

Library Instances }

Advanced Multimedia Technologies

Library Instances

- { Export for ActionScript
- { Class Instantiation



Export for ActionScript

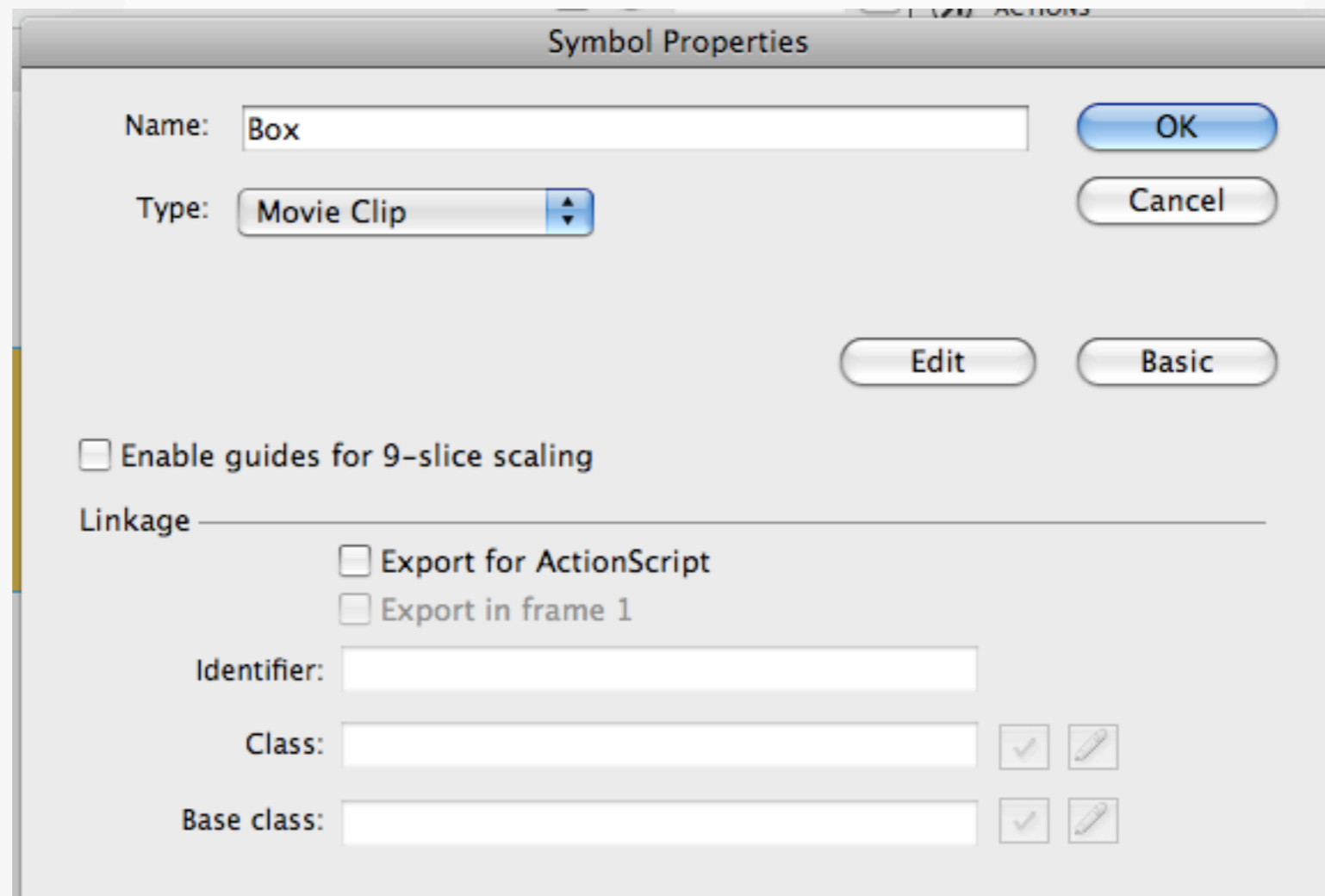
Export for ActionScript

This process will allow us to pull MovieClips from the library dynamically. Preventing unneeded clutter on our stage or our timeline.

