



Building Interactive Graphic Applications

Topics

- JavaScript – the coding language for WickEditor
 - Explore attributes of the WickEditor Clip object
 - Explore the events that can be triggered by buttons.
-
- Practice



JavaScript

- JavaScript enables you to
 - create dynamic elements
 - control clip objects
 - animate images

What is a Wick Editor Clip?

-
1. Clips are Movie Clip Objects.
 2. Clips allow for the grouping of elements.
 3. Clips have their own timeline.



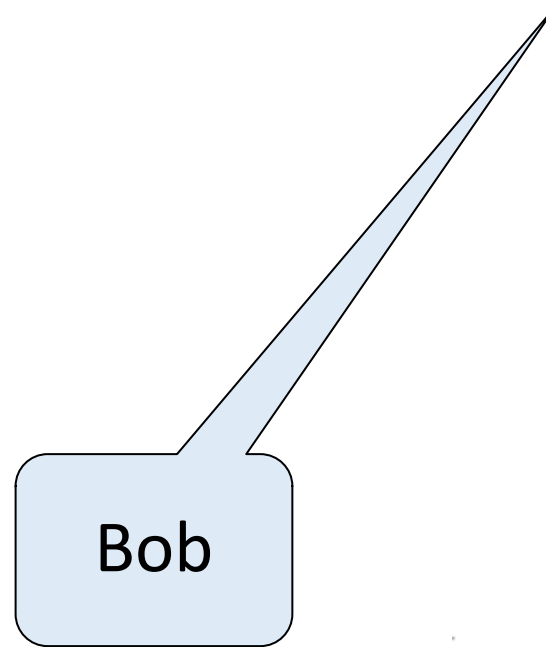


Wick Editor Clip are also used in game development.

Clips can be coded to behave in specified ways and alter their attributes.

WickEditor Clip Attributes

1. x
2. y
3. opacity
4. width
5. height
6. scaleY
7. scaleX
8. rotation



WickEditor Clip Attributes

```
Bob.x = Bob.x + 4;
```

Move Bob over 4 pixels to the right.

Bob



WickEditor Clip Attributes

```
Bob.rotation = Bob.rotation + 90;
```

Rotate Bob 90 degrees to the right.



