

D-Day | A Day of Change (ActionScript 2.0) Full Code

// 1. Preloader

```
if(_framesloaded >= _totalframes) {
    gotoAndPlay("main", 1);
} else {
    gotoAndPlay("preload", 1);
}
```

// 2. Main Loader Code

```
stop();
```

// Initial Function

```
_root.onEnterFrame = function(){

    // Open Toolbox Menu
    opn_btn.onPress = function() { menu_mc.gotoAndPlay(2); }

    // Load External Movie Clips
    menu_mc.home_btn.onPress = function() {
        loadMovie("home_scne.swf", "stage_mc");
        unloadMovie("gallery_scne.swf");
    }

    menu_mc.home_btn.onRelease = function() {
        menu_mc.gotoAndPlay(1);
    }

    menu_mc.overview_btn.onPress = function() {
        loadMovie("overview_scne.swf", "stage_mc");
    }

    menu_mc.overview_btn.onRelease = function() {
        menu_mc.gotoAndPlay(1);
    }

    menu_mc.gallery_btn.onPress = function() {
        loadMovie("gallery_scne.swf", "stage_mc");
    }

    menu_mc.gallery_btn.onRelease= function() {
        menu_mc.gotoAndPlay(1);
    }

    menu_mc.timeline_btn.onPress = function() {
        loadMovie("timeline_scne.swf", "stage_mc");
    }

    menu_mc.timeline_btn.onRelease = function() {
        menu_mc.gotoAndPlay(1);
    }

    menu_mc.map_btn.onPress = function() {
        loadMovie("map_scne.swf", "stage_mc");
    }

    menu_mc.map_btn.onRelease = function() {
        menu_mc.gotoAndPlay(1);
    }
}
```

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```
}

menu_mc.armies_btn.onPress = function() {
    loadMovie("armies_scne.swf", "stage_mc");
}

menu_mc.armies_btn.onRelease = function() {
    menu_mc.gotoAndPlay(1);
}

menu_mc.credits_btn.onPress = function() {
    loadMovie("credits_scne.swf", "stage_mc");
}

menu_mc.credits_btn.onRelease = function() {
    menu_mc.gotoAndPlay(1);
}

}

// Loading Audio
var audioPlayer:Sound = new Sound();
audioPlayer.attachSound("sceneSound");

soundArea_mc.on_btn.onPress = function() {
    soundArea_mc.gotoAndPlay(2);
    audioPlayer.start(0,99);
}

soundArea_mc.off_btn.onPress = function() {
    soundArea_mc.gotoAndPlay(12);
    audioPlayer.stop();
}

// Load in the Home Move (Default)
loadMovie("home_scne.swf", "stage_mc");

// 3. [Overview Section]

// Load Overview Text
this.onEnterFrame = function() {
    if (pressing == true){
        scrollWindow_txt.scroll = scrollWindow_txt.scroll +
        movement;
    }
    this.loadVariables("overview.htm",this);
}

scrollUp_btn.onPress = function(){
    pressing = true;
    movement = -1;
};
```

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```
scrollUp_btn.onRelease = function() {
    pressing = false;
};

scrollDown_btn.onPress = function() {
    pressing = true;
    movement = 1;
};

scrollDown_btn.onRelease = function() {
    pressing = false;
};
```

// 4. Gallery [Preloader]

```
if(_framesloaded >= _totalframes) {
    gotoAndPlay("gallery", 1);
} else {
    gotoAndPlay("pregallery", 1);
}
```

// 4.1 Gallery Thumbnails

```
thumbs_mc.img1_btn.onPress = function() { gotoAndPlay(2); }
thumbs_mc.img2_btn.onPress = function() { gotoAndPlay(14); }
thumbs_mc.img3_btn.onPress = function() { gotoAndPlay(27); }
thumbs_mc.img4_btn.onPress = function() { gotoAndPlay(40); }
thumbs_mc.img5_btn.onPress = function() { gotoAndPlay(53); }
thumbs_mc.img6_btn.onPress = function() { gotoAndPlay(66); }
thumbs_mc.img7_btn.onPress = function() { gotoAndPlay(79); }
thumbs_mc.img8_btn.onPress = function() { gotoAndPlay(92); }
```

// 4.2 Gallery - Scroll Between Thumbs

```
next_btn.onPress = function() { gotoAndPlay(13); }
prev_btn.onPress = function() { gotoAndPlay(25); }
```

// 5. Home Section

```
// Loading External Text (home.htm):
this.onEnterFrame = function() {
    this.loadVariables("home.htm",this);
}
```

// 6. Credits Section

```
// Load Credits Text
loadVariables("credits.htm",this);

// Rollover Code for Credits
res1_btn.onRollOver = function() { gotoAndPlay(60); }
res2_btn.onRollOver = function() { gotoAndPlay(61); }
res3_btn.onRollOver = function() { gotoAndPlay(62); }
res4_btn.onRollOver = function() { gotoAndPlay(63); }
res5_btn.onRollOver = function() { gotoAndPlay(64); }
res6_btn.onRollOver = function() { gotoAndPlay(65); }
res7_btn.onRollOver = function() { gotoAndPlay(66); }
```

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```
res8_btn.onRollOver = function() { gotoAndPlay(67); }  
res9_btn.onRollOver = function() { gotoAndPlay(68); }  
res10_btn.onRollOver = function() { gotoAndPlay(69); }  
res11_btn.onRollOver = function() { gotoAndPlay(70); }  
res12_btn.onRollOver = function() { gotoAndPlay(71); }  
res13_btn.onRollOver = function() { gotoAndPlay(72); }  
res14_btn.onRollOver = function() { gotoAndPlay(73); }  
res15_btn.onRollOver = function() { gotoAndPlay(74); }  
res16_btn.onRollOver = function() { gotoAndPlay(75); }  
res17_btn.onRollOver = function() { gotoAndPlay(76); }  
res18_btn.onRollOver = function() { gotoAndPlay(77); }  
stop();
```