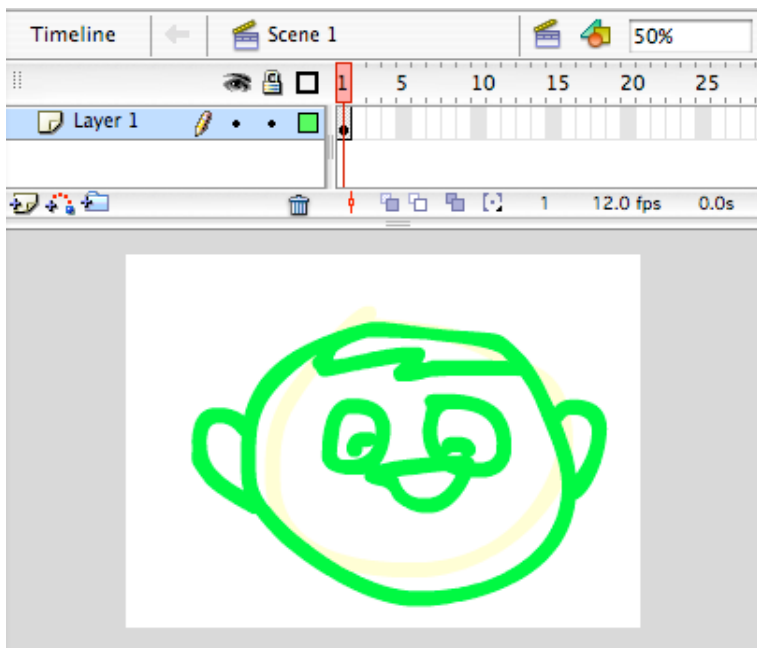
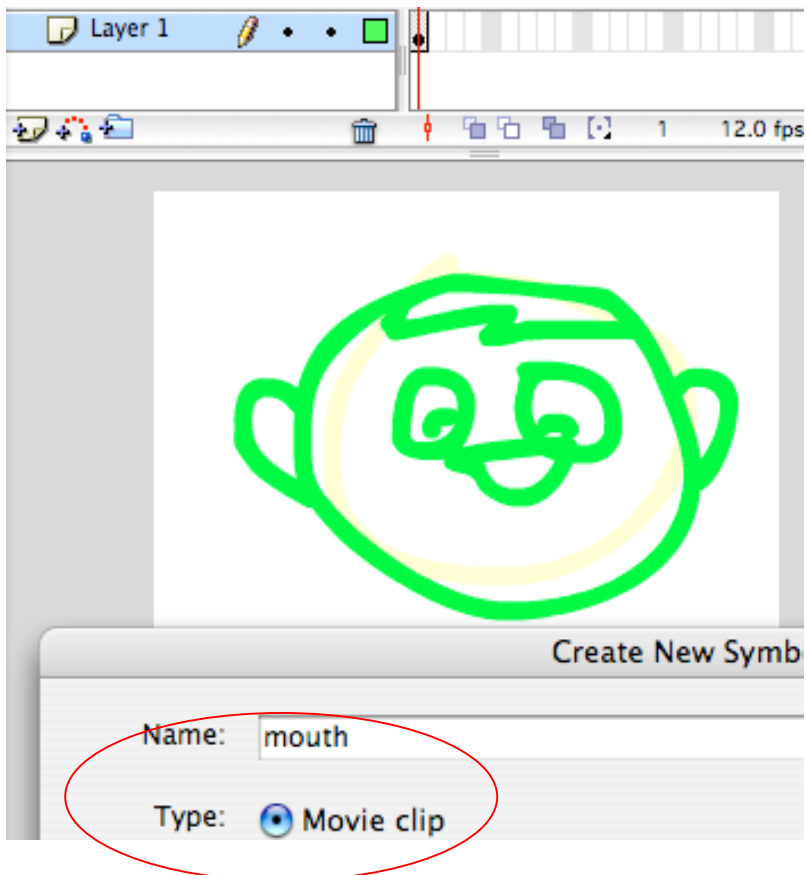


