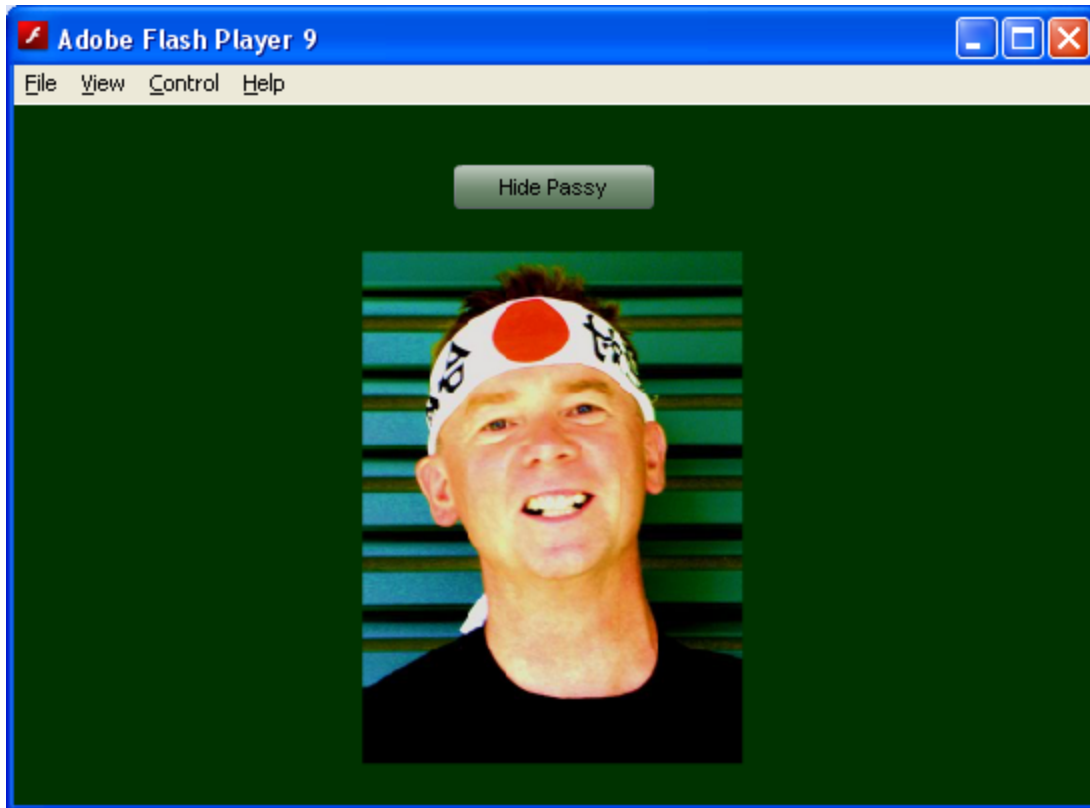


## AS 3.0 - Toggle Button to Show / Hide a Movie Clip Image

The following Tutorial is from "Flash Builder" and shows how to make an image that can disappear with the click of a button, and then reappear by re-clicking the same button.



We found out how to do this from an excellent 15 minute video tutorial on YouTube at:

<http://www.youtube.com/watch?v=IKkIMGBRwR0>

A better place to go to get the whole lesson including Video, Resources, Code etc is at the following website:

[http://www.developphp.com/Flash\\_tutorials/show\\_tutorial.php?tid=266](http://www.developphp.com/Flash_tutorials/show_tutorial.php?tid=266)

"In this free Flash AS3 instructional video and free fla source file download beginners can learn how to use the flash button component to dynamically create buttons, place buttons, and make button component instances toggle property work. There are more properties for the button component instance that you can research to pinpoint the exact functionality you require in your application when using the button component."

We followed the instructions in the video, but Instead of drawing the oval shaped graphic, we set up the movie clip to be a photo as shown previously at the start of this document. When we click the button it hides the photo, and changes the button text to request a display of the photo. We can then click again, and the photo reappears.

## AS 3.0 - Toggle Button to Show / Hide a Movie Clip Image

How we did this was to open our full size photo in Adobe CS3 Fireworks and make it around 400x500 pixels in size, and then save it as a .PNG file. In Flash we then did **File > Import > Import to Library** and brought in this PNG photo to our Flash project.

