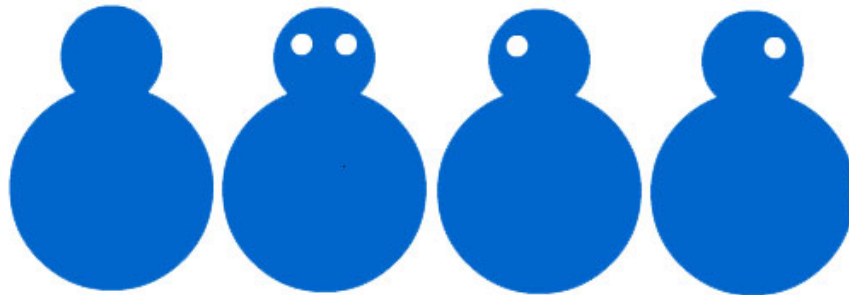


Create a character that moves with the arrow key

This is a basic Action Script tutorial. This exercise is not intended to be an activity image but a basic lesson to guide the direction of the character, object ...

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Usually you can apply this exercise to first practice doing the moving part of the game character. Note that the character part you can create or take according to the model's post.

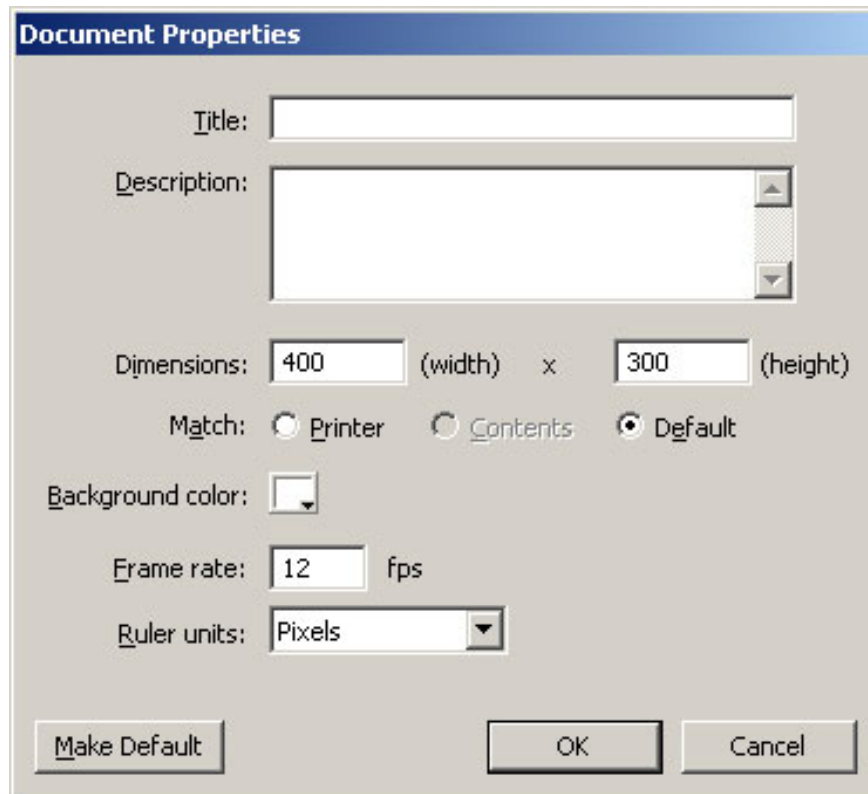


Step 1

Go to **File > New** (*Ctrl + N*) and select Flash Document to open a new flash file.

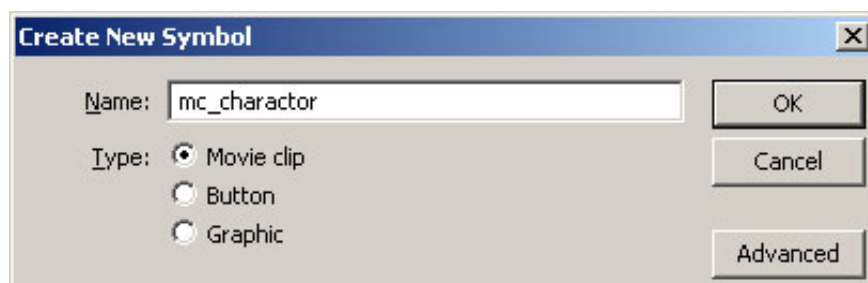
Step 2

Adjust the file size accordingly by going to **Modify > Document** (*Ctrl + J*) and setting the width and height. This exercise will select a file size of 400 x 300 pixels.



