

The Industrial Revolution (ActionScript 3.0) Full Code

// 1. Main Application

```
import fl.transitions.Tween;
import fl.transitions.easing.*;

stop();

foregroundPlate.x = 0;
backgroundPlate.x = 0;

scrollButton_mc.buttonMode = false;
scrollButton_mc.alpha = 0;
backgroundPlate.onSwitch.buttonMode = true;
backgroundPlate.offSwitch.buttonMode = true;

var bgSpeed:Number = 2;
var fgSpeed:Number = 2.65;

helpBtn.addEventListener(MouseEvent.CLICK, displayHelp);
helpBtn.addEventListener(MouseEvent.CLICK, stopScroll);

function displayHelp (event:MouseEvent):void {
    helpBtn.visible = false;
    closeHelpBtn.visible = true;
    helpMovie.play();
}

closeHelpBtn.addEventListener(MouseEvent.CLICK, closeHelp);
closeHelpBtn.addEventListener(MouseEvent.CLICK, startScroll);

function closeHelp(event:MouseEvent):void {
    closeHelpBtn.visible = false;
    helpMovie.gotoAndStop(1);
    helpBtn.visible = true;
}

stage.addEventListener(Event.ENTER_FRAME, startScroll);
backgroundPlate.onSwitch.addEventListener(MouseEvent.CLICK, startScroll);

backgroundPlate.stopButtonArea.addEventListener(MouseEvent.MOUSE_OUT, startScroll);
foregroundPlate.sceneOneReset.addEventListener(MouseEvent.CLICK, startScroll);
foregroundPlate.sceneTwoReset.addEventListener(MouseEvent.CLICK, startScroll);
foregroundPlate.sceneThreeReset.addEventListener(MouseEvent.CLICK, startScroll);
foregroundPlate.sceneFourReset.addEventListener(MouseEvent.CLICK, startScroll);
foregroundPlate.sceneFiveReset.addEventListener(MouseEvent.CLICK, startScroll);

backgroundPlate.stopButtonArea.addEventListener(MouseEvent.MOUSE_OVER, stopScroll);
backgroundPlate.offSwitch.addEventListener(MouseEvent.CLICK, stopScroll);
foregroundPlate.sceneOneActivate.addEventListener(MouseEvent.CLICK, stopScroll);
foregroundPlate.sceneTwoActivate.addEventListener(MouseEvent.CLICK, stopScroll);
foregroundPlate.sceneThreeActivate.addEventListener(MouseEvent.CLICK, stopScroll);
foregroundPlate.sceneFourActivate.addEventListener(MouseEvent.CLICK, stopScroll);
foregroundPlate.sceneFiveActivate.addEventListener(MouseEvent.CLICK, stopScroll);
```

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```
function stopScroll(event:Event):void {
    stage.removeEventListener(Event.ENTER_FRAME, startScroll);
    backgroundPlate.removeEventListener(Event.ENTER_FRAME, backgroundScroll);
    foregroundPlate.removeEventListener(Event.ENTER_FRAME, foregroundScroll);
}

function startScroll (event:Event):void {
    backgroundPlate.addEventListener(Event.ENTER_FRAME, backgroundScroll);
    foregroundPlate.addEventListener(Event.ENTER_FRAME, foregroundScroll);
}

function backgroundScroll(event:Event):void {
    event.target.x -= event.target.parent.scrollButton_mc.mouseX * bgSpeed;
}

function foregroundScroll(event:Event):void {
    event.target.x -= event.target.parent.scrollButton_mc.mouseX * fgSpeed;
}

backgroundPlate.homeBtn.addEventListener(MouseEvent.CLICK, jumpTo);

function jumpTo(event:Event):void {

    switch (event.target){

        case backgroundPlate.homeBtn:
            var homeAni:Tween;
            var homeAni2:Tween;

