

Timeline Control for Interactive Narratives

- Timeline JavaScript Actions
- Experiment



Common Timeline JavaScript Actions

- `stop()`
Holds the timeline playhead at the current *frameNumber*.
- `gotoAndPlay(frameNumber)`
Moves the playhead to the given *frameNumber* and begins playing.
- `gotoAndStop(frameNumber)`
Moves the playhead to the given *frameNumber* and stops playing.

Timeline instructions are placed in the timeline.

Tip: `unload`

Experiment

Go Left

Go Right

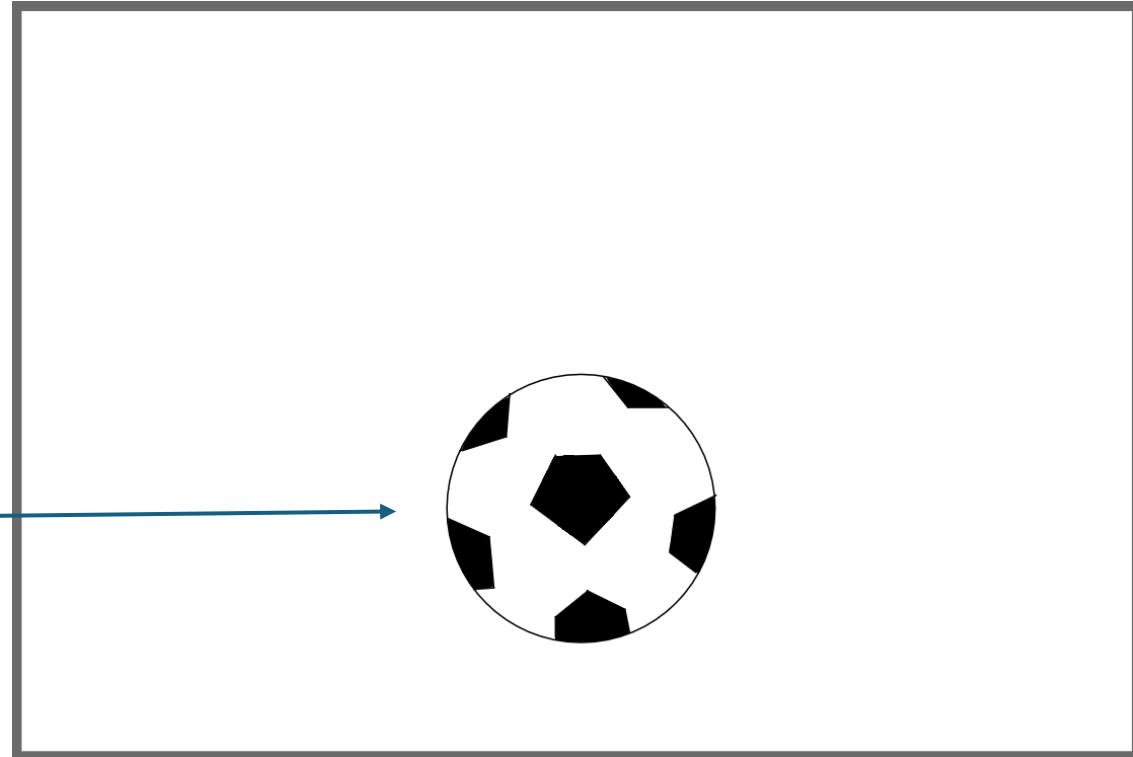




Description of the Experiment

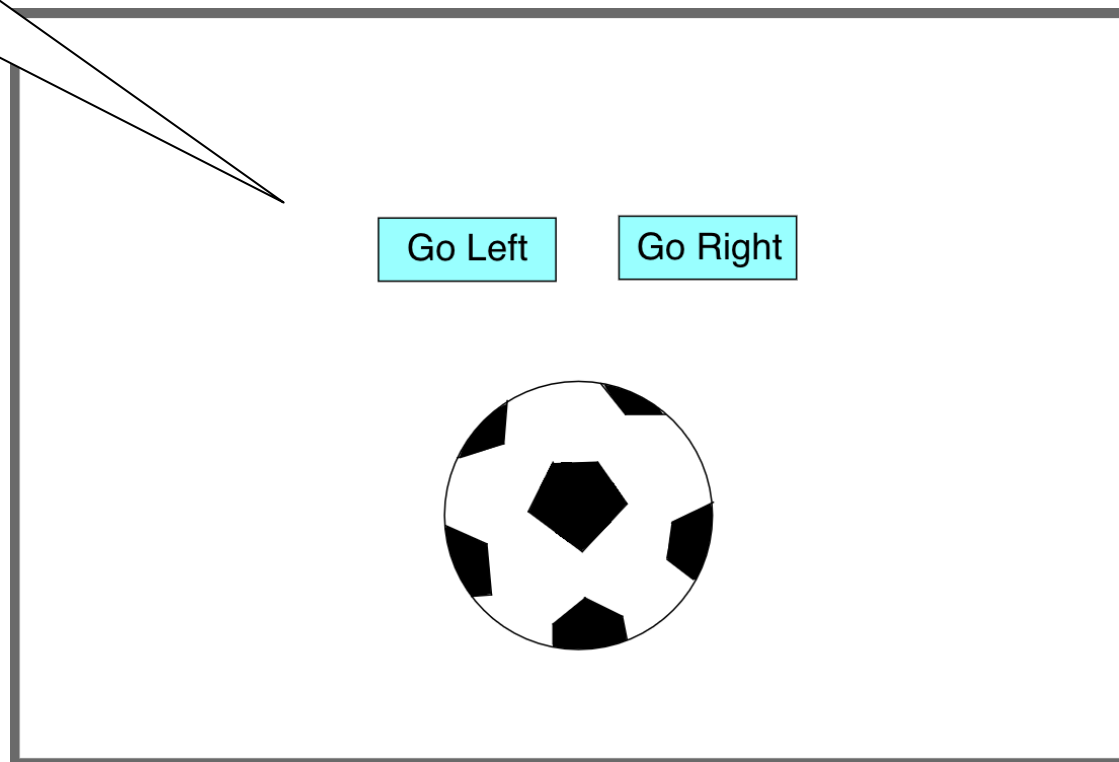
1.