We then dragged our photo out onto the stage, and used the free transform tool to resize the photo to a suitable size. Next we converted the photo from a graphic to a Movie Clip called "**my\_mc**" by right clicking it and doing "**Convert to Symbol**". It then goes into the library. In the properties inspector we gave it an instance name of "**my\_mc**" so that it can be referenced later using Actionscript code.

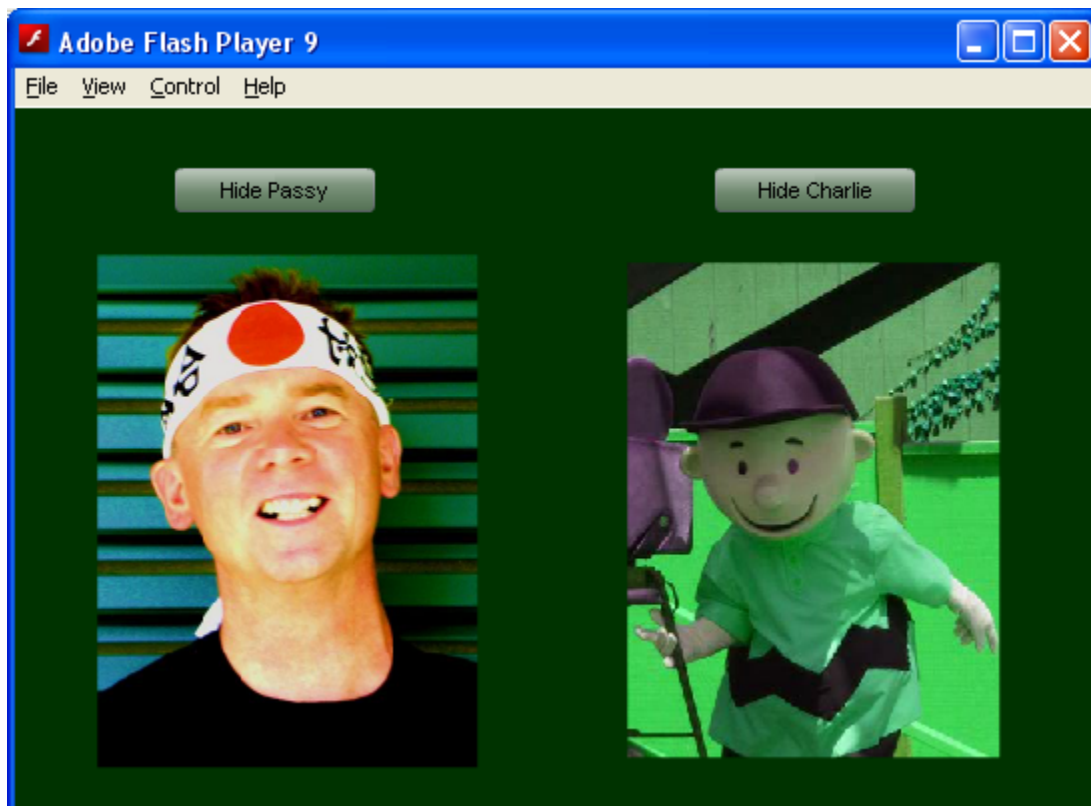
We then changed our work area to 540x350 pixels wide, and set the background color to dark green. We followed the video instructions, but we found that we needed to do **Window > Components** to get the components panel to display, and then click open the second group "**User Interface**" so that we could get buttons etc showing up. We then slid this panel over on top of the color panel and it became its own Tab.

We then kept following the movie instructions, which enabled us to create a button on stage, completely by AS 3.0 code alone. Then we used the button to make our image photo go invisible and then reappear again, and so on.

We followed the tutorial's instructions, and made a single picture appear and disappear.

### Extension Exercise 1

Clone the code, and introduce a second picture, and make it so we can do both pictures separately one at a time.



## AS 3.0 - Toggle Button to Show / Hide a Movie Clip Image

Note that if we want to change the picture we are using for a movie clip, then all we need to right click the MC in the library, then choose "Edit", then in the properties inspector choose "**Swap**". We can then pick a different picture from the library.

(Note we need to have imported this picture into the library previously. Also PNG format pictures work well with Flash, because Fireworks and Flash were originally made to work with each other like this).

To get out of Edit mode, click on the "Scene1" icon just above the stage work area to go back up a level.