WickEditor Clip Attributes

```
Bob.opacity = Bob.opacity * .50;
```

Reduce opacity by 50%

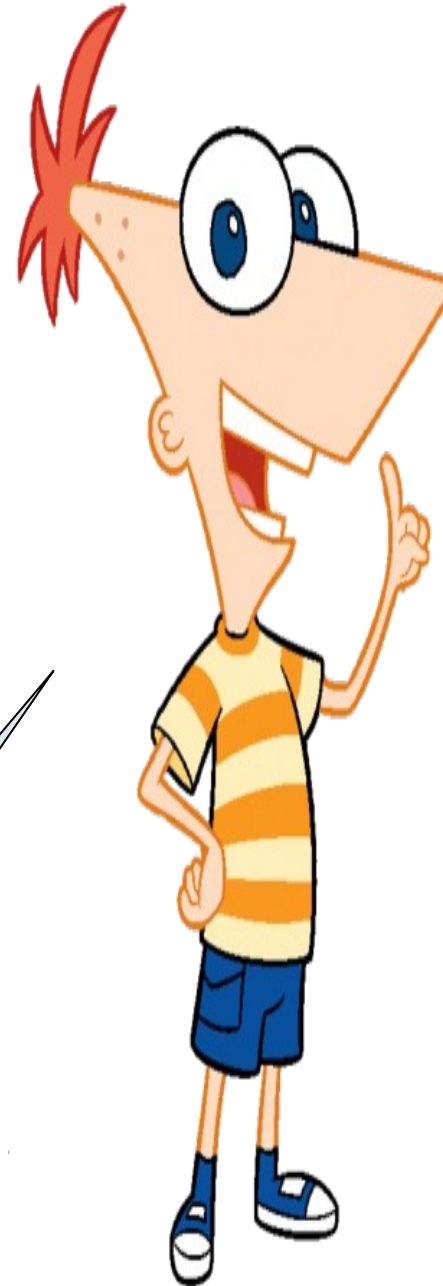
Bob



WickEditor Clip Attributes

```
Bob.width = Bob.width - 100;
```

Bob



WickEditor Clip Attributes

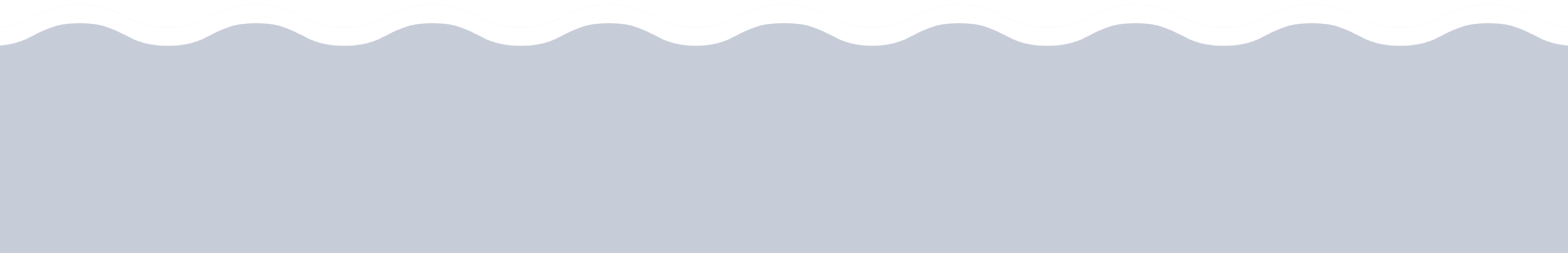
```
Bob.scaleX = Bob.scaleX * -1;
```

Indicates the horizontal
scale (percentage) of Bob

Bob

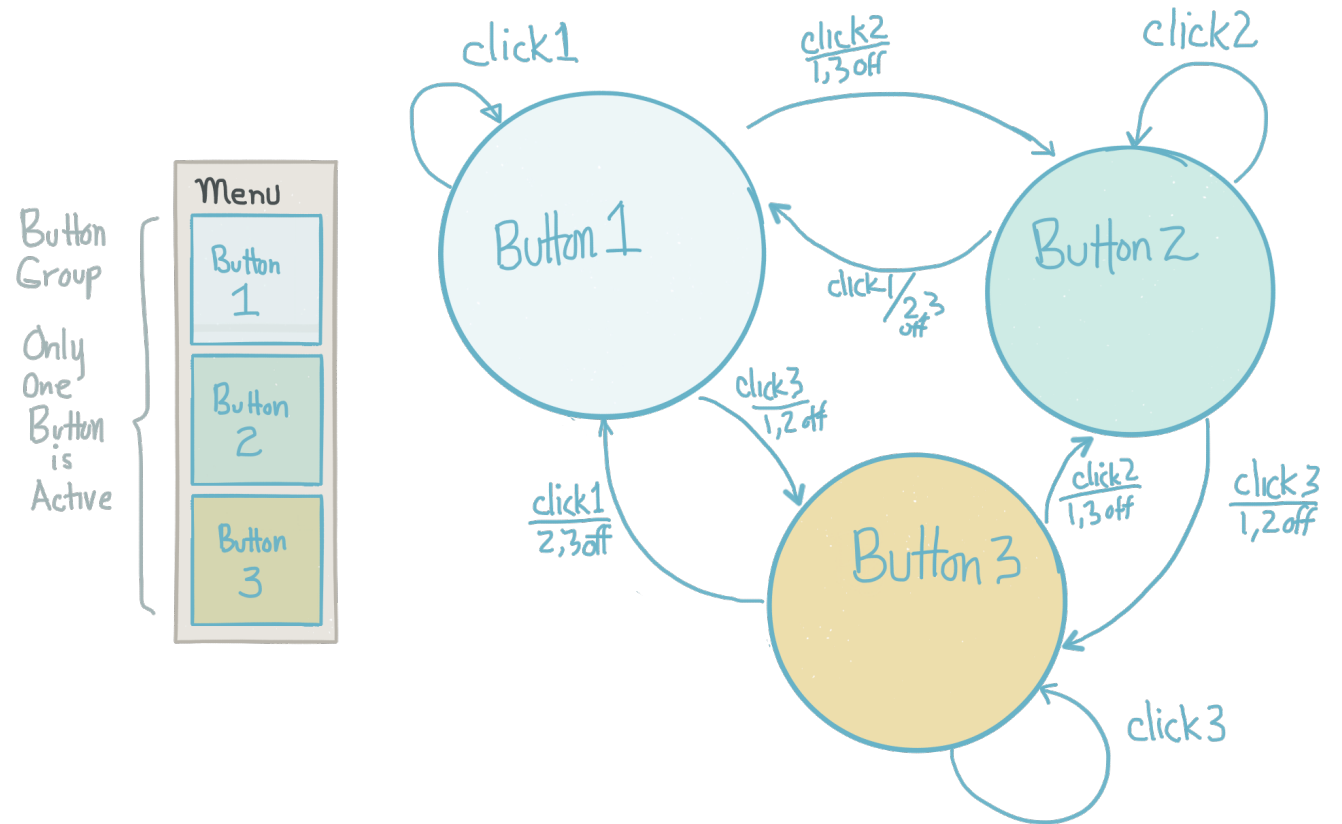


Button Used in Interactions



Buttons are
used to
trigger an
event.

