

INTERACTIVITY TERMS

ActionScript

 The language of computer code that is used by Adobe Flash to create user interactivity in animations (buttons, controls, links, etc.).

Script Assist

 A feature found in the actions panel that can be used to generate ActionScript without writing code from scratch.

QUESTIONS TO CONSIDER

- O Why might someone use the Script assist function to write action script coding?
- O Why is action script coding beneficial to creating certain types of animated projects?

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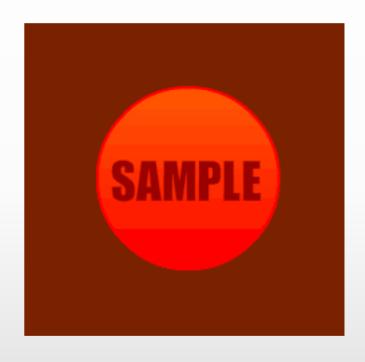
Code Snippets

 Small blocks of ActionScript that can be applied to an object or the animation in general.

Instances

 Editable copies of symbols that can be changed individually after dragging them from the library.

BUTTON STATE



 The specific visual appearance of an interactive button that corresponds to the particular phase of interaction.

Animated Image



PHASES OF INTERACTION

- Up State
 - When the button is not rolled over or pressed down; the normal appearance of a button.
- Over State
 - When the mouse cursor hovers over the button.
- Down State
 - When the button is clicked and held down.
- Hit State
 - Not a visible change; the clickable area of the button or hot spot.

QUESTIONS TO CONSIDER

- O Can you think of different websites, apps or games with different button states?
- O What might happen if there weren't different button states? How would you know if you were clicking on something?