## Controlling a MovieClip Timeline from the Main Timeline and Adding Sound

1. Open Flash. Save frequently! Save frequently! Save frequently!
2. Draw a face, but leave the mouth off

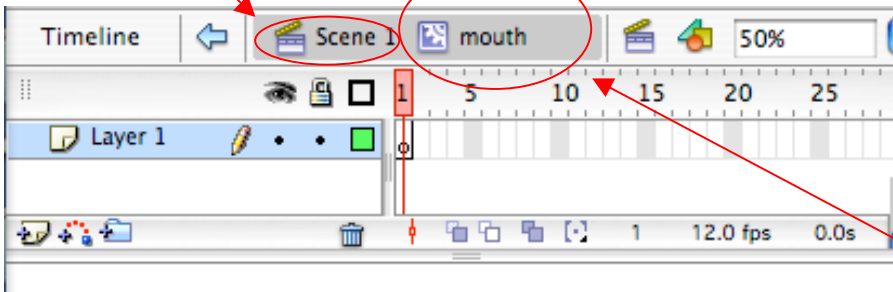


3. Insert a New Symbol. Make it a MovieClip. Name it "Mouth"



4. The Symbol timeline opens up and you see a blank scene and a registration point.

The Main timeline (root)

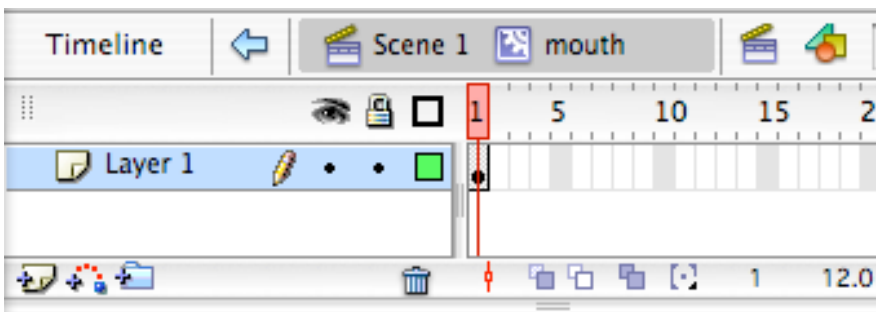


You can tell this is the MovieClip timeline when you see this symbol.