Finite State Machine To Model Menu Buttons



Button Events

Reference



Event

mousedown

mousedown

mousedown

mouseenter

mouseover

mouseleave

mouseup

mouseup

keypress

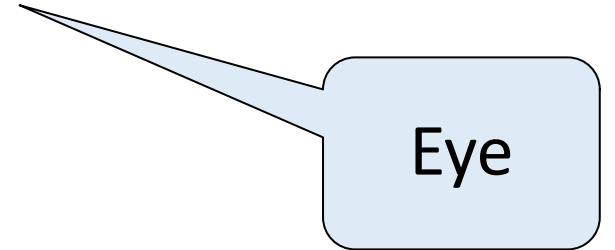
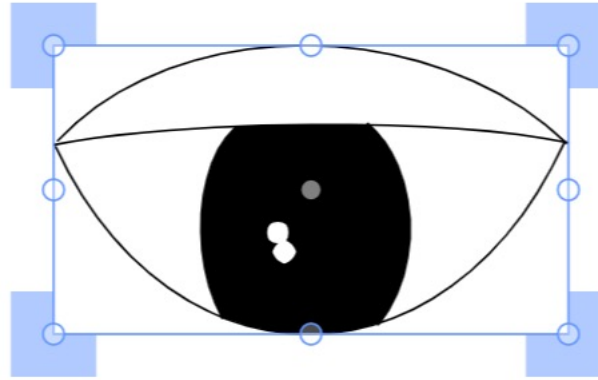
keyreleased

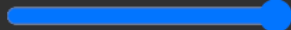
keydown

Practice

Step 1

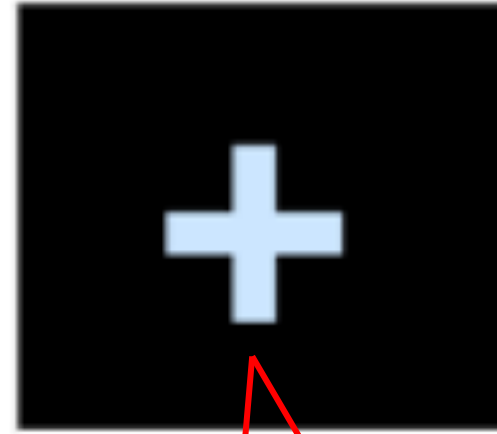
- Create an Eye.
- Select it.
- Make it a Clip and name it.



Inspector Clip			
Name	Eye		
Origin X	263.00	Origin Y	325.50
X	142.50	Y	257.95
Width	241	Height	135.00
Scale W	1	Scale H	1
Rotation	0		
Opacity	1		

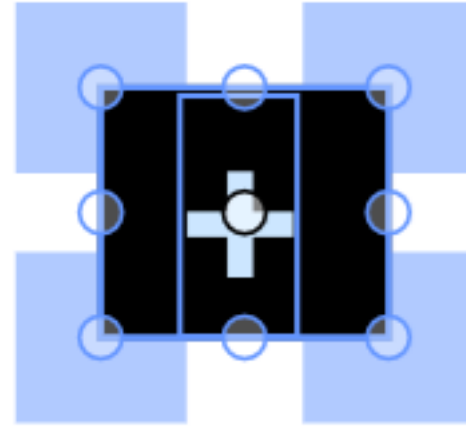
Step 2

Create the graphic for the button.



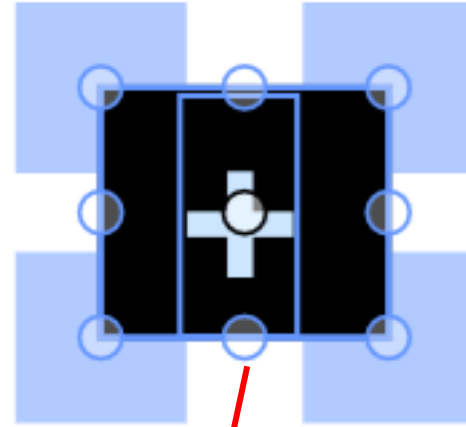
Step 3

Select the entire button graphic and turn it into a Button



Step 4

For convenience, name the Button.

