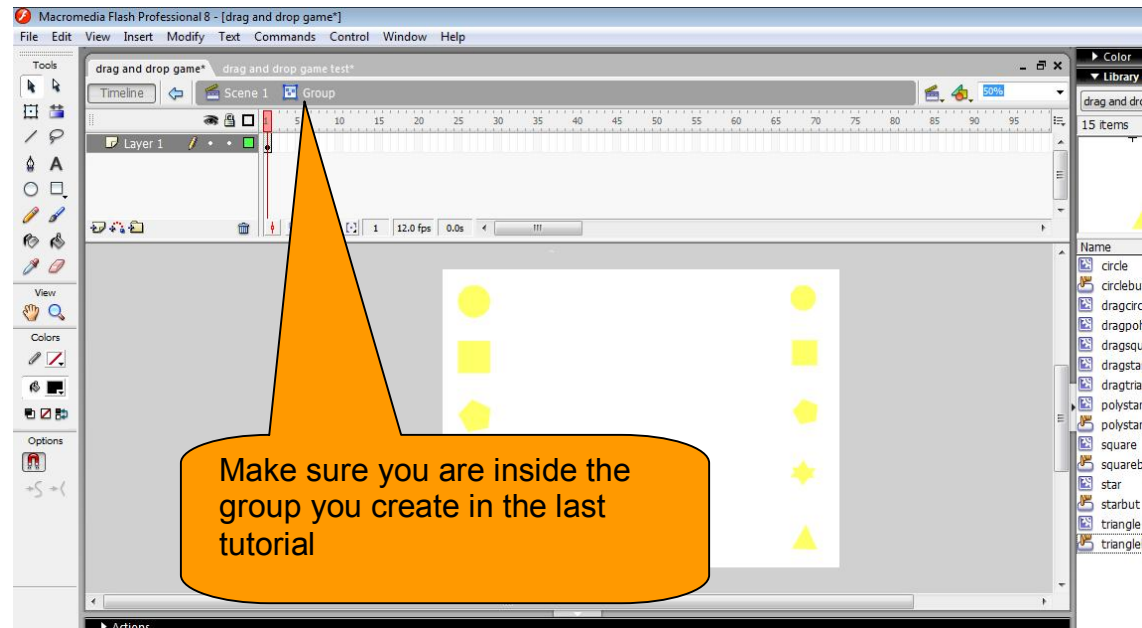


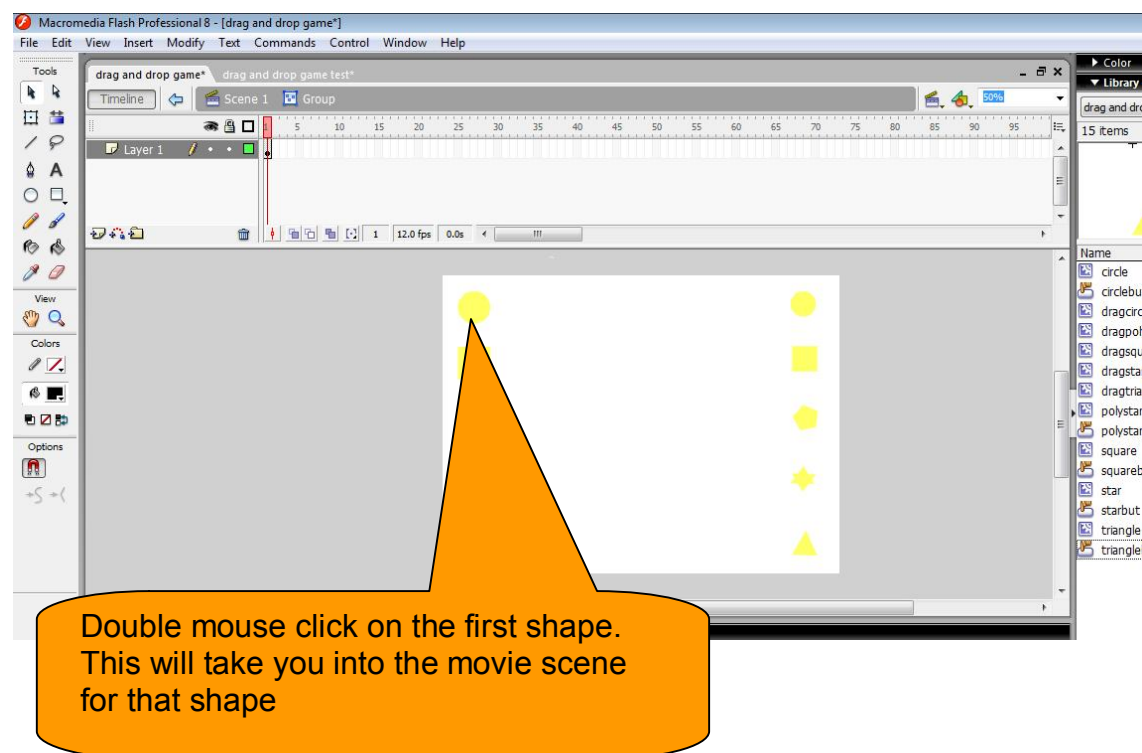
Lesson 4 – adding action script to the shapes