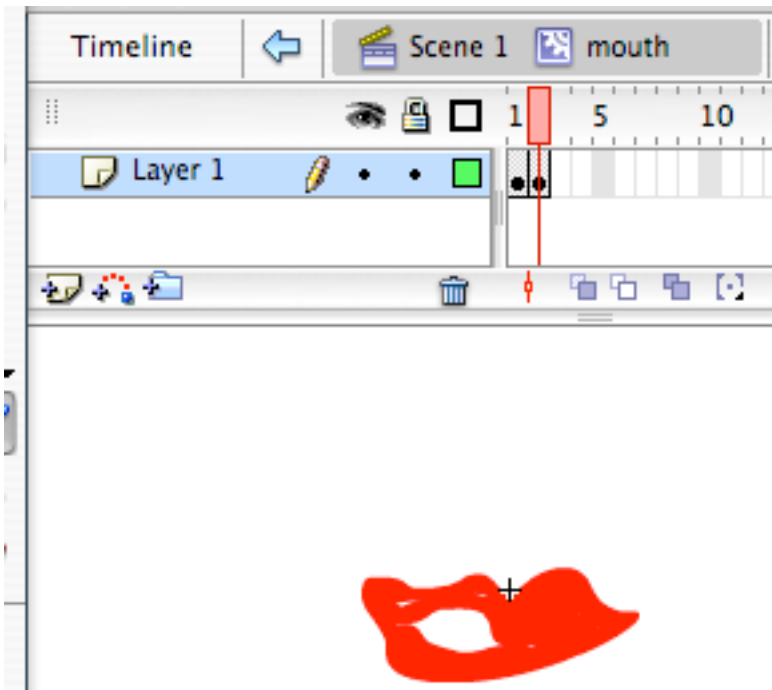
The registration point



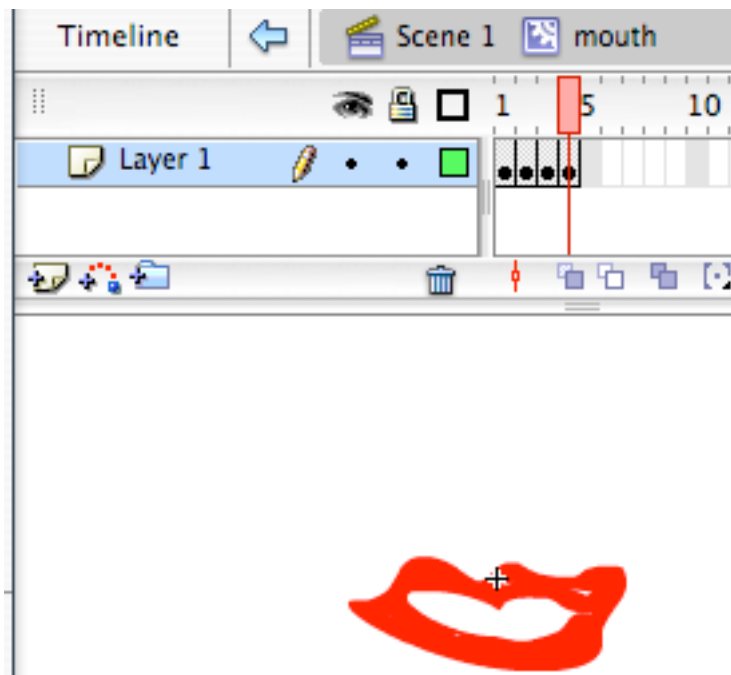
5. Draw a mouth.



