,0)
//
// SYNTAX
// mc.grid([w,h,dist])
//
// PARAMETERS (all optionals - if not setted, assumed default)
//
// w - width of any grid element (default: 10)
// h - height of any grid element (default: 10)
// dist - distance between grid elements (default: 1)
//
// ***** by Broly *****
```

```
MovieClip.prototype.grid = function(w,h,dist){
    w = w ? w : 10
    h = h ? h : 10
    dist = dist ? dist : 1
    a = c = j = numberW = numberH = ori = 0
    for(b=0;b<this._width;b=c){
        c+=w+dist
        numberW++
    }
    c = 0
    for(b=0;b<this._height;b=c){
        c+=h+dist
        numberH++
    }
    this.createEmptyMovieClip('retic',-1)
    this.retic.createEmptyMovieClip('reticP'+a,a)
    with(this.retic['reticP'+a]){
        lineStyle(0,0x000000,0)
        beginFill(0x000000,100)
        lineTo(w,0)
        lineTo(w,h)
        lineTo(0,h)
        lineTo(0,0)
        for(k=1;k<=numberW*numberH;k++){
            duplicateMovieClip('reticP'+k,k)
            _parent['reticP'+k]._x = _x+ w*ori + dist*ori
            _parent['reticP'+k]._y = j
            ori++
            if(k%numberW == 0){
                j+=dist+h
            }
        }
    }
}
```

```

        ori = 0
    }
}
}
this.setMask(this.retic)
}

```

usage:

// USAGE SAMPLE

// single masking

// Create one mc called 'mc'

// and decomment/customize one of following lines

//mc.grid() // Create a grid with w:10,h:10,dist:1

//mc.grid(20) // Create a grid with w:20,h:10,dist:1

//mc.grid(20,20) // Create a grid with w:20,h:20,dist:1

//mc.grid(20,20,5) // Create a grid with w:20,h:20,dist:5

//mc.grid('',20,5) // Create a grid with w:10,h:20,dist:5

//mc.grid('','',5) // Create a grid with w:10,h:10,dist:5

// multi masking

// Create more mc with names 'mc','mc2','mc3',...and decomment / customize

// following lines

/*

mc.grid()

mc2.grid(30,30)

mc3.grid(5,5,2)

*/

(end of function)

84. MovieClip.autoArrangeTextField

Author(s): jgarnet@elektronikabcn.com

Flash version: 6

DateTime: 29.01.2004

//


```

//jgarnet@elektronicaabcn.com //
// //
// autoArrangeTextField --> //
// creates a textfield and arranges its size to the specified//
// words per line until no scrolls are needed //
// //
////////////////////////////////////
String.prototype.splitInSmallLines = function (wordsPerLine) {
    wordsPerLine = wordsPerLine - 1;
    this.buffer = "";
    this.lineByLine = this.split ("\n");
    // process line by line
    for (var i = 0; i < this.lineByLine.length; i++)
    {
        var wordsInThisLine = this.lineByLine[i].split (" ");
        if (wordsInThisLine.length > wordsPerLine)
        {
            var num = Math.ceil (wordsInThisLine.length / wordsPerLine);
            var init = 0;
            // rows
            for (var j = 0; j < num; j++)
            {
                var n = 0;
                // row words
                for (var k = init; k < k + wordsPerLine; k++)
                {
                    if (n > wordsPerLine or k >= wordsInThisLine.length)
                    {
                        break;
                    }
                    this.buffer += wordsInThisLine[k] + " ";
                    n++;
                }
                this.buffer += "\n";
                if (k >= wordsInThisLine.length)
                {
                    break;
                }
                init += wordsPerLine + 1;
            }
        }
        else
        {
            this.buffer += this.lineByLine[i] + "\n";
        }
    }
    return this.buffer;
};

MovieClip.prototype.autoArrangeTextField = function (field, level, x, y, w, h, _text) {
    this.createTextField (field, level, x, y, w, h);
    this[field].border = 1;

```

```

this[field].text = _text;
this[field].wordWrap = false;
myformat = new TextFormat ();
myformat.color = 0x666666;
myformat.leftMargin = 5;
this[field].setTextFormat (myformat);
if (this[field].maxscroll > 1)
{
    var incr = this[field].getTextFormat ().size;
    this.autoArrangeTextField (field, level, x, y, w, (h + incr), _text);
}
if (this[field].maxhscroll > 1)
{
    var incr = this[field].getTextFormat ().size;
    this.autoArrangeTextField (field, level, x, y, (w + incr), h, _text);
}
};

////////////////////////////////////
//
//  USAGE
//
////////////////////////////////////
var str_ = "Flash has numerous built-in objects like MovieClip, String, Math, Array, Color, and
Object.\nEach has useful methods and properties that are defined in the Actionscript manual.\nHave
you ever wanted to play Dr. Frankenstein with these objects? For instance, you'd like every movie
clip to have a method to flip itself horizontally or vertically, something like ball.flipX().\nIn
other words, each movie clip in your movie would automatically inherit your flipX() method.\nThis
actually isn't very difficult. If you know the right syntax, you can add your method to the
prototype of the built-in object.\nFor example, this is how you would add the flipX() method to
the MovieClip class:";
var field_name_ = "txt";
var level_ = 1;
var x_ = 100;
var y_ = 100;
var width_ini_ = 50;
var height_ini_ = 50;
var words_per_line_ = 12;
var contents_ = str_.splitInSmallLines (words_per_line_);
_root.autoArrangeTextField (field_name_, level_, x_, y_, width_ini_, height_ini_, contents_);

(end of function)

```

85. MovieClip.MCloadImage

Author(s): info@adora.it

Flash version: 0

DateTime: 25.02.2004

```
// load an image with preloading into a new movieclip
// by kingdavid -- www.adora.it
MovieClip.prototype.MCloadImage = function(myUrl, nameNewMovieClip) {
    this.createEmptyMovieClip(nameNewMovieClip, 2);
    this[nameNewMovieClip].loadMovie(myUrl);
    this[nameNewMovieClip]._alpha = 0;
    this.createEmptyMovieClip("loader", 3);
    this.loader.createTextField("bytes", 10, this._x, this._y, 300, 20);
    this.style = new TextFormat();
    this.style.font = "Verdana";
    this.style.size = "11";
    this.loader._x = 0
    this.loader._y = 0
    this.onEnterFrame = function() {
        this.loader.bytes.text = "loading image (bytes "+this[nameNewMovieClip].getBytesLoaded()+" of
"+this[nameNewMovieClip].getBytesTotal()+"");
        this.loader.bytes.setTextFormat(this.style);
        if (this[nameNewMovieClip].getBytesLoaded() == this[nameNewMovieClip].getBytesTotal() &&
this.immagine.getBytesLoaded() > 0) {

            this.loader.bytes._visible = false;
            this[nameNewMovieClip]._x = this._x;
            this[nameNewMovieClip]._y = this._y;
            this[nameNewMovieClip]._alpha = this[nameNewMovieClip]._alpha+10
            if(this[nameNewMovieClip]._alpha >= 100) {
                delete this.onEnterFrame;
            }
        }
    };
};
```

usage:

```
//usage
_root.createEmptyMovieClip("cerchio",1);
cerchio.MCloadImage("http://www.rib.net/images/gargano-tremetil.jpg", "immagine");
```

(end of function)

86. MovieClip.oopath

Author(s): flash@heyday.de

Flash version: 6

DateTime: 07.03.2004

```
// oopath
// flash@heyday.de
// http://www.heyday.de/
//
// returns the target of a mc
// but with dots, not slashes
// ( like: _root.my_movie.an_other_movie )

MovieClip.prototype.oopath = function () {
    return_str = "";
    ti          = "";
    do {

        // bei jedem durchgang wird das
        // eltern-element ( parent ) des
        // vorherigen durchgangs genommen
        if ( ti != "" ) {
            ti += "_parent.";
        } else {
            ti = "this.";
        }

        // ermittlung des namens vom
        // aktuellen mc
        tn = eval( ti add "_name" );

        // wenn der erste durchgang
        if ( return_str != "" ) {
            // wird ein punkt dazwischen gehangen
            tn += ".";
        }

        // wenn root-ebene erreicht
        if ( tn == "." || tn == "" ) {
            // wird auch root angezeigt
            tn = "_root.";
        }

        return_str = tn add return_str;
    } while ( tn != "_root." );

    // ausgabe des pfades
    return return_str;
} // MovieClip.prototype.oopath
// verstecken des prototypes
ASSetPropFlags(MovieClip, "oopath", 1);
```

```
// USAGE:

oo_p = this.oopath();

returns something like:
_root.my_movie.an_other_movie

for a better handling of flash studio pro

(end of function)
```

87. MovieClip._granny

Author(s): mr.joebert@gmail.com

Flash version: 6

DateTime: 07.09.2004

```
/* mr.joebert@gmail.com
shorthand for _parent._parent._parent.ect..
gen is the steps back to return. Prevents breakage when loading into other movies, shorter &
easier to debug than this._parent._parent._parent.ect.. */
MovieClip.prototype._granny = function(gen){
    var who = ["this"]; //preserve offset
    for(i=0; i<gen; i++){
        who.push("_parent");
    }
    return eval(who.join("."));
}

// USAGE:

For paths like,
_root.a.a.a.a.a.button
_root.a.a2.textBox

on first path,
on(press){
    this._granny(5).a2.textBox = "5 generations back";
}
Will not break if the movie is loaded into another movie, where,
on(press){
    _root.a.a2.textBox = "5 generations";
}
Would break &
on(press){
    this._parent.youGetThePicture
```

```
}
Is alot of typing. :)
```

```
(end of function)
```

88. Movieclip.loadAndFade

Author(s): info@egeis.com

Flash version: 6

DateTime: 13.08.2004

```
// Image preloader + fade into a new movieclip
// by Aeon Tan - www.egeis.com
// Variables:
// file: url of file to load (note: flash can only load non-progressive jpegs)
// spd: increment value of _alpha property
// cxpos, cypos: x & y position of container movieclip / image
// lxpos, lypos: x & y position of the percentage textfield