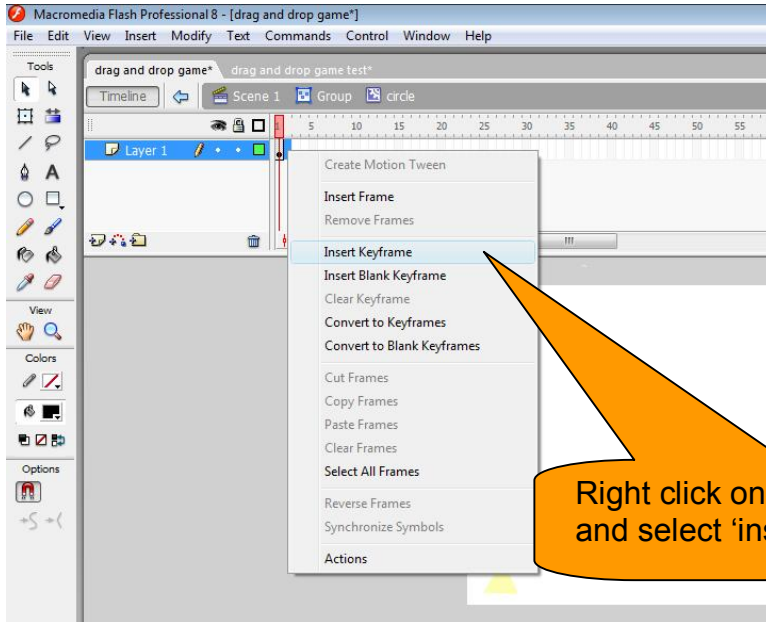
In this lesson we will be adding the action script to the shapes.

Open your flash document you were working on in the last tutorial.

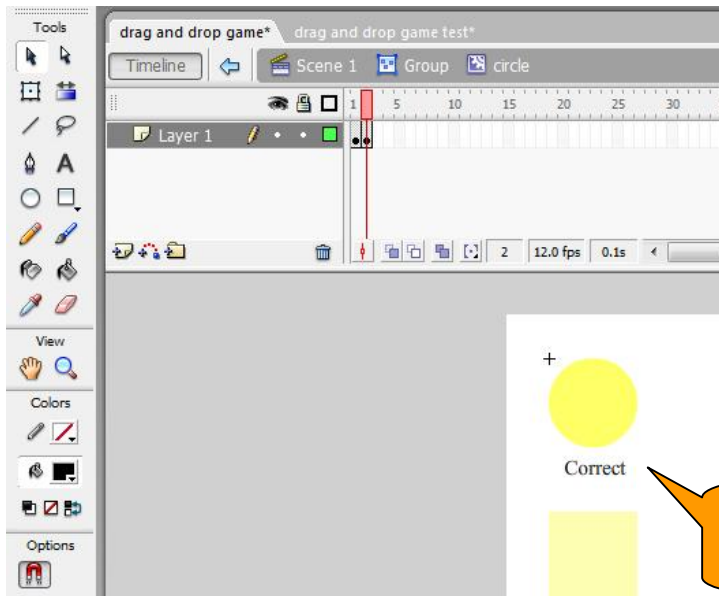


Like in the last tutorial, we are going to start with the left side of the shapes first. We need to make it so something happens when a shape from the right side of the canvas is dropped onto a shape on the left side of the canvas.