{
homeAni = new Tween(backgroundPlate, "x", Regular.easeInOut, backgroundPlate.x, 0, 31);
}
{
homeAni2 = new Tween(foregroundPlate, "x", Regular.easeInOut, foregroundPlate.x, 0, 31);
}

            break;
        }
    }
}
```

// 1.1 - Forground MovieClip Actions

```
var loader:Loader = new Loader();

var scenePercent:TextField = new TextField();
addChild(scenePercent);

var siteFormat:TextFormat = new TextFormat();
siteFormat.size = 14;
siteFormat.color = 0xffffffff;
scenePercent.defaultTextFormat = siteFormat;

scenePercent.visible = false;
scenePercent.width = 300;

loader.contentLoaderInfo.addEventListener(Event.OPEN, showOpen);
loader.contentLoaderInfo.addEventListener(ProgressEvent.PROGRESS, showProgress);
```

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```
loader.contentLoaderInfo.addEventListener(Event.COMPLETE, showComplete);

function showOpen(event:Event):void {
    scenePercent.text = "Loading: 0%";
}

function showProgress(event:ProgressEvent):void {
    var percent:Number = event.bytesLoaded / event.bytesTotal * 100;
    scenePercent.text = "Loading: " + (Math.round(percent)) + "%";
}

function showComplete(event:Event):void {
    scenePercent.visible = false;
}

var sceneOne:Sprite = new Sprite();
var sceneTwo:Sprite = new Sprite();
var sceneThree:Sprite = new Sprite();
var sceneFour:Sprite = new Sprite();
var sceneFive:Sprite = new Sprite();

addChild(sceneOne);
addChild(sceneTwo);
addChild(sceneThree);
addChild(sceneFour);
addChild(sceneFive);

sceneOneReset.visible = false;
sceneTwoReset.visible = false;
sceneThreeReset.visible = false;
sceneFourReset.visible = false;
sceneFiveReset.visible = false;

sceneOneReset.buttonMode = false;
sceneTwoReset.buttonMode = false;
sceneThreeReset.buttonMode = false;
sceneFourReset.buttonMode = false;
sceneFiveReset.buttonMode = false;

// -- Scene Event Buttons -- //

sceneOneActivate.buttonMode = true;
sceneTwoActivate.buttonMode = true;
sceneThreeActivate.buttonMode = true;
sceneFourActivate.buttonMode = true;
sceneFiveActivate.buttonMode = true;

sceneOneActivate.addEventListener(MouseEvent.CLICK, loadSection1);
sceneOneActivate.addEventListener(MouseEvent.MOUSE_OVER, overSection1);
sceneOneActivate.addEventListener(MouseEvent.MOUSE_OUT, outSection1);

sceneTwoActivate.addEventListener(MouseEvent.CLICK, loadSection2);
sceneTwoActivate.addEventListener(MouseEvent.MOUSE_OVER, overSection2);
sceneTwoActivate.addEventListener(MouseEvent.MOUSE_OUT, outSection2);

sceneThreeActivate.addEventListener(MouseEvent.CLICK, loadSection3);
sceneThreeActivate.addEventListener(MouseEvent.MOUSE_OVER, overSection3);
```

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```
sceneThreeActivate.addEventListener(MouseEvent.MOUSE_OUT, outSection3);

sceneFourActivate.addEventListener(MouseEvent.CLICK, loadSection4);

sceneFiveActivate.addEventListener(MouseEvent.CLICK, loadSection5);

sceneOneReset.addEventListener(MouseEvent.CLICK, removeSection1);
sceneTwoReset.addEventListener(MouseEvent.CLICK, removeSection2);
sceneThreeReset.addEventListener(MouseEvent.CLICK, removeSection3);
sceneFourReset.addEventListener(MouseEvent.CLICK, removeSection4);
sceneFiveReset.addEventListener(MouseEvent.CLICK, removeSection5);