Ball rolls in from off the stage and stops in the center.

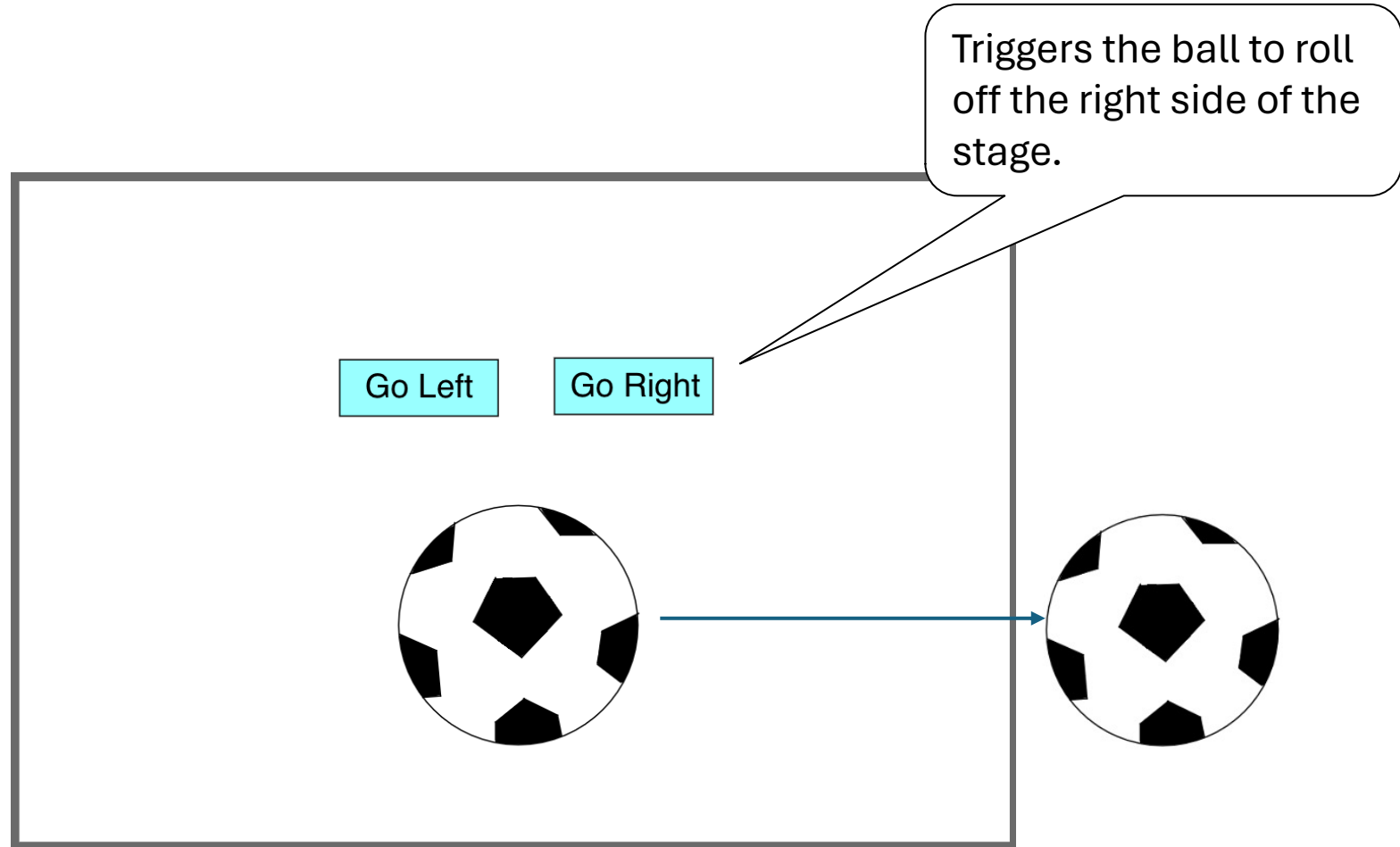


2.