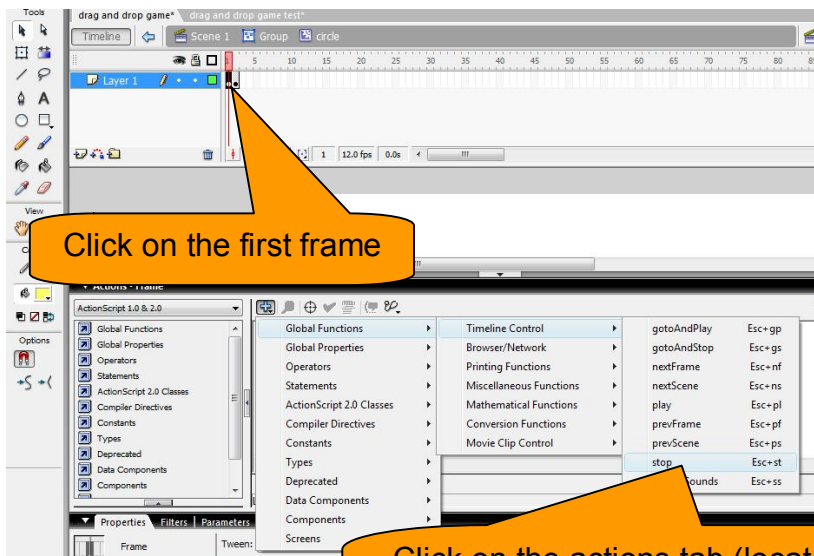




Right click on frame number two and select 'insert keyframe'

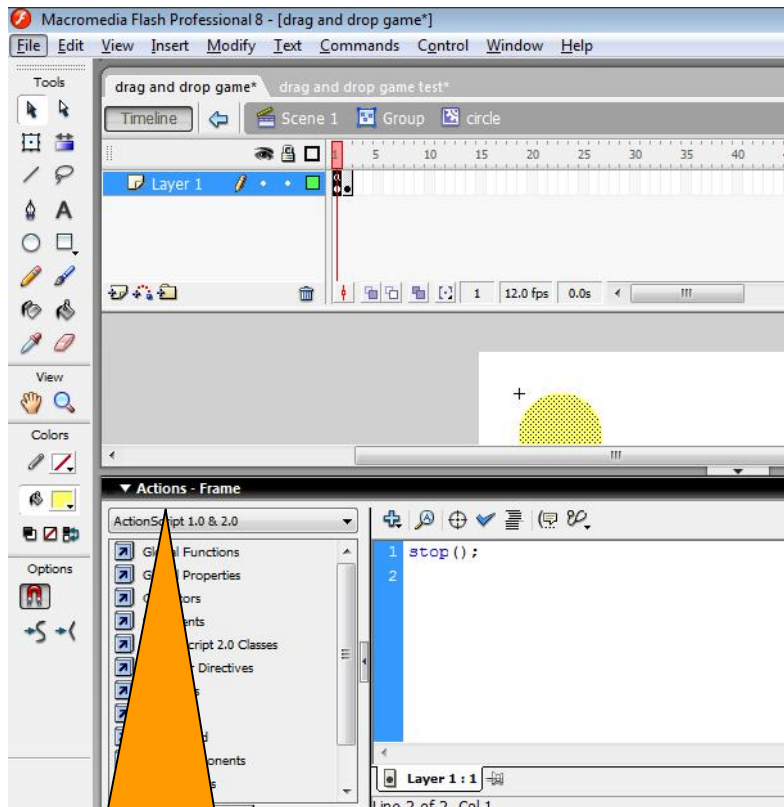


Use the text tool to write 'Correct' under the shape.

