

“Loading it all” ActionScript (page 1)

```
// set up the movie clip loader variable to load the photos
var myMCL:MovieClipLoader = new MovieClipLoader();
// add the listener variable
var myListener:Object = new Object();

// attach the listener to the movie clip loader variable
myMCL.addListener(myListener);

// create a load variables variable to control the text that reads "slide XXX of XXX"
var slideInfoLV:LoadVars = new LoadVars();
//attach the variable text file to this variable so it knows how many slides there are
slideInfoLV.load("vars/slide_info.txt");
//if the load variable finds the "slide_info" text file then play out this function called "success"
//the "success" function is really just telling Flash to go do the "slide counter" function (set up a little further now the page)
slideInfoLV.onLoad = function (success) {
    if (success == true) {
        slideCounter();
    }
}
//create a new "LoadVars" object for the cutlines
var myLoadVar:LoadVars = new LoadVars ();

//load the contents of the cutline text files into the LoadVars object
myLoadVar.load("flowers/flower" + curFrameNum + ".txt");

//check to see if the loading is completed and, if so, put the contents in the text field
myLoadVar.onLoad = function (success){
    if (success == true) {
        cutline_txt.htmlText=myLoadVar.myText;
    }
}
```

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```
//here we just are being sure Flash will read any html coding we have in the text files it loads
flower0.txt.html=true;
flower1.txt.html=true;
flower2.txt.html=true;
flower3.txt.html=true;
flower4.txt.html=true;
flower5.txt.html=true;
flower6.txt.html=true;

//Flash needs to know where it is starting from on the first frame. Here we are just telling it to start at frame 0.
var curFrameNum:Number = 0;

//Here is where we tell Flash that when it sees this function called "loadFrame", it needs to put the photo in the empty movie clip
function loadFrame() {
_level0.myMCL.loadClip("flowers/flower" + curFrameNum + ".jpg", this.flowersMC);
_level0.myLoadVar.load("flowers/flower" + curFrameNum + ".txt").htmlText=myLoadVar.myText;
}
function slideCounter() {
    photoNum.text = ("Picture " + (curFrameNum + 1) + " of " + Number(slideInfoLV.totalFrames));
}

//This tells Flash to execute these functions right away
loadFrame();
slideCounter();
```

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```
// -----<next slide button>----- \\
this.nextSlideBtn.onRelease = function() {

    if (curFrameNum < Number(slideInfoLV.totalFrames) - 1) {
        curFrameNum ++;
    } else {
        curFrameNum = 0;
    }

    loadFrame();
    slideCounter();

}
// -----</next slide button>----- \\

// -----<previous slide button>----- \\
this.prevSlideBtn.onRelease = function() {

    if (curFrameNum == 0) {
        curFrameNum = Number(slideInfoLV.totalFrames) - 1;
    } else {
        curFrameNum --;
    }

    loadFrame();
    slideCounter();

}
// -----</previous slide button>----- \\
```