

ÕUNTE LISAMINE (iga õun on ise kihis)

Õunade lisamise Flash-i

ActionScript programmid

Scene OUNAD Layes ACT Frame 1

```
var i = 1;
```

```
stop();
```

**Scene OUNAD Sorm.gif Layes 1
Frame 8**

NB! Liikuv sõrm on .GIF fail ja selle lisamisel Flash-i tekib 8 kaadrit (*frame*) ja viimases kaadris täidetakse järgmine programm.

```
if(_root.i==1) _root.gotoAndStop(5);
```

```
if(_root.i==2) _root.gotoAndStop(9);
```

```
if(_root.i==3) _root.gotoAndStop(13);
```

```
if(_root.i==4) _root.gotoAndStop(17);
```

```
if(_root.i==5) {_root.gotoAndStop(21); stop();}
```

```
_root.i++;
```

ÕUNTE LISAMINE (õunad ühes kihis)

Scene OUNAD Layes ACT Frame 1

```
var i = 1;
```

```
oun1._visible = false;
```

```
oun2._visible = false;
```

```
oun3._visible = false;
```

```
oun4._visible = false;
```

```
oun5._visible = false;
```

```
stop();
```

Scene OUNAD Sorm.gif Layes 1 Frame 8

```
if(_root.i==1) _root.oun1._visible = true;
```

```
if(_root.i==2) _root.oun2._visible = true;
```

```
if(_root.i==3) _root.oun3._visible = true;
```

```
if(_root.i==4) _root.oun4._visible = true;
```

```
if(_root.i==5) _root.oun5._visible = true;
```

```
_root.i++;
```