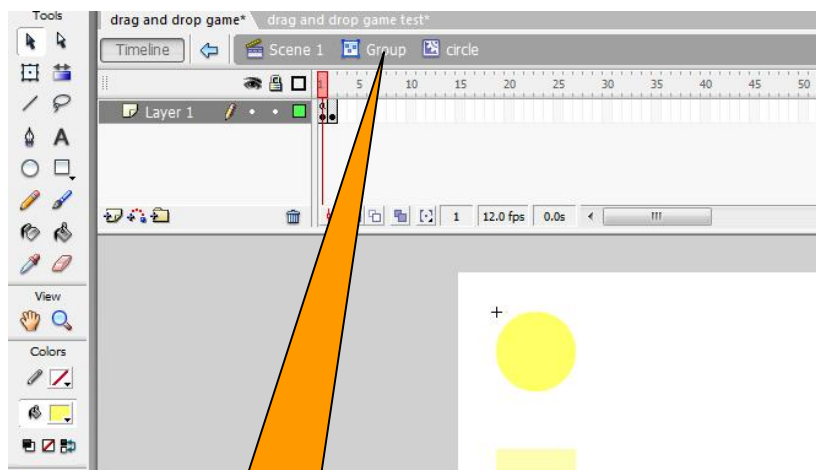


Click on the first frame

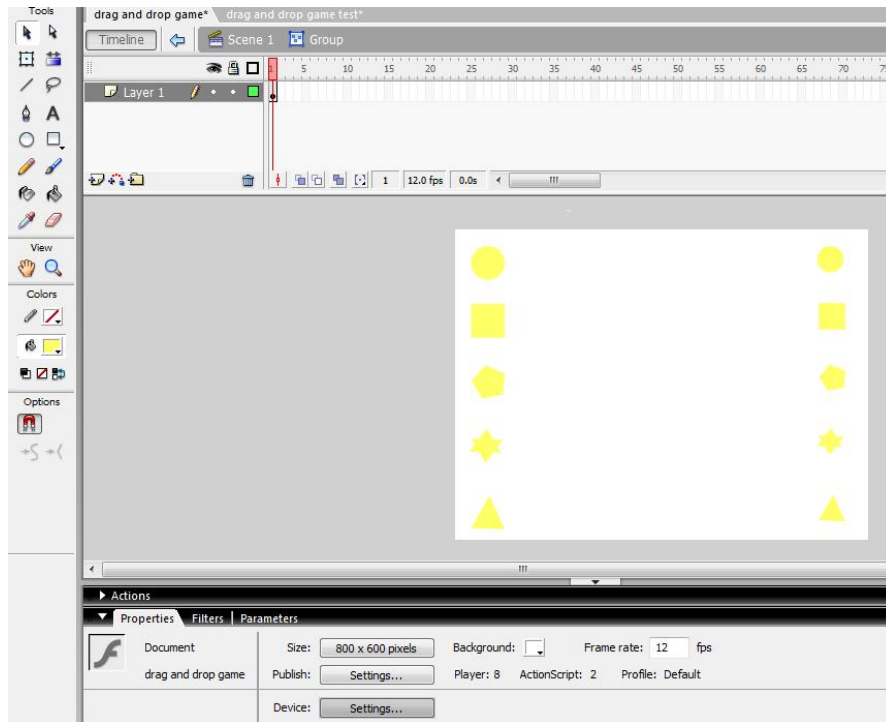
Click on the actions tab (located at the bottom of the screen) and select - 'Global Functions' - 'Timeline Control' - 'Stop'



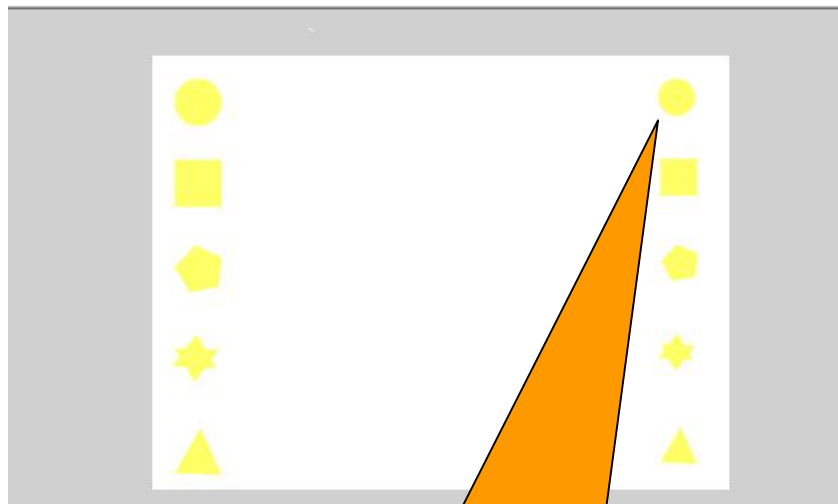
When you have added your stop, close down your actions



