

關於Event這回事
there's something about Event

高見龍



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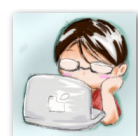
a.k.a Eddie or Aquarianboy

- Live and work in Taipei, Taiwan.
- Serving in my own little tiny company.
- Flash / AS3 / Ruby / Rails / Python programming for living.
- Mac OS user, Objective-C for personal interests.
- Technical Education and Consultant.
- PTT Flash BM (since 2007/4).
- Ruby Certified Programmer (Since 2012/1).
- Adobe Certified Flash Developer (Since 2006/7).
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源起

why

如何與上(下)層的MC互動?

how to interact with parent (or child) movieclips?

想知道哪個按鈕被按了？

how to know which button was clicked?

為什麼swf讀不到網路資料?

why swf file can not get the right response from the internet?

如何知道圖片已下載完成?

how to know if image files were downloaded completely?

事件

event

```
btn.onRelease = function() {  
    _root.hero_mc.gotoAndPlay(10);  
}
```

```
mc.onRelease = function() {  
    _parent._parent.mc.title_txt.text = "this is not good!";  
}
```

鬆 綁

loose coupling

聆聽

listener

listener只是個function

listener is just a function

```
function click_handler(e:MouseEvent):void {  
    trace("hello, everyone!");  
}
```

註冊

register

addEventListener

```
public function addEventListener(type:String, listener:Function,  
useCapture:Boolean = false, priority:int = 0,  
useWeakReference:Boolean = false):void
```



```
mc.addEventListener(MouseEvent.CLICK, click_handler);
```

名稱

event name

```
public function addEventListener(type:String, listener:Function,  
useCapture:Boolean = false, priority:int = 0,  
useWeakReference:Boolean = false):void
```

事件名稱其實只是字串

event name is actually just plain string

```
trace(MouseEvent.CLICK);           // "click"  
trace(IOException.IO_ERROR);       // "ioError"
```



```
mc.addEventListener(MouseEvent.CLICK, click_handler);
```

```
mc.addEventListener("click", click_handler);
```

移除

remove

```
mc.removeEventListener(MouseEvent.CLICK, click_handler);
```

沒用到的記得要收掉

remember to remove useless listener

隨手做環保

save the world!

