

# Macromedia Flash - Advanced masking with action script

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*Drag the circle below with the mouse!*

## Step 1

First, select the picture as the background for this exercise.

## Step 2

Create a new flash file. Press **Ctrl + J** ( *Document Properties* ) and set the width and width (Hight) of the file to the width of the image. Select any background color and set the **Frame rate** of the file to **32** , then click **OK** .

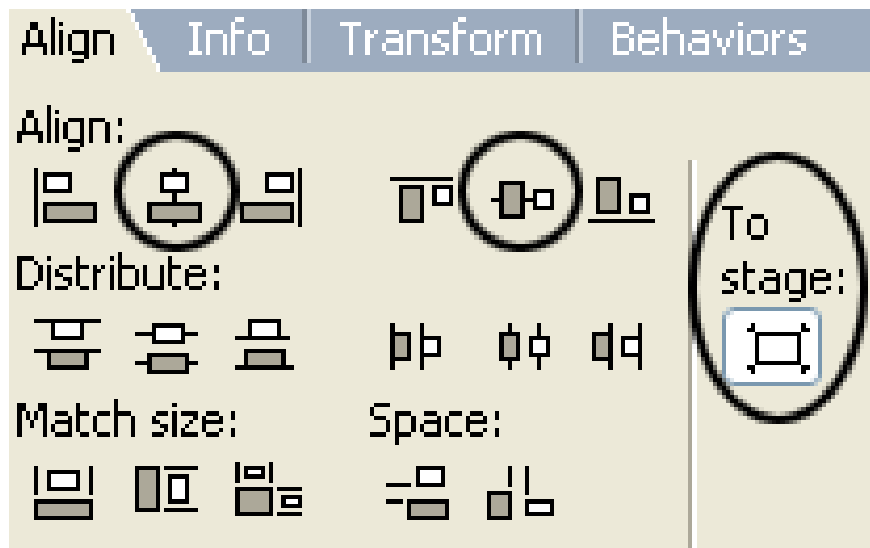
## Step 3

Select the file, go to **Import > Import to stage** (Shortcut: *Ctrl + R* ) and import it into the image you selected.

## Step 4

While the image is still selected, go to the **Align Panel** ( *Ctrl + K* ) and follow these steps:

1. Make sure that the **Align / Distribute to Stage button** is selected,
2. Click the **Align horizontal center** button
3. Click the **Align vertical center** button

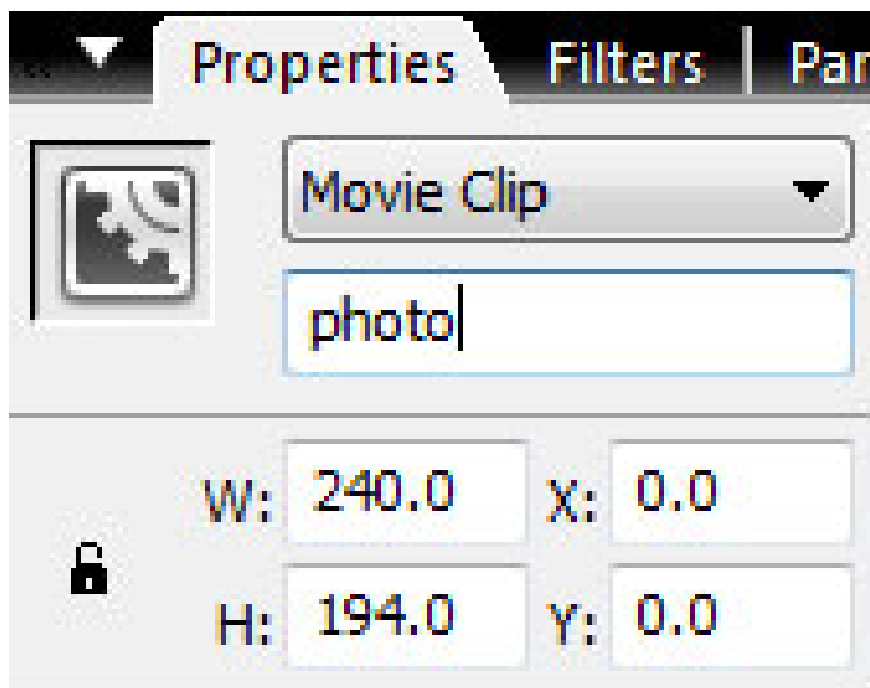


### Step 5

While the image is still selected, press **F8** key ( *Convert to Symbol* ) to convert the image into a Movie Clip.

### Step 6

When the new Movie Clip is still selected, go to the **Properties Panel** below. On the left side of the **Instance name** field, enter the name of the Movie Clip. In this example will be *photo* .



### Step 7

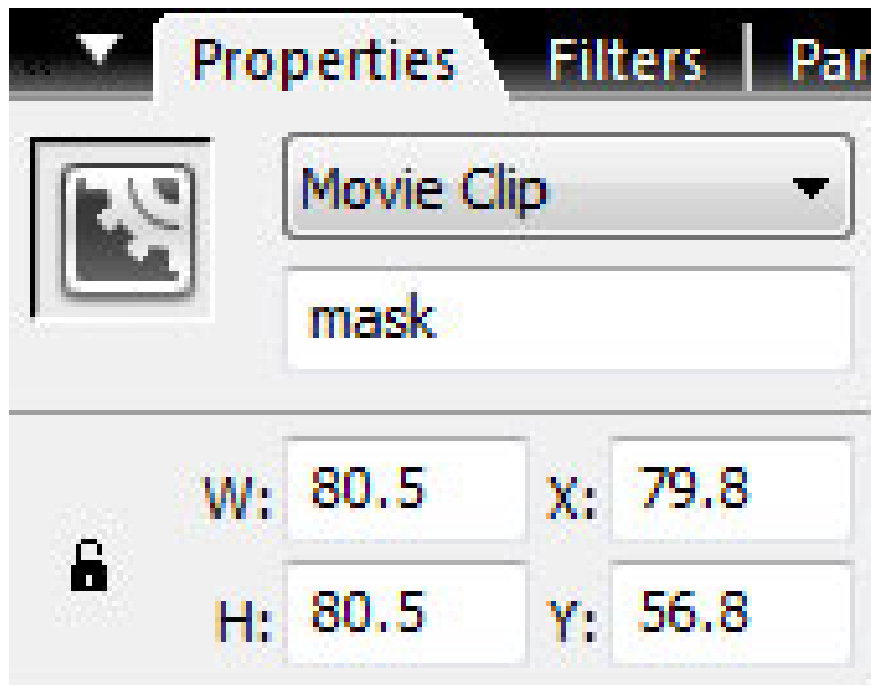
Create a new layer and name it **mask** . Use the **Oval Tool** (O) to draw a circle like the image below (hold *Shift* in the drawing process).



While the circle is still selected, press **F8** key ( *Convert to Symbol* ) to convert this circle into a Movie Clip.

### Figure 8

When the new made Movie Clip is still selected, go to the **Properties Panel** below the stage. In the left part, enter the name **Movie Clip** in the **Instance name** field, in this example enter the *mask*



## Step 9

Create a new layer above the layer mask and name it **action** .

## Step 10

Select the first frame of layer action, go to **Action Script** (F9) and enter the following code:

```
stop ();  
photo.setMask (mask);  
mask.onPress = function () {  
startDrag (this);  
}  
mask.onRelease = function () {  
stopDrag ();  
}
```

Check the newly created product (Ctrl + Enter)

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