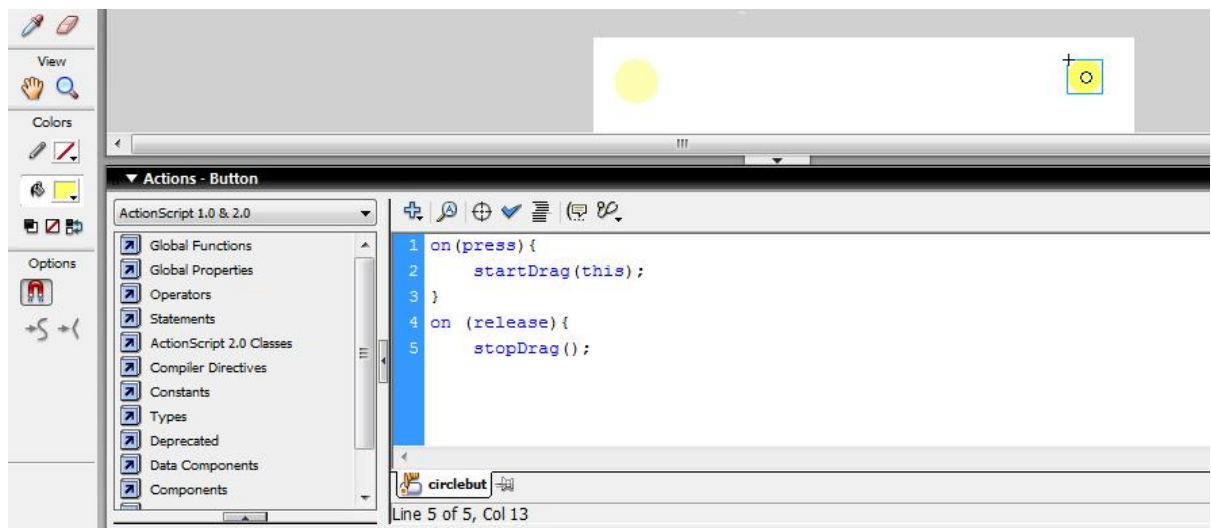
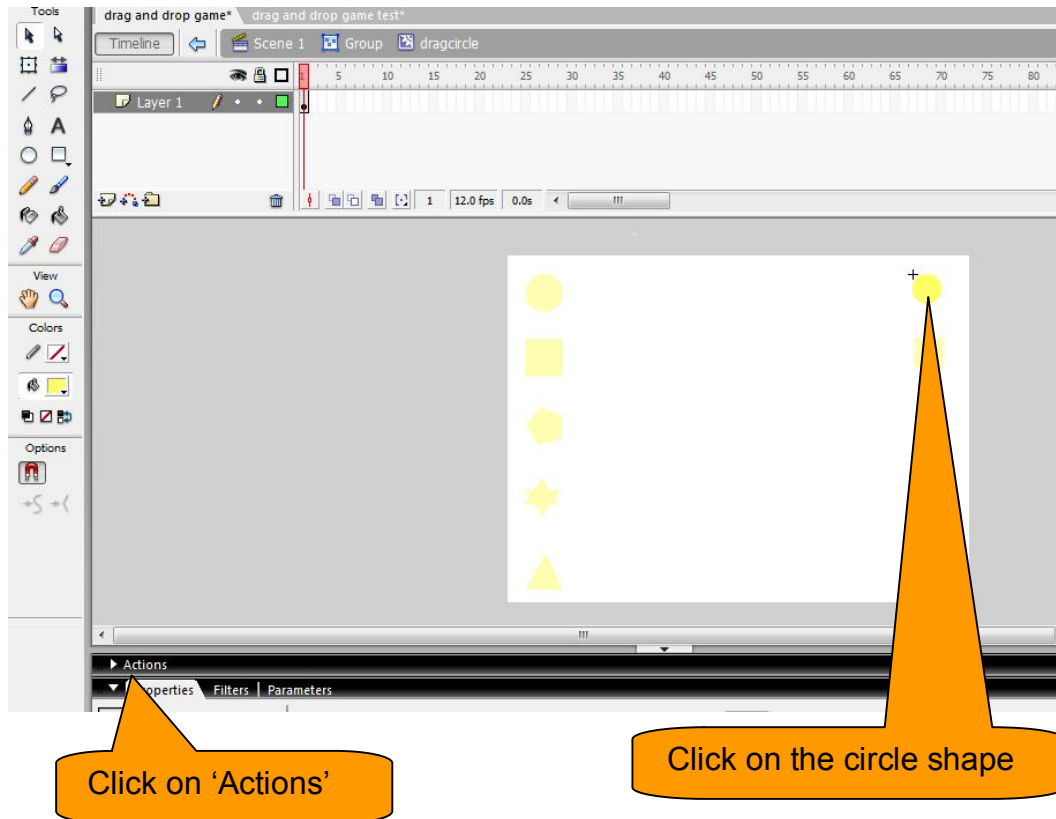
Click on 'Group'



Repeat the above steps for the rest of the shapes on the left side.