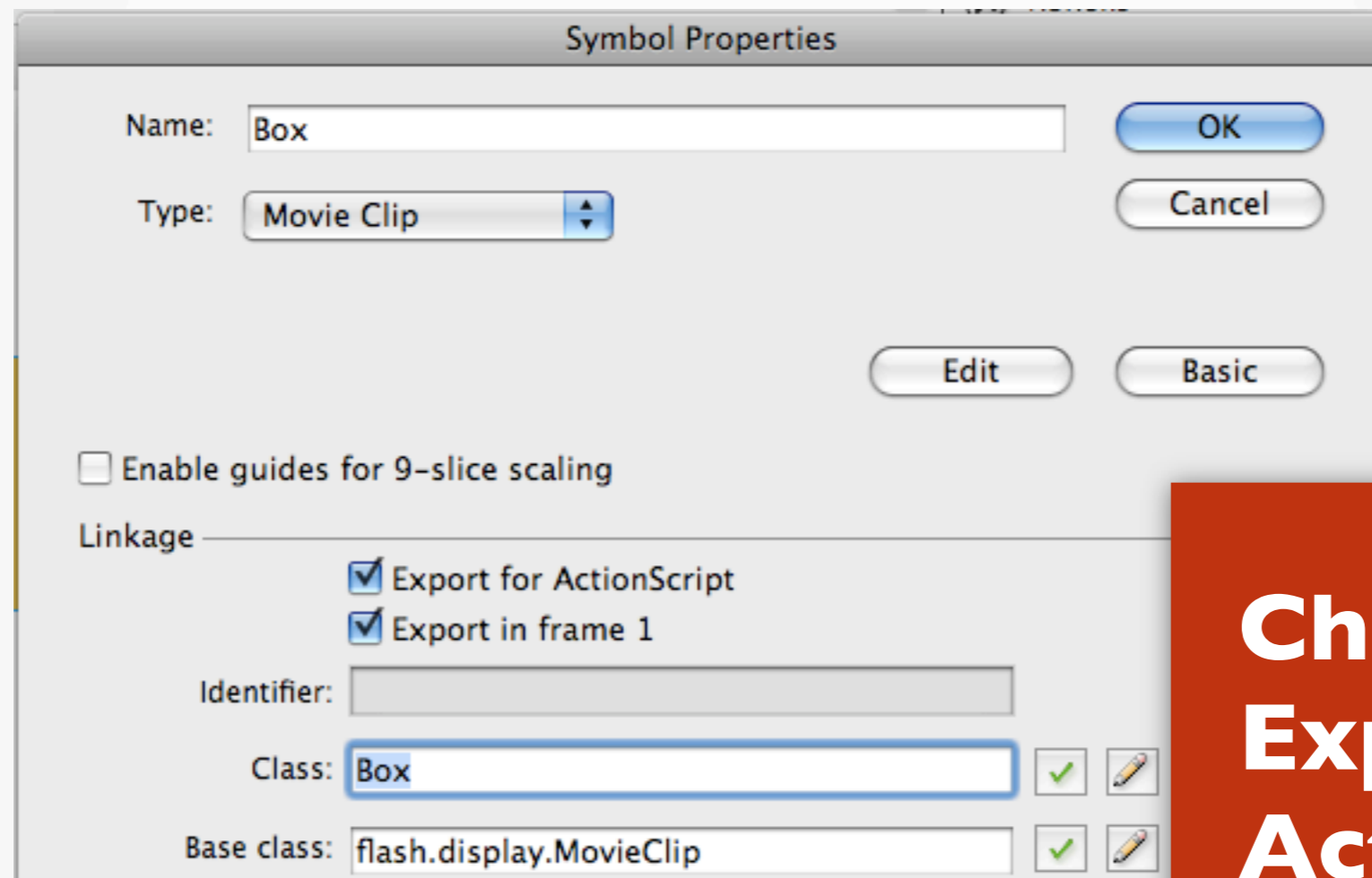
Export for ActionScript

- { Create a MovieClip
- { Select the MovieClip in the Library
- { Right Click --> properties

