

Flash Methods : A Flash method is JavaScript function that is specific to Flash movies. Use Flash methods to send JavaScript calls to Flash movies from a scripting environment. Each method has a name and most methods take arguments. An argument specifies a value that the method operates upon. The calculation performed by some methods returns a value that can be used by the scripting environment.

When targeting the timeline of a movie clip within the current movie, use the same syntax in a method as you would in a Flash action. See "Assigning actions to frames " in Flash Help.

The following are the methods you can use to control a Flash movie from JavaScript. The examples are in JavaScript. The variable movie in these examples refers to an instance of the Flash movie. If the EMBED and OBJECT tags for the Flash Player movie have NAME/ID attributes set to movie, such a variable can be constructed by a statement such as:

```
var x = window.document.MonMedia ou x=document.getElementById('MonMedia')
```

Standard Methods		Plugin Version	ActiveX Version
Variable	GetVariable	4, 5	4, 5
Syntax	GetVariable(varName)		
Description	Returns the value of the Flash variable specified by varName. Returns null if the variable does not exist. The argument type is string.		
Example	var firstName = x.GetVariable("FirstName"); var radioButtonValue = x.GetVariable("/Form/RadioButton:Value");		
Variable	GotoFrame	2,3,4, 5	2,3,4, 5
Syntax	GotoFrame(frameNumber)		
Description	Activates the frame number specified by frameNumber in the current movie. If the data for a requested frame is not yet available, the player goes to the last frame available and stops, causing unexpected results during playback. Use the PercentLoaded() method to determine if enough of the movie is available to execute the GotoFrame() method.		
Example	The argument frameNumber is zero-based; that is, frameNumber is 0 in the first frame of the movie, 1 for the second frame, and so on. This differs from the Gotoaction within Flash, which begins at 1. The argument type is integer.		
Example	x.GotoFrame(24);		
Variable	IsPlaying	2,3,4, 5	2
Syntax	IsPlaying()		
Description	Returns true if the movie is currently playing.		
Example	if (movie.IsPlaying()) { alert("movie is playing"); }		
Variable	LoadMovie	3,4, 5	3,4, 5
Syntax	LoadMovie(layerNumber, url)		
Description	Loads the movie identified by url to the layer specified by layerNumber. The argument type is integer for layerNumber and string for url.		
Example	movie.LoadMovie(0, "mymovie.swf");		
Variable	Pan	2,3,4, 5	2,3,4, 5
Syntax	Pan (x, y, mode)		
Description	Pans a zoomed-in movie to the coordinates specified by x and y. Use mode to specify whether the values for x and y are pixels or a percent of the window. When mode is 0, the coordinates are pixels; when mode is 1, the coordinates are percent of the window. Pan does not pan beyond the boundaries of the zoomed-in movie. The argument type for all arguments is integer.		
Example	This example pans 50% right and 50% down: x.Pan(50, 50, 1)		
Example	This example pans -25 pixels left and -25 pixels up: x.Pan(-25, -25, 0)		
Variable	PercentLoaded	2,3,4, 5	2,3,4, 5
Syntax	PercentLoaded()		
Description	Returns the percent of the Flash Player movie that has streamed into the browser so far; possible values are from 0 to 100.		
Example	if (movie.PercentLoaded() == 100) { loaded = true; }		
Variable	Play	2,3,4, 5	2,3,4, 5
Syntax	Play()		
Description	Starts playing the movie.		
Example	x.Play();		
Variable	Rewind	2,3,4, 5	2,3,4, 5
Syntax	Rewind()		
Description	Goes to the first frame.		

Example	x.Rewind();		
Variable	SetVariable	4, 5	4, 5
Syntax	SetVariable(variableName, value)		
Description	Sets the value of the Flash variable specified by variableName to the value specified by value. The argument type for both arguments is string.		
Example	x.SetVariable("/Form:UserName", "John Smith");		
Variable	SetZoomRect	2,3,4, 5	2,3,4, 5
Syntax	SetZoomRect (left, top, right, bottom)		
Description	Zooms in on a rectangular area of the movie. The units of the coordinates are in twips (1440 units per inch). To calculate a rectangle in Flash, set the ruler units to Points and multiply the coordinates by 20 to get twips. (There are 72 points per inch.) The argument type for all arguments is integer.		
Example	This example zooms in on a 200 x 200 pixel rectangle in the upper left corner of the movie:		
Variable	var pointsToTwips = 20; x.SetZoomRect(0, 0, 200 * pointsToTwips, 200 * pointsToTwips);	2,3,4, 5	2,3,4, 5
Syntax	StopPlay()		
Description	vAlign="top">Stops playing the movie.		
Example	x.StopPlay()		
Variable	TotalFrames	2,3,4, 5	2,3,4, 5
Syntax	TotalFrames()		
Description	Returns the total number of frames in the movie.		
Example	var totalFrames = x.TotalFrames();		
Variable	Zoom	2,3,4, 5	2,3,4, 5
Syntax	Zoom(percent)		
Description	Zooms the view by a relative scale factor specified by percent. Zoom(50) doubles the size of the objects in the view. Zoom(200) reduces the size of objects in the view by one half. Zoom (0) resets the view to 100%.		
Example	You cannot specify a reduction in the size of objects in the view when the current view is already 100%. The argument type is integer.		
Example	x.Zoom(50);		