MovieClip.prototype.loadAndFade = function (file, spd, cxpos, cypos, lxpos, lypos)
{
    // Create container
    this.createEmptyMovieClip (container, 2);
    this [container].loadMovie (file);
    this [container]._alpha = 0;
    if ( ! cxpos) { cxpos = 0; }
    if ( ! cypos) { cypos = 0; }
    this [container]._x = cxpos;
    this [container]._y = cypos;
    // Create preload display
    this.createEmptyMovieClip ("loader", 3);
    if ( ! lxpos) { lxpos = 0; }
    if ( ! lypos) { lypos = 0; }
    this.loader.createTextField ("percent", 10, lxpos, lypos, 300, 20);
    this.style = new TextFormat ();
    this.style.font = "Arial";
    this.style.size = "10";
    // Get loaded percentage and fade in
    // setInterval should produce a smoother fade than onEnterFrame regardless of frame rate
    var preload = setInterval (checkLoad, 10, spd);
    function checkLoad (spd)
    {
        var t = this [container].getBytesTotal ();
        var l = this [container].getBytesLoaded ();
        this.loader.percent.text = "Loading: " + Math.round ((l / t) * 100);
        if (t == l && t > 4)
        {
            this [container]._alpha += spd;
            if (this [container]._alpha >= 100)

```

```

    {
        clearInterval (preload);
    }
}
}
}

// USAGE:

// Usage
anyEmptyMC.loadAndFade("my_image.jpg", 2, 0, 0, 0, 0);

(end of function)

```

89. MovieClip.rightAngle

Author(s): zjs35@163.com

Flash version: 6

DateTime: 22.09.2004

```

//a right angle move
//writed by zjs35,2004.9
//welcome to:http://zjs35.edujh.cn
MovieClip.prototype.rightAngle = function(s, e, d) {
    var offset = e.minusNew(s);
    var t = 0;
    (mc=this).onEnterFrame = function() {
        var dt = t/d;
        var pos = LineMove.plus(offset, dt, s);
        if (Math.round(mc._x-e.x) == 0) {
            mc._x = e.x;
            mc._y = pos.y;
            if (Math.round(mc._y-e.y) == 0) {
                delete mc.onEnterFrame;
            }
        } else {
            mc._x = pos.x;
        }
        if (t++>=d) {
            t = 0;
        }
    };
};

// USAGE:

//use

```

```
var s = new Vector(0, 0);
var e = new Vector(200, 150);
mc.lineMove(s, e, 20);
```

(end of function)

90. MovieClip.changeColor

Author(s): mail@stefanocorradi.com

Flash version: 6

DateTime: 06.10.2004

```
/*
An easy way to change (fading) your MovieClip color
by mail@stefanocorradi.com
*/
var c = 0;
MovieClip.prototype.changeColor = function(hexStart:String, hexEnd:String, speed:Number) {
    var RstartNum:Number = parseInt(hexStart.substr(0, 2), 16);
    var GstartNum:Number = parseInt(hexStart.substr(2, 2), 16);
    var BstartNum:Number = parseInt(hexStart.substr(4, 2), 16);
    var RendNum:Number = parseInt(hexEnd.substr(0, 2), 16);
    var GendNum:Number = parseInt(hexEnd.substr(2, 2), 16);
    var BendNum:Number = parseInt(hexEnd.substr(4, 2), 16);
    var diffR:Number = RstartNum-RendNum;
    var diffG:Number = GstartNum-GendNum;
    var diffB:Number = BstartNum-BendNum;
    var endColor = new Color(this);
    makeFade = function () {
        c++;
        if (diffR>0) {
            diffR -= speed;
            diffR = diffR<0 ? 0 : diffR;
        } else if (diffR<0) {
            diffR += speed;
            diffR = diffR>0 ? 0 : diffR;
        }
        if (diffG>0) {
            diffG -= speed;
            diffG = diffG<0 ? 0 : diffG;
        } else if (diffG<0) {
            diffG += speed;
            diffG = diffG>0 ? 0 : diffG;
        }
        if (diffB>0) {
            diffB -= speed;
            diffB = diffB<0 ? 0 : diffB;
        } else if (diffB<0) {
            diffB += speed;

```



```

    diffB = diffB>0 ? 0 : diffB;
}
if (diffR == 0 && diffG == 0 && diffB == 0) {
    clearInterval(makeFadeID);
}
var R:Number = RstartNum-((RstartNum-RendNum)-diffR);
var G:Number = GstartNum-((GstartNum-GendNum)-diffG);
var B:Number = BstartNum-((BstartNum-BendNum)-diffB);
var Rhex:String = R.toString(16).length<2 ? "0"+R.toString(16) : R.toString(16);
var Ghex:String = G.toString(16).length<2 ? "0"+G.toString(16) : G.toString(16);
var Bhex:String = B.toString(16).length<2 ? "0"+B.toString(16) : B.toString(16);
var codeColorEnd:String = "0x"+Rhex+Ghex+Bhex;
endColor.setRGB(codeColorEnd);
updateAfterEvent();
};
makeFadeID = setInterval(makeFade, 10);
};

// USAGE:

// from..
var colorStartHex:String = "990000";
//to..
var colorEndHex:String = "CCFF66";
// set my_mc color
var codeColorStart:String = "0x"+colorStartHex;
var startColor = new Color(my_mc);
startColor.setRGB(codeColorStart);
// set fade speed
var speed:Number = 5;
my_mc.onRollOver = function() {
    this.changeColor(colorStartHex, colorEndHex, speed);
};

(end of function)

```

91. MovieClip.centerClip

Author(s): pcman@mx-motion.com

Flash version: 6

DateTime: 13.10.2004

```

MovieClip.prototype.centerClip = function (){
    this._y = this._parent._height / 2 - (this._height / 2);
    this._x = this._parent._width / 2 - (this._width / 2);
};

// USAGE:

```

```
// Center MovieClip
// by: Gustavo Perez
// aka pcMan @ www.mx-motion.com
//-----

// creates a stage-sized border rectangle
lineStyle(0.25, 0xFF6600, 100);
moveTo(0, 0);
lineTo(Stage.width, 0);
lineTo(Stage.width, Stage.height);
lineTo(0, Stage.height);
lineTo(0, 0);
// creates center crossing lines
moveTo(Stage.width/2-50, Stage.height/2);
lineTo(Stage.width/2+50, Stage.height/2);
moveTo(Stage.width/2, Stage.height/2-50);
lineTo(Stage.width/2, Stage.height/2+50);
// creates a new movieclip
createEmptyMovieClip("_mc", 0);
with (_root._mc) {
    beginFill(0xFF0000, 10);
    lineStyle(.25, 0x000000, 10);
    moveTo(0, 0);
    lineTo(200, 0);
    lineTo(200, 200);
    lineTo(0, 200);
    lineTo(0, 0);
    endFill();
    moveTo(_width/2, 0);
    lineTo(_width/2, _height);
    moveTo(0, _height/2);
    lineTo(_width, _height/2);
}
// This prototype get self and _parent size to center clip
// Use it under your own risk xD
// centering relative to self size and parent =)
_mc.centerClip();

(end of function)
```

92. MovieClip.rectangle

Author(s): pcman@mx-motion.com

Flash version: 6

DateTime: 02.11.2004

```
MovieClip.prototype.rectangle = function(x, y, width, height, filled, color, alpha) {
    with (this) {
        this.moveTo(x, y);
```

```

this.lineStyle(1, 0, 0);
if (filled != undefined) {
    if (color == undefined) {
        color = 0;
    }
    if (alpha == undefined) {
        alpha = 100;
    }
    this.beginFill(color, alpha);
}
this.lineTo(x+width, y);
this.lineTo(x+width, y+height);
this.lineTo(x, y+height);
this.lineTo(x, y);
if (filled) {
    this.endFill();
}
};

// USAGE:

// USAGE:

// MovieClip.rectangle();
// by: Gustavo Perez
// aka pcMan @ www.mx-motion.com
//-----
// MovieClip.rectangle( x position, y position, width, height, [[filled],[color], [alpha]]);

var s = 20;
var max = 20;
for (x=0; x<max;x++){
    var clip = this.createEmptyMovieClip("clip"+x+"_mc",x);
    clip.rectangle(x+s,x+s,s,s,true,random(0xFFFFFF),100);
    clip.onRollOver = function(){
        this._x = random(100);
        this._y = random(100);
    };
}

(end of function)

```

93. Number.thousandSeparator

Author(s): info@sephiroth.it

Flash version: 5

DateTime: 16.02.2002

```

Number.prototype.thousandSeparator = function()
{
    var niceArray, niceString, returnedString, k;
    var q = 0;
    // -----
    // if number passed
    // is not a number
    // -----
    if(isNaN(this)) return false;
    // remove decimals
    niceArray = this.toString().split('.');
    niceString = niceArray[0];
    k = niceString.length - 1;
    do
    {
        if(q%3==0 && q!=0) returnedString = ',' + returnedString;
        returnedString = niceString.charAt(k) + returnedString;
        k--;
        q++;
    } while(k >= 0);
    if(niceArray[1])
    {
        returnedString += '.' + niceArray[1];
    }
    return returnedString;
}

// -----
// usage
// -----
myNumber = "1000275.75";
numeroWithSeparator = Number(myNumber).thousandSeparator();
trace(numeroWithSeparator) // 1,000,275.75

(end of function)

```

94. Number.Round

Author(s): davb86@libero.it - info@sephiroth.it

Flash version: 5

DateTime: 23.02.2002

```

// -----
// Round one or some numbers
//
// Author: Davide Beltrame (Broly)
// Mail: davb86@libero.it
//
// Thanks to Sephiroth for a little modify :)

```