Export for ActionScript

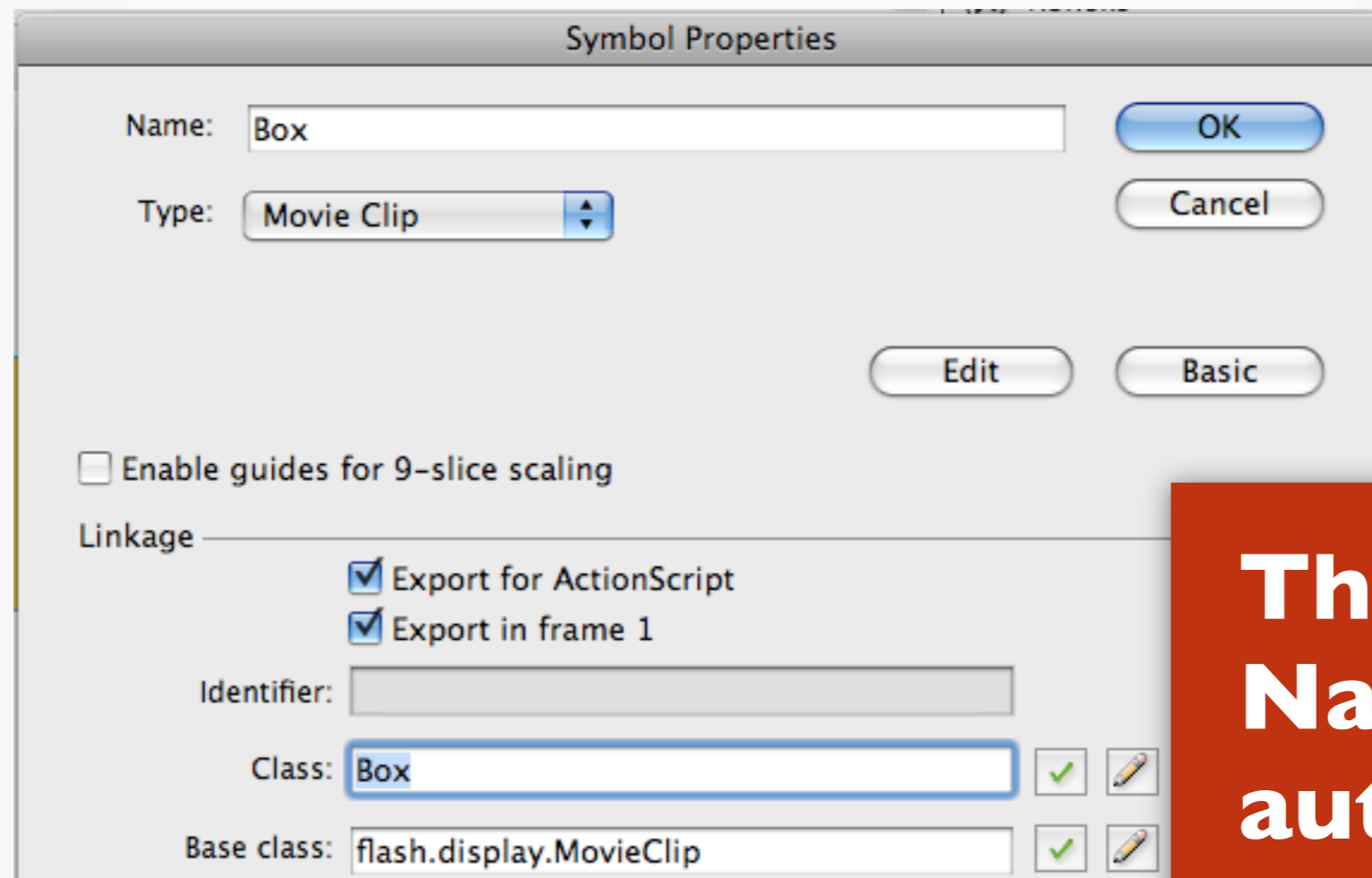


Export for ActionScript



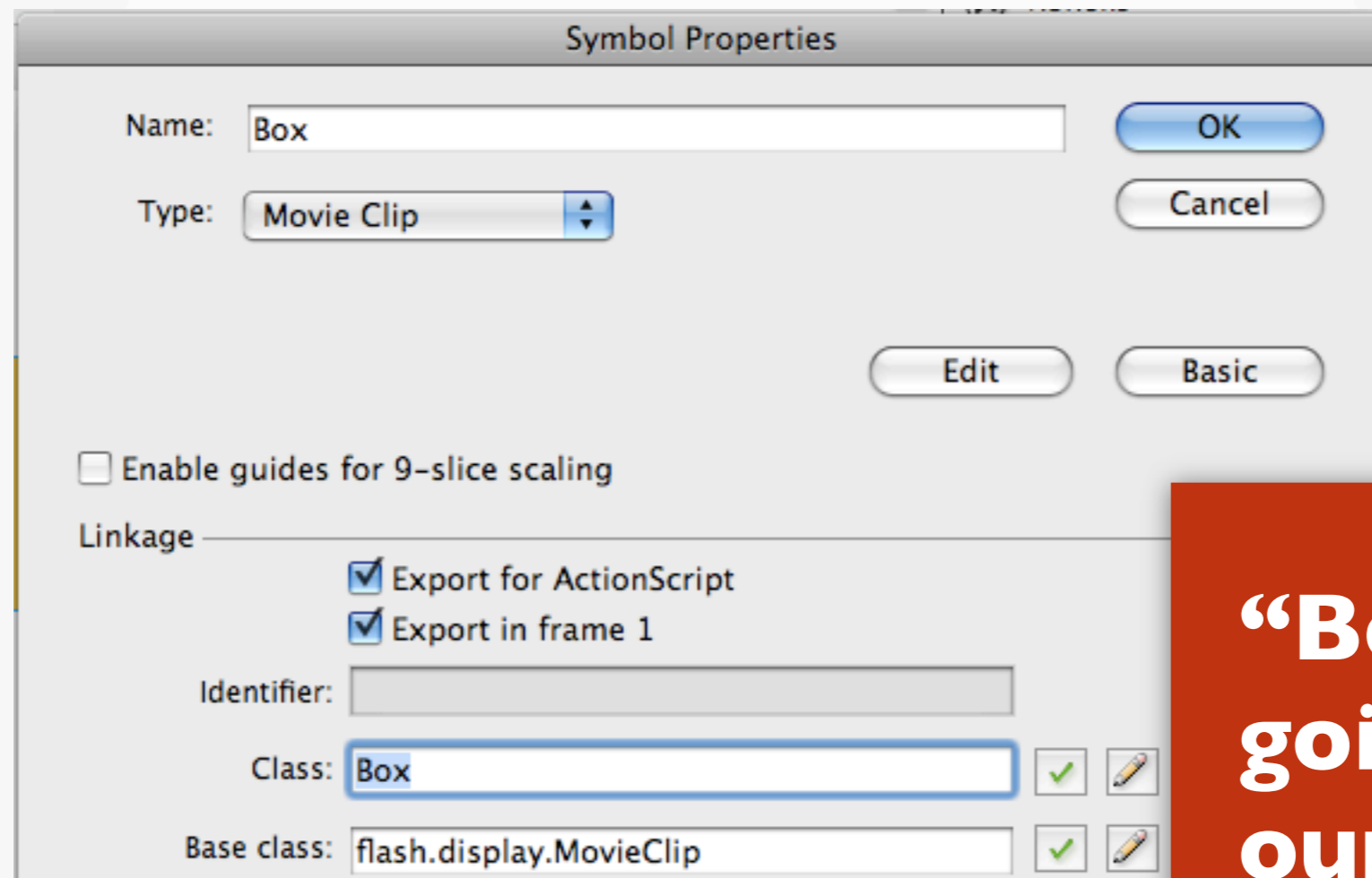
**Choose
Export for