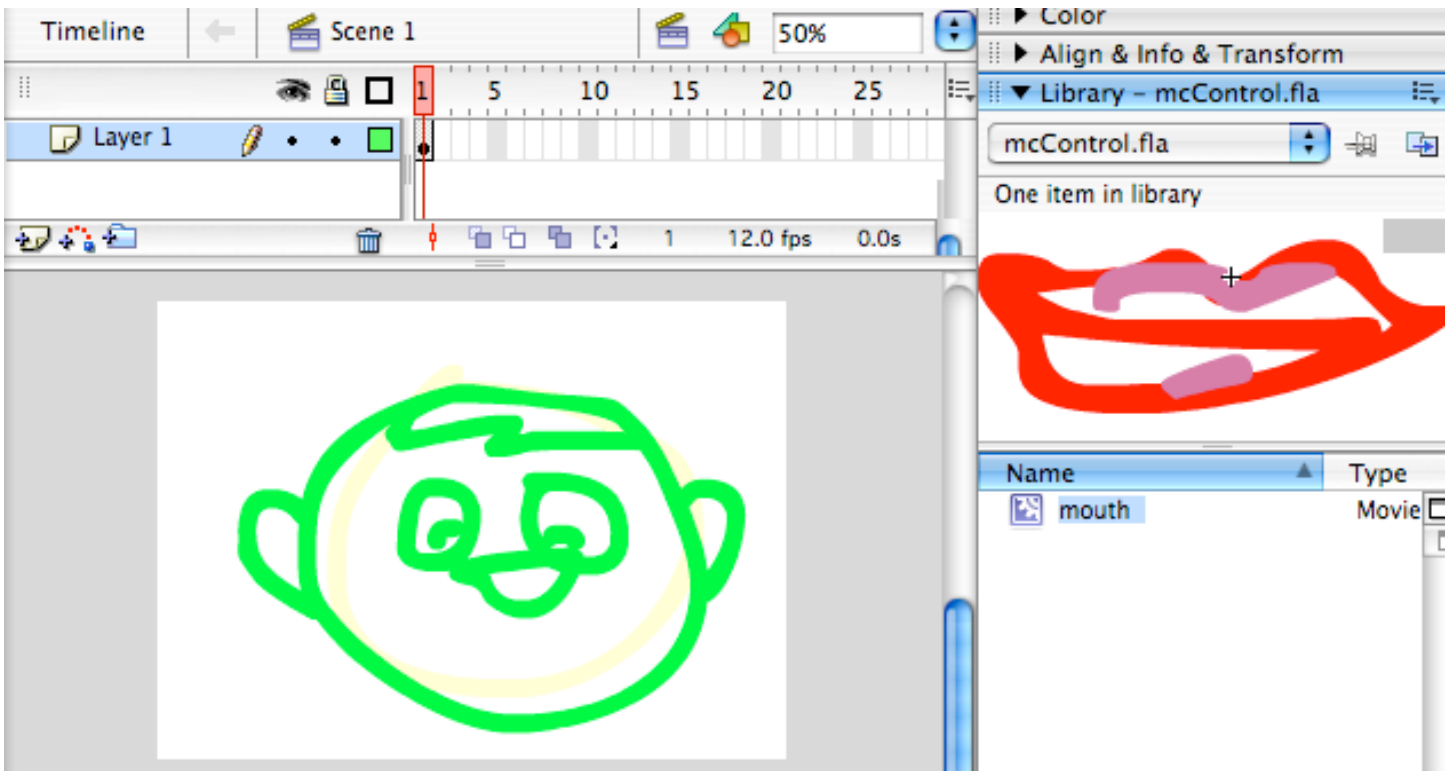
6. Insert a Keyframe on frame 2 and make a change or follow that lip synch handout I distributed in class.



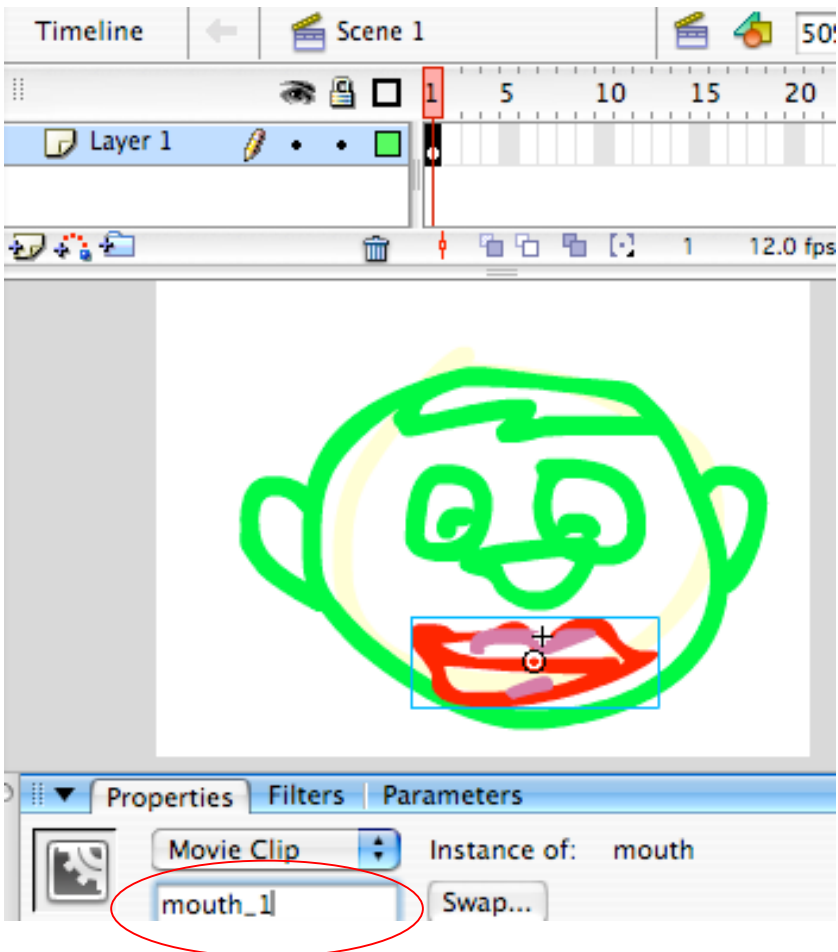
7. Do the same thing for a few more frames.