```
// -----
Number.prototype.arrotonda = function(){
var mode,aft,a

mode = arguments[0]
aft = Math.pow(10, arguments[1]);

if(mode == "exc"){
return Math.ceil(this*aft)/aft;
}

else if(mode == "dif"){
return Math.floor(this*aft)/aft;
}

else if(mode == "nat"){
return Math.round(this*aft)/aft;
}

else{
return "Error: argument \"mode\" is missing"
}
}

// -----
// Example of usage
// You can round one number, two numbers, three numbers,... ;)
// -----
Num = 50.803454
Num2 = 23.907765
Rounded =Num.arrotonda("exc",2)
Rounded2 = Num2.arrotonda("dif",3)
trace("-----");
trace("first original number: " + Num);
trace("first roundend number: " + Rounded);
trace("second original number: " + Num2);
trace("second roundend number: " + Rounded2);
trace("-----");
// -----
// The first argument (mode) must have one of this value
//
// "exc" <- (ex: 50.1 --> 51 / 50.6 --> 51)
// "dif" <- (ex: 50.8 --> 50 / 50.6 --> 50)
// "nat" <- (ex: 50.1 --> 50 / 50.6 --> 51)
//
// If this argument is missing, function return an error message
//
// The second argument (after) establish values after the point; is
// an optional argument
// If you don't want values after the point, don't use this argument,
// but use this syntax
```

```
//
// Rounded = Num.arrotonda("mode") or Rounded =Num.arrotonda("mode",0)
// -----

(end of function)
```

95. Number.cost

Author(s): davb86@libero.it

Flash version: 5

DateTime: 23.02.2002

```
// -----
// Apply reduction / Iva / Send cost
// on an original cost
//
// Author: Davide Beltrame (Broly)
// Mail: davb86@libero.it
//
// -----

Number.prototype.cost = function () {
var obj, need, reduct, sped, currency

obj = arguments[0]
need = arguments[1]
reduct = arguments[2]
sped = arguments[3]
currency = arguments[4]

if (!obj) {
return "Error: Number of objects (parameter 1) missing"
}

if (obj>=need) {
this -= reduct
}
this += this/100*20

if (sped) {
this += sped
}
return currency+this;
};
// -----
// Usage example
// -----

// Example vars
```

```

Quantity = 50 // Number of objects
Cost = 200 // Cost for each object
Need = 20 // Objects needed to apply discount
Scout = 100 // Discount to apply at the cost
Send = 20 // Send cost
Total = Quantity*Cost

// Some samples
trace ("Price with discount,send cost and Iva, without currency= "
+Total.cost(Quantity, Need, Scout, Send))
trace ("Price with discount and Iva = "
+Total.cost(Quantity, Need, Scout, 0, "€ "))
trace ("Price with send cost and Iva = "
+Total.cost(Quantity, 0, 0, Send, "€ "))
trace ("Price with Iva = "+Total.cost(Quantity, 0, 0, 0, "€ "))

// Error samples
trace ("")
trace ("Error = "+Total.cost(0, Need, Scout, 0, "€ "))

// -----
// Parameters of the function
// -----
//
// You can use a variable (like as example)
// or a number in the parameters
//
// Param 1 = Quantity of the objects (needed)
// Param 2 = Objects needed to apply discount (optional)
// Param 3 = Discount to apply (optional)
// Param 4 = Send cost (optional)
// Param 5 = Currency (advised)
//
// If you don't want use a parameter, insert "0"
// For example: Total.calculate(Quantity,0,0,Send,"€")

(end of function)

```

96. Number.number_format

Author(s): info@sephiroth.it

Flash version: 6

DateTime: 20.04.2002

```

// -----
// return a formatted string
// based on the arguments
// passed to the function
// syntax:

```

```

// var_number.number_format([decimals ,thousand separator,decimal separator]);
// var number: number to format
// decimals: how many decimal numbers (default value 0);
// thousand separator: char that define the thousands (default value ,);
// decimal separator: char the defines the decimals (default value .);
// -----
Number.prototype.number_format = function(decimals, ts, ds)
{
    if(isNaN(this)) return undefined;
    if(decimals < 0) return undefined;
    if(decimals == undefined) decimals = 0;
    if(ts == undefined) ts = ',';
    if(ds == undefined) ds = '.';
    // -----
    // thousand separator
    // -----
    var returned = this.toString().split('.');
    var str_begin = returned[0];
    var str_after = returned[1];
    var temp_str = new String();
    var i = 0;
    // -----
    // thousand separator
    // -----
    while(i<str_begin.length)
    {
        temp_str += i%3==0 && i!=0 ?
            ts + substring(str_begin,str_begin.length-i,1) :
            substring(str_begin,str_begin.length-i,1);
        i++;
    }
    // -----
    // decimals
    // if decimals==0 return
    // -----
    if(decimals>0)
    {
        str_after = substring(str_after,1,decimals);
        if(str_after.length<decimals)
        {
            while(str_after.length<decimals)
            {
                str_after += '0';
            }
        }
    }
    // -----
    // join the two strings
    // -----
    i = temp_str.length;

```



```
returned = new String();
while(i>0)
{
    returned += substring(temp_str,i,1);
    i--
}
if(decimals>0)
{
    return (returned + ds + str_after);
}
return returned;
}
// -----
// usage
// -----
// num = 2123344.1223
// str = num.number_format(2,'\ ','.');
```

(end of function)

97. Number.isPrime

Author(s): nosferatu@nocturnal.com

Flash version: 5

DateTime: 10.05.2002

```
/*
Number.prototype.isPrime()
Helps dealing with the
oldest of math troubles:
testing number primitivity.
usage syntax: variable.isPrime();
*/
Number.prototype.isPrime = function()
{
    if (this > 2 && this % 2 == 0) return false;
    for (var i = 3, l = Math.sqrt(this); i <= l; i += 2)
    {
        if (this % i == 0)
        {
            return false;
        }
    }
    return true;
};

/*
example
var num = 10;
```

```
trace(num.isPrime()) // false;

var num2 = 11;
trace(num2.isPrime()); // true
*/
```

(end of function)

98. Number.factorial

Author(s): max@phoenixweb.it

Flash version: 5

DateTime: 12.07.2002

```
//=====
// PHOENIXWEB.it
// created by Massimiliano Cuttini
// as 'platone' (www.phoenixweb.it)
//=====
//this prototype returns the factorial number:
// n! (factorial note in Math)
// n! = n * (n-1) * (n-2) * ... * (n-(n-1));
//=====
//feature:
// you can also specify a 'k' var to help you in
// the 'combinated calculation' (is it written in
// the right way?)
// so the calculation of the factorial number stop
// in the k value. This returns the same value to
// this function: n!/k!
```

```
Number.prototype.factorial = function(k) {
    x = parseInt(this);
    k = parseInt(k);
    if (k==undefined || k=="") k=0;
    var result = x;
    for (y=k+1; y<x; y++) result = result*y;
    return result;
};
```

```
//=====
// final consideration
// i never use the factorial number in my life, so
// i create another useless prototype! WOW
```

(end of function)

99. Number.random_number

Author(s): andrea@3site.it

Flash version: 6

DateTime: 15.07.2003

```
// Maybe not perfect but it seems work fine
// Return a random number from 0 to var's number specified
Number.prototype.random_number = function() {
    return Math.round((parseInt(Math.random()*100)*this)/100);
}

/* How to use
var rnd = 5; // specify the margin of random
rnd.random_number(); // than generate the number

// Simple example to compare with deprecated random() function
var rnd = 5; // you need to declare the var's number value
this.onEnterFrame = function() {
    trace(["+random(rnd)+"]    ["+rnd.random_number()+"]);
}
*/

(end of function)
```

100. Number.randomNumbers

Author(s): totanus@libero.it

Flash version: 6

DateTime: 03.09.2003

```
// =====
// Number.prototype.randomNumbers(n);
//
// Extracts (n) random
// non-repeating numbers from
// a given range and put them in an Array.
//
// Example: you need to extract 3 random,
// non repeating numbers in a range of 15,
// such as 3,9,14 but not 8,7,8...
//
// Usage:
//   range = 15
//   result = range.randomNumbers(3)
//   trace(result[0])
//   trace(result[1])
//   trace(result[2])
//
```

```
// Matteo Balocco
// totanus@libero.it
//
// Credits: it uses parts of code from
// Array.prototype.shuffle() by info@adora.it
// =====
```

```
Number.prototype.randomNumbers = function(n) {
  myArray = new Array();
  myNewArray = new Array();
  for (var i = 0; i<this; i++) {
    myArray[i] = i+1;
    var control = true;
    while (control) {
      j = int(random(this));
      if (myNewArray[j] == undefined) {
        myNewArray[j] = myArray[i];
        control = false;
      }
    }
  }
  myNewArray = myNewArray.slice(0, n);
  return myNewArray;
};
/*
ooo = 15
randomized = ooo.randomNumbers(5)
trace(randomized[1]);
*/
```

(end of function)

101. Object.matches

Author(s): nosferatu@nocturnal.com

Flash version: 5

DateTime: 23.04.2002

```
// -----
// Tests if the actual objects matches
// at least one of the objects inside
// the passed array.
// Similar to the "in" clause
// in an SQL query
//
// TYPICAL USAGE:
// if (myVar.matches([value1, value2, ... , valueN])) {
// ...
```

```
// }
// -----

Object.prototype.matches = function(ve) {
    var v = ve.__proto__ == Array.prototype ? ve : [ve];
    return v.length > 0 && (this == v.pop() || this.matches(v));
}

(end of function)
```

102. Object.Hashtable

Author(s): nosferatu@nocturnal.com

Flash version: 5

DateTime: 28.05.2002

/*

O B J E C T . P R O T O T Y P E . H A S H T A B L E

A Flash 5 ActionScript implementation
of java.util.Hashtable class

[Oh me! Oh my!]

Changes made:

- The following constructors have not been implemented:
 - Hashtable(int initialCapacity)
 - Hashtable(int initialCapacity, float loadFactor)
 - Hashtable(Map t)
- The following methods have not been implemented:
 - boolean contains(Object value)
 - Enumeration elements()
 - Set entrySet()
 - boolean equals(Object o)
 - int hashCode()
 - Set keySet()
 - protected void rehash()
- The following methods have been changed:
 - Enumeration elements() is now Array elements()
 - Enumeration keys() is now Array keys()
 - void putAll(Map t) is now void putAll(Array t)
 - Collection values() is now Array values()
- The following constructors have been added:
 - HashtableElement [for internal use only]
- The following methods have been added:
 - int _getIndex(Object o, String f) [for internal use only]

Check <http://java.sun.com/j2se/1.3/docs/api/java/util/Hashtable.html>
for a complete reference on java.util.Hashtable class usage.