ActionScript**

Export for ActionScript



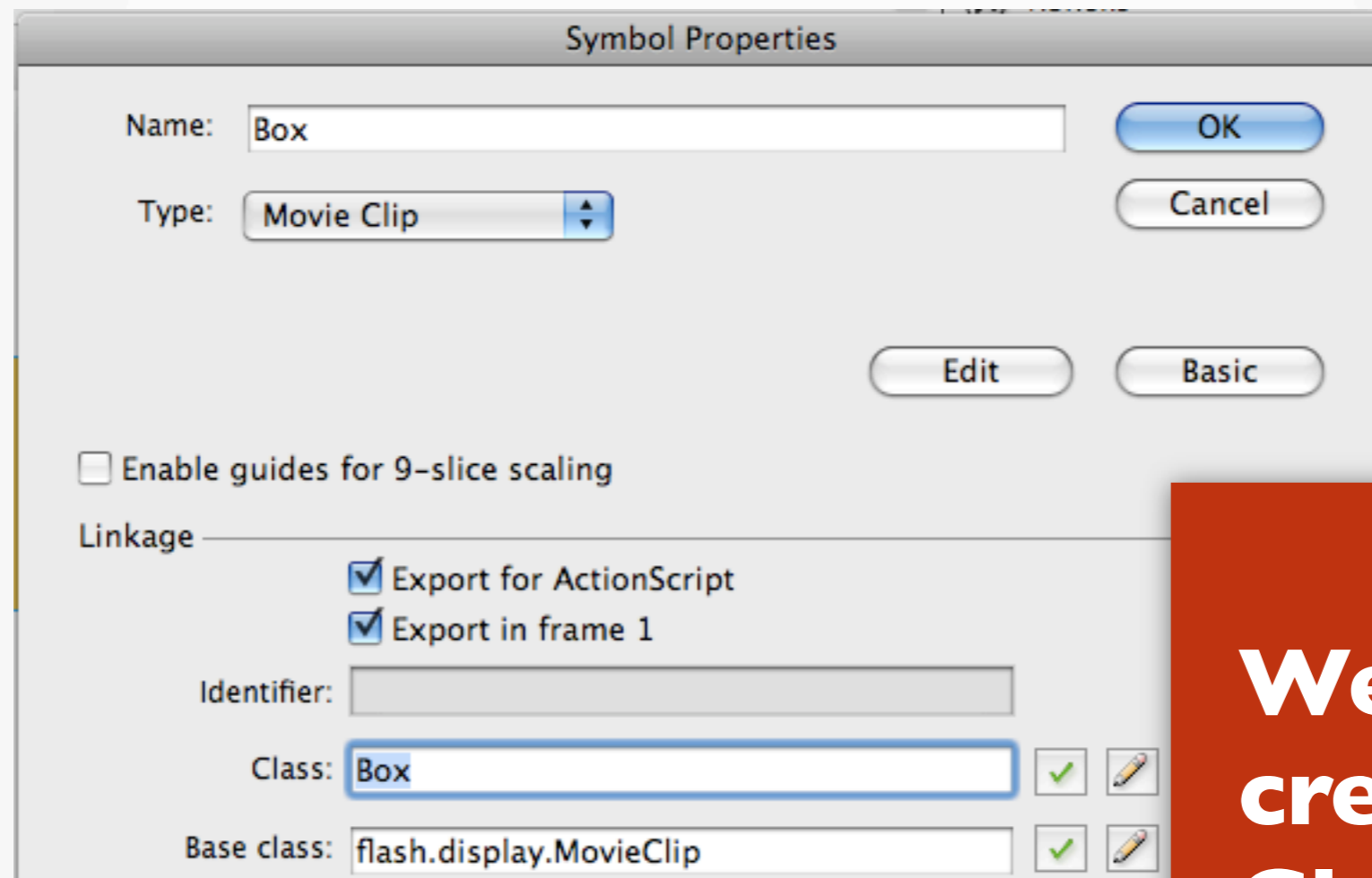
The Library Name is automatically filled into the Class field.

