

Actionscript 3.0 Code for Talking Animals Project

Here is the Actionscript for our Talking Animals Flash AS 3.0 project from “Passy’s World of ICT”. Note that it is important to have the names in the Actionscript, such as “pic1” and “button1” etc match exactly the names we have in the properties of items on the Flash Stage.

```
stop();

// Actionscript 3.0 Project to make Buttons Slideshow with Sounds
// Made by Passy's World of ICT using images from the Web.

// Need to have these mp3 sound files stored in same location as
// the Flash SWF file. Can be a folder on PC or the Internet.
var request:URLRequest = new URLRequest("DogSound.mp3");
var dogsound:Sound = new Sound();
dogsound.load(request);
var request2:URLRequest = new URLRequest("CatSound.mp3");
var catsound:Sound = new Sound();
catsound.load(request2);
var request3:URLRequest = new URLRequest("BirdSound.mp3");
var birdsound:Sound = new Sound();
birdsound.load(request3);
var request4:URLRequest = new URLRequest("CowSound.mp3");
var cowsound:Sound = new Sound();
cowsound.load(request4);
var request5:URLRequest = new URLRequest("PigSound.mp3");
var pigsound:Sound = new Sound();
pigsound.load(request5);
var request6:URLRequest = new URLRequest("HorseSound.mp3");
var horsesound:Sound = new Sound();
horsesound.load(request6);
//----- end of mp3 and wav sound files setup.

// Define our buttons that have our animal names on them
button1.addEventListener(MouseEvent.CLICK,showpic1);
button2.addEventListener(MouseEvent.CLICK,showpic2);
button3.addEventListener(MouseEvent.CLICK,showpic3);
button4.addEventListener(MouseEvent.CLICK,showpic4);
button5.addEventListener(MouseEvent.CLICK,showpic5);
button6.addEventListener(MouseEvent.CLICK,showpic6);

// In the code below, the values such as "pic1" refer to the frame
// in flash where we have labelled that frame in the properties as "pic1".
// Eg. In frame 1 we put in the properties a lable for it as "pic1" etc.

function showpic1(Event:MouseEvent):void{
    gotoAndStop("pic1");
    // Play the Dog sound effect
    dogsound.play();
}

function showpic2(Event:MouseEvent):void{
    gotoAndStop("pic2");
    catsound.play();
}

function showpic3(Event:MouseEvent):void{
    gotoAndStop("pic3");
}
```

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```
        birdsound.play();
    }

    function showpic4(Event:MouseEvent):void{
        gotoAndStop("pic4");
        cowsound.play();
    }

    function showpic5(Event:MouseEvent):void{
        gotoAndStop("pic5");
        pigsound.play();
    }

    function showpic6(Event:MouseEvent):void{
        gotoAndStop("pic6");
        horsesound.play();
    }
}
// End of AS3 Code
```

Here is what the finished Flash Project Looks like on the Computer Screen.



Enjoy, Big Passy Wasabi - <http://passyworldofict.blogspot.com/>