```
Have fun!
- Nosferatu -

*/

Object.prototype.Hashtable = function() {
    this.value = new Array();
}

Hashtable.prototype = new Array();

Hashtable.prototype._getIndex = function(o, f) {
    var r;
    f = f == null ? "key" : f;
    for (r = 0; r < this.length && this[r][f] != o; r++);
    return r;
}

Hashtable.prototype.clear = function() {
    this.length = 0;
}

Hashtable.prototype.clone = function() {
    var r = new Hashtable();
    for (var i = 0; i < this.length; i++) {
        r[i] = this[i];
    }
    return r;
}

Hashtable.prototype.containsKey = function(o) {
    return this._getIndex(o) != this.length;
}

Hashtable.prototype.containsValue = function(o) {
    return this._getIndex(o, "value") != this.length;
}

Hashtable.prototype.get = function(o) {
    var i = this._getIndex(o);
    if (i != this.length) {
        return this[i].value;
    }
}

Hashtable.prototype.isEmpty = function() {
    return this.length == 0;
}

Hashtable.prototype.keys = function() {
    var r = new Array();
```

```
for (var i = 0; i < this.length; i++) {
    r[i] = this[i].key;
}
return r;
}

Hashtable.prototype.put = function(key, value) {
    var i = this._getIndex(key);
    var r = this[i].value;
    this.length += i == this.length;
    this[i] = new HashtableElement(key, value);
    return r;
}

Hashtable.prototype.putAll = function(anArray) {
    for (var i = 0; i < anArray.length; i++) {
        this.put(i, anArray[i]);
    }
}

Hashtable.prototype.remove = function(o) {
    var i = this._getIndex(o);
    var r = this[i].value;
    this.splice(i, 1);
    return r;
}

Hashtable.prototype.size = function() {
    return this.length;
}

Hashtable.prototype.toString = function() {
    var r = "";
    for (var i = 0; i < this.length; i++) {
        r += ", " + this[i];
    }
    return r.substring(2 * (r.length > 0));
}

Hashtable.prototype.values = function() {
    var r = new Array();
    for (var i = 0; i < this.length; i++) {
        r[i] = this[i].value;
    }
    return r;
}

Object.prototype.HashtableElement = function(key, value) {
    this.key = key;
    this.value = value;
}
```

```
HashtableElement.prototype.toString = function() {  
    return "{" + this.key + "=" + this.value + "}";  
}
```

(end of function)

103. Sound.queueSounds

Author(s): jonasgalvez@uol.com.br

Flash version: 6

DateTime: 17.11.2002

```
// Sound.queueSounds Method v1.0  
// by Jonas Galvez (jonasgalvez@uol.com.br)  
  
Sound.prototype.queueSounds = function() {  
    if(arguments[0].length) var _sounds = arguments.shift();  
    else var _sounds = arguments;  
    for(var i = 0; i < (_sounds.length-1); i++) {  
        _sounds[i].onSoundComplete = function() {  
            this.nextSound.start();  
        };  
        _sounds[i].nextSound = _sounds[i+1];  
    };  
    _sounds[_sounds.length-1].onSoundComplete = function() {  
        this.nextSound.start();  
    };  
    _sounds[_sounds.length-1].nextSound = this;  
    _sounds.shift().start();  
};
```

```
// Usage Example  
//  
// _root.mySound1 = new Sound();  
// _root.mySound1.attachSound("sound1");  
// _root.mySound2 = new Sound();  
// _root.mySound2.attachSound("sound2");  
// _root.mySound3 = new Sound();  
// _root.mySound3.attachSound("sound3");  
//  
// _root.mySound1.start();  
// _root.mySound1.onSoundComplete = function() {  
//     this.queueSounds(_root.mySound2, _root.mySound3);  
// };
```

(end of function)

104. String.ucFirst

Author(s): info@sephiroth.it

Flash version: 5

DateTime: 07.02.2002

```
// -----
// Alessandro crugnola
// string.ucFirst();
// --
// make the first char of
// a string to uppercase
// -----
String.prototype.ucFirst = function()
{
    return this.substring(0,1).toUpperCase() + this.substring(1,this.length);
}

myString = "test this string";
myString = myString.ucFirst();
trace(myString);

(end of function)
```

105. String.ucWords

Author(s): info@sephiroth.it

Flash version: 5

DateTime: 10.02.2002

```
// -----
// Alessandro crugnola
// string.ucWords();
// --
// make the first char of every
// words of a string to uppercase
// -----
String.prototype.ucWords = function()
{
    var Tstring
    this = this.split(' ');
    for(var a = 0; a < this.length; a++)
    {
        Tstring += this[a].substring(0,1).toUpperCase()
            + this[a].substring(1, this[a].length) + ' ';
    }
    return Tstring;
}
```

```
// -----  
// usage  
// -----  
myString = "test this string, please";  
myString = myString.ucWords();  
trace(myString);  
  
(end of function)
```

106. String.reverseWords

Author(s): info@sephiroth.it

Flash version: 5

DateTime: 16.02.2002

```
// -----  
// PROTOTYPE FUNCTION  
// reverse all words  
// in the phrase passed  
// -----  
String.prototype.reverseWords = function()  
{  
    var niceString, niceArray, j, k;  
    niceArray = this.split(' ');  
    j = 0  
    while(j < niceArray.length)  
    {  
        var k = niceArray[j].length - 1;  
        while(k >= 0)  
        {  
            niceString += niceArray[j].charAt(k)  
            k--  
        }  
        if(j < niceArray.length-1) niceString += ' ';  
        j++  
    }  
    return niceString;  
}  
  
// -----  
// USAGE  
// -----  
testo = "Sotto la panca la capra canta, sotto la panca la capra crepa";  
reversePhrase = testo.reverseWords();  
trace(reversePhrase)  
  
(end of function)
```

107. String.reverseChars

Author(s): info@sephiroth.it

Flash version: 5

DateTime: 16.02.2002

```
// -----
// PROTOTYPE FUNCTION
// reverse all chars
// in the phrase passed
// -----
String.prototype.reverseChars = function()
{
    var niceString, j;
    j = this.length - 1;
    while(j >= 0)
    {
        niceString += this.charAt(j)
        j--
    }
    return niceString;
}

// -----
// USAGE
// -----
testo = "Sotto la panca la capra canta, sotto la panca la capra crepa";
reversedText = testo.reverseChars()
trace(reversedText)

(end of function)
```

108. String.compare

Author(s): info@sephiroth.it

Flash version: 5

DateTime: 17.02.2002

```
// -----
// Compare two string
// and return a list of
// common words
//
// string1.compare(string2,"i") <- case insensitive
// string1.compare(string2,"c") <- case sensitive
// -----
String.prototype.compare = function()
{
```

```

var c, compare1, compare2, niceArray;
var niceString1, niceString2, position, k;
k = 0;
niceString1 = new String();
niceString1 = this;
niceArray = new Array();
c = arguments[1];
if(c==undefined) c = "s";
compare1 = this.split(' ');
compare2 = arguments[0].split(' ');
if(c == "i")
{
    for(var a = 0; a < compare1.length; a++)
    {
        compare1[a] = compare1[a].toLowerCase()
    }
}
for(var a = 0; a < compare2.length; a++)
{
    for(var b = 0; b < compare1[b].length; b++)
    {
        if(compare1[b] == (c=="i" ? compare2[a].toLowerCase()
            : compare2[a]))
        {
            niceArray[k] = new Object()
            niceArray[k].count = 1
            niceArray[k].word = compare2[a];
            k += 1;
        }
    }
}
if(niceArray.length < 1) return -1;
for(var a = 0; a < niceArray.length; a++)
{
    for(var b = 0; b < niceArray.length; b++)
    {
        if(niceArray[b].word==niceArray[a].word && a != b)
        {
            niceArray[a].count = (niceArray[a].count
                > niceArray[b].count ? niceArray[a].count
                : niceArray[b].count) + 1
            niceArray.splice(b,1)
            break;
        }
    }
}
return niceArray;
}

```

```
// ----- USAGE ----- //
```

```
// two string to compare
stringal = "This is the first string which is being compared with second";
stringa2 = "Now the second string We want to compare this with the First";

// -----
// NOW CREATE A NEW OBJECT
// WHICH WILL CONTAIN
// THE WORD FOUNDED AND
// A COUNTER OF NUMBER
// OF OCCURRENCE OF THAT
// WORD
// -----
common = stringal.compare(stringa2,"i");
// If no occurrence founded
// a -1 will returned
if(common != -1)
{
    trace("common is the returned array contains common words: ");
    for(var a in common)
    {
        trace('Word: ' + common[a].word + '\t\t[founded '
            + common[a].count + ' times]')
    }
} else {
    trace("no common words");
}

// ----- //

(end of function)
```

109. String.trim

Author(s): info@sephiroth.it

Flash version: 5

DateTime: 19.02.2002

```
// -----
// Remove space from the
// beginning and the end
// of a string
// -----
String.prototype.trim = function()
{
    var j, strlen, k;
    // -----
    // From Begin
```

```
// -----
strlen = this.length
j = 0;
while (this.charAt(j) == " ")
{
    j++
}
if(j)
{
    this = substring(this,j+1, strlen)
    if(j == strlen) return this;
}
// -----
// From the end
// -----
var k = this.length - 1;
while(this.charAt(k) == " ")
{
    k--
}
this = substring(this,1,k+1)
return this;
}