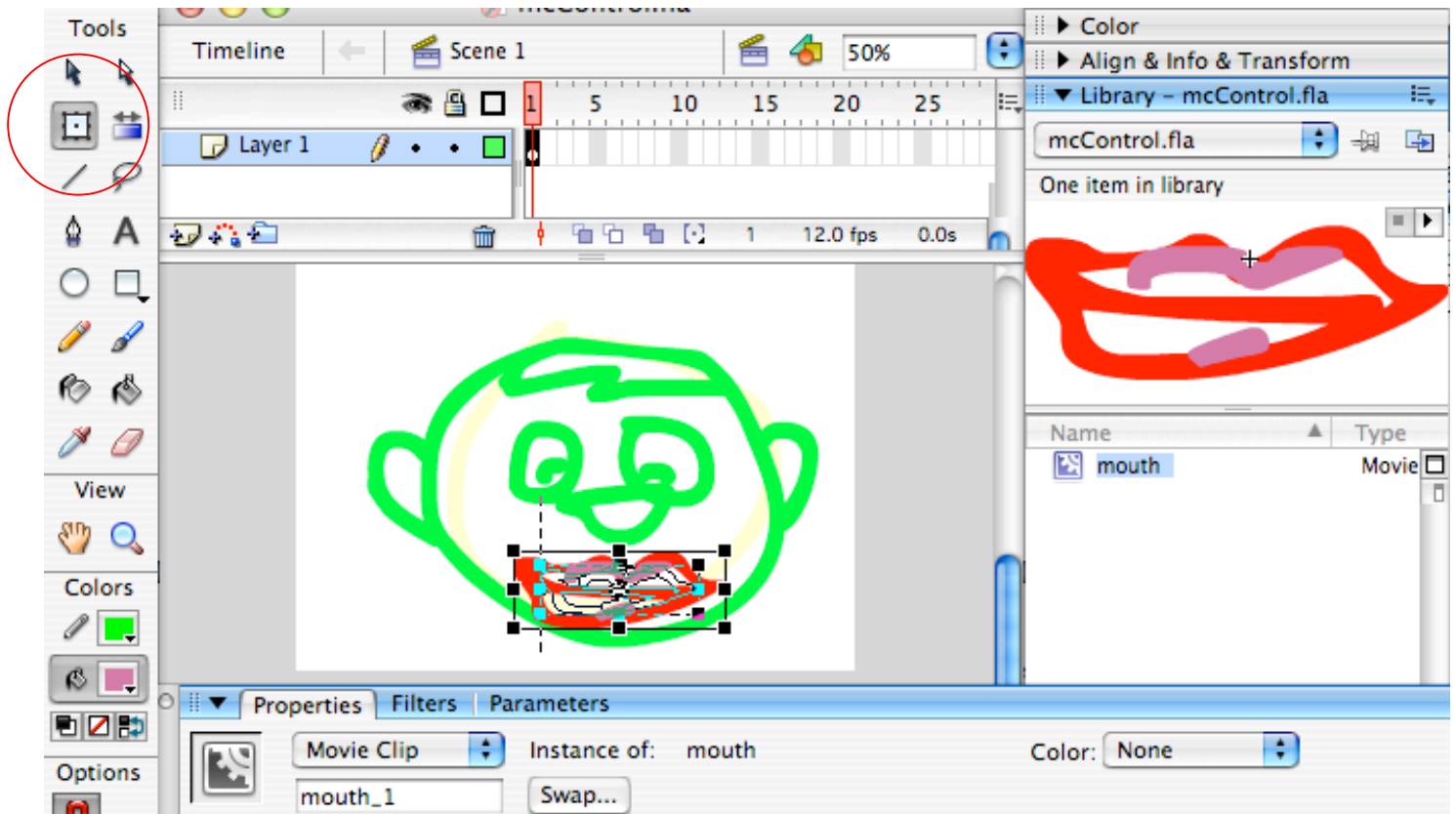
8. Go back to the main timeline (Scene1) that is also know as the root because everything grows out of it.