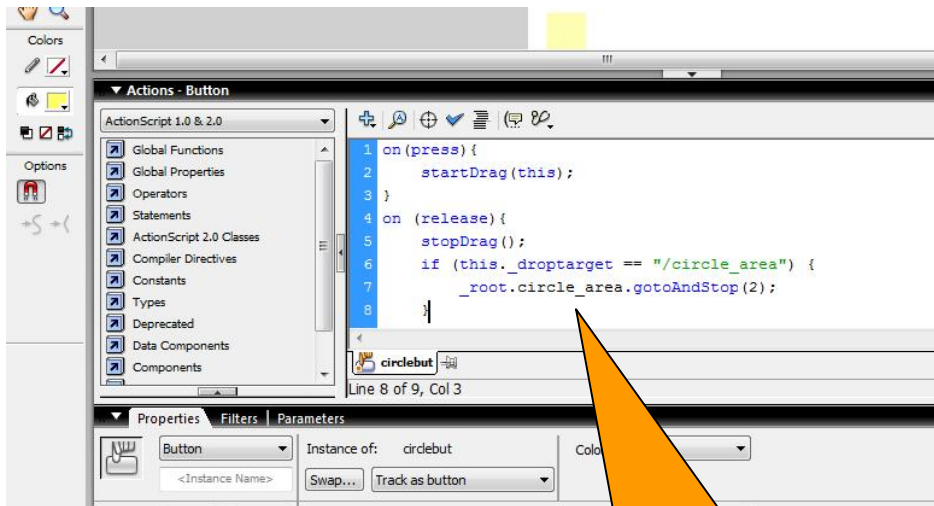


Double click on the circle on the right side of the canvas



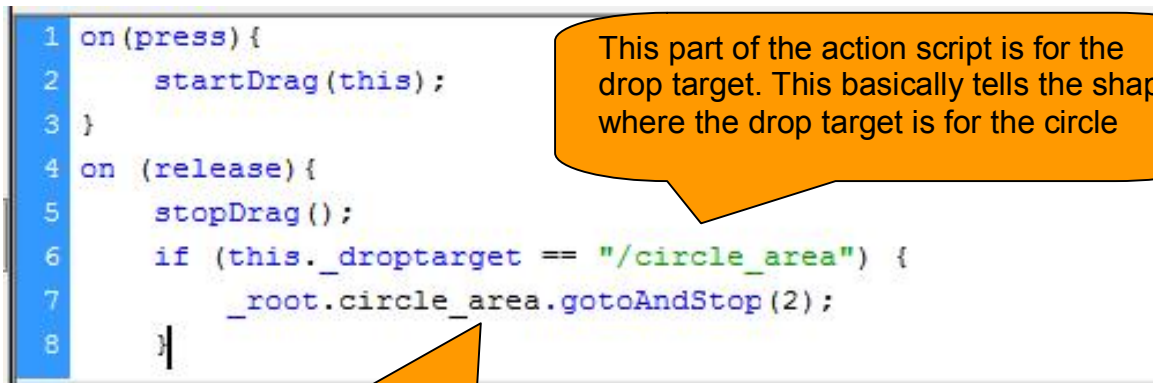
The code for the start of the action script is the same as before. You can copy and paste the code in from below.

```
on (press) {
    startDrag (this);
}
on (release) {
    stopDrag ();
```



```
on(press){
    startDrag(this);
}
on (release){
    stopDrag();
    if (this._droptarget == "/circle_area") {
        _root.circle_area.gotoAndStop(2);
    }
}
```

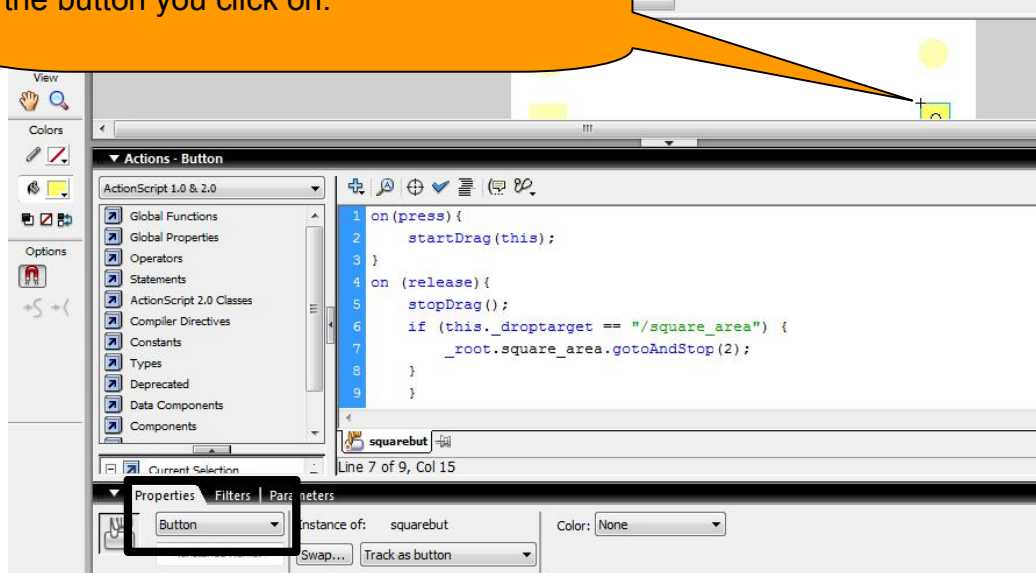
Copy and paste the code below into the action script