// -----
// USAGE:
// The trim() function will not
// replace the original string
// a new trim string will be
// returned
// -----
stringa = " This is a test text ";
trace("original : '" + stringa + "' (len: " + stringa.length + ")");
// create a new variables
trimString = stringa.trim();
trace("trim string : '" + trimString + "' (len: " + trimString.length + ")");

(end of function)
```

110. String.replace

Author(s): info@sephiroth.it

Flash version: 5

DateTime: 20.02.2002

```
// -----
// Replace single or
// multiple chars in a
// String.
```

```
// The original string is
// not affected.
//
// Based on a idea of
// Davide Beltrame (Broly)
// mail: davb86@libero.it
// -----
String.prototype.replace = function()
{
var arg_search, arg_replace, position;
var endText, preText, newText;
arg_search = arguments[0];
arg_replace = arguments[1];
if(arg_search.length==1) return this.split(arg_search).join(arg_replace);
position = this.indexOf(arg_search);
if(position == -1) return this;
endText = this;
do
{
position = endText.indexOf(arg_search);
preText = endText.substring(0, position)
endText = endText.substring(position + arg_search.length)
newText += preText + arg_replace;
} while(endText.indexOf(arg_search) != -1)
newText += endText;
return newText;

}

// -----
// USAGE:
// -----
originalString = "This is the original fucking text. What the hell are you typing?"
replacedText = originalString.replace('fuck','***');
trace("-----");
trace("original was: " + originalString);
trace("replaced is: " + replacedText);

(end of function)
```

111. String.Trim, RTrim, LTrim

Author(s): federico@infogravity.net

Flash version: 5

DateTime: 29.04.2002

```
// =====
// ::Federico:: federico@infogravity.net
// =====
```

```
// =====
// Definizione costanti che possono
// figurare come *spazio*
// in una stringa
// =====
var TAB = 9;
var LINEFEED = 10;
var CARRIAGE = 13;
var SPACE = 32;

// =====
// LeftTrim: consente di eliminare
// gli spazi alla sinistra
// della stringa
// =====
String.prototype.LTrim = function() {
    var s = this.toString();
    var i = 0;
    while(s.charCodeAt(i) == SPACE
        || s.charCodeAt(i) == CARRIAGE
        || s.charCodeAt(i) == LINEFEED
        || s.charCodeAt(i) == TAB) {
        i++;
    }
    return s.substring(i,s.length);
}

// =====
// RightTrim: consente di eliminare
// gli spazi alla destra
// della stringa
// =====
String.prototype.RTrim = function() {
    var s = this.toString();
    var i = s.length - 1;

    while(s.charCodeAt(i) == SPACE
        || s.charCodeAt(i) == CARRIAGE
        || s.charCodeAt(i) == LINEFEED
        || s.charCodeAt(i) == TAB) {
        i--;
    }

    return s.substring(0,i+1);
}

// =====
// Trim: consente di eliminare gli
// spazi sia a destra che a
// sinistra della stringa
```



```
// =====
String.prototype.Trim = function() {
    var s = this.toString();

    return s.LTrim().RTrim();
}

(end of function)
```

112. String.wordCount

Author(s): info@sephiroth.it

Flash version: 5

DateTime: 23.03.2002

```
// -----
// Similar to MS word's feature
// it counts words, chars and
// chars wihtout spaces occurrences
// in a string.
//
// syntax:
// string.wordCount()
//
// it will return an object containing:
// - totalWords,charsWithSpaces,charsWithoutSpaces
// -----
String.prototype.wordCount = function()
{
    var niceArray, tot, obj, a;
    obj = {};
    niceArray = this.split(' ');
    obj.totalWords = niceArray.length;
    obj.charsWithSpaces = this.length;
    for(a=0;a<niceArray.length;a++)
        tot+=niceArray[a].length;
    obj.charsWithoutSpaces = tot;
    return obj;
}

// -----
// usage:
// -----
testo = "ok l'effetto e' il cosidetto cromeless!!!!ripeto tutto cosi vediamo se";
words = testo.wordCount();

// will return:
// words.totalWords:88,
// words.charsWithSpaces:517,
```

```
// words.charsWithoutSpaces:430
```

```
(end of function)
```

113. String.substring

Author(s): info@sephiroth.it

Flash version: 6

DateTime: 22.03.2002

```
// -----  
// to prevent the substring BUG in Flash MX  
// use this temporary function  
// -----  
String.prototype.substring = function(from,to)  
{  
    if(to==undefined)to = this.length;  
    if(from==to) return '';  
    if(from>to){  
        from=(to=[from,to])[1];  
        to=to[0];  
    }  
    return this.substr(from, from+to);  
}
```

```
//in Flash MX:  
st = "alex74"  
s = st.substring(6,4) // return "74"
```

the old substring function returned s = null

```
(end of function)
```

114. String.md5

Author(s): info@sephiroth.it

Flash version: 6

DateTime: 25.03.2002

```
// -----  
// Sting.prototype.md5();  
// return a based md5 crypted string  
// Based on Javascript implementation  
// of MD5:  
// http://pajhome.org.uk/crypt/md5/index.html  
//
```

```
// A JavaScript implementation of the RSA Data Security,
// Digest Algorithm, as defined in RFC 1321.
// Version 1.1 Copyright (C) Paul Johnston 1999 - 2002.
// Code also contributed by Greg Holt
// See http://pajhome.org.uk/site/legal.html for details.
// -----
String.prototype.md5 = function()
{
    function safe_add(x, y)
    {
        var lsw = (x & 0xFFFF) + (y & 0xFFFF);
        var msw = (x >> 16) + (y >> 16) + (lsw >> 16);
        return (msw << 16) | (lsw & 0xFFFF);
    }
    function rol(num, cnt)
    {
        return (num << cnt) | (num >>> (32 - cnt));
    }
    function cmn(q, a, b, x, s, t)
    {
        return safe_add(rol(safe_add(safe_add(a, q), safe_add(x, t)), s), b);
    }
    function ff(a, b, c, d, x, s, t)
    {
        return cmn((b & c) | ((~b) & d), a, b, x, s, t);
    }
    function gg(a, b, c, d, x, s, t)
    {
        return cmn((b & d) | (c & (~d)), a, b, x, s, t);
    }
    function hh(a, b, c, d, x, s, t)
    {
        return cmn(b ^ c ^ d, a, b, x, s, t);
    }
    function ii(a, b, c, d, x, s, t)
    {
        return cmn(c ^ (b | (~d)), a, b, x, s, t);
    }
    function coreMD5(x)
    {
        var a = 1732584193;
        var b = -271733879;
        var c = -1732584194;
        var d = 271733878;
        for (var i = 0; i < x.length; i += 16)
        {
            var olda = a;
            var oldb = b;
            var oldc = c;
            var oldd = d;
            a = ff(a, b, c, d, x[i + 0], 7, -680876936);
```

```
d = ff(d, a, b, c, x[i + 1], 12, -389564586);
c = ff(c, d, a, b, x[i + 2], 17, 606105819);
b = ff(b, c, d, a, x[i + 3], 22, -1044525330);
a = ff(a, b, c, d, x[i + 4], 7, -176418897);
d = ff(d, a, b, c, x[i + 5], 12, 1200080426);
c = ff(c, d, a, b, x[i + 6], 17, -1473231341);
b = ff(b, c, d, a, x[i + 7], 22, -45705983);
a = ff(a, b, c, d, x[i + 8], 7, 1770035416);
d = ff(d, a, b, c, x[i + 9], 12, -1958414417);
c = ff(c, d, a, b, x[i + 10], 17, -42063);
b = ff(b, c, d, a, x[i + 11], 22, -1990404162);
a = ff(a, b, c, d, x[i + 12], 7, 1804603682);
d = ff(d, a, b, c, x[i + 13], 12, -40341101);
c = ff(c, d, a, b, x[i + 14], 17, -1502002290);
b = ff(b, c, d, a, x[i + 15], 22, 1236535329);
a = gg(a, b, c, d, x[i + 1], 5, -165796510);
d = gg(d, a, b, c, x[i + 6], 9, -1069501632);
c = gg(c, d, a, b, x[i + 11], 14, 643717713);
b = gg(b, c, d, a, x[i + 0], 20, -373897302);
a = gg(a, b, c, d, x[i + 5], 5, -701558691);
d = gg(d, a, b, c, x[i + 10], 9, 38016083);
c = gg(c, d, a, b, x[i + 15], 14, -660478335);
b = gg(b, c, d, a, x[i + 4], 20, -405537848);
a = gg(a, b, c, d, x[i + 9], 5, 568446438);
d = gg(d, a, b, c, x[i + 14], 9, -1019803690);
c = gg(c, d, a, b, x[i + 3], 14, -187363961);
b = gg(b, c, d, a, x[i + 8], 20, 1163531501);
a = gg(a, b, c, d, x[i + 13], 5, -1444681467);
d = gg(d, a, b, c, x[i + 2], 9, -51403784);
c = gg(c, d, a, b, x[i + 7], 14, 1735328473);
b = gg(b, c, d, a, x[i + 12], 20, -1926607734);
a = hh(a, b, c, d, x[i + 5], 4, -378558);
d = hh(d, a, b, c, x[i + 8], 11, -2022574463);
c = hh(c, d, a, b, x[i + 11], 16, 1839030562);
b = hh(b, c, d, a, x[i + 14], 23, -35309556);
a = hh(a, b, c, d, x[i + 1], 4, -1530992060);
d = hh(d, a, b, c, x[i + 4], 11, 1272893353);
c = hh(c, d, a, b, x[i + 7], 16, -155497632);
b = hh(b, c, d, a, x[i + 10], 23, -1094730640);
a = hh(a, b, c, d, x[i + 13], 4, 681279174);
d = hh(d, a, b, c, x[i + 0], 11, -358537222);
c = hh(c, d, a, b, x[i + 3], 16, -722521979);
b = hh(b, c, d, a, x[i + 6], 23, 76029189);
a = hh(a, b, c, d, x[i + 9], 4, -640364487);
d = hh(d, a, b, c, x[i + 12], 11, -421815835);
c = hh(c, d, a, b, x[i + 15], 16, 530742520);
b = hh(b, c, d, a, x[i + 2], 23, -995338651);
a = ii(a, b, c, d, x[i + 0], 6, -198630844);
d = ii(d, a, b, c, x[i + 7], 10, 1126891415);
c = ii(c, d, a, b, x[i + 14], 15, -1416354905);
b = ii(b, c, d, a, x[i + 5], 21, -57434055);
```