function loadSection1(event:MouseEvent):void {
    sceneOneActivate.visible = false;
    sceneOneActivate.buttonMode = false;
    sceneOneReset.visible = true;
    sceneOneReset.buttonMode = true;
    sceneOne.x = 0;
    sceneOne.y = 0;
    sceneOne.addChild(loader);
    loader.load(new URLRequest("assemblyLine.swf"));
    scenePercent.visible = true;
    scenePercent.x = 450;
    scenePercent.y = 240;
}

function removeSection1(event:MouseEvent):void {
    sceneOneActivate.visible = true;
    sceneOneActivate.buttonMode = true;
    sceneOneReset.visible = false;
    sceneOneReset.buttonMode = false;
    sceneOne.removeChild(loader);
}

function overSection1(event:MouseEvent):void {
    sceneOneActivate.gotoAndPlay(63);
}

function outSection1(event:MouseEvent):void {
    sceneOneActivate.gotoAndPlay(1);
}

// Section Two Functions //

function loadSection2(event:MouseEvent):void {
    root.backgroundPlate.engineAnimation.visible = false;
    sceneTwoActivate.visible = false;
    sceneTwoActivate.buttonMode = false;
    sceneTwoReset.visible = true;
    sceneTwoReset.buttonMode = true;
    sceneTwo.x = 1000;
    sceneTwo.y = 0;
    sceneTwo.addChild(loader);
    loader.load(new URLRequest("steamEngine.swf"));
    scenePercent.visible = true;
    scenePercent.x = 1750;
    scenePercent.y = 240;
```

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```
}

function removeSection2(event:MouseEvent):void {
    root.backgroundPlate.engineAnimation.visible = true;
    sceneTwoActivate.visible = true;
    sceneTwoActivate.buttonMode = true;
    sceneTwoReset.visible = false;
    sceneTwoReset.buttonMode = false;
    sceneTwo.removeChild(loader);
}

function overSection2(event:MouseEvent):void {
    sceneTwoActivate.gotoAndPlay(63);
}

function outSection2(event:MouseEvent):void {
    sceneTwoActivate.gotoAndPlay(1);
}

// Section Three Functions //

function loadSection3(event:MouseEvent):void {
    sceneThreeActivate.alpha = 0.25;
    sceneThreeActivate.buttonMode = false;
    sceneThreeReset.visible = true;
    sceneThreeReset.buttonMode = true;
    sceneThree.x = 2500;
    sceneThree.y = 0;
    sceneThree.addChild(loader);
    loader.load(new URLRequest("textiles.swf"));
    scenePercent.visible = true;
    scenePercent.x = 2750;
    scenePercent.y = 240;
}

function removeSection3(event:MouseEvent):void {
    sceneThreeActivate.alpha = 1.0;
    sceneThreeActivate.buttonMode = true;
    sceneThreeReset.visible = false;
    sceneThreeReset.buttonMode = false;
    sceneThree.removeChild(loader);
}

function overSection3(event:MouseEvent):void {
    sceneThreeActivate.gotoAndPlay(63);
}

function outSection3(event:MouseEvent):void {
    sceneThreeActivate.gotoAndPlay(1);
}

// Section Four Functions //

function loadSection4(event:MouseEvent):void {
    sceneFourActivate.buttonMode = false;
    sceneFourActivate.visible = false;
    sceneFourMisc.visible = false;
}
```

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```
        sceneFourReset.visible = true;
        sceneFourReset.buttonMode = true;
        sceneFour.x = 4238;
        sceneFour.y = 0;
        sceneFour.addChild(loader);
        loader.load(new URLRequest("chemicals.swf"));
        scenePercent.visible = true;
        scenePercent.x = 4555;
        scenePercent.y = 225;
    }

    function removeSection4(event:MouseEvent):void {
        sceneFourActivate.buttonMode = true;
        sceneFourActivate.visible = true;
        sceneFourMisc.visible = true;
        sceneFourReset.visible = false;
        sceneFourReset.buttonMode = false;
        sceneFour.removeChild(loader);
    }

