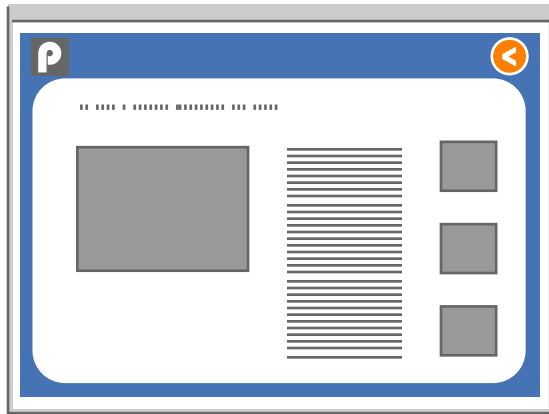# Anatomy of a Pachyderm Module
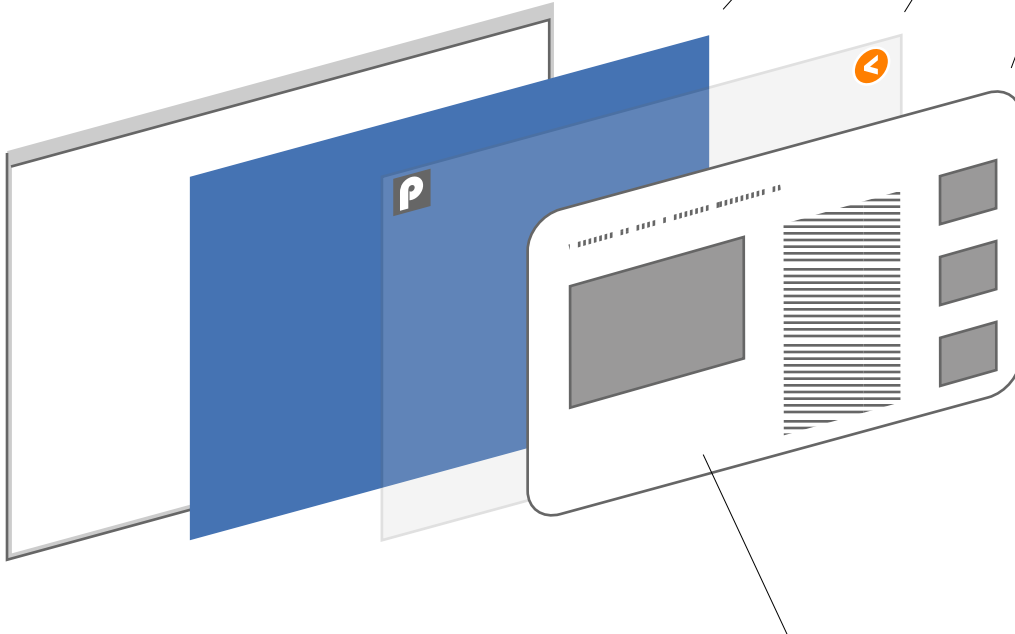
Browser Window / HTML page

root.swf (main Flash movie)   _root (also _level0)

root_border.swf (and root_assets)   _root.mcStage

screen template and data   _root.mcScreen

historically, the "midground" graphic is part of each screen template

Anatomy of a Pachyderm Module 2

Browser Window / HTML page
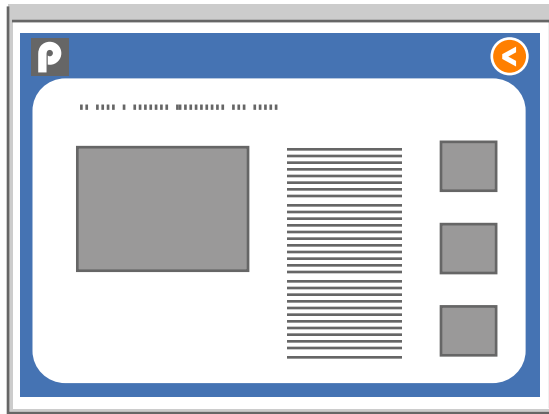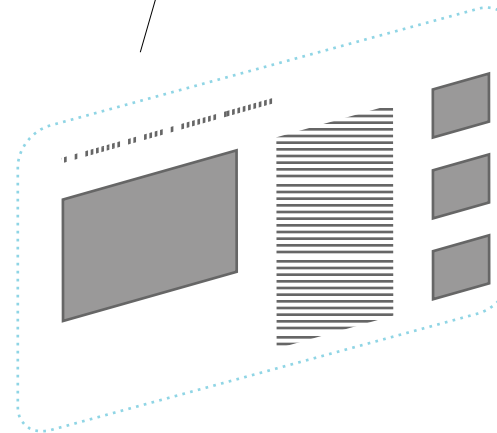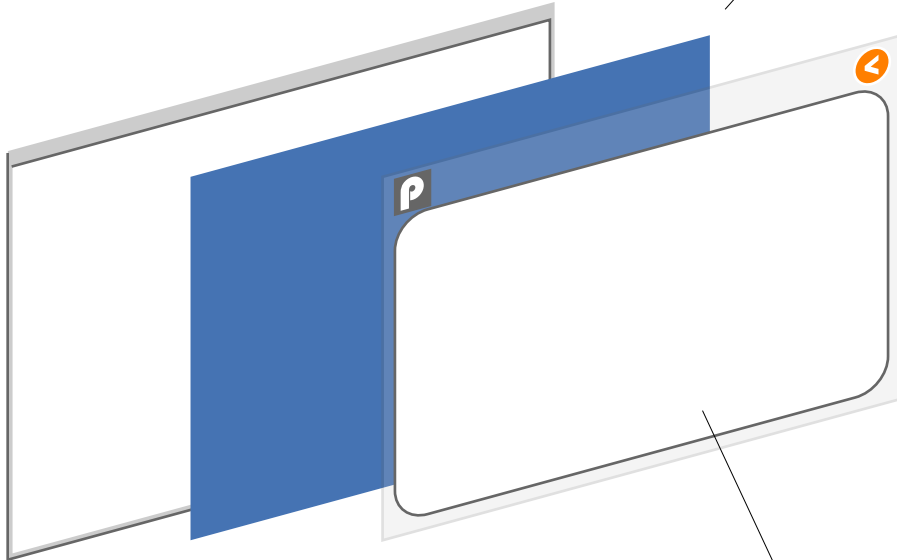
root.swf (main Flash movie)   _root (also _level0)