TellTarget Methods

Variable	TCallFrame	4, 5	4, 5
Syntax	TCallFrame(target, frameNumber)		
Description	In the timeline specified by target, executes the action in the frame specified by frameNumber		
Example	This example runs the actions in the fifth frame of the main timeline: x.TCallFrame("/", 4);		
Variable	TCallLabel	4, 5	4, 5
Syntax	TCallLabel(target, label)		
Description	In the Timeline indicated by target, executes the action in the frame specified by the label frame label. The argument type for both arguments is string.		
Example	This example runs the actions in the frame labeled HandleScriptNotify in the main timeline: x.TCallLabel("/", "HandleScriptNotify");		
Variable	TCurrentFrame	3,4, 5	3,4, 5
Syntax	TCurrentFrame(target)		
Description	Returns the number of the current frame for the timeline specified by target. The frame number returned is zero-based, meaning frame 1 of the Flash movie would be 0, frame 2 would be 1, and so on. The argument type is string.		
Example	var currentFrame = x.TCurrentFrame("/MovieClip");		
Variable	TCurrentLabel	3,4, 5	3,4, 5
Syntax	TCurrentLabel(target)]		
Description	Returns the label of the current frame of the timeline specified by target. If there is no current frame label, an empty string is returned. The argument type is string.		
Example	var currentLabel = x.TCurrentLabel("/MovieClip");		
Variable	TGetProperty	4, 5	4, 5
Syntax	TGetProperty(target, property)		
Description	For the timeline indicated by target, returns a string indicating the value of the property specified by property. For property, enter the integer corresponding to the desired property. For a list of all properties and their corresponding integers, see Getting and setting properties.		
Example	var nameIndex = 13; var name = movie.TGetProperty("/", nameIndex);		
Variable	TGetPropertyAsNumber		
Syntax	TGetPropertyAsNumber(target, property)		
Description	For the timeline indicated by target, returns a number indicating the value of the property		

Description	specified by property. For property, enter the integer corresponding to the desired property. For a list of all properties and their corresponding integers, see Getting and setting properties.		
Example	var framesLoadedIndex = 12; var framesLoaded = x.TGetProperty("/", framesLoadedIndex);		
Variable	TGotoFrame	3,4, 5	3,4, 5
Syntax	TGotoFrame(target, frameNumber)		
Description	For the timeline indicated by target, goes to the frame number specified by frameNumber. The argument type for target is string. The argument type for frameNumber is integer.		
Example	x.TGotoFrame("/MovieClip", 2);		
	TGotoLabel	3,4, 5	3,4, 5
Syntax	TGotoLabel(target, label)		
Description	For the timeline indicated by target, goes to the frame label specified by label. The argument type for both arguments is string.		
Example	x.TGotoLabel("/MovieClip", "MyLabel");		
Variable	TPlay	3,4, 5	3,4, 5
Syntax	TPlay(target)		
Description	Plays the timeline specified by target. The argument type is string.		
Example	x.TPlay("/MovieClip");		
Variable	TSetProperty	4, 5	4, 5
	TSetProperty(target, property, value)		
Syntax	For the timeline indicated by target, sets the value of the property specified by property to the value specified by value, which can be a string or a number. For property, enter the integer corresponding to the desired property. For a list of all properties and their corresponding integers, see Getting and setting properties.		
Example	var visibilityIndex = 7;var nameIndex = 13;x.TSetProperty("/MovieClip", visibilityIndex, 1);x.TSetProperty("/MovieClip", nameIndex, "NewName");		
Variable	TStopPlay	3,4, 5	3,4, 5
Syntax	TStopPlay(target)		
Description	Stops the timeline specified by target. The argument type is string.		
Example	x.TStopPlay("/MovieClipToStop");		
Standard Events			
Variable	OnProgress	2,3,4, 5	2,3,4, 5
Syntax	OnProgress(percent)		
Description	Generated as the Flash movie is downloading. The argument type is integer.		
Variable	OnReadyStateChange	2,3,4, 5	2,3,4, 5
Syntax	OnReadyStateChange(state)		
Description	Generated when the ready state of the control changes. The possible states are: 0=Loading, 1=Uninitialized, 2=Loaded, 3=Interactive, 4=Complete. The argument type is integer.		
Variable	FSCommand	2,3,4, 5	2,3,4, 5
Syntax	FSCommand(command, args)		
Description	Generated when an FSCommand action is performed in the movie with a URL and the URL starts with FSCommand :. Use this to create a response to a frame or button action in the Flash movie. The argument type is string.	Description Generated when an FSCommand action is performed in the movie with a URL and the URL starts with FSCommand :. Use this to create a response to a frame or button action in the Flash movie. The argument type is string.	