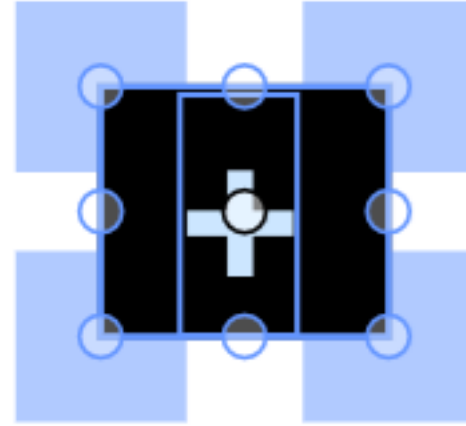


Inspector Button

Name	IncreaseBtn		
Origin X	219.8	Origin Y	161.1
X	194.0	Y	138.7
Width	51.57	Height	44.84
Scale W	1	Scale H	1
Rotation	0		
Opacity	1		
Break Apart			
Edit Timeline			

Step 5

Edit the Timeline.



Inspector Button

Name	IncreaseBtn		
Origin X	219.8	Origin Y	161.1
X	194.0	Y	138.7
Width	51.57	Height	44.84
Scale W	1	Scale H	1
Rotation	0		
Opacity	1		

Break Apart

Edit Timeline

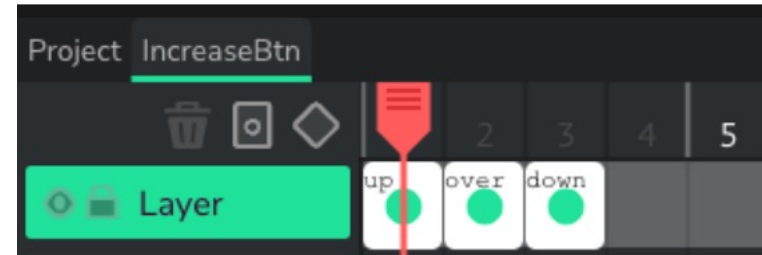
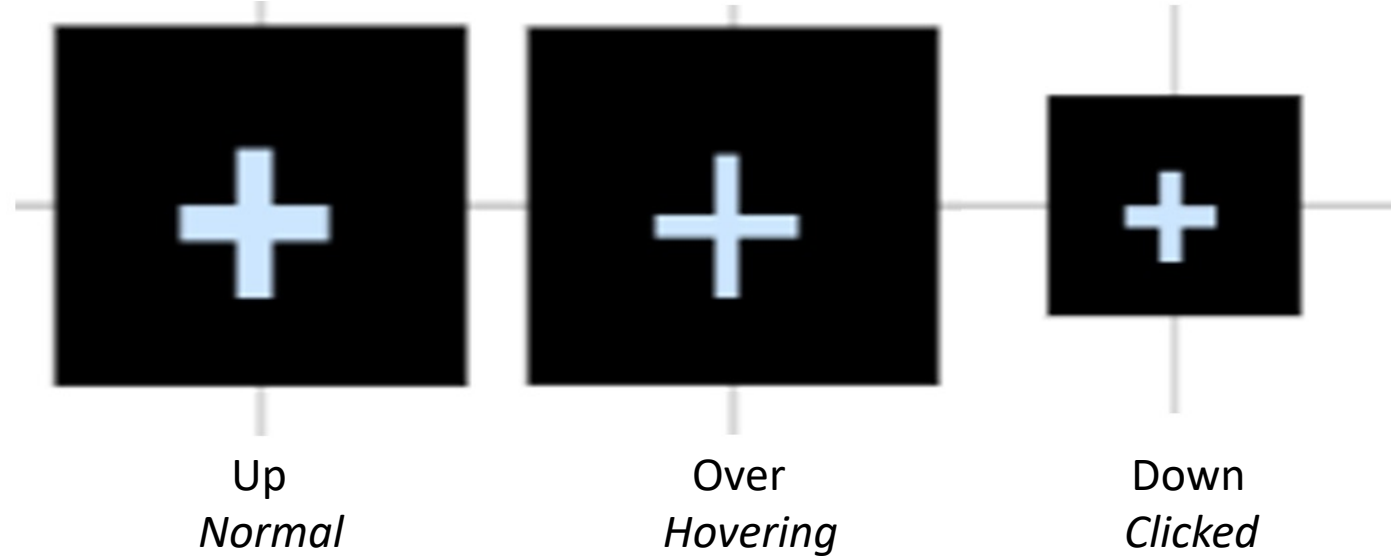
Make the button more realistic.

Step 6

Change the look of the button for each state.

- Up: normal
- Over: hovering
- Down: clicked

• TEST!!



Button States

Step 7

- Select the button and edit the default Mouseclick script

Code Editor | editing button

Mouseclick +

```
1 Eye.x = Eye.x + 4;  
2 Eye.rotation += 4;
```



Try creating a Hover
Mouse event and
rotate the eye.