Export for ActionScript



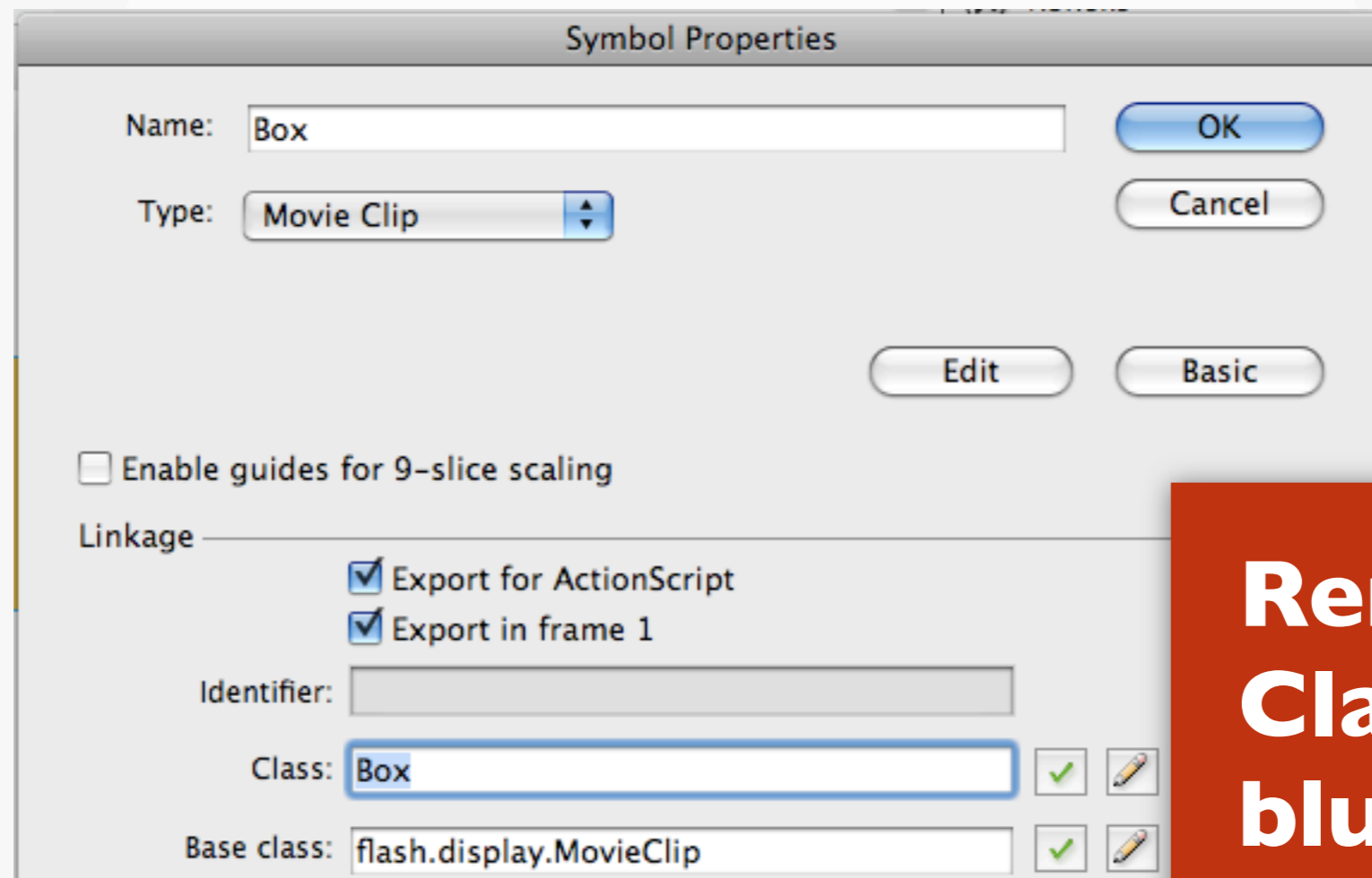
“Box” is going to be our reference to the object. (MovieClip)

Export for ActionScript



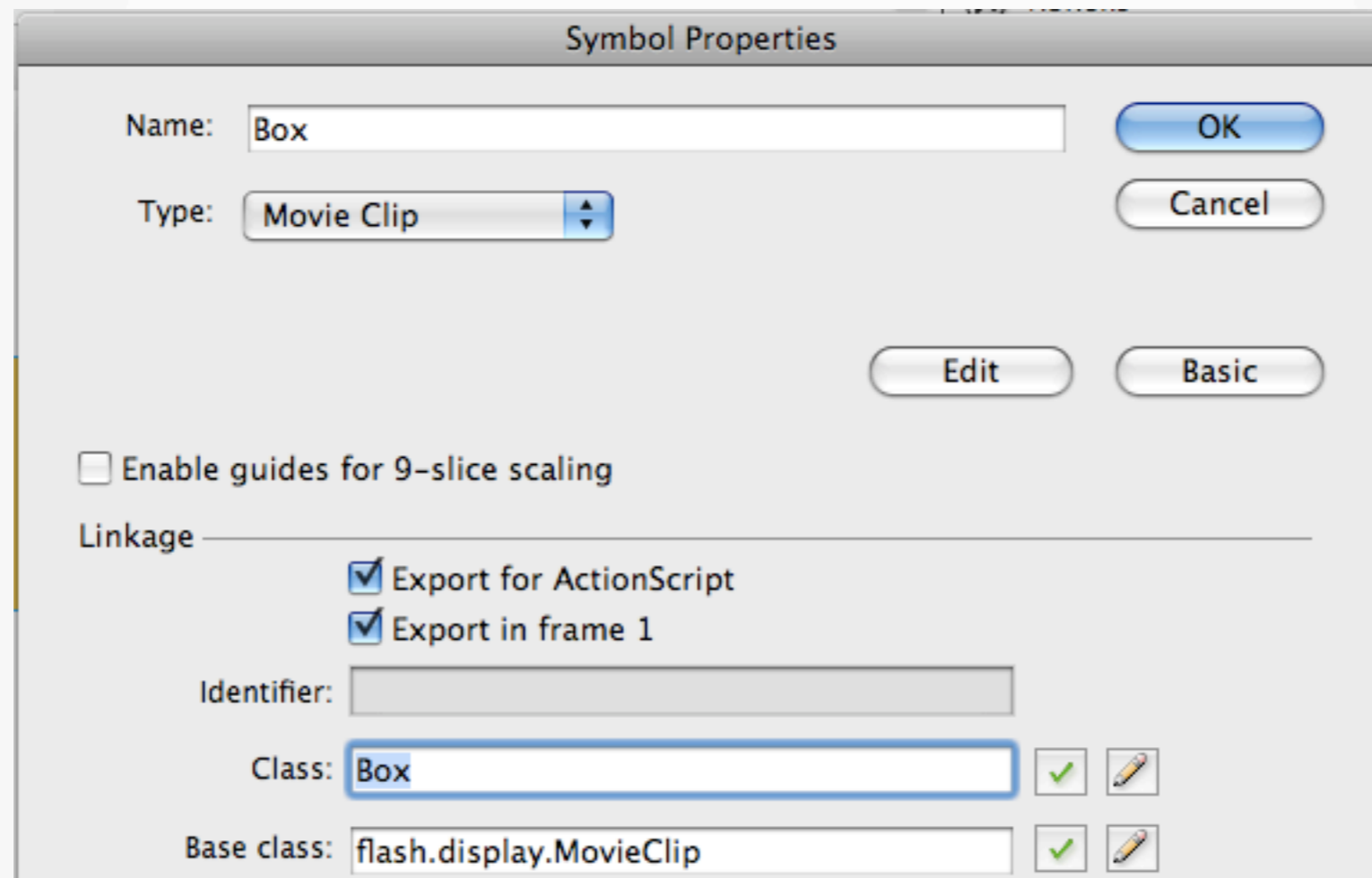
**We are
creating a
Class called
“Box”**