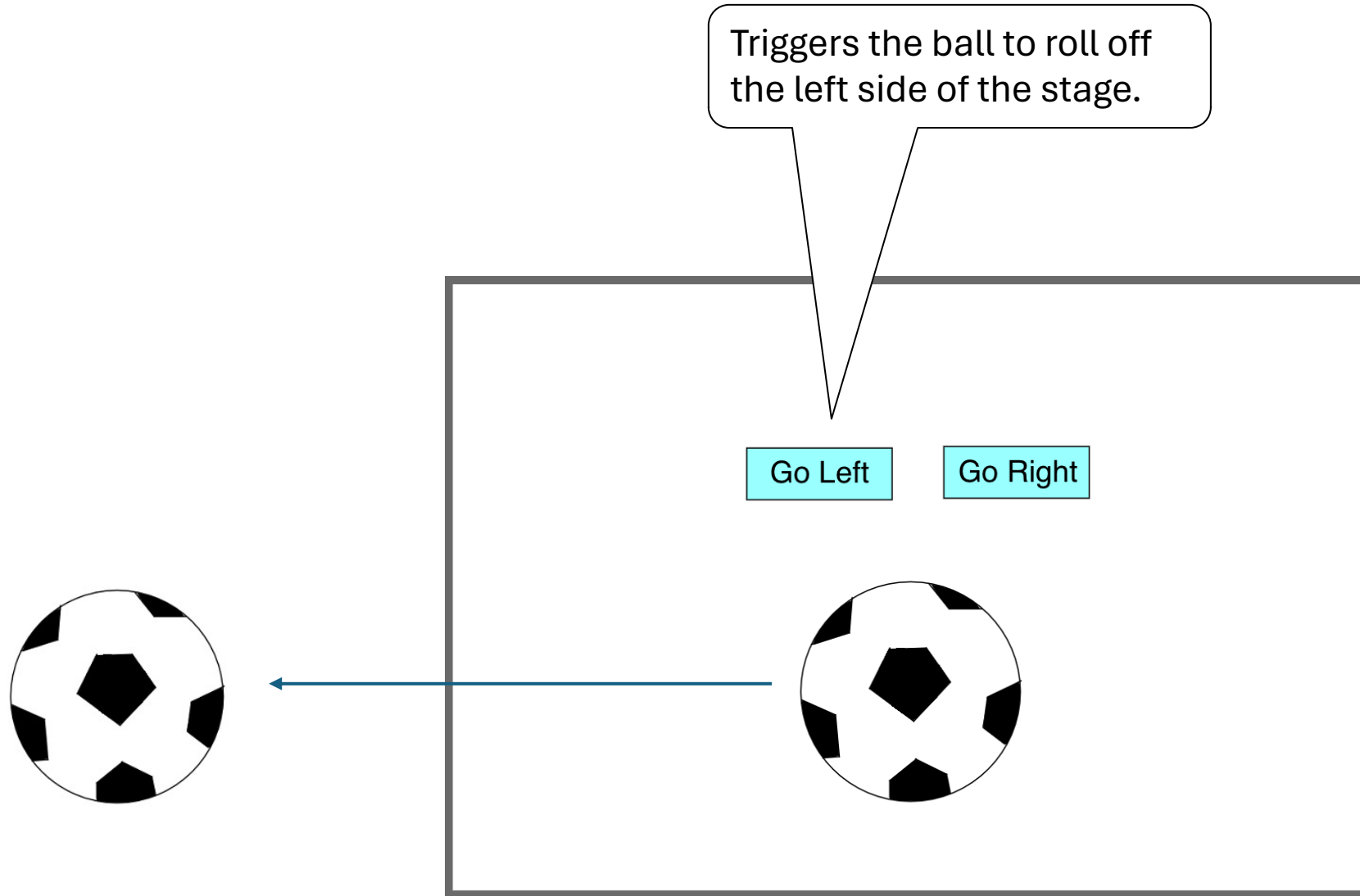
Two buttons appear.



