

Making Our Flash Slideshow Start Automatically

See the following Web Page for information about making the non-autostart version of the Photo Slideshow.

<http://passyworldofict.blogspot.com/2011/01/cs3-flash-modern-slideshow.html>

If we want this Flash Slideshow to start automatically, as soon as it loads onto the web page, then we need to make some modifications to the Actionscript code that is associated with the Slideshow Controller buttons.

In the current default setup, the last 2 lines of code in this AS are :

```
updateFrame();  
autoplayStatus = 0;
```

The modifications we need to make to these bottom lines of the AS code of “mc controller”, for the slideshow to start automatically, are as follows:

```
updateFrame();  
  
/* Adding autoplayInit () makes sure it automatically starts at Frame 1 */  
  
autoplayInit ();  
  
/* setting Autoplay Status to 1 makes the slideshow start automatically  
but it starts at Frame 2 of the show, unless we do AutoplayInit() first*/  
  
autoplayStatus = 1;
```

Shown on the next page are these modifications sitting within the context of the full AS Code:

We need to get into editing “mc controller”, and then click onto the “A” actions layer, and then press F9 to access the Actionscript Code. We then alter the code that is at the bottom of the page, as shown in the screen shot on the next page.

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The screenshot displays the Adobe Flash CS3 Professional interface. The main workspace shows a timeline with a red arrow pointing to frame 5. The timeline is labeled 'A' and has a pink oval around it. Below the timeline, the 'Scene 1' panel shows an instance of 'mc_controller' with a pink oval around it. The 'Properties' panel at the bottom shows the 'Frame' property set to '<Frame Label>' and the 'Label type' set to 'Name'. The 'Actions' panel on the right shows the following code:

```
25     startTime = getTimer();
26     hideControls();
27     updateStatus();
28 }
29
30 function autoplay () {
31     if (autoplayStatus != 0) {
32         // get the current time and elapsed time
33         curTime = getTimer();
34         elapsedTime = curTime-startTime;
35
36         // update timer indicator
37         indicatorFrame = int(4/(delay/(elapsedTime/1000)));
38         indicator.gotoAndStop(indicatorFrame+1);
39
40         // if delay time if met, goto next photo
41         if (elapsedTime >= (delay*1000)) {
42             if (_root._currentframe == _root._totalframes) {
43                 _root.gotoAndStop(1);
44             } else {
45                 _root.nextFrame();
46             }
47             autoplayInit();
48         }
49     }
50 }
51
52 function hideControls () {
53     nextBtn.gotoAndStop(2);
54     prevBtn.gotoAndStop(2);
55 }
56
57 updateFrame();
58 /* Adding autoplayInit () makes sure it automatically starts at Frame 1 */
59 autoplayInit ();
60 /* setting Autoplay Status to 1 makes the slideshow start automatically
61 but it starts at Frame 2 of the show, unless we do AutoplayInit() first*/
62 autoplayStatus = 1;
```

A pink oval highlights the line `autoplayStatus = 1;` at the end of the code block.