    // Section Five Functions //

    function loadSection5(event:MouseEvent):void {
        sceneFiveActivate.buttonMode = false;
        sceneFiveActivate.visible = false;
        sceneFiveReset.visible = true;
        sceneFiveReset.buttonMode = true;
        sceneFive.x = 3500;
        sceneFive.y = 0;
        sceneFive.addChild(loader);
        loader.load(new URLRequest("communication.swf"));
        scenePercent.visible = true;
        scenePercent.x = 3700;
        scenePercent.y = 225;
    }

    function removeSection5(event:MouseEvent):void {
        sceneFiveActivate.buttonMode = true;
        sceneFiveActivate.visible = true;
        sceneFiveReset.visible = false;
        sceneFiveReset.buttonMode = false;
        sceneFive.removeChild(loader);
    }
}
```

// 2. Intro Actions

```
stop();

// Load the main project file:
var globalLoader:Loader = new Loader();
addChild(globalLoader);

var percentInfo_txt:TextField = new TextField();
addChild(percentInfo_txt);

var myFormat:TextFormat = new TextFormat();
var myFont:Font = new fontGeorgia();
```

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```
var mySprite:Sprite = new Sprite();
addChild(mySprite);

introArea.startBtn.addEventListener(MouseEvent.CLICK, runLoad);
function runLoad(event:MouseEvent):void {
    loadSwf();
}

introArea.visible = true;

function loadSwf():void {

    introArea.visible = false;

    myFormat.size = 30;
    myFormat.color = 0x666666;
    myFormat.font = myFont.fontName;
    percentInfo_txt.defaultTextFormat = myFormat;

    percentInfo_txt.visible = true;
    percentInfo_txt.x = stage.width / 2 - (percentInfo_txt.width + 100);
    percentInfo_txt.y = 275;
    percentInfo_txt.width = 300;

    globalLoader.load(new URLRequest("project.swf"));
    globalLoader.contentLoaderInfo.addEventListener(Event.OPEN, showOpen);
    globalLoader.contentLoaderInfo.addEventListener(ProgressEvent.PROGRESS,
showProgress);
    globalLoader.contentLoaderInfo.addEventListener(Event.COMPLETE, showComplete);

    function showOpen(event:Event):void {
        percentInfo_txt.text = "Loading : 0%";
    }

    function showProgress(event:ProgressEvent):void {
        var percent:Number = event.bytesLoaded / event.bytesTotal * 100;
        percentInfo_txt.text = "Loading: " + (Math.round(percent)) + "%";
    }

    function showComplete(event:Event):void {
        percentInfo_txt.visible = false;
        gears.visible = false;
    }
}

// 3. Assembly Line

box.buttonMode = true;
box.visible = true;

box.addEventListener(MouseEvent.MOUSE_DOWN, dragIt);
box.addEventListener(MouseEvent.MOUSE_UP, dropIt);

function dragIt(event:MouseEvent):void {
    event.target.startDrag();
}
```

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```
function dropIt(event:MouseEvent):void {
    event.target.stopDrag();

    if(event.target.dropTarget != null && event.target.dropTarget.parent ==
hitBoxArea){
        event.target.visible = false;
        hitBoxArea.visible = false;
        animation.gotoAndPlay(5);
    } else {
        event.target.x = 10;
        event.target.y = 250;
    }
}
```

// 4. Chemicals

```
stop();

redBeaker.buttonMode = true;
yellowBeaker.buttonMode = true;
greenBeaker.buttonMode = true;
blueBeaker.buttonMode = true;

redBeaker.addEventListener(MouseEvent.CLICK, redDrag);
yellowBeaker.addEventListener(MouseEvent.CLICK, yellowDrag);
greenBeaker.addEventListener(MouseEvent.CLICK, greenDrag);
blueBeaker.addEventListener(MouseEvent.CLICK, blueDrag);

redBeaker.addEventListener(MouseEvent.CLICK, redDrop);
yellowBeaker.addEventListener(MouseEvent.CLICK, yellowDrop);
greenBeaker.addEventListener(MouseEvent.CLICK, greenDrop);
blueBeaker.addEventListener(MouseEvent.CLICK, blueDrop);