This part of the action script is for the drop target. This basically tells the shape where the drop target is for the circle

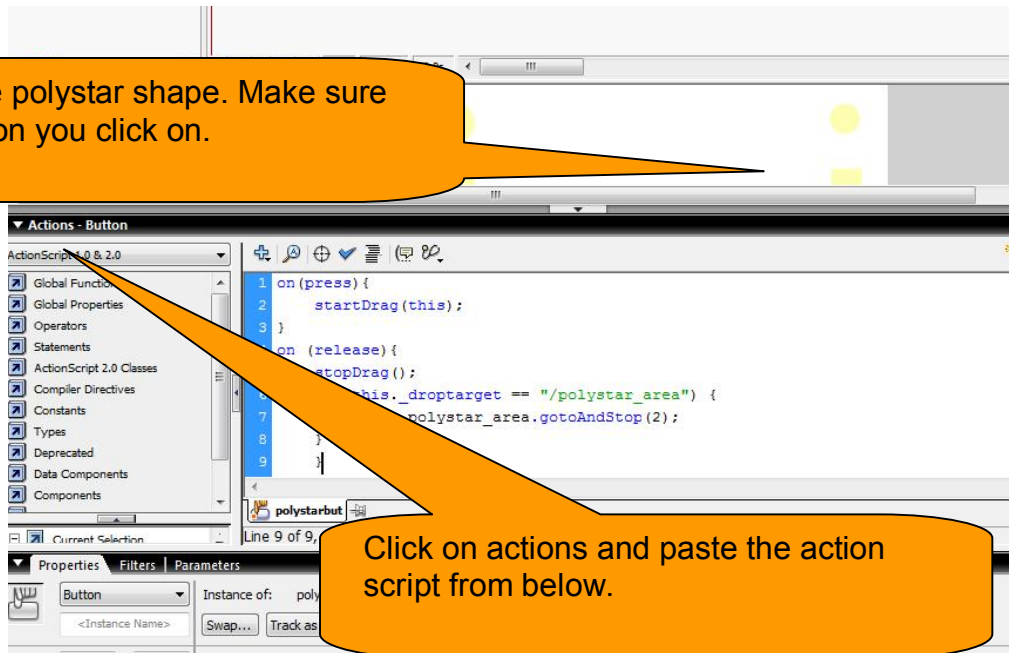
This part of the action script is to tell the shape what to do when another shape is dropped onto it.

Click on the square shape. Make sure it's the button you click on.



```
on(press){  
    startDrag(this);  
}  
on (release){  
    stopDrag();  
    if (this._droptarget == "/square_area") {  
        _root.square_area.gotoAndStop(2);  
    }  
}
```