流程

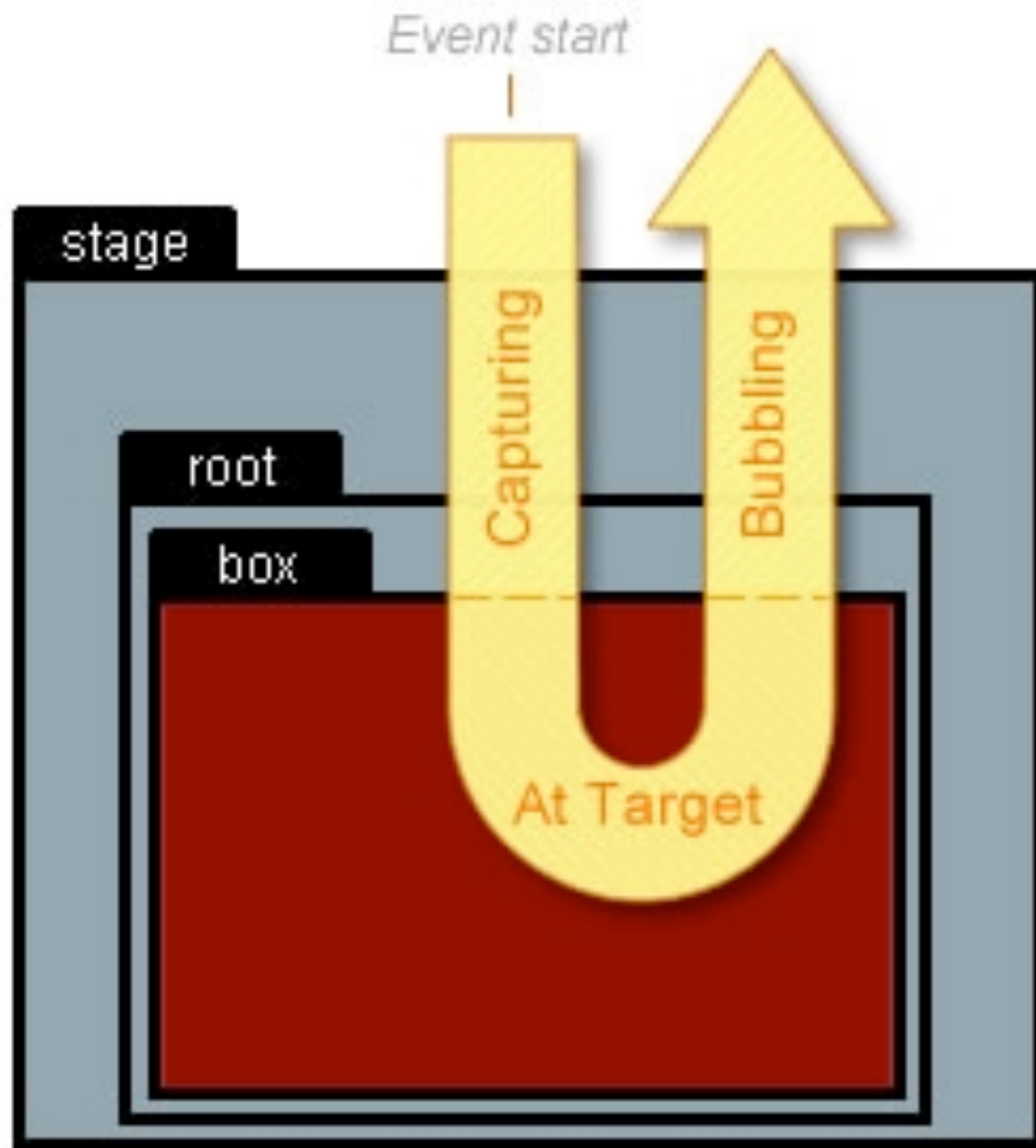
flow

階段

phases

capture, bubble, and the target





reference: http://www.adobe.com/devnet/actionscript/articles/event_handling_as3.html

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bubbling

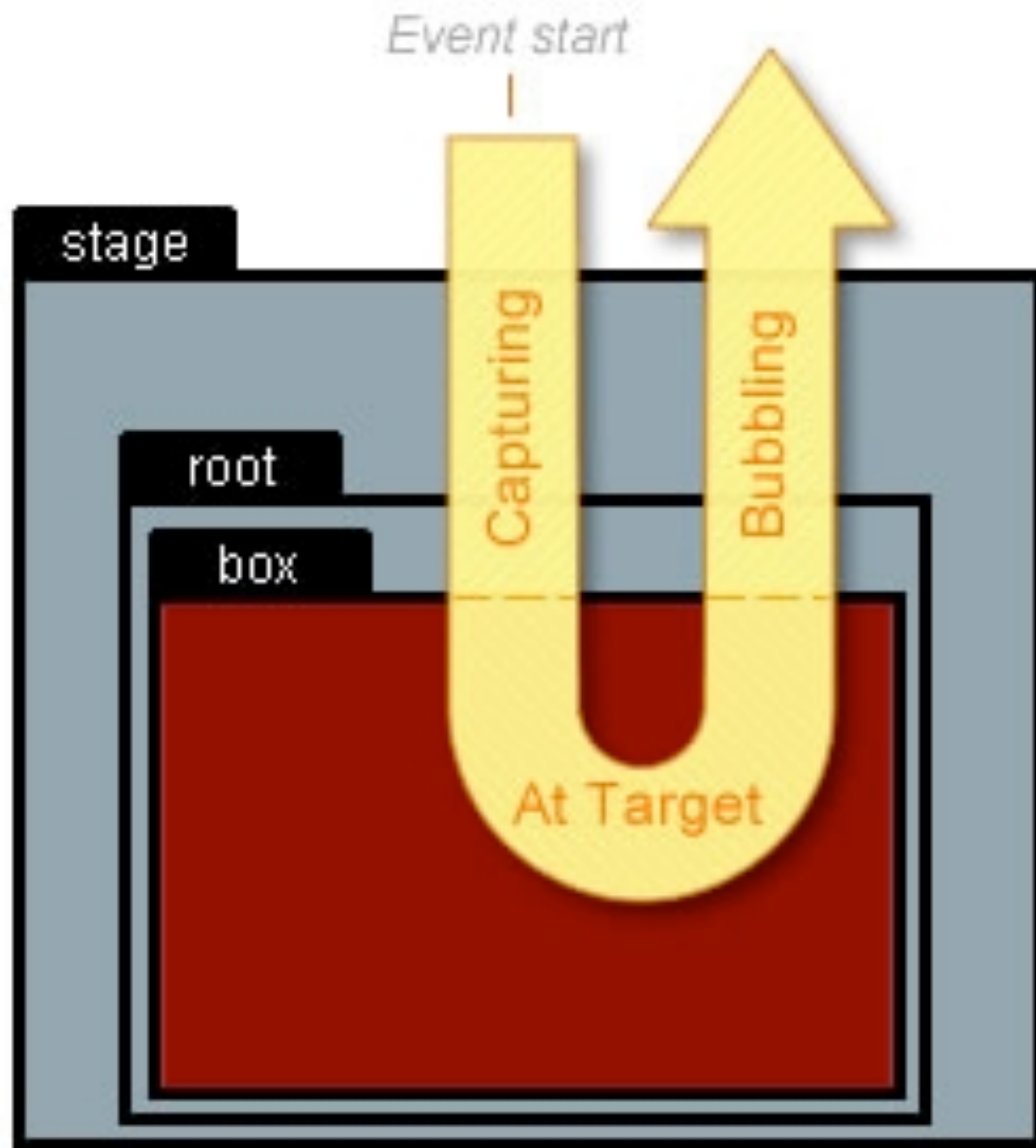

```
dispatchEvent(new Event(Event.COMPLETE, bubbles:Boolean,  
cancelable:Boolean));
```

