

### ★ FLASH MX Loading Images and Sounds

Flash MX allows you to also load JPEG images with *Load Movie*. Just specify the URL of a JPEG file. This allows you to update images outside of Flash without having to save a new SWF file each time. When the action is called, the image will load. MP3 sound files may also be loaded similarly in Flash MX using the *Load Sound* action.

## Controlling Movie Clips with Tell Target

The full power of Flash actions comes from combining different symbol instances, sounds, and actions. Chapter Seven explains how ActionScript can combine various sets of actions and symbols to create myriad possibilities. *Tell Target* doesn't require ActionScript wizardry, and it allows you to expand the realm of basic actions. Also, it lays the foundation for learning how to write ActionScript in Chapter Seven.

*Tell Target* does just what its name infers. It *tells* the *target* symbol instance or movie what to do. It provides the means to send an action from a button or keyframe to another object such as a movie clip instance or a loaded movie. A *Tell Target* action can make an animation or sound stop or start. This section will take you through the process of creating such an action.

### Setting Up a Movie Clip as a Target

The movie clip symbol is an essential ingredient of *Tell Target* actions. A movie clip instance also allows you to name it and *Tell Target* requires a name to identify its target.

In this example, the movie clip is also essential because you are going to create a looping animation. Since a movie clip can animate even if the main movie is stopped, this will work even if the main Timeline is stopped.

First, create a movie clip animation in a new Flash file. If you need a refresher, see the section on animating symbols in Chapter Three. Place an instance of the movie clip animation on the main Stage of the movie.

Name the movie clip from the Instance panel (Properties Inspector for Flash MX). This name is the one that is used in the actions and is distinct from the symbol name that you see in the library. Like keyframe labels, you should keep the name short and descriptive. It is best to keep it to one word. You can connect multiple words with an underscore. Name this instance *animate\_me*.

### ★ FLASH MX Naming Buttons

Flash MX allows you to name button instances. This allows them to be the target of actions too.

### Adding the Tell Target Action

Once you have placed a named movie clip instance on the Stage, you can create a *Tell Target* action. A *Tell Target* can be assigned to a frame action or an object action. In this example, a *Tell Target* is assigned to a button.