Export for ActionScript



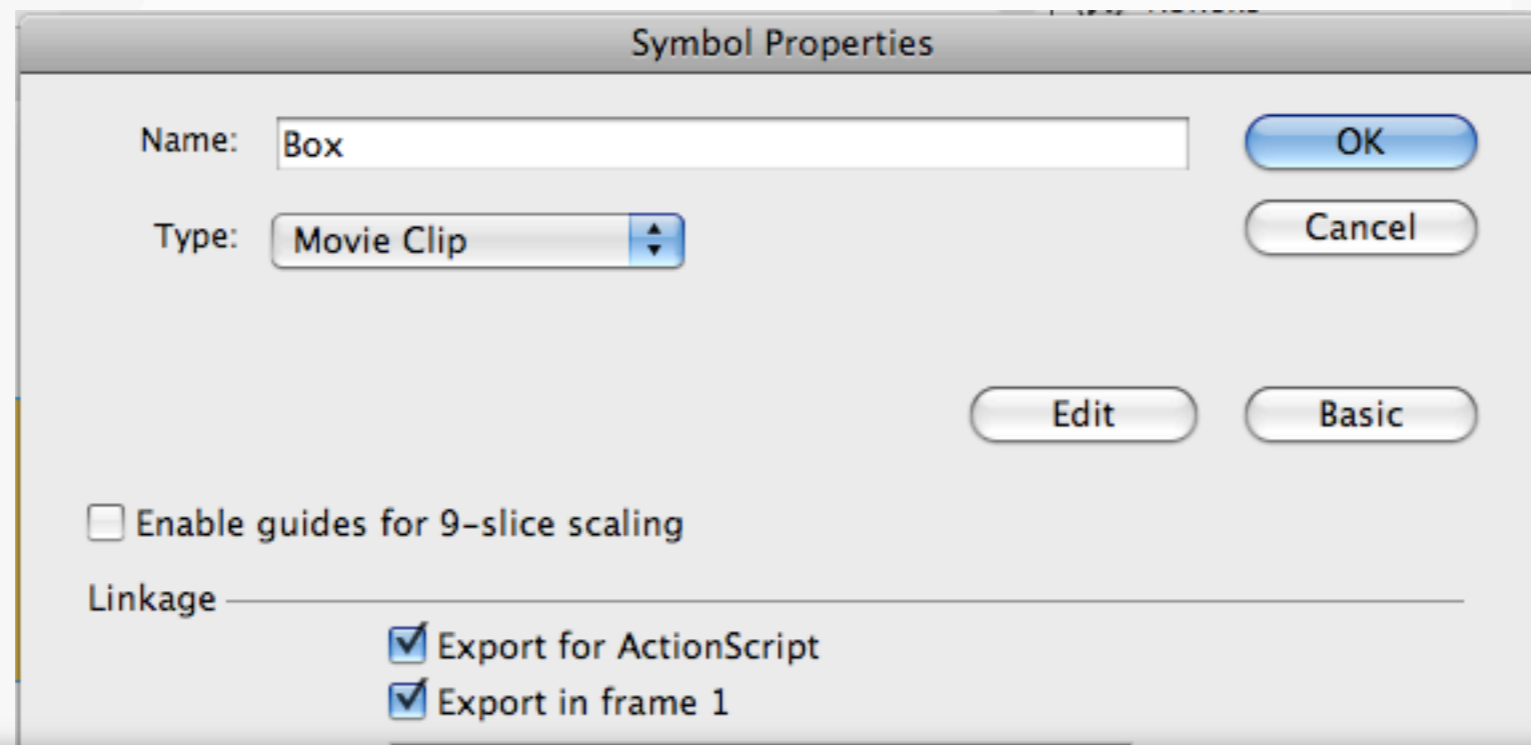
Remember a Class is a blueprint of functionality.