```

    a = ii(a, b, c, d, x[i + 12], 6, 1700485571);
    d = ii(d, a, b, c, x[i + 3], 10, -1894986606);
    c = ii(c, d, a, b, x[i + 10], 15, -1051523);
    b = ii(b, c, d, a, x[i + 1], 21, -2054922799);
    a = ii(a, b, c, d, x[i + 8], 6, 1873313359);
    d = ii(d, a, b, c, x[i + 15], 10, -30611744);
    c = ii(c, d, a, b, x[i + 6], 15, -1560198380);
    b = ii(b, c, d, a, x[i + 13], 21, 1309151649);
    a = ii(a, b, c, d, x[i + 4], 6, -145523070);
    d = ii(d, a, b, c, x[i + 11], 10, -1120210379);
    c = ii(c, d, a, b, x[i + 2], 15, 718787259);
    b = ii(b, c, d, a, x[i + 9], 21, -343485551);
    a = safe_add(a, olda);
    b = safe_add(b, oldb);
    c = safe_add(c, oldc);
    d = safe_add(d, oldd);
}
return [a, b, c, d];
}
function binl2hex(binarray)
{
    var hex_tab = "0123456789abcdef";
    var str = "";
    for (var i = 0; i < binarray.length * 4; i++)
    {
        str += hex_tab.charAt((binarray[i >> 2] >> ((i % 4) * 8 + 4)) & 0xF)
        + hex_tab.charAt((binarray[i >> 2] >> ((i % 4) * 8)) & 0xF);
    }
    return str;
}
function binl2b64(binarray)
{
    var tab = "ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789+/";
    var str = "";
    for (var i = 0; i < binarray.length * 32; i += 6)
    {
        str += tab.charAt(((binarray[i >> 5] << (i % 32)) & 0x3F)
        | ((binarray[i >> 5 + 1] >> (32 - i % 32)) & 0x3F));
    }
    return str;
}
function str2binl(str)
{
    var nblk = ((str.length + 8) >> 6) + 1;
    var blks = new Array(nblk * 16);
    for (var i = 0; i < nblk * 16; i++)
    {
        blks[i] = 0;
    }
    for (var i = 0; i < str.length; i++)
    {

```

```

    blks[i >> 2] |= (str.charCodeAt(i) & 0xFF) << ((i % 4) * 8);
}
blks[i >> 2] |= 0x80 << ((i % 4) * 8);
blks[nblk * 16 - 2] = str.length * 8;
return blks;
}
function strw2binl(str)
{
    var nblk = ((str.length + 4) >> 5) + 1;
    var blks = new Array(nblk * 16);
    for (var i = 0; i < nblk * 16; i++)
    {
        blks[i] = 0;
    }
    for (var i = 0; i < str.length; i++)
    {
        blks[i >> 1] |= str.charCodeAt(i) << ((i % 2) * 16);
    }
    blks[i >> 1] |= 0x80 << ((i % 2) * 16);
    blks[nblk * 16 - 2] = str.length * 16;
    return blks;
}
function hexMD5(str){ return binl2hex(coreMD5(str2binl(str)))};
function hexMD5w(str){ return binl2hex(coreMD5(strw2binl(str)))};
function b64MD5(str){ return binl2b64(coreMD5(str2binl(str)))};
function b64MD5w(str){ return binl2b64(coreMD5(strw2binl(str)))};
function calcMD5(str){ return binl2hex(coreMD5(str2binl(str)))};
return calcMD5(this);
};
// -----
// usage:
//
// myString = 'alex';
// crypted = myString.md5();
// -----

(end of function)

```

115. String.count

Author(s): j@jamfive.com

Flash version: 5

DateTime: 03.07.2002

```

String.prototype.count = function() {
    var result = new Array();
    var found = false;
    for (var r = 0; r<this.length; r++) {
        for (var t = 0; t<=result.length; t++) {

```

```

    if (result[t].char == this.charAt(r)) {
    result[t].val++;
    found = true;
    break;
    }
}
if (!found) {
    result.push({char:this.charAt(r), val:1});
}
found = false;
}
return result;
};
// -----
// USAGE:
// -----
/*
a = "asdassaddassdassada";
dict = a.count();
*/

```

(end of function)

116. String.shuffle

Author(s): info@adora.it

Flash version: 6

DateTime: 19.11.2002

```

// Shuffle our words by kingdavid: www.adora.it - info@adora.it
String.prototype.shuffle = function() {
    myArray = new Array();
    for (i=0; i<this.length; i++) {
        var control = true;
        while (control) {
            j = int(random(this.length));
            if (myArray[j] == undefined) {
                myArray[j] = this.substr(i, 1);
                control = false;
            }
        }
    }
    var str;
    for (i=0; i<this.length; i++) {
        str += myArray[i];
    }
    return str;
};

```

```
// usage
//myString = "welcome to my website";
//trace(myString.shuffle());
```

(end of function)

117. String.createID

Author(s): jonas@onrelease.org

Flash version: 6

DateTime: 26.01.2003

```
// String.createID Method v1.0
// by Jonas Galvez (jonas@onrelease.org)

String.prototype.random = function() {
    var _this = this.split("");
    for(var str = "", r; _this.length;) {
        str += _this[r = Math.floor(Math.random()*_this.length)];
        _this.splice(r, 1);
    };
    return str;
};

String.createID = function(len) {
    var r, hex = new Date().getTime().toString();
    for(var j = hex.length, id = ""; j--;) {
        r = Math.floor((Math.random()*36)).toString(36);
        if(Math.random() > 0.5) r = r.toUpperCase();
        id += hex.charAt(j) + r;
    };
    id = id.random(); while(id.length < len) {
        r = Math.floor((Math.random()*36)).toString(36);
        id += (Math.random() > 0.5) ? r.toUpperCase() : r;
    };
    while(id.length > len) id = id.substr(0, -1); return id;
};

ASSetPropFlags(String, "createID", 1);
ASSetPropFlags(String.prototype, "random", 1);
```

(end of function)

118. String.isEmail

Author(s): jonas@onrelease.org

Flash version: 6

DateTime: 27.03.2003


```

// String.isEmail Method v2.0
// by Jonas Galvez (jonas@onrelease.org)

String.prototype.isEmail = function() {
    var ref = arguments.callee;
    if(this.indexOf("@") == -1) return false;
    if(!isNaN(this.charAt(0))) return false;
    var email, user, domain, user_dots, domain_dots;
    if((email = this.split("@")).length == 2) {
        if((domain = email[1]).split(".").pop().length > 3) return false;

// update 27 Mar 2003
// David Pérez Ortuño (david@ideas-shop.com)
if(domain.split(".").length < 2) return false;
// end update

        if((user = email[0]).indexOf(".") && domain.indexOf(".")) {

            if(domain.lastIndexOf(".") > domain.length-3) return false;

            for(var c, t, i = (user_dots = user.split(".")).length; i--;) {
                c = user_dots[i]; t = !ref.$_text.call(c, "-", ".", "_");
                if(t || !isNaN(c)) return false;
            };
            for(var c, t, i = (domain_dots = domain.split(".")).length; i--;) {
                c = domain_dots[i]; t = !ref.$_text.call(c, "-", ".");
                if(t || !isNaN(c)) return false;
            };
        } else return false;
    } else return false;
    return true;
};

String.prototype.isEmail.$_punctuation = function() {
    if(this == "") return false;
    for(var i = arguments.length; i--;) {
        if(this.indexOf(arguments[i]) == 0) return false;
        if(this.indexOf(arguments[i]) == this.length-1) return false;
    };
    return true;
};

String.prototype.isEmail.$_text = function() {
    var ref = arguments.caller;
    if(!ref.$_punctuation.apply(this, arguments)) return false;
    var others = arguments; var checkOthers = function(str) {
        for(var i = others.length; i--;) if(str == others[i]) return true;
        return false;
    };
    for(var c, alpha, num, i = this.length; i--;) {
        c = this.charAt(i).toLowerCase();
        alpha = (c <= "z") && (c >= "a");

```

```

        num = (c <= "9") && (c >= "0");
        if(!alpha && !num && !checkOthers(c)) return false;
    };
    return true;
};
ASSetPropFlags(String.prototype, "isEmail", 1);

(end of function)

```

119. String.Case pattern

Author(s): nosferatu@nocturnal.com

Flash version: 6

DateTime: 11.04.2003

```

/* String.prototype.encase
A simple and quick way to ensure your strings
are being displayed with the proper capitalization,
no matters how their content is capitalized.
Concerning the pattern parameter, every alphabetical
char is mapped as "capitalization mask",
while a non-alphabetical char is mapped as
"keep the source capitalization for this char".
The last pattern char is wrapped till the end of string.

```

```

Ex: trace("hELLo WoRLd".encase("A."));

```

```

Displays: HELLo WoRLd

```

```

Ex: trace("hELLo WoRLd".encase("Aa"));

```

```

Displays: Hello world

```

```

Ex: trace("hELLo WoRLd".encase("A"));

```

```

Displays: HELLO WORLD

```

Have fun!

- Nosferatu -

```

*/

```

```

String.prototype.encase = function(pattern)
{
    if (typeof pattern != "string") return this;
    var a="a", _a="A", z="z", _z="Z", str="", i, j, pt, ch;
    String.prototype.__c = String.prototype.toString;
    for (i = 0, j = Math.min(this.length, pattern.length); i < j; i++)
    {
        ch = this.charAt(i);
        pt = pattern.charAt(i);
        String.prototype.__c = pt >= _a && pt <= _z ? String.prototype.toUpperCase : pt >= a && pt <= z
        ? String.prototype.toLowerCase : String.prototype.toString;
        str += ch.__c();
    }
}

```