### Actionscript Code for Extension 1:

```
import fl.controls.Button;

var myButton1:Button = new Button();
myButton1.label = "Hide Passy";
myButton1.name = "btn1";
myButton1.toggle = true;
myButton1.move(80, 30);

var myButton2:Button = new Button();

myButton2.label = "Hide Charlie";

myButton2.name = "btn2";

myButton2.toggle = true;

myButton2.move(350, 30);

addChild(myButton1);

myButton1.addEventListener(Event.CHANGE, changeHandler);

function changeHandler (event:Event):void {

    if (event.currentTarget.selected == true) {

        my_mc.visible = false;

        myButton1.label = "Show Passy";

    } else {

        my_mc.visible = true;

        myButton1.label = "Hide Passy";

    }

}
```

## AS 3.0 - Toggle Button to Show / Hide a Movie Clip Image

```
addChild(myButton2);

myButton2.addEventListener(Event.CHANGE, changeHandler2);

function changeHandler2 (event:Event):void {

    if (event.currentTarget.selected == true) {

        my_mc2.visible = false;

        myButton2.label = "Show Charlie";

    } else {

        my_mc2.visible = true;

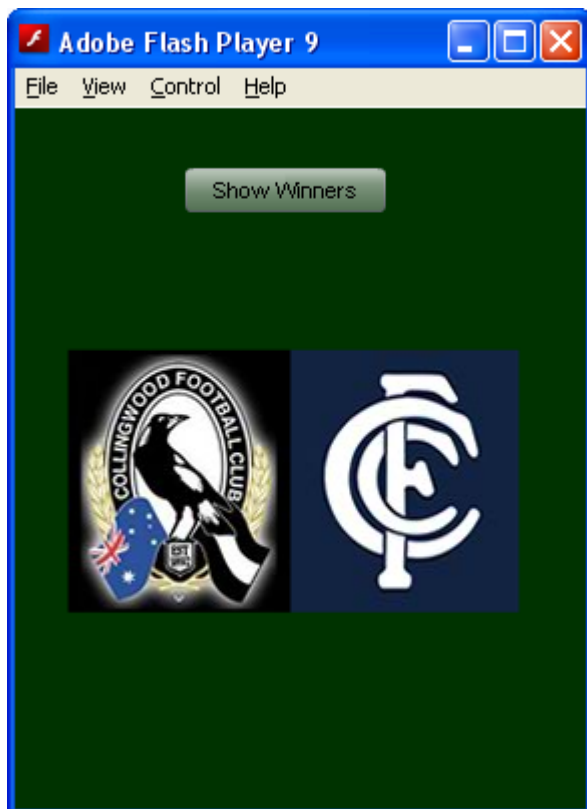
        myButton2.label = "Hide Charlie";

    }

}
```

### Extension Exercise 2

The second variation on the original Actionscript project is to make two different images swap with each other by using the toggle button functionality. We chose to use winning and losing teams, but we could have also used Good and Evil, Happy and Sad, Big and Small, etc as our two contrasting images.



## AS 3.0 - Toggle Button to Show / Hide a Movie Clip Image

### Actionscript Code for Extension 2:

```
/* -----  
This is a toggle between two movie clips script.  
my_mc is the winners image, my_mc2 is the losers image  
my_mc3 is the starting winners versus losers image.  
-----*/  
  
import fl.controls.Button;  
  
var myButton1:Button = new Button();  
myButton1.label = "Show Winners";  
myButton1.name = "btn1";  
myButton1.toggle = true;  
myButton1.move(85, 30);  
  
my_mc.visible = false;  
my_mc2.visible = false;  
my_mc3.visible = true;  
  
addChild(myButton1);  
  
myButton1.addEventListener(Event.CHANGE, changeHandler);  
  
function changeHandler (event:Event):void {  
    if (event.currentTarget.selected == true) {  
        my_mc.visible = true;  
        my_mc2.visible = false;  
        my_mc3.visible = false;  
        myButton1.label = "Show Losers";  
    } else {  
        my_mc.visible = false;  
        my_mc2.visible = true;  
        my_mc3.visible = false;  
        myButton1.label = "Show Winners";  
    }  
}  
  
}
```

*So that's it. Toggle Button is a good beginner's fun exercise for learning AS 3.0 😊*