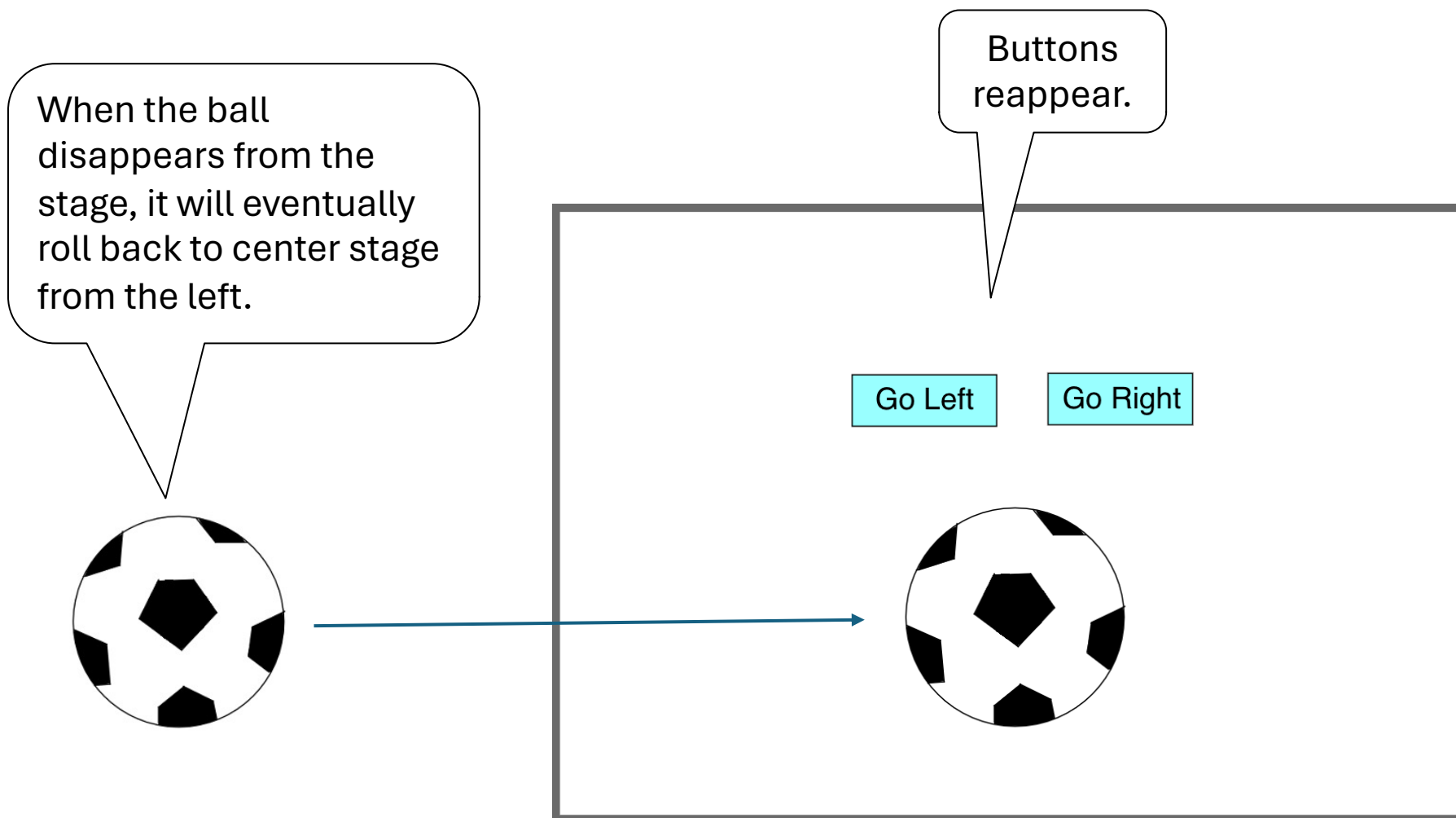
3.



4.



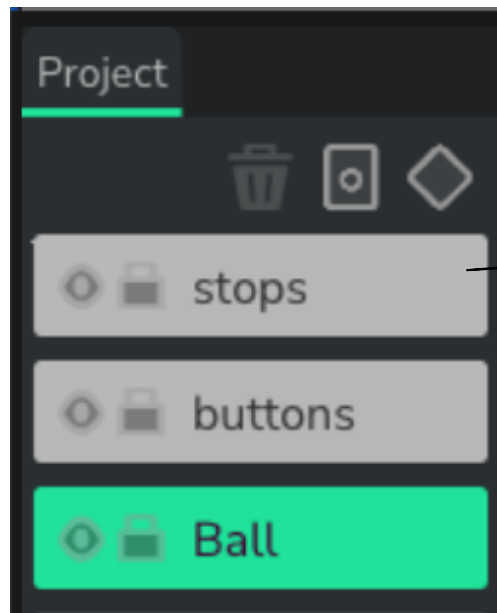
5.