```

str += this.substring(i).__c();
delete String.prototype.__c;
return str;
}

```

(end of function)

120. String.isUrl

Author(s): mariomelo@tiscali.it

Flash version: 6

DateTime: 27.04.2004

```

String.prototype.isUrl = function(textIstance, col, target_) {
    this.ArrayChar = this.split(" ");
    for (k=0; k<this.ArrayChar.length; k++) {
        this.indexChar = this.ArrayChar[k].slice(0, 7);
        if (this.indexChar != "http://") {
            this.tmpChar += this.ArrayChar[k]+" ";
        } else {
            this.tmpChar += "a href=+this.ArrayChar[k]+target=+target_+><font
color=+col+><u>"+this.ArrayChar[k]+</u></font></a> ";
        }
    }
    textIstance.html = 1;
    textIstance.htmlText = this.tmpChar;
};

```

// USAGE:

```

var char = "Hi ,take a look http://www.sephiroth.it Free flash-php resource :) ";
char.isUrl(testo, "#FF6600", "blank");

```

(end of function)

121. String.HexToDec

Author(s): mario@cybermundos.com

Flash version: 6

DateTime: 25.06.2004

```

// Author: Mario Falomir A.
// email: mario@cybermundos.com
// Function: HexToDec()
//
//This function converts Hexadecimal Color values
// to decimal values.

```

```
String.prototype.HexToDec = function(){
function convert(str){
    str = str.toUpperCase();

    rV = str.substring(0,2);
    gV = str.substring(2,4);
    bV = str.substring(4,6);

    rV_pieces = rV.split("");
    gV_pieces = gV.split("");
    bV_pieces = bV.split("");

    rV_bin = getBinValue(rV_pieces[0]) add getBinValue(rV_pieces[1]);
    gV_bin = getBinValue(gV_pieces[0]) add getBinValue(gV_pieces[1]);
    bV_bin = getBinValue(bV_pieces[0]) add getBinValue(bV_pieces[1]);

    rV_dec = BinToDec(rV_bin);
    gV_dec = BinToDec(gV_bin);
    bV_dec = BinToDec(bV_bin);

    return rV_dec add "," add gV_dec add "," add bV_dec;
}
function getBinValue(str){
    switch(str){
        case "0":
            binaryString = "0000";
            break;
        case "1":
            binaryString = "0001";
            break;
        case "2":
            binaryString = "0010";
            break;
        case "3":
            binaryString = "0011";
            break;
        case "4":
            binaryString = "0100";
            break;
        case "5":
            binaryString = "0101";
            break;
        case "6":
            binaryString = "0110";
            break;
        case "7":
            binaryString = "0111";
            break;
        case "8":
```

```
        binaryString = "1000";
    break;
    case "9":
        binaryString = "1001";
    break;
    case "A":
        binaryString = "1010";
    break;
    case "B":
        binaryString = "1011";
    break;
    case "C":
        binaryString = "1100";
    break;
    case "D":
        binaryString = "1101";
    break;
    case "E":
        binaryString = "1110";
    break;
    case "F":
        binaryString = "1111";
    break;
}
return binaryString;
}
function BinToDec(str){
    bitCount = 0;
    bits = str.split("");

    for(var a=0; a<8; a++){
        if(bits[a] == 1 || bits[a] == "1"){
            bitCount += binValues[a];
        }
    }
    return bitCount;
}

var binValues:Array = new Array();

for(var i=7; i>=0; i--){
    if(i == 0){
        binValues.push(1);
    }
    else{
        binValues.push(Math.pow(2, i));
    }
}

if(this.substring(0, 2) != "0x"){
    if(this.length < 6){
```

```

    return "Invalid String";
}
else{
    return convert(this);
}
}
else{
    return convert(this.substring(2, 8));
}
}

```

```
// USAGE:
```

```

var hex = "0xffCD00";
myVar = hex.HexToDec();
trace(myVar); // You will get 255,205,0

```

```
(end of function)
```

122. String.mysqlToFlashDate

Author(s): phil@sichtwerk.com

Flash version: 6

DateTime: 12.12.2004

```

String.prototype.mysqlToFlashDate = function (flag)
{
    if (flag == "timestamp")
    {
        var y = this.substr(0,4);
        var m = this.substr(4,2);
        var d = this.substr(6,2);
        var h = this.substr(8,2);
        var min = this.substr(10,2);
        var s = this.substr(12,2);
        return (new Date(y,Number(m)-1,d,h,min,s));
    }
    else
    {
        if (this.indexOf("-",0) == -1) trace("date is not in mysql dateTime format!");
        var dateTime = this.split(" ");
        var d = dateTime[0].split("-");
        var t = dateTime[1].split(":");
        return (new Date(d[0],Number(d[1])-1,d[2],t[0],t[1],t[2]));
    }
};

```

```
// USAGE:

testStamp = new String("20040416030101");
var test:Date = testStamp.mysqlToFlashDate("timestamp");
trace ("timeStamp: " + test);

// mysqlToFlashDate() test:
testDate = new String("2004-04-16 03:01:01");
var test:Date = testDate.mysqlToFlashDate();
trace("testDate: " + test);

(end of function)
```

123. _global.Timer

Author(s): jonas@onrelease.org

Flash version: 6

DateTime: 26.01.2003

```
// Timer Class v1.0
// by Jonas Galvez (jonas@onrelease.org)
//
// Methods: start, stop, pause
// Events: onTimerStatus, onTimerFinish

_global.Timer = function(seconds) {
    this._seconds = seconds;
    this._listeners = [];
    this._status = function() {
        var final_t = this._final.getTime();
        var current_t = new Date().getTime();
        if((this._status = final_t - current_t) <= 0) this._finish();
        else this.broadcastMessage("onTimerStatus", this._status);
    };
    var final_t = (this._final = new Date()).getMilliseconds();
    this._final.setMilliseconds(final_t+(seconds*1000));
    this.addListener(this);
};

Timer.prototype.start = function() {
    this._finish = function() {
        this.broadcastMessage("onTimerStatus", 0);
        this.broadcastMessage("onTimerFinish");
        clearInterval(this._idstatus);
    };
    this._idstatus = setInterval(this, "_status", 50);
};

Timer.prototype.stop = function() {
```

```

        clearInterval(this._idstatus);
    };
    Timer.prototype.pause = function(seconds) {
        if(seconds != null) {
            clearInterval(this._idstatus);
            var pause_id = setInterval(function(o) {
                o.start(); clearInterval(pause_id);
            }, seconds*1000, this);
        };
    };
    ASBroadcaster.initialize(Timer.prototype);
    ASSetPropFlags(_global, "Timer", 1);

    // var someTimer = new Timer(10);
    // someTimer.onTimerStatus = function(status) {
    //     _root.tf.text = status;
    // };
    // someTimer.start();

    (end of function)

```

124. _global.Label

Author(s): cdman@mx-motion.com

Flash version: 6

DateTime: 11.02.2003

```

/*-----
CREAMOS EL TEXTO
----- */
_level0.createTextField("label_txt", 999998, 0, 0, 0, 0);
_level0.label_txt.selectable = false;
_level0.label_txt.autoSize = true;
_level0.label_txt.background = true;
_level0.label_txt.border = true;
_level0.label_txt.backgroundColor = 0xFFFFEE;
_level0.label_txt._visible = false;
/*-----
HACEMOS EL OBJETO PARA MANIPULAR EL TEXTO
-----*/
_global.Label = {create:function (msg, x, y, format, txt) {
    var txt = txt || this.txt;
    txt.text = msg;
    txt._x = x || _level0._xmouse;
    txt._y = y || _level0._ymouse+20;
    txt.setTextFormat(format || this.format);
    txt._visible = true;
    clearInterval(this.id);
}, show:function (msg, x, y, interval, format, txt) {

```



```

this.timer1 = getTimer();
this.id = setInterval(this, "create", this.timer1<=this.timer2+1 ? 80 : interval ||
this.interval, msg, x, y, format, txt);
}, hide:function () {
    this.txt._visible = false;
    clearInterval(this.id);
    this.timer2 = getTimer();
}, txt:_level0.label_txt, format:new TextFormat("Tahoma", 11), interval:500, timer1:0};
ASSetPropFlags(_global, "Label", 1);
/*-----
MANIPULAMOS EL TEXTO ASIGNANDOLO EN EVENTOS DEL BOTON
-----*/
mc.onRollOver = function() {
    Label.show("Un curioso mensajito sin razon");
};
mc.onRollOut = mc.onPress=function () {
    Label.hide();
};

(end of function)

```

125. _global.jgLoader

Author(s): jonas@onrelease.org

Flash version: 6

DateTime: 24.02.2003

```

// jgLoader Function v0.9 BETA
// by Jonas Galvez (jonas@onrelease.org)
//
// What BETA means: I'm not sure if this will
// work as it should, so if you're so courageous and
// insane to try and use it, please tell me if you
// find any problems - and I'll be eternally thankful =)
//
// Description:
// The purpose of this function is very simple: to
// deliver an easy way to manage preloading of external
// files in Flash MX. It can be used to monitor files
// being loaded by instances of the MovieClip, Sound,
// LoadVars and XML classes.
//
// ActionScript File:
// http://onrelease.org/jonas/downloads/jgloader\_function.as

```

```

function() {

    // Getter/setter properties
    // Object.prototype.loaded and

```

```
// Object.prototype.hasContent

// Returns true if the content of the
// object is completely loaded
this.addProperty("loaded", function() {
    var r = Math.round;
    var l = this.getBytesLoaded();
    var t = this.getBytesTotal();
    return (this instanceof MovieClip) ?
        t > 4 && r(l) == r(t) : r(l) == r(t);
}, null);