Export for ActionScript



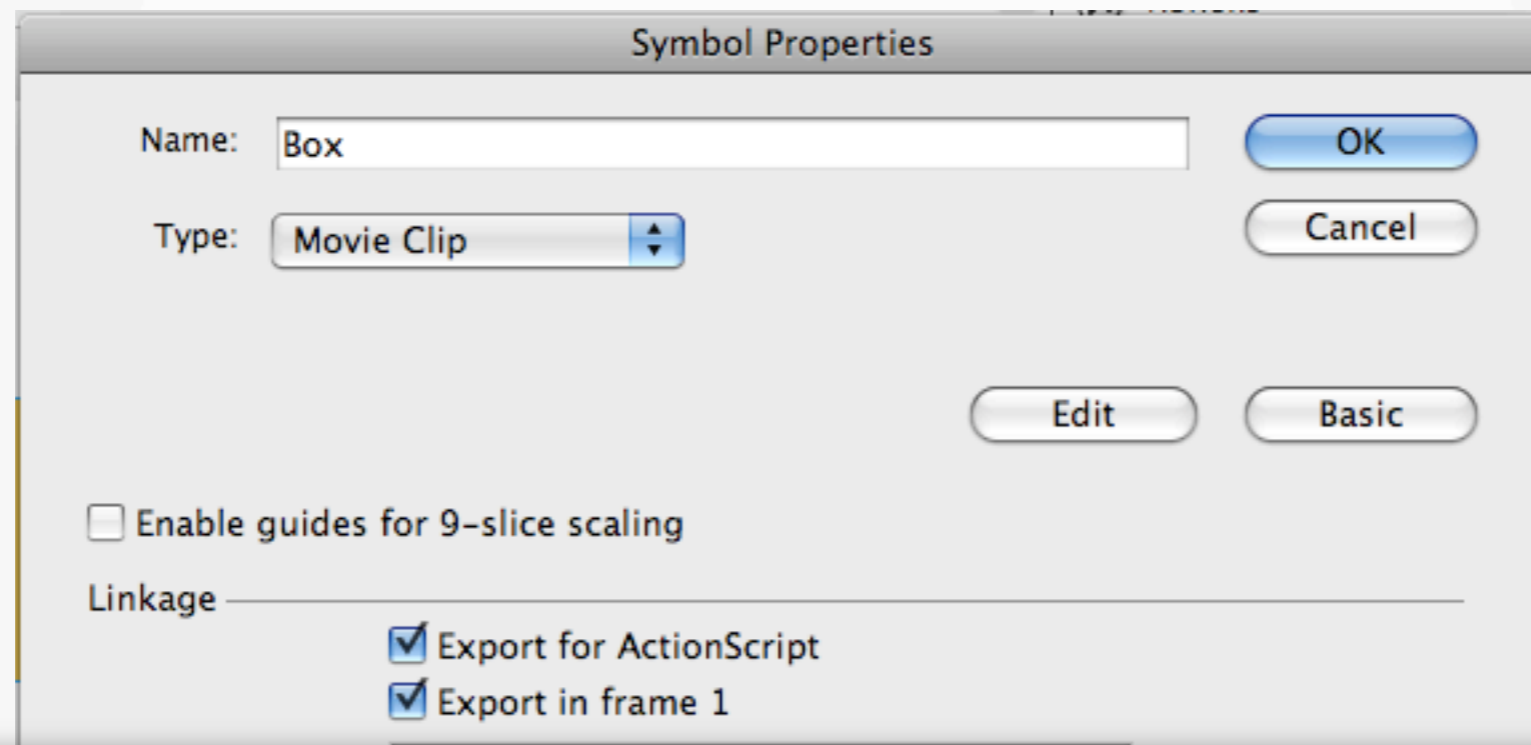
Note the Base class. We are extending the MovieClip Class

Export for ActionScript



Basically, take everything MovieClip does and add all the cool stuff “Box” does.

Export for ActionScript



So when we say Box. We mean Box + MovieClip.