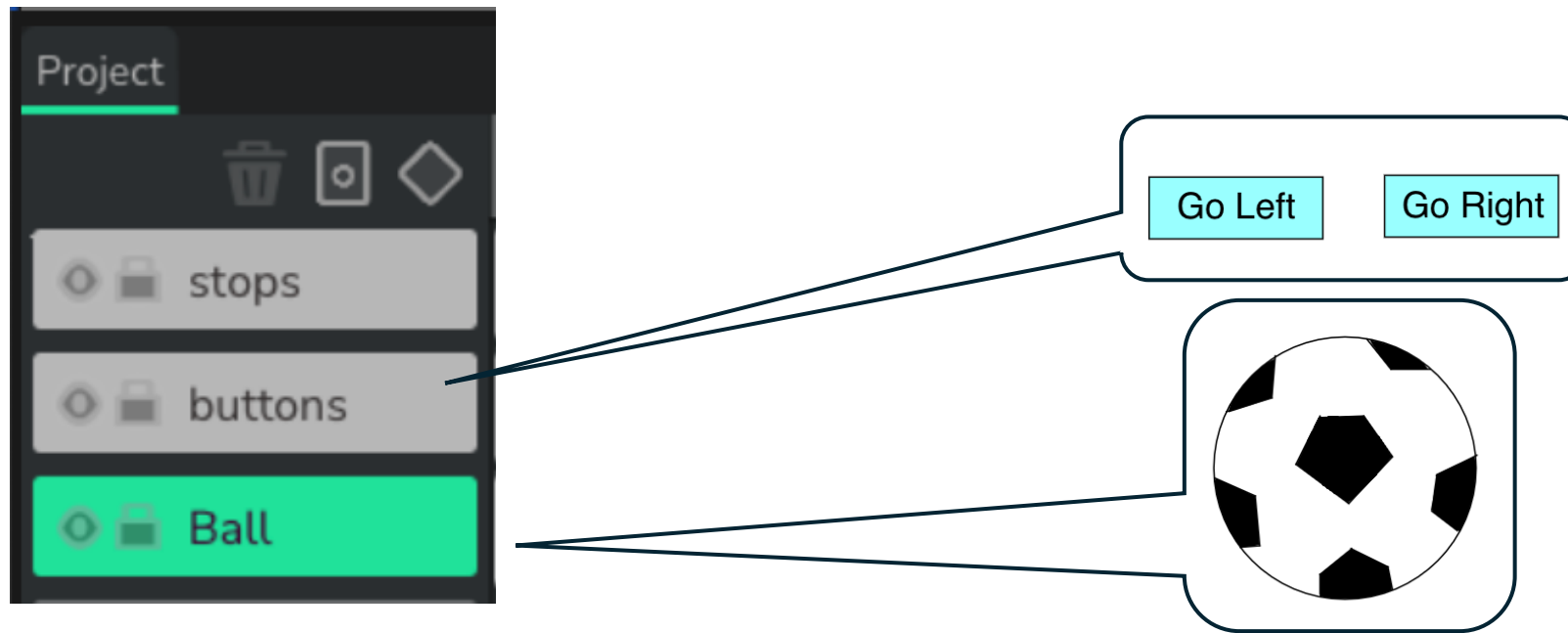
Build the Experiment

Task 1: Construct the Timeline Layers

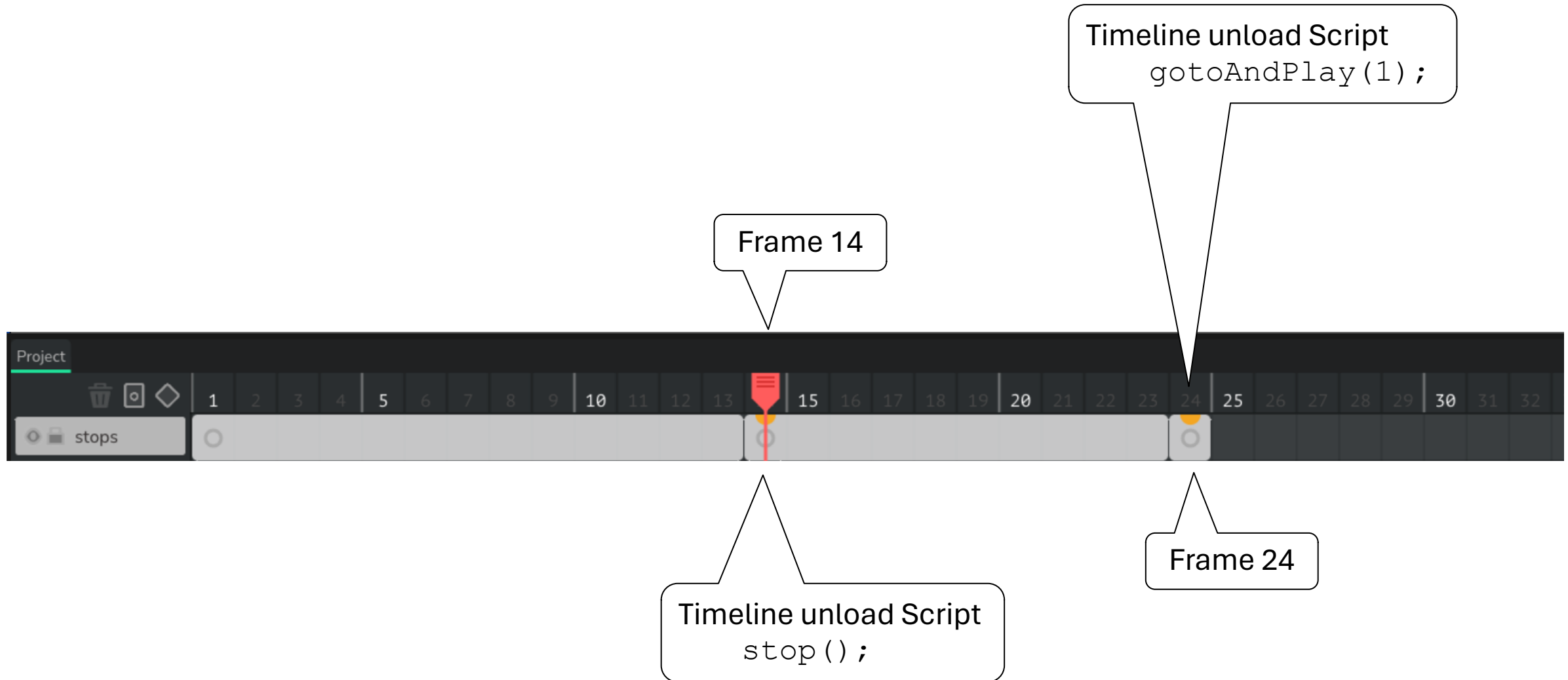


All Timeline unload Scripts will be placed in this layer.