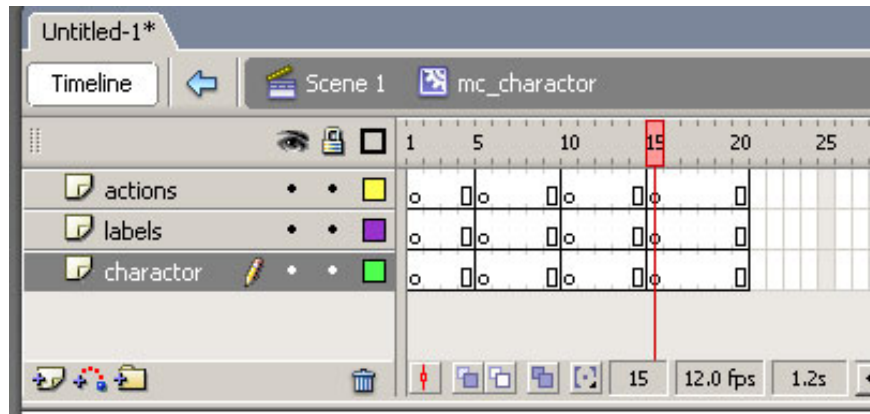
Step 3

The first thing to do is you have to create a character with 4 different directions: view from left, right, front and back. These images will activate the character's activity. You can get the following 4 images as a model to create the same character (note that these character paths after being created must be converted into Movie clips and saved on the Library):



Step 4

After you have four character images, you need to put them together into a movie clip to control the movement. At frame 1 of the main movie (frame is blank), go to **Insert > New Symbol** (*Ctrl + F8*) to create a new Movie clip. In the **Name** box, enter the appropriate name (in this case, set as *mc_character* , select **Movie Clip** and click **OK** . In this new movie clip, create 2 new layers with names like *actions* and *laybels* above the original *character* layer



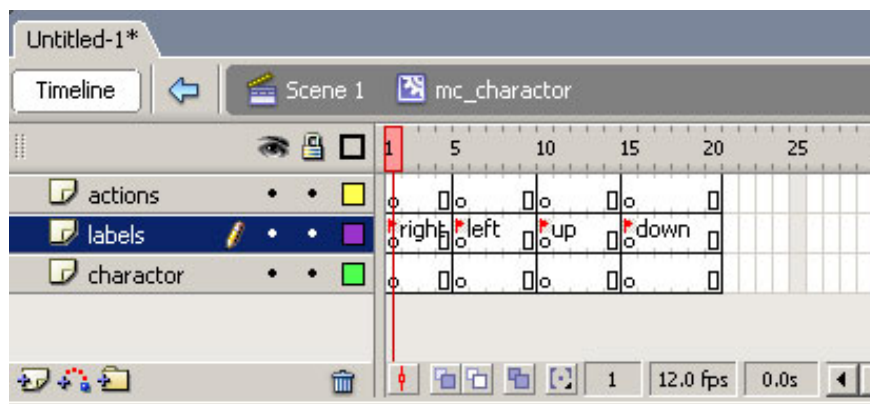
Step 5

Go to frame 20 of all 3 layers and press **F5** key. At frame 5, 10 and 15 of all 3 layers, press **F6** . Click on frame 1 of layer **labels** , in **Properties** (*Ctrl + F3*) name this frame **right**



Step 6

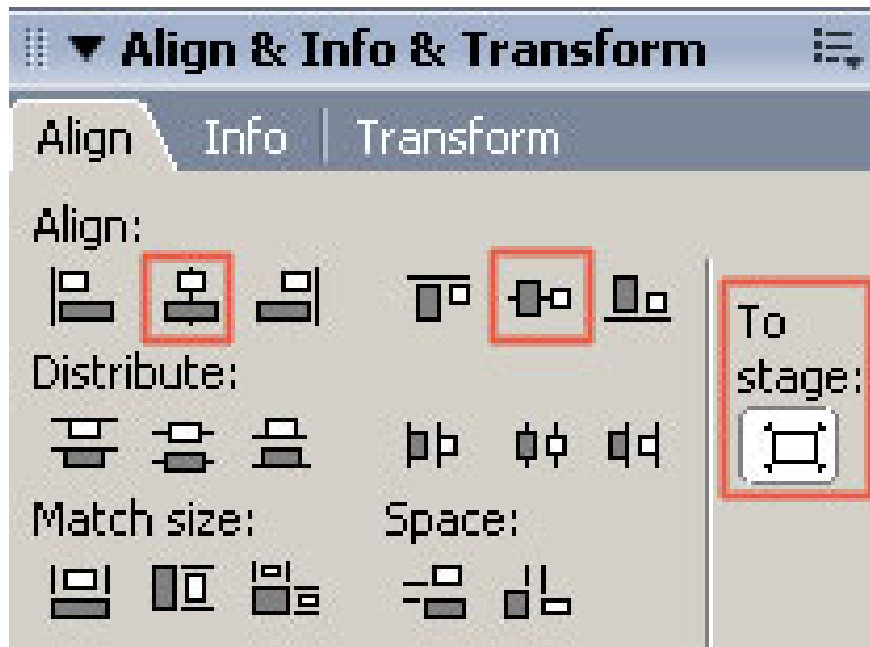
At frame 5 of the layer **labels** , name it **left** , frame 10 set to **up** , frame 20 set to **down** . The result will be as follows:



Note : We can put these 4 main frames on 4 frames consecutively, but so it is difficult to see the frame name so this tutorial is placed on 4 frames, 1, 5, 10 and 14

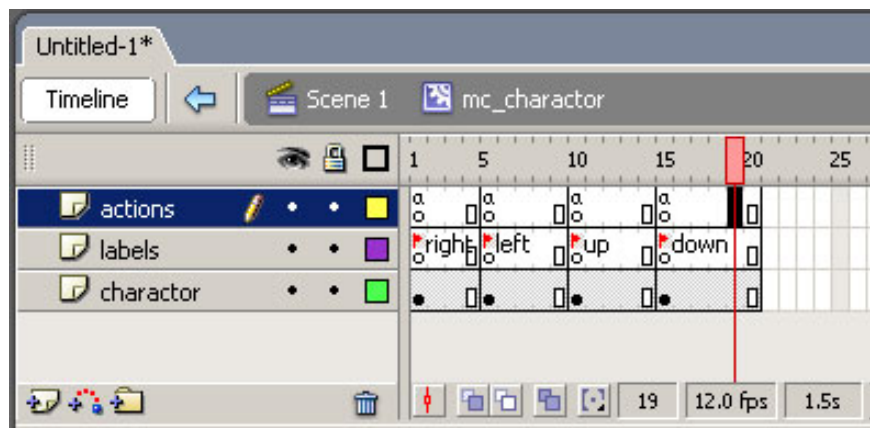
Step 7

At frame 1 of layer character, drag the character image **to the right** . You can center this image with the **Align palette** element (*Ctrl + K*). Make sure the **To Stage** button is selected and click on the center and horizontal buttons in the vertical and horizontal direction.



Step 8

At frame 5 of the layer *character* , drag the *character* image **to the left** and continue to center. Performs corresponding to frame 10 (**rear**) and 15 (**front**).



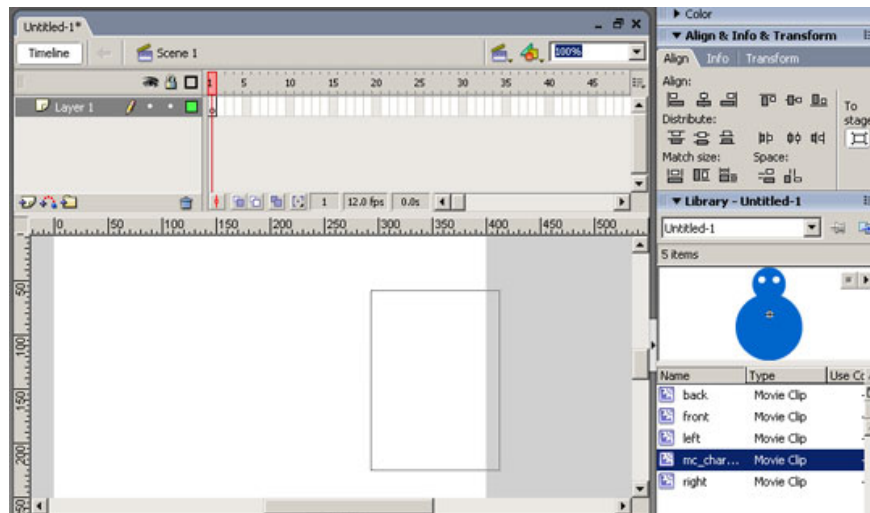
Step 9

The last step is to add the Action Script code. On frame 1, 5, 10 and 15 of layer *actions* **respectively** , add the following code (*Ctrl + F9*):

stop ();

Step 10

Back to the main timeline, drag the movie clip *mc_character* from the Library into the workspace.



Select the dragged element, go to the Action Script section and enter the following code:

```
onClipEvent (enterFrame) {  
  if (Key.isDown (Key.RIGHT)) {  
    this._x += 5;  
    this.gotoAndStop ("right");  
  }  
  if (Key.isDown (Key.LEFT)) {  
    this._x -= 5;  
    this.gotoAndStop ("left");  
  }  
  if (Key.isDown (Key.UP)) {  
    this._y -= 5;  
    this.gotoAndStop ("up");  
  }  
  if (Key.isDown (Key.DOWN)) {  
    this._y += 5;  
    this.gotoAndStop ("down");  
  }  
}
```

Finally try the character's activity. You can download the source file [here](#) .

You finished reading the article "**Create a character that moves with the arrow key**" edited by the [TipsMake](#) team. We hope this article has provided you with many useful tech tips and tricks. You can search for similar articles on tips and guides. Thank you for reading and for following us regularly.