// Returns true if the content of the
// object has already started loading
this.addProperty("hasContent", function() {
    var t = function(o) { return o.getBytesTotal(); };
    return (this instanceof MovieClip) ?
        t(this) > 4 : t(this) > 0;
}, null);

// Prevent the properties from being
// accessed in for...in iteration
ASSetPropFlags(this, "loaded,hasContent", 1);

// Apply the anonymous function
// to the Object's prototype object
}.call(Object.prototype);

_global.jgLoader = function(obj, callbacks) {

    var ref, started, loader = function() {

        // If the obj parameter is a string,
        // retrieve the reference it contains
        if(typeof obj == "string") obj = eval(obj);

        // Stores a boolean value in the
        // hasContent local variable to determine
        // whether the external file has started
        // to be downloaded or not
        hasContent = obj.hasContent;

        // Executes the onStart callback when
        // the external file starts to be loaded
        // The started variable is used as a flag to
        // make sure the function is called only once
        if(!started && hasContent) {
            callbacks.onStart.call(obj); started = 1;
        }

        // Calls the onStatus handler
        // constantly while the file is loading
```

```

    } else if(hasContent) {

        // An object is passed as the 1st parameter
        // of the function. It has three properties:
        // bytesLoaded, bytesTotal and percentComplete
        var t = obj.getBytesTotal();
        var l = obj.getBytesLoaded();
        var loadData = {
            bytesTotal:t,bytesLoaded:l,
            percentComplete:Math.round(l*100/t)
        };
        callbacks.onStatus.call(obj, loadData);

        // Executes the onLoad callback
        // and kills the interval when
        // the loading is done
        if(obj.loaded) {
            callbacks.onLoad.call(obj);
            clearInterval(loader_id);
        };
    };

};

// Starts the execution of the loader function
var hasContent, loader_id = setInterval(loader, 100);

};

// Hides the jgLoader function so it
// won't be accessed in for...in loops
ASSetPropFlags(_global, "jgLoader", 1);

// Syntax:
// jgLoader(object, callbacks);
//
// The parameter [object] can be an instance of
// the MovieClip, Sound, LoadVars and XML classes.
//
// The parameter [callbacks] is optional. It can be
// used to define three event handlers: [onStart],
// [onStatus] and [onLoad]. The onStart callback will
// be executed only once, when the external file starts
// loading. The onLoad event handler will be called
// when the external file is completely loaded.
//
// The onStatus callback will be called continuously
// during loading. This function will receive an
// an object in the first parameter. The object will
// have three properties: bytesTotal, bytesLoaded and
// percentComplete - providing info about the loading.
//

```

```
// The parameter callbacks must be an object containing
// the callbacks defined with names that correspond
// to the event (onStart, onStatus and onLoad).
//
// Examples:
//
// var event_handlers = {
//     onStart:function() {
//         trace("The loading has started!");
//     },
//     onStatus:function(o) {
//         trace("bytesTotal: " + o.bytesTotal);
//         trace("bytesLoaded: " + o.bytesLoaded);
//         trace("percentComplete: " + o.percentComplete);
//     },
//     onLoad:function() {
//         trace("The loading has ended!");
//     }
// };
// jgLoader(movieClipObject, event_handlers);
//
// --
//
// jgLoader(movieClipObject, {
//     onStart:function() {},
//     onStatus:function() {},
//     onLoad:function() {}
// });
//
// --
//
// jgLoader("_level0", {
//     onStart:function() {},
//     onStatus:function() {},
//     onLoad:function() {}
// });
```

(end of function)

126. _global.SimpleDateFormat

Author(s): nosferatu@nocturnal.com

Flash version: 6

DateTime: 11.03.2003

```
/**
 * java.text.SimpleDateFormat as of
 * http://java.sun.com/j2se/1.4.1/docs/api/java/text/SimpleDateFormat.html
 * nosferatu@nocturnal.com
```

```
*/

var LOCALIZED_MONTHS = new Array(
    "January", "February", "March", "April",
    "May", "June", "July", "August",
    "September", "October", "November", "December"
);

var LOCALIZED_DAYS = new Array(
    "Sunday", "Monday",
    "Tuesday", "Wednesday",
    "Thursday", "Friday", "Saturday"
);

String.prototype.nf = function(c)
{
    return this.length < c ? ("0" + this).nf(c) : this;
}

String.prototype.rSplit = function(exp)
{
    var tl = this.length;
    var el = exp.length;
    var pc = exp.charAt(el - 1);
    var r = new Array();
    var idx, idp = 0;
    var ri = 0;
    do
    {
        idx = this.indexOf(exp, idp);
        if (idx < 0)
            idx = tl;
        r[ri++] = this.substring(idp, idx);
        for (idp = idx + el; idp < tl && this.charAt(idp) == pc; idp++);
    } while (idp <= tl);
    return r;
}

String.prototype.isBrokenApart = function()
{
    if (this.length < 2)
        return (this.length < 1 || this < 'A' || this > 'z');
    return false;
}

Array.prototype.ss = function(i, exp, func, isRegExp)
{
    var it = isRegExp ? this[i].rSplit(exp) : this[i].split(exp);
    if (it.length < 2)
        return this[i].isBrokenApart();
    this.splice(i, 1);
```

```

for (var c = it.length - 1; c >= 0; c--)
    this.splice(i, 0, func, it[c]);
this.splice(i, 1);
return this[i].isBrokenApart();
}

function __yyy(d) {return d.getFullYear();}
function __yy(d) {return (" " + d.getFullYear()).substring(2);}
function __y(d) {return d.getFullYear();}
function _MMMM(d) {return LOCALIZED_MONTHS[d.getMonth()]};
function _MMM(d) {return LOCALIZED_MONTHS[d.getMonth()].substring(0, 3)};
function _MM(d) {return (" " + (d.getMonth() + 1)).nf(2)};
function _M(d) {return d.getMonth() + 1};
function __dd(d) {return (" " + d.getDate()).nf(2)};
function __d(d) {return d.getDate()};
function _EEEE(d) {return LOCALIZED_DAYS[d.getDay()]};
function _EEE(d) {return LOCALIZED_DAYS[d.getDay()].substring(0, 3)};
function _EE(d) {return (" " + d.getDay()).nf(2)};
function _E(d) {return d.getDay()};
function _HH(d) {return (" " + d.getHours()).nf(2)};
function _H(d) {return d.getHours()};
function __mm(d) {return (" " + d.getMinutes()).nf(2)};
function __m(d) {return d.getMinutes()};
function __ss(d) {return (" " + d.getSeconds()).nf(2)};
function __s(d) {return d.getSeconds()};
function _SSS(d) {return (" " + d.getMilliseconds()).nf(3)};
function _SS(d) {return (" " + d.getMilliseconds()).nf(2)};
function _S(d) {return d.getMilliseconds()};
function __a(d) {return d.getHours() < 12 ? "AM" : "PM"};
function _KK(d) {return d.getHours() <= 12 ? d.getHours() : (" " + (d.getHours() - 12)).nf(2)};
function _K(d) {return d.getHours() <= 12 ? d.getHours() : d.getHours() - 12};

_global.SimpleDateFormat = function(pattern)
{
    var ps = pattern.split("");
    if (ps.length % 2 == 0) return;
    for (var i = 1; i < ps.length - 1; i++)
        if (ps[i] == "")
        {
            ps[i-1] += "" + ps[i+1];
            ps.splice(i--, 2);
        }
    for (var i = 0; i < ps.length; i+=2)
        if
        (
            ps[i].isBrokenApart()
            || ps.ss(i, "yyy", __yyy, true)
            || ps.ss(i, "yy", __yy)
            || ps.ss(i, "MMMM", _MMMM, true)
            || ps.ss(i, "dd", __dd, true)
            || ps.ss(i, "d", __d)

```

```

    || ps.ss(i, "EEEE", _EEEE, true)
    || ps.ss(i, "HH", _HH, true)
    || ps.ss(i, "H", _H)
    || ps.ss(i, "mm", __mm, true)
    || ps.ss(i, "ss", __ss, true)
    || ps.ss(i, "MMM", _MMM)
    || ps.ss(i, "MM", _MM)
    || ps.ss(i, "M", _M)
    || ps.ss(i, "EEE", _EEE)
    || ps.ss(i, "EE", _EE)
    || ps.ss(i, "E", _E)
    || ps.ss(i, "Y", __Y)
    || ps.ss(i, "m", __m)
    || ps.ss(i, "s", __s)
    || ps.ss(i, "a", __a, true)
    || ps.ss(i, "KK", _KK, true)
    || ps.ss(i, "K", _K)
    || ps.ss(i, "SSS", _SSS, true)
    || ps.ss(i, "SS", _SS)
    || ps.ss(i, "S", _S)
  )
  continue;

  this.ps = ps;
}

SimpleDateFormat.prototype.format = function(d)
{
  var r = "";
  for (var i = 0; i < this.ps.length; i++)
    if (typeof this.ps[i] == "function")
      r += this.ps[i](d);
    else
      r += this.ps[i];
  return r;
}

ASSetPropFlags(_global, "SimpleDateFormat", 1);

(end of function)

```

127. _global.returnTimer

Author(s): info@enricolai.com

Flash version: 6

DateTime: 18.10.2004

```

// Enrico Lai
// www.enricolai.com

```

```
//-----

_global.returnTimer = function() {
    // Restituisce il tempo in formato hh:mm:ss
    var tempo;
    tempo = getTimer();
    tempo = Math.round(tempo/1000);
    ore = int(tempo/3600);
    appminuti = tempo-(ore*3600);
    minuti = int(appminuti/60);
    secondi = appminuti-(minuti*60);
    if (ore<=9) {
        ore = "0"+ore;
    }
    if (minuti<=9) {
        minuti = "0"+minuti;
    }
    if (secondi<=9) {
        secondi = "0"+secondi;
    }
    durata = ore+":"+minuti+":"+secondi;
    //trace(durata);
    return durata
};

// USAGE:

// - - - - -
function StampaTempo(){
    tempo = returnTimer()
}
setInterval(StampaTempo, 1000);

(end of function)
```