`stop();`

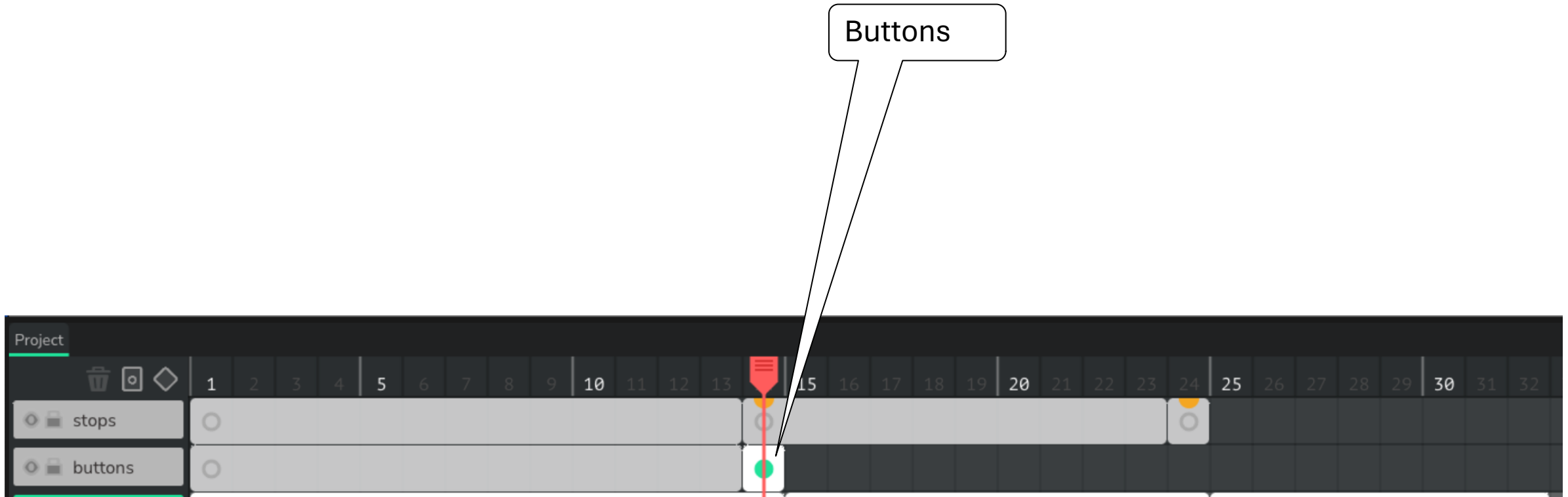
Task 2: Create the Visual Components



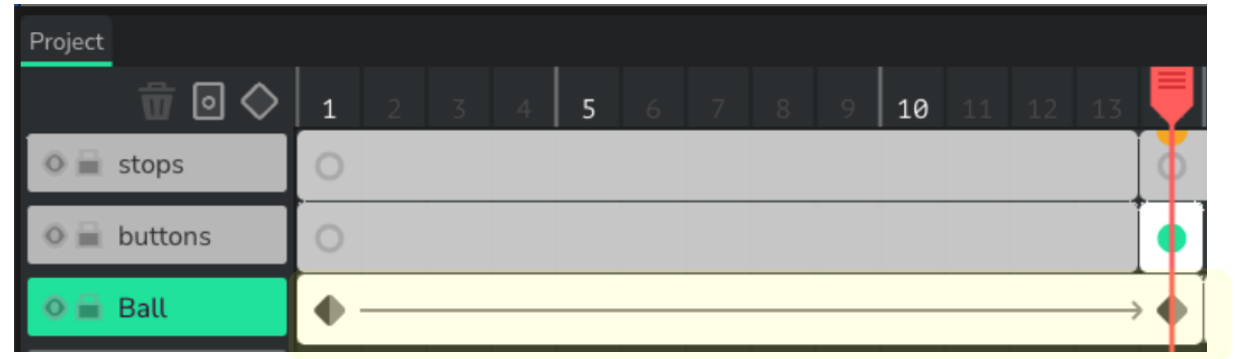
Task 3: Build the Timeline Actions.



