

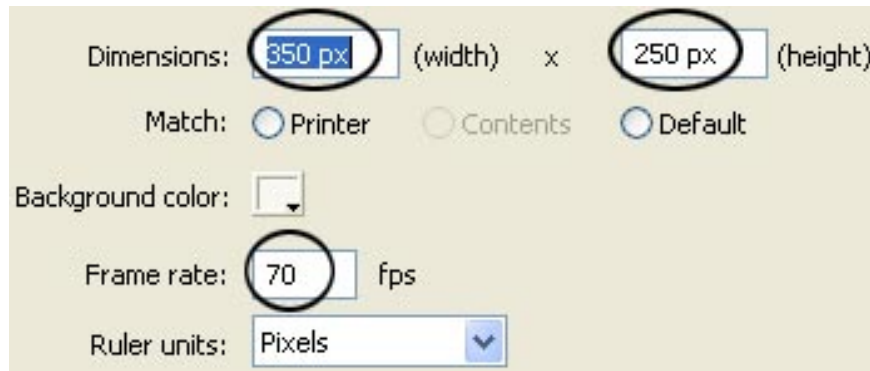
Macromedia Flash - Push objects away from the cursor

This tutorial will show you how to make a flash file with the effect of pushing the object away from the cursor by using some Action Script fragments in Flash 8. Let's look at the following example file.

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Step 1

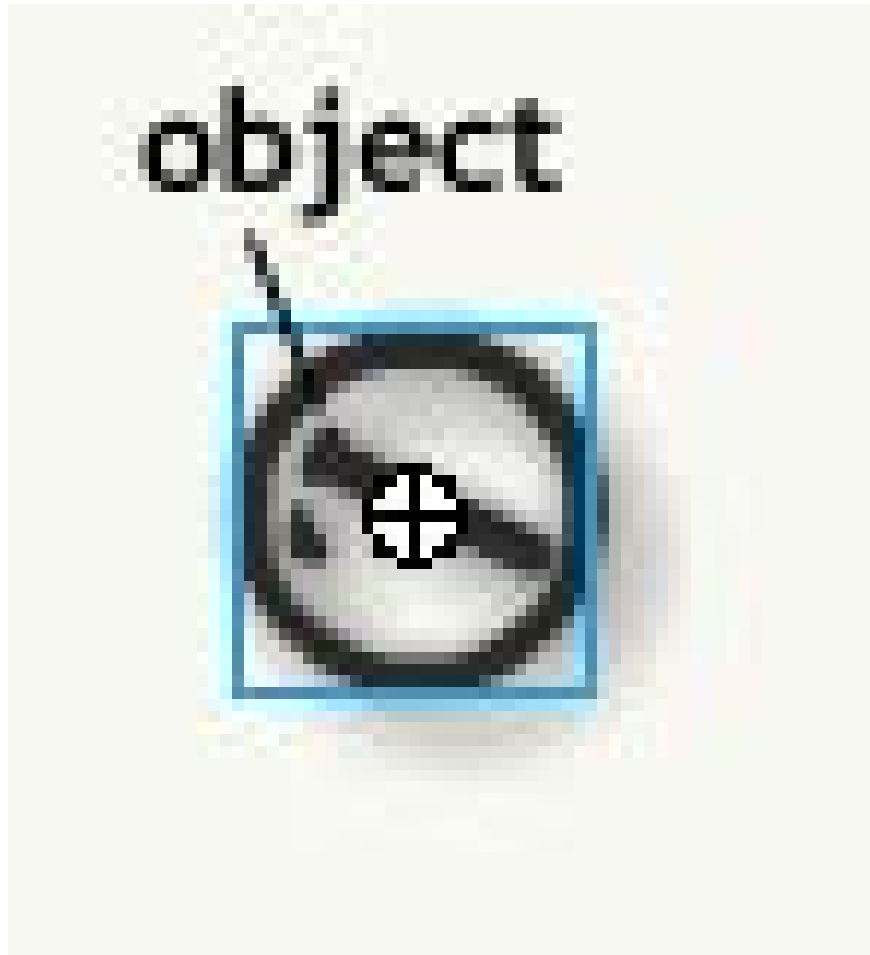
Create a new flash file, choose **Modify > Document** (*Ctrl + J*) and set *Width* to 300px and *Height* to 250px and *Frame rate* to 70fps.



Step 2

Create or **Import** (*Ctrl + R*) any object and convert it into a Movie Clip





Step 3

Double-click the newly created Movie Clip (object) to enter the edit object

Step 4

Then add a new layer and name it action.

Step 5

Select frame 1 of layer action, open the Action Script Panel (F9) and include the following code:

```
x00 = _x;  
y00 = _y;  
MAAI = 400;
```

Step 6

Select frame 2, press F6 key to open the Action Script Panel (F9) and enter the following code:

```

x0 = _x
y0 = _y
x = _root._xmouse
y = _root._ymouse
a = x-x0
b = y-y0
r = Math.sqrt (a * a + b * b)
quer_fugir_x = this._x- (a / r) * MAAI / r
quer_fugir_y = this._y- (b / r) * MAAI / r
quer_voltar_x = (x00-x0) / 2
quer_voltar_y = (y00-y0) / 2
this._x = quer_fugir_x + quer_voltar_x
this._y = quer_fugir_y + quer_voltar_y

```

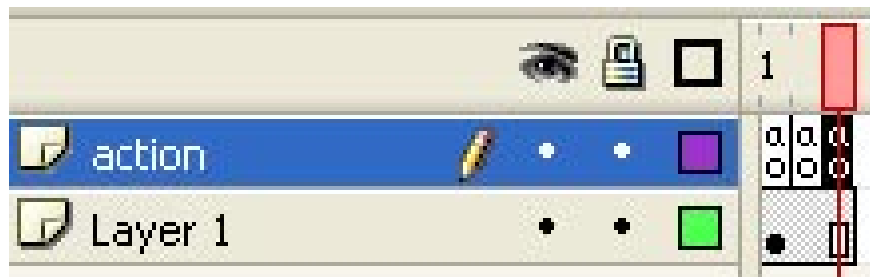
Step 7

Select frame 3, press F6 key and enter the following script:

```
gotoAndPlay (2);
```

Step 8

Select frame 3 of layer 1 and press F5



Step 9

Return to the main scene (Scene 1), multiply the object several times and place it in the corresponding positions as in the example above.

Download the example file.

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