root_border.swf (and root_assets)   _root.mcStage
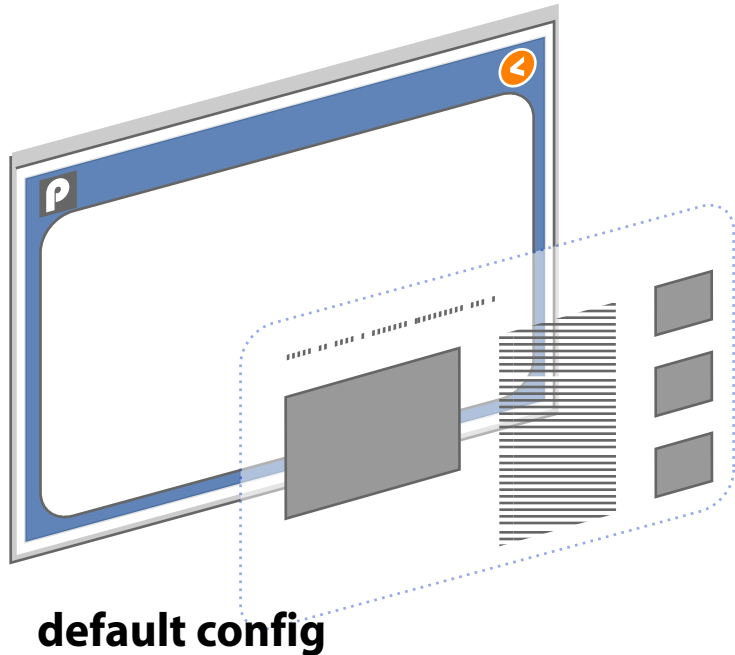
screen template and content   _root.mcScreen

"midground" image is now a root asset, not part of the screen template
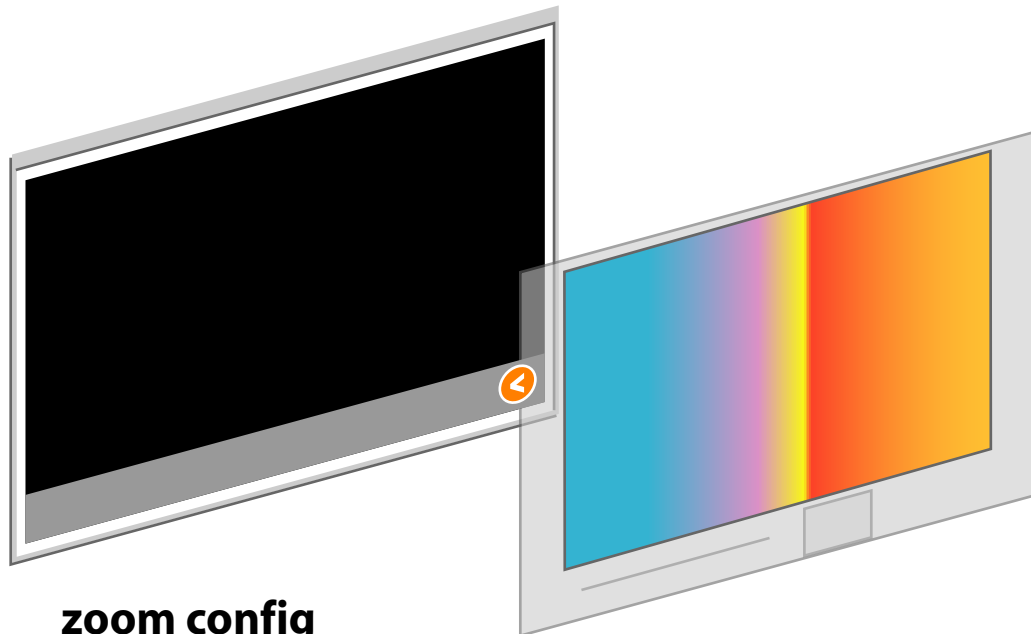
Basic commands to "stage":

```
_root.mcStage.restoreStageDefaults();
_root.mcStage.setStage("zoom");
```

**(defined in root_border.fla
OR in root_border.as)**

**functions called from any screen template,
always from main timeline / frame 2**

default config

zoom config

Other possible commands --
```
_root.mcStage.fadeOut;
_root.mcStage.fadeIn;
```