

5 Getting and setting colour

In this project you will colour and re-colour a Combi van using properties and methods of the built-in *Color* class. To see the finished product open the file *Paint me final.swf*. Drag and drop the colour squares on to various areas of the van to paint it. How does this work?

On the *targets* layer there are a number of movieclip instances which correspond to specific areas of the van, for example, the door, the roof etc. These movieclip instances are targets on to which the user can drop instances (the coloured squares) of a movieclip named *swatchengine*.

In the following you will add the ActionScript to a partly completed file.

- 1 Open the file *Paint me fla*. On the *Stage* in the *outline* layer is the outline of a Combi van (a graphic symbol). In the *targets* layer are the movieclip instances which relate to areas of the van.

- 2 For each movieclip instance that exists on the *targets* layer, select the movieclip and in the *Actions* panel add this script. (If you have trouble selecting, refer to the tip below right.)

```
onClipEvent (load) {
    colorObj = new Color(this);
}
```

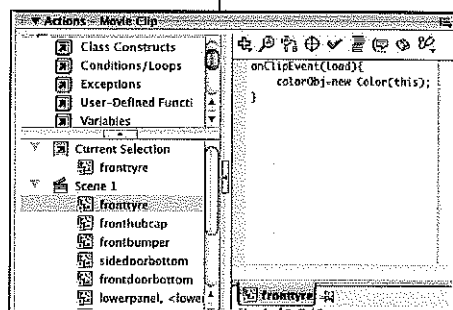
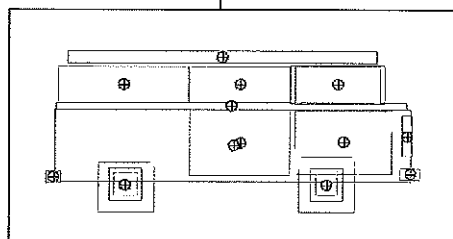
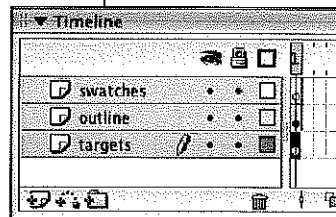
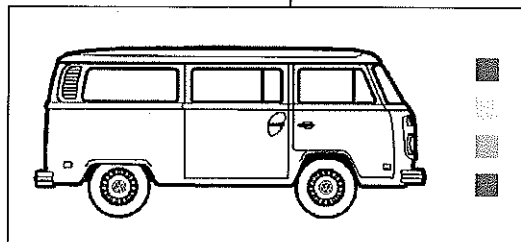
- 3 Select frame 1 in the *swatches* layer and use the *Rectangle* tool to create a square 20 pixels by 20 pixels in size. Convert this square into a *Movie Clip* symbol named *box*. Select the instance of *box* on the *Stage*, open the *Actions* panel and enter this code:

```
onClipEvent (load) {
    colorObj = new Color (_parent);
    thisColor = colorObj.getRGB();
    startx = _parent._x;
    starty = _parent._y;
}

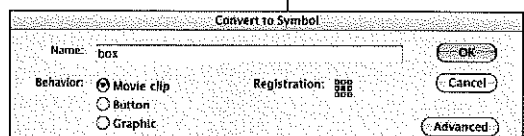
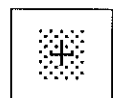
onClipEvent (mouseDown) {
    if (_parent.hitTest(_root._xmouse, _root._ymouse, false)) {
        _parent.startDrag(true, 0, 0, 550, 400);
    }
}

onClipEvent (mouseUp) {
    if (_parent.hitTest(_root._xmouse, _root._ymouse, false)) {
        _parent.stopDrag();
        theDrop = eval(_parent._droptarget);
        _root.debug = theDrop;
        if (theDrop) {
            theDrop.colorObj.setRGB(thisColor);
        }
        _parent._x = startx;
        _parent._y = starty;
    }
}
```

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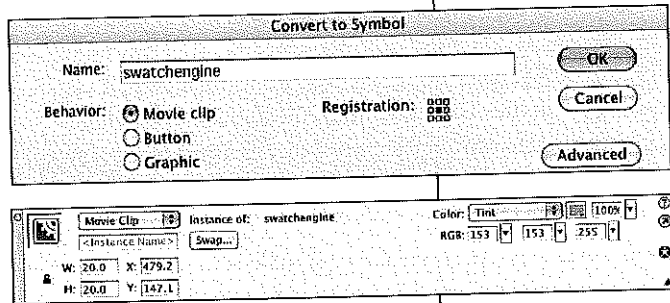
Tip: If you have trouble selecting movieclips on the Stage, go to the lower left section of the Actions panel (see above), expand the scene the movieclip is in and click on the name of the movieclip you want to select.



- 4 Select the movieclip *box* and convert this to a *Movie Clip* symbol (F8) called *swatchengine*. You can leave the original square on the *Stage*.
- 5 Still in frame 1 of the *swatches* layer, open the *Library* panel and drag as many instances of *swatchengine* on to the *Stage* as you desire. You can change the colour of each instance of *swatchengine* by selecting an instance and in the *Properties* panel choosing *Tint* from the *Color* pop-up and then using the controls provided.
- 6 Save and test your application.

Extension

Open the file *VW.fla* and repeat the exercise you have just completed. You will be required to create the target areas relating to sections of the car for yourself.



tip Why nest the box movieclip?

The code attached to the movieclip *box* is not retained with the symbol in the *Library*. This code can only be attached to instances upon the *Stage*, so you would need to attach it to each instance of the movieclip, which is rather tedious. Nesting the *box* movieclip within the *swatchengine* movieclip retains the code in the *Library*, avoiding the need to enter it for each instance.