Task 4: Add Buttons on Frame 14.



Task 5: Ball Tween #1.



Ball movement begins in Frame 1, off stage.

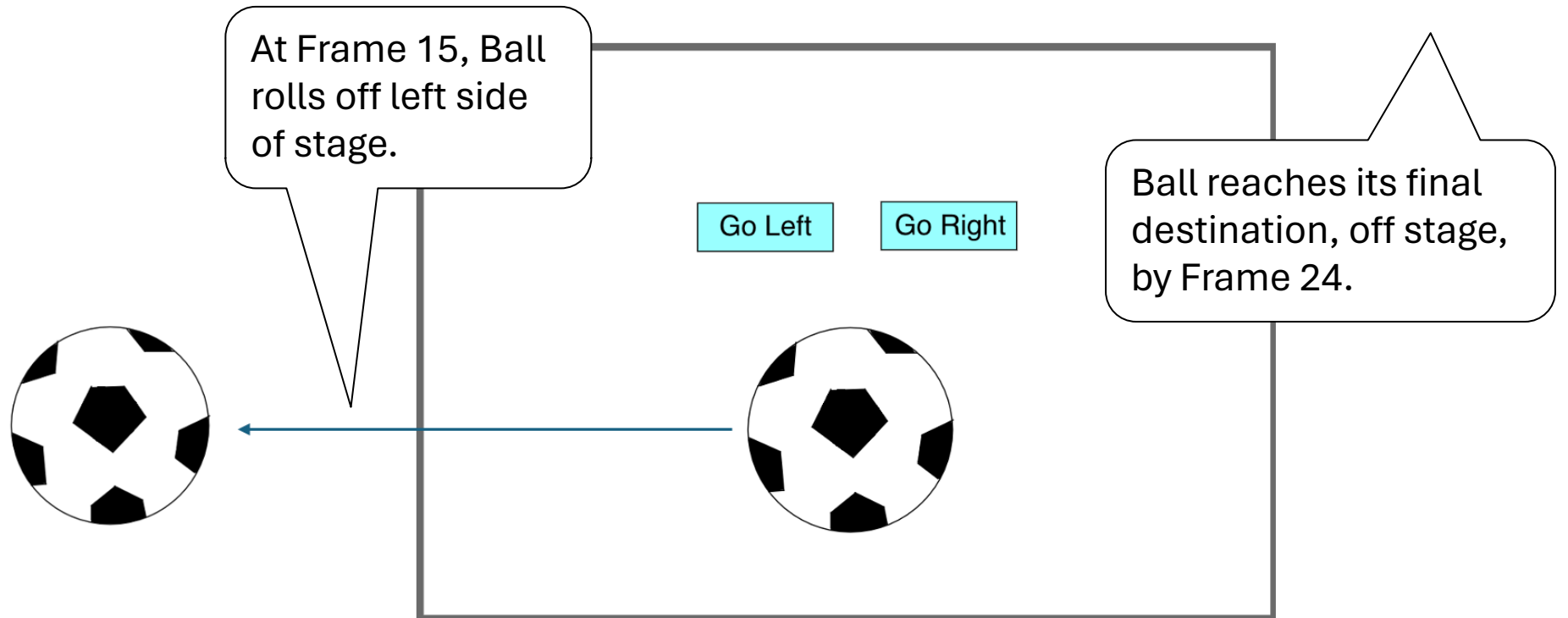
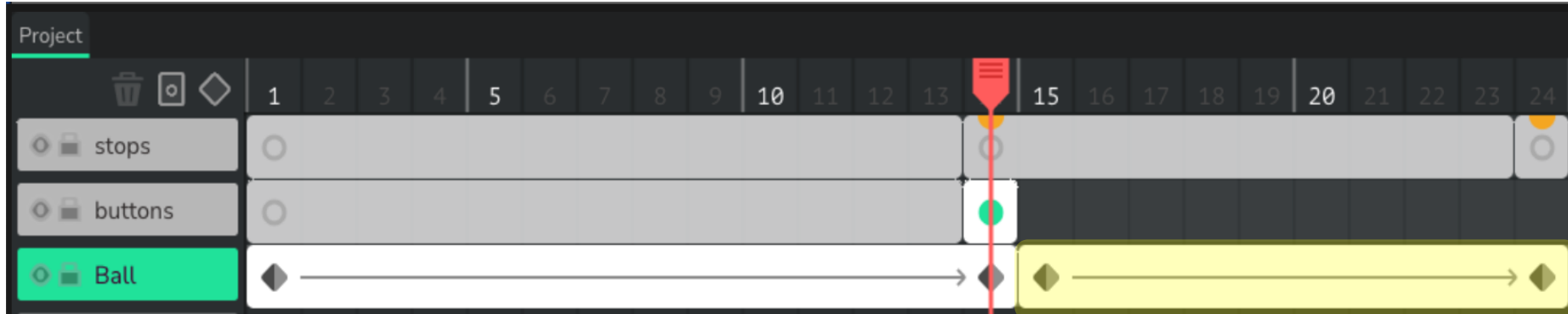
Ball rolls to stage center by frame 14.