捕捉

capture

```
public function addEventListener(type:String, listener:Function,  
useCapture:Boolean = false, priority:int = 0,  
useWeakReference:Boolean = false):void
```

```
mc.addEventListener(MouseEvent.CLICK, click_handler, true);
```



reference: http://www.adobe.com/devnet/actionscript/articles/event_handling_as3.html

参考

reference

```
addEventListener("click", function(e) { // code });
```

```
public function addEventListener(type:String, listener:Function,  
useCapture:Boolean = false, priority:int = 0,  
useWeakReference:Boolean = false):void
```



```
addEventListener("click", function(e) { // code }, false, 0, true);
```

順序

Priority

```
function handler_a(e:Event):void {  
    trace("hello,A");  
}
```

```
function handler_b(e:Event):void {  
    trace("hello, B");  
}
```

```
function handler_c(e:Event):void {  
    trace("hello, C");  
}
```

```
mc.addEventListener(MouseEvent.CLICK, handler_a);  
mc.addEventListener(MouseEvent.CLICK, handler_b);  
mc.addEventListener(MouseEvent.CLICK, handler_c);
```

```
public function addEventListener(type:String, listener:Function,  
useCapture:Boolean = false, priority:int = 0,  
useWeakReference:Boolean = false):void
```

```
mc.addEventListener(MouseEvent.CLICK, handler_a, false, 1);  
mc.addEventListener(MouseEvent.CLICK, handler_b, false, 3);  
mc.addEventListener(MouseEvent.CLICK, handler_c, false, 2);
```

目標

the target

target v.s. currentTarget

發布

dispatch


```
dispatchEvent(new MouseEvent(MouseEvent.CLICK));
```

客制化

custom events

```
package digik.events
{
    import flash.events.Event;

    public class LotteryEvent extends Event {

        public static const REMOVE_BANNER:String = "remove the banner";

        public var dataObject:Object;

        public function LotteryEvent(type:String , dataObj:Object = null,
bubbles:Boolean = true, cancelable:Boolean = false, ...rest):void {
            super(type, bubbles, cancelable);
            dataObject = dataObj;
        }

        override public function clone():Event {
            return new LotteryEvent(type, dataObject, bubbles, cancelable);
        }
    }
}
```

```
my_button.addEventListener(MouseEvent.CLICK, click_handler);  
  
function click_handler(e:MouseEvent):void {  
    dispatchEvent(new LotteryEvent(LotteryEvent.REMOVE_BANNER, {id: 2}));  
}
```

```
addEventListener(LotteryEvent.REMOVE_BANNER, banner_removed);
```

```
function banner_removed(e:LotteryEvent):void {  
    trace(e.dataObject.id);  
    var the_banner:Banner = this['banner_' + e.dataObject.id] as Banner;  
    if (contains(the_banner)) {  
        removeChild(the_banner);  
    }  
}
```