9. Drag the MovieClip onto the face. Name the instance in the Property Inspector, "mouth\_1"



10. If the mouth is too big, just resize it using the "Free Transform Tool."



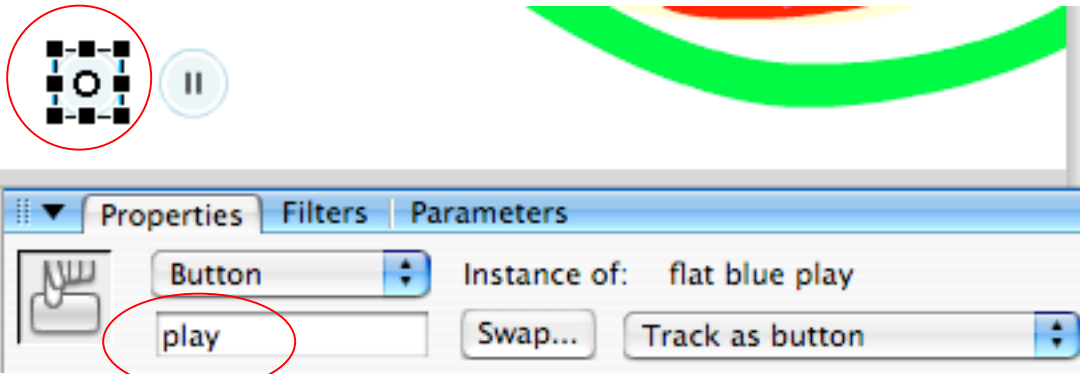
11. Add a second Layer to the movie. Call it "buttons." Rename layer 1 "face" then lock it.



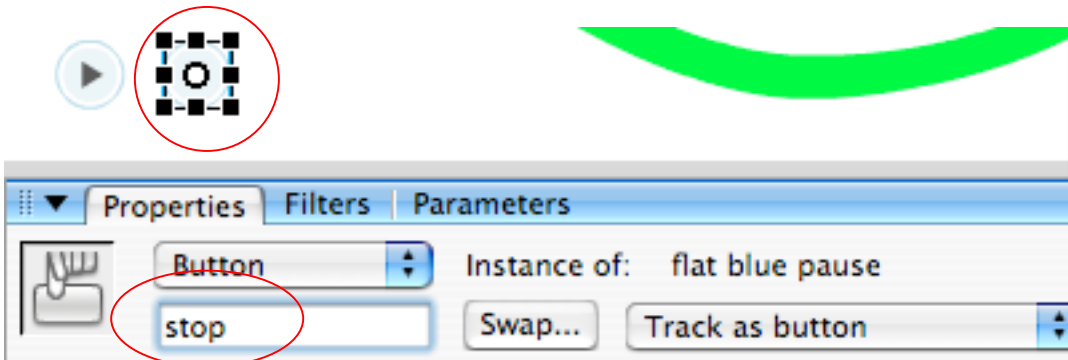
12. From the "common Libraries" choose two buttons for "play" and "pause."