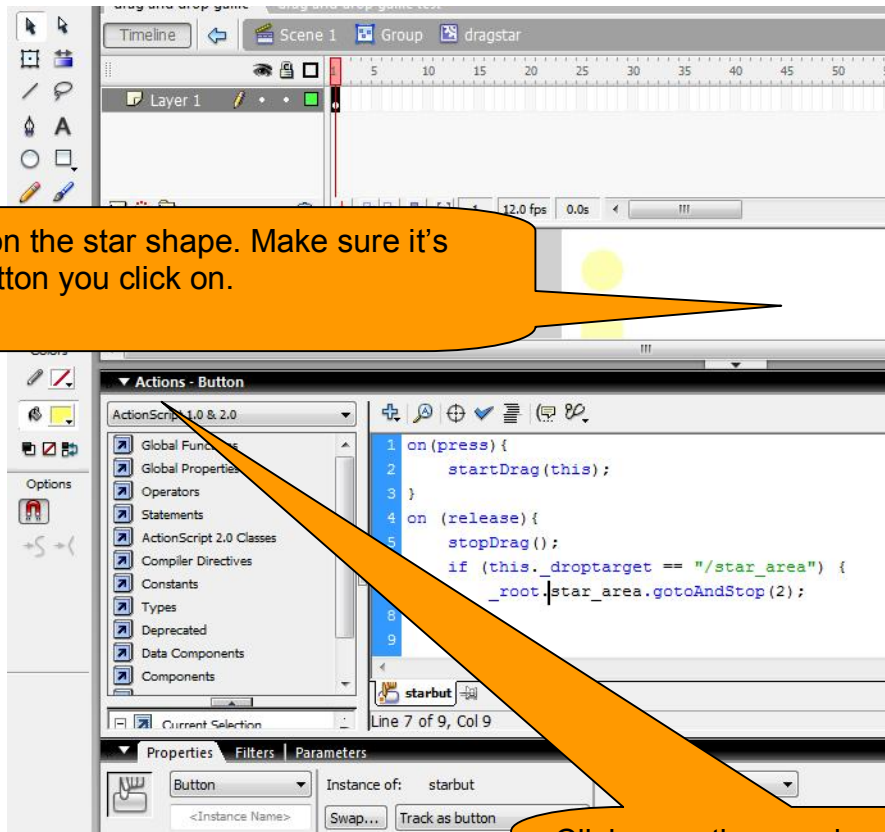
Click on the polystar shape. Make sure it's the button you click on.



Click on actions and paste the action script from below.

```
on(press){  
    startDrag(this);  
}  
on (release){  
    stopDrag();  
}
```

```
if (this._droptarget == "/polystar_area") {
    _root.polystar_area.gotoAndStop(2);
}
```

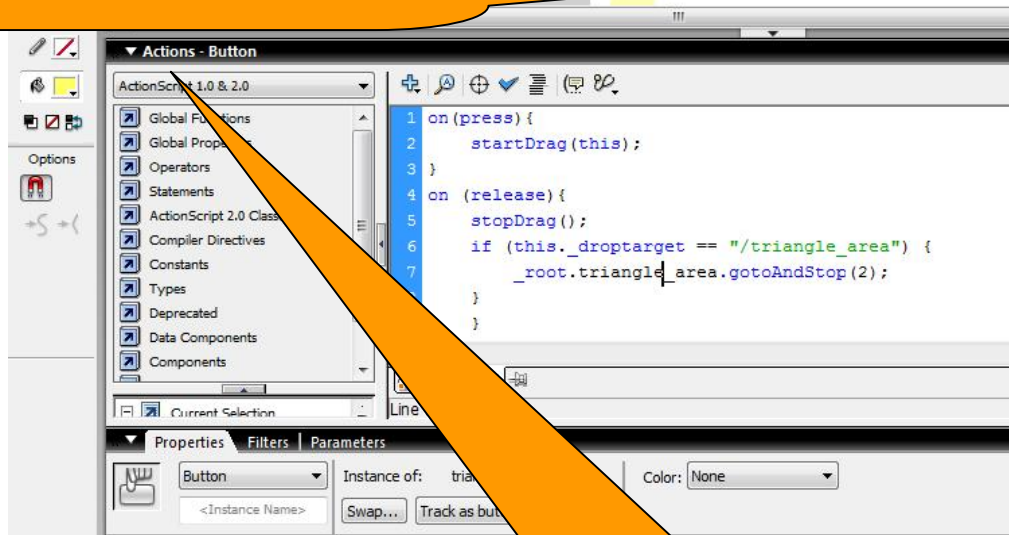


Click on the star shape. Make sure it's the button you click on.

Click on actions and paste the action script from below.

```
on (press) {
    startDrag (this);
}
on (release) {
    stopDrag ();
    if (this._droptarget == "/star_area") {
        _root.star_area.gotoAndStop (2);
    }
}
```

Click on the triangle shape. Make sure it's the button you click on.



```
on (press){
    startDrag(this);
}
on (release){
    stopDrag();
    if (this._droptarget == "/triangle_area") {
        _root.triangle_area.gotoAndStop(2);
    }
}
```

Click on actions and paste the action script from below.

One of the common mistakes with this action script is getting the action script wrong. You have to make sure you have got your names correct.



The name you have used in the properties has to be the same as in the action script.

If you find your drag and drop game does not work, please check this.

All lessons are now complete.