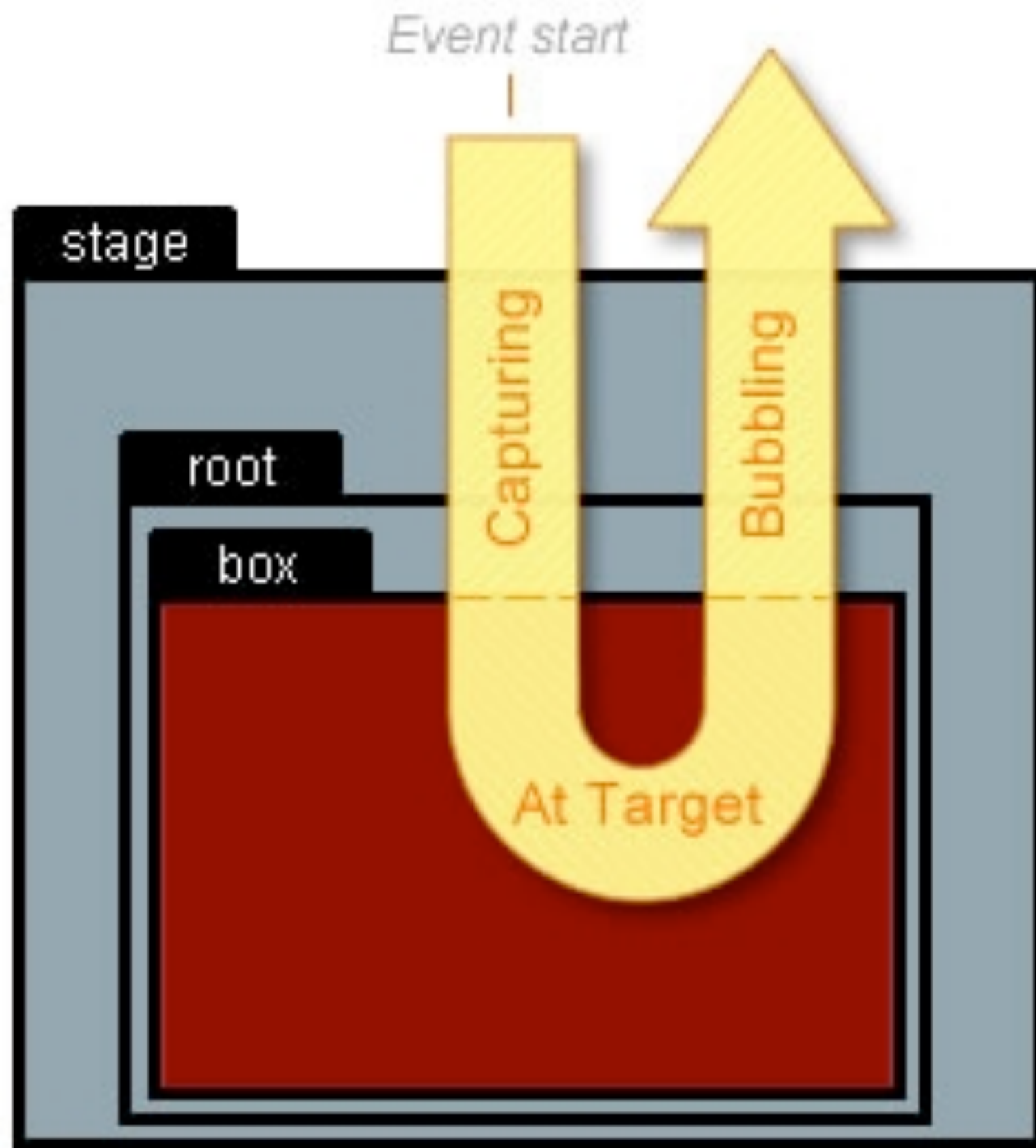
小結

conclusion

```
addEventListener(MouseEvent.CLICK, click_handler);
```



```
public function addEventListener(type:String, listener:Function,  
useCapture:Boolean = false, priority:int = 0,  
useWeakReference:Boolean = false):void
```



reference: http://www.adobe.com/devnet/actionscript/articles/event_handling_as3.html

用完記得要收

remember to remove useless listener

```
public function Lottery():void {  
    if (stage) init();  
    else addEventListener(Event.ADDED_TO_STAGE, added_to_stage);  
}
```

```
private function added_to_stage(e:Event):void {  
    removeEventListener(Event.ADDED_TO_STAGE, added_to_stage);  
    init();  
}
```

```
private function init():void {  
    // do something here  
}
```

訊號

signal

結束

end

Contacts

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