



Advanced Online Media

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Using Variables in Flash

You can use variables in Flash to store information that you can use in other places in the movie. You can also set up forms to pass information via email or to a database, much like we did in HTML.

1. Pass text variable in a scene

- Create an input text box and give it a variable name (in properties). If you want a box around it, select the button on the properties that says "show border around text".
- Create a dynamic text box. Give it an instance name (like txtMessage).
- You can use a button or you can put the input text box in a button. For the latter, use:

```
on (keyPress "<Enter>") {  
    txtMessage.text=name;  
}
```

If you use a regular button, you can make the action occur on release (event handler).

This event works across scenes as well. (see simplevar.fla and text_scene.fla)

2. Pass radio or combo button variable

- Flash uses components to create other types of form fields. You can use Radio Button or Combo Box
- Drag a Radio Button from the Components panel
- Select it, use Parameters, Change data (what the value is), label (what you want it to say next to the radio button), and groupName (this should be the same for all in the group).
- Create a dynamic text box to receive the data. This can be on the same scene or another scene. Give it an instance name like txtMessage.
- Flash also has a button component. You can use it or you can just make your own button.
- Give the button an instance name (like Submit):
- Put this code in Frame 1:

```
stop();  
submit.onRelease = function () {  
    userAnswer = radioGroup.getValue();  
    gotoAndStop("Scene 2", 1);  
}
```

- The code stops the action, so the user can submit the entry. Then when the Submit button is pressed, it recognizes the radioGroup and stores that value in UserAnswer. You can have the dynamic text box on the original scene or you can put it on the next scene (this the code that takes you to the next scene).
- Then, you have the the following action where the dynamic text box is located (either on the current scene or another scene):

```
txtMessage.text = userAnswer;
```
- The data value of the radio button will be displayed. (see radio fla)

3. Pass to formmail script

- You can pass data to a formmail script like we did with the HTML forms. You just set up a form, naming the proper variables for input text. For radio buttons, you need to convert the variable to text for it to send with the script:

```
recipient = "croyal@txstate.edu";
subject = "Music Survey";
redirect = "redirect.html";

Submit.onRelease= function(){
MusicUserAnswer = Music.getValue();
Music="";

getURL("advform.php","", "POST");
}
```

- This works with our script on the server. Use the appropriate path, if you are uploading the swf to another folder.
- The hidden fields are used by the script. Change recipient to your own email address.
- When the button is released, MusicUserAnswer stores the data. So the music variable does not try to send, we initialize that to null. (see flashform fla)
- Load swf to Web for it to work properly. Otherwise, you will have to put an absolute path to the script in the getURL.

You can also pass to database with the proper script. We will discuss when we talk about PHP/MySQL.