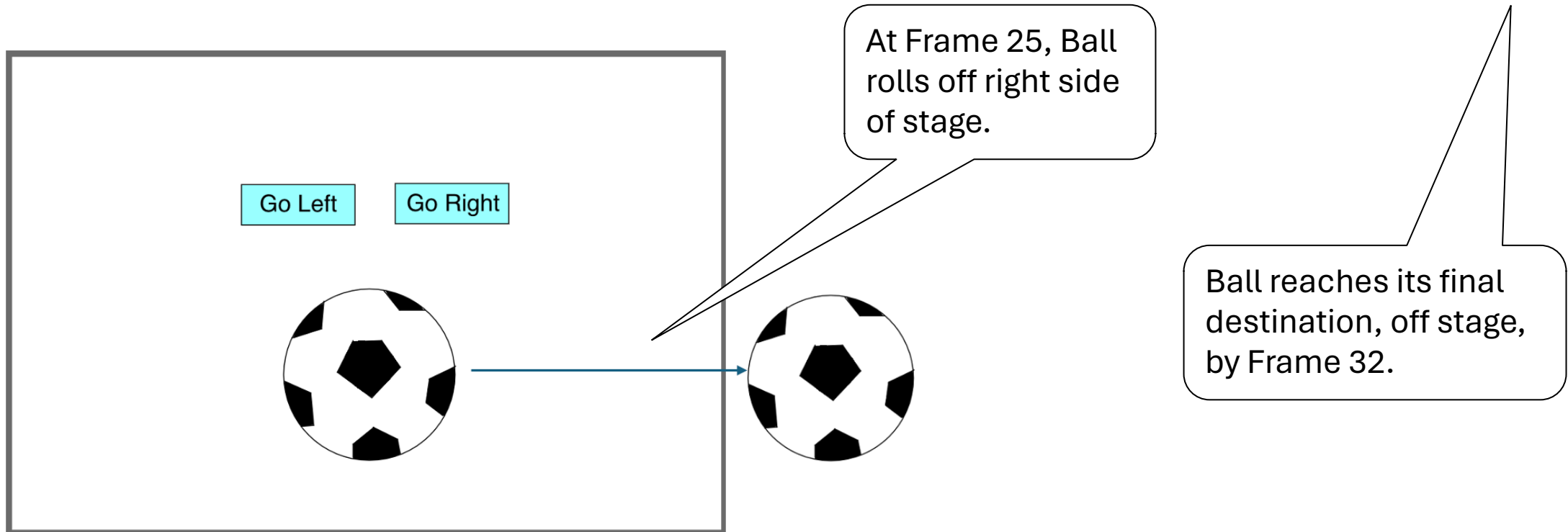
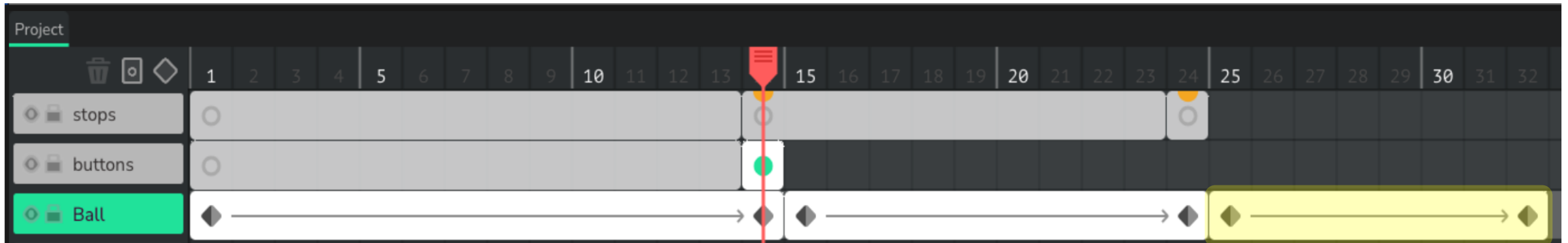
Go Left Go Right



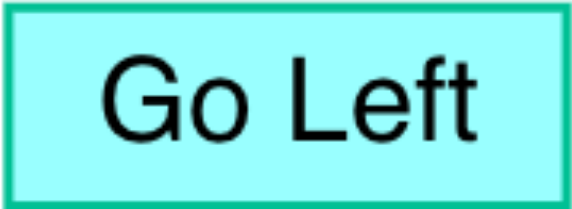
Task 6: Ball Tween #2.



Task 7: Ball Tween #3.



Task 8: Code the Left Button



Go Left

Mouseclick Script

`gotoAndPlay(15);`

Task 9: Code the Right Button

Go Right

Mouseclick Script

```
gotoAndPlay(25);
```

Test the
Experiment!

Go Left

Go Right