// --- Drag Functions --- //

function redDrag(event:Event):void {
    event.target.startDrag();
}

function yellowDrag(event:Event):void {
    event.target.startDrag();
}

function greenDrag(event:Event):void {
    event.target.startDrag();
}

function blueDrag(event:Event):void {
    event.target.startDrag();
}

// --- Drop Functions --- //
```

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```
function redDrop(event:Event):void {
    event.target.stopDrag();
    event.target.x = 358.6;
    event.target.y = 355.2;
    event.target.rotation = 0;

    var myHitPositionTop:DisplayObject = startAnimationArea;

    if(event.target.dropTarget != null && event.target.dropTarget.parent ==
myHitPositionTop){
        bunsonAnimation.gotoAndPlay(5);
        event.target.x = 358.6;
        event.target.y = 355.2;
        event.target.rotation = 0;
        event.target.alpha = 0.5;
    }
}

function yellowDrop(event:Event):void {
    event.target.stopDrag();
    event.target.x = 383.6;
    event.target.y = 316.4;
    event.target.rotation = 0;

    var myHitPositionTop:DisplayObject = startAnimationArea;

    if(event.target.dropTarget != null && event.target.dropTarget.parent ==
myHitPositionTop){
        bunsonAnimation.gotoAndPlay(40);
        event.target.x = 383.6;
        event.target.y = 316.4;
        event.target.rotation = 0;
        event.target.alpha = 0.5;
    }
}

function greenDrop(event:Event):void {
    event.target.stopDrag();
    event.target.x = 419.3;
    event.target.y = 341.9;
    event.target.rotation = 0;

    var myHitPositionTop:DisplayObject = startAnimationArea;

    if(event.target.dropTarget != null && event.target.dropTarget.parent ==
myHitPositionTop){
        bunsonAnimation.gotoAndPlay(75);
        event.target.x = 419.3;
        event.target.y = 341.9;
        event.target.rotation = 0;
        event.target.alpha = 0.5;
    }
}
```

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```
function blueDrop(event:Event):void {
    event.target.stopDrag();
    event.target.x = 454.3;
    event.target.y = 349.4;
    event.target.rotation = 0;

    var myHitPositionTop:DisplayObject = startAnimationArea;

    if(event.target.dropTarget != null && event.target.dropTarget.parent ==
myHitPositionTop){
        bunsonAnimation.gotoAndPlay(109);
        event.target.x = 454.3;
        event.target.y = 349.4;
        event.target.rotation = 0;
        event.target.alpha = 0.5;
    }
}
```

// 5. Communication

```
stop();

phonoGraphAnimation.addEventListener(MouseEvent.CLICK, playMusic);
phonoGraphAnimation.addEventListener(MouseEvent.CLICK, stopMusic);

function playMusic(event:MouseEvent):void {
    event.target.play();
}

function stopMusic(event:MouseEvent):void {
    event.target.gotoAndStop(1);
    event.target.stop();
}

// Keypress
stop();

stage.addEventListener(KeyboardEvent.KEY_DOWN, onKeyCommand);

function onKeyCommand(event:KeyboardEvent):void{
    switch (event.keyCode){
        case Keyboard.DOWN:
            play();
            break;
    }
}

var count:int;