Inheritance Explained

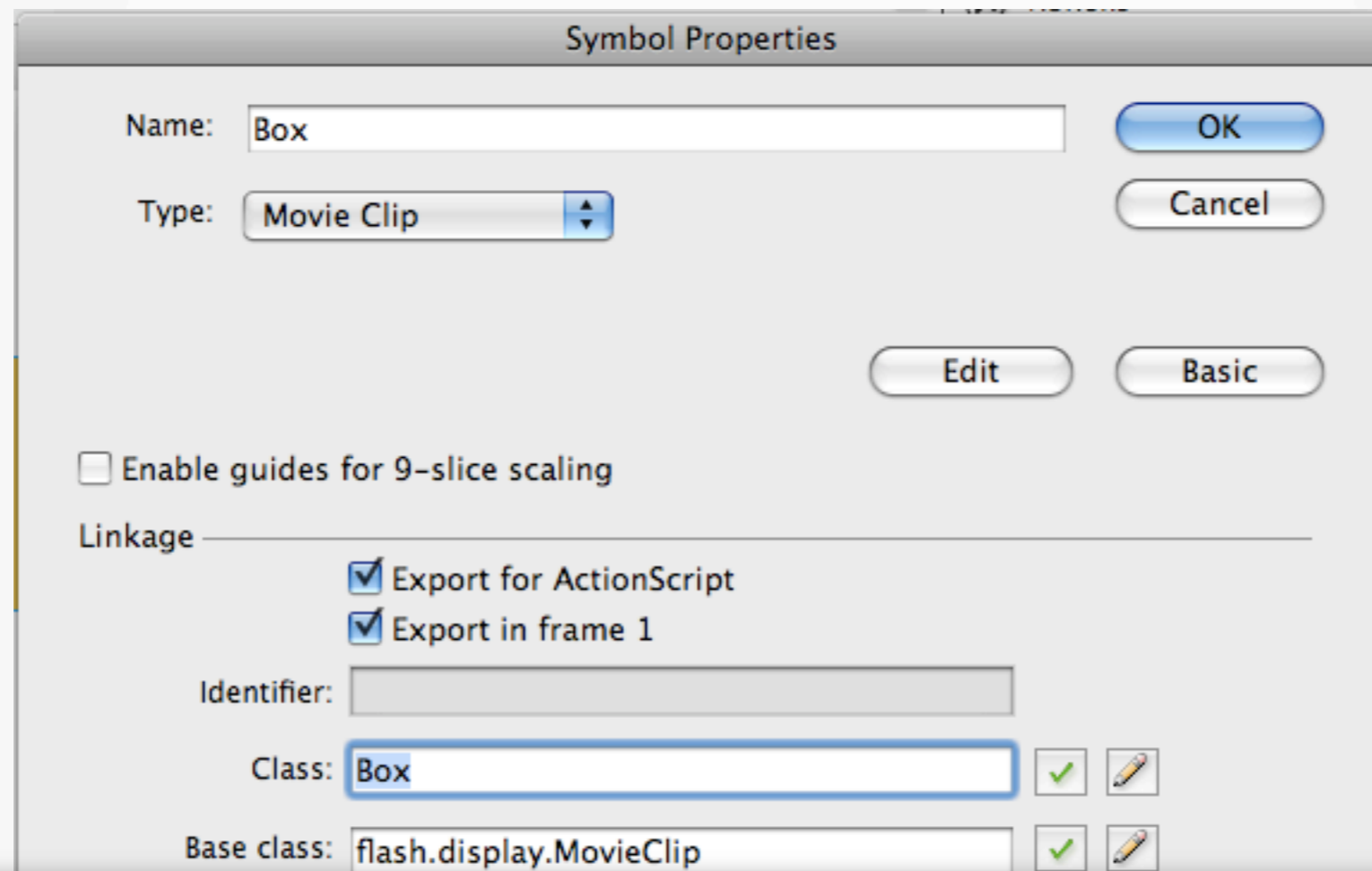
Class: Spiderman

Base Class: superhero.Superman

Spiderman and Superman both have powers. Spiderman would “inherit” all of the powers of Superman and have both powers.

Anytime we call the Spiderman class we would benefit from the abilities of both Spiderman and Superman.

Export for ActionScript



**We can now reference “Box”
from the Library.**

Class Instantiation



Class Instantiation

The process of creating a copy, or **instance**, of a class. Instances are sometimes referred to as **objects**.

Class Instantiation

```
var mc:Box = new Box()  
addChild(mc)
```

Class Instantiation

```
var mc:Box = new Box()  
addChild(mc)
```

“Box” is the name of the Class that we created in our library.

Class Instantiation

```
var mc:Box = new Box()  
addChild(mc)
```

This is creating a copy of the “Box” class.

Class Instantiation

```
var mc:Box = new Box()  
addChild(mc)
```

**“mc” is the instance name
of the “Box” Class.**

Class Instantiation

```
var mc:Box = new Box()  
addChild(mc)
```

“mc” is the reference to the object we just created.

Behind the Scenes

List of Classes

MovieClip

Button

Sound

Box

Behind the Scenes

List of Classes

```
var mc:Box = new Box()  
addChild(mc)
```

MovieClip

Button

Sound

Box

Behind the Scenes

List of Classes

```
var mc:Box = new Box()  
addChild(mc)
```

MovieClip

Button

Sound

Box

Create a copy of Box

Behind the Scenes

List of Classes

```
var mc:Box = new Box()  
addChild(mc)
```

MovieClip

Button

Sound

Box

Name the copy “mc”

Behind the Scenes

List of Classes

```
var mc:Box = new Box()  
addChild(mc)
```

MovieClip

Button

Sound

Box

Display the copy on the stage

This process works for ALL classes.

Sound

```
var s:Sound = new Sound()  
addChild(s)
```

**It's the
same
pattern
every time.**

Video

```
var v:Video = new Video()  
addChild(v)
```

**It's the
same
pattern
every time.**

XML

```
var xml:XML = new XML()  
addChild(xml)
```

**It's the
same
pattern
every time.**



Learn the pattern...

...unlock the power of
ActionScript...

... and Object Oriented
Programming.

Library Instances

- { Export for ActionScript
- { Class Instantiation