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Instructions:

The delay of ignition this one controlled for very low values of alpha in each part of the image.

View like example the MovieClip of the library: logo FlashDen (alpha: 2% ).

They can use an image of ignition and other of principal visualization.

ATTENTION: The blends of image and fire depend on the used bottom also!!

Change the background and the size of the document if he be necessary .

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```
import flash.filters.*;
import flash.geom.*;
import flash.display.*;
```

// ===== PARAMETERS: =====

```
imag = "logo" // The name of link library (image or MovieClip)
imag2 = "logocolor" // [opcional]Another superimposed image. Else he uses putting on ""
Ox = 20; // X position on Stage
Oy = 0; // Y position on Stage
ign = 128 // Ignition delay ( 0 to 255)
pnx = 10; // Perlin X
pny = 20; // Perlin Y
dmx = -8; // displacement in X
dmy = -24; // displacement in Y
bx = 2; // blur in X and Y ( 0 to 16)
Red = 51; // Red minimun. ( 0 to 255)
Gris = 128; // Gris umbral. ( 0 to 255)
blend = 1; // BlendMode fire (1 to 14)
blend2 = 2; // BlendMode image (1 to 14)
```

//-----

// Charge image:

```
img = BitmapData.loadBitmap(imag);
if(img == undefined){ // Charge MovieClip.
    attachMovie(imag,"mc0",1000);
    img = new BitmapData(mc0._width, mc0._height,true,0);
    img.draw(mc0); mc0.removeMovieClip();
}
```

//Charge if another image:

```
if(imag2 != ""){
    img2 = BitmapData.loadBitmap(imag2);
    if(img2 == undefined){ // Charge MovieClip.
        attachMovie(imag2,"mc0",100);
    }
    else{
        mc0 = this.createEmptyMovieClip("mc0", 100);
        mc0.attachBitmap(img2, 0);
    }
}
```

```

mc0._visible = false;
//=====
assign();
inicial();

function inicial(){
    temp = new BitmapData(img.width*1.1,img.height*1.5, true,0);
    temp.copyPixels(img, img.rectangle, new Point(img.width/20, img.height/3));
    clip = this.createEmptyMovieClip("clip", 1);
    clip.attachBitmap(temp, 10);
    ori = new BitmapData(temp.width, temp.height, true, 0xffaa6600);
    marco = this.createEmptyMovieClip(imag+"Fire", 2);
    marco.blendMode = blend;
    sal = new BitmapData(ori.width, ori.height, true, 0xff000000);
    capt = sal.clone(); dif = sal.clone();
    marco.attachBitmap(sal, 0);
    // place MCs in Stage
    marco._x = clip._x = 0x;
    marco._y = clip._y = 0y;
    mc0._x = 0x + img.width/20;
    mc0._y = 0y + img.height/3 - 3;
    clip._visible= false;
    //=====
    Mx = new Matrix();
    R0= sal.rectangle;
    B1 = new BlurFilter(bx, by, 2);
    CM1 = new ColorMatrixFilter([1/3,1/3,1/3,0,0, 0,0,0,0,0, 0,0,0,0,0, 0,0,0,1,0]);
    CM2 = new ColorMatrixFilter([3/4,1/2,0,0,0, 1/16,2/3,0,0,0, 0,0,1/4,0,0, 0,0,0,1,0]);
    DM1 = new DisplacementMapFilter(dif, null, 1, 2, dmx, dmy, "clamp");
}

id = setInterval(fire, 60);

function fire(){
    dif.draw(capt); capt.draw(clip);
    dif.applyFilter(dif, R0, null, CM1);
    dif.threshold(dif, R0, null, ">", Red, Gris, ign);
    dif.applyFilter(dif, R0, null, B1); sal.draw(dif, Mx, null, 8);
    dif.perlinNoise(pnx, pny, 4, random(255), true, true, 7, true);
    dif.draw(ori, Mx, null, 6);
    sal.applyFilter(sal, R0, null, DM1); sal.applyFilter(sal, R0, null, CM2);
}

// assign news parameters:
function assign(){
    ig = ign.toString(16); ign = "0x"+ig+ig+ig;
    Red = "0xff"+Red.toString(16)+"0000";
    Gr = Gris.toString(16); Gris = "0xff" + Gr + Gr + Gr;
    marco.blendMode = blend;
    mc0.blendMode = blend2;
}
//-----

```