if (count < 5){
    gotoAndPlay(16);
    count++;
} else {
    gotoAndStop(16);
    count = 0;
}
```

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```
// 6. Steam Engine

stop();

var fuel:Number = 0;

coalTop.buttonMode = true;
coalLeft.buttonMode = true;
coalRight.buttonMode = true;

coalTop.visible = true;
coalLeft.visible = true;
coalRight.visible = true;

coalTop.addEventListener(MouseEvent.CLICK, coalTopDrag);
coalLeft.addEventListener(MouseEvent.CLICK, coalLeftDrag);
coalRight.addEventListener(MouseEvent.CLICK, coalRightDrag);

coalTop.addEventListener(MouseEvent.CLICK, coalTopDrop);
coalLeft.addEventListener(MouseEvent.CLICK, coalLeftDrop);
coalRight.addEventListener(MouseEvent.CLICK, coalRightDrop);

// --- Drag Functions --- //

function coalTopDrag(event:Event):void {
    event.target.startDrag();
    furnaceAnimation.gotoAndStop(5);
}

function coalLeftDrag(event:Event):void {
    event.target.startDrag();
    furnaceAnimation.gotoAndStop(5);
}

function coalRightDrag(event:Event):void {
    event.target.startDrag();
    furnaceAnimation.gotoAndStop(5);
}

// --- Drop Functions --- //

function coalTopDrop(event:Event):void {
    event.target.stopDrag();
    event.target.x = 773.8;
    event.target.y = 425.3;

    var myHitPositionTop:DisplayObject = fireAnimation;

    if(event.target.dropTarget != null && event.target.dropTarget.parent ==
myHitPositionTop){
        fuel++;
        event.target.visible = false;
    }

    if(fuel == 1){
        fireAnimation.gotoAndPlay(5);
        engineAnimation.gotoAndPlay(2);
    }
}
```

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```
    } else if (fuel == 2){
        fireAnimation.gotoAndPlay(10);
        engineAnimation.gotoAndPlay(22);
    } else if (fuel == 3){
        fireAnimation.gotoAndPlay(15);
        engineAnimation.gotoAndPlay(33);
    }
}

function coalLeftDrop(event:Event):void {
    event.target.stopDrag();
    event.target.x = 758.5;
    event.target.y = 469.5;

    var myHitPositionLeft:DisplayObject = fireAnimation;

    if(event.target.dropTarget != null && event.target.dropTarget.parent ==
myHitPositionLeft){
        fuel++;
        event.target.visible = false;
    }

    if(fuel == 1){
        fireAnimation.gotoAndPlay(5);
        engineAnimation.gotoAndPlay(2);
    } else if (fuel == 2){
        fireAnimation.gotoAndPlay(10);
        engineAnimation.gotoAndPlay(22);
    } else if (fuel == 3){
        fireAnimation.gotoAndPlay(15);
        engineAnimation.gotoAndPlay(33);
    }
}

function coalRightDrop(event:Event):void {
    event.target.stopDrag();
    event.target.x = 819.8;
    event.target.y = 457.3;
    var myHitPositionRight:DisplayObject = fireAnimation;

    if(event.target.dropTarget != null && event.target.dropTarget.parent ==
myHitPositionRight){
        fuel++;
        event.target.visible = false;
    }

    if(fuel == 1){
        fireAnimation.gotoAndPlay(5);
        engineAnimation.gotoAndPlay(2);
    } else if (fuel == 2){
        fireAnimation.gotoAndPlay(10);
        engineAnimation.gotoAndPlay(22);
    } else if (fuel == 3){
        fireAnimation.gotoAndPlay(15);
        engineAnimation.gotoAndPlay(33);
    }
}
}
```

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// 7. Textiles

```
stop();

stage.addEventListener(KeyboardEvent.KEY_DOWN, onKeyPressed);

function onKeyPressed(event:KeyboardEvent):void{
    switch (event.keyCode){
        case Keyboard.LEFT:
            if(fabricAnimation.x >= 450) {
                fabricAnimation.x -= 1;
                fabricAnimation.prevFrame();
                sewerAnimation.stop();
            }
            break;
        case Keyboard.RIGHT:
            if(fabricAnimation.x <= 605){
                fabricAnimation.x += 1;
                fabricAnimation.nextFrame();
                sewerAnimation.play();
            } else {
                sewerAnimation.stop();
            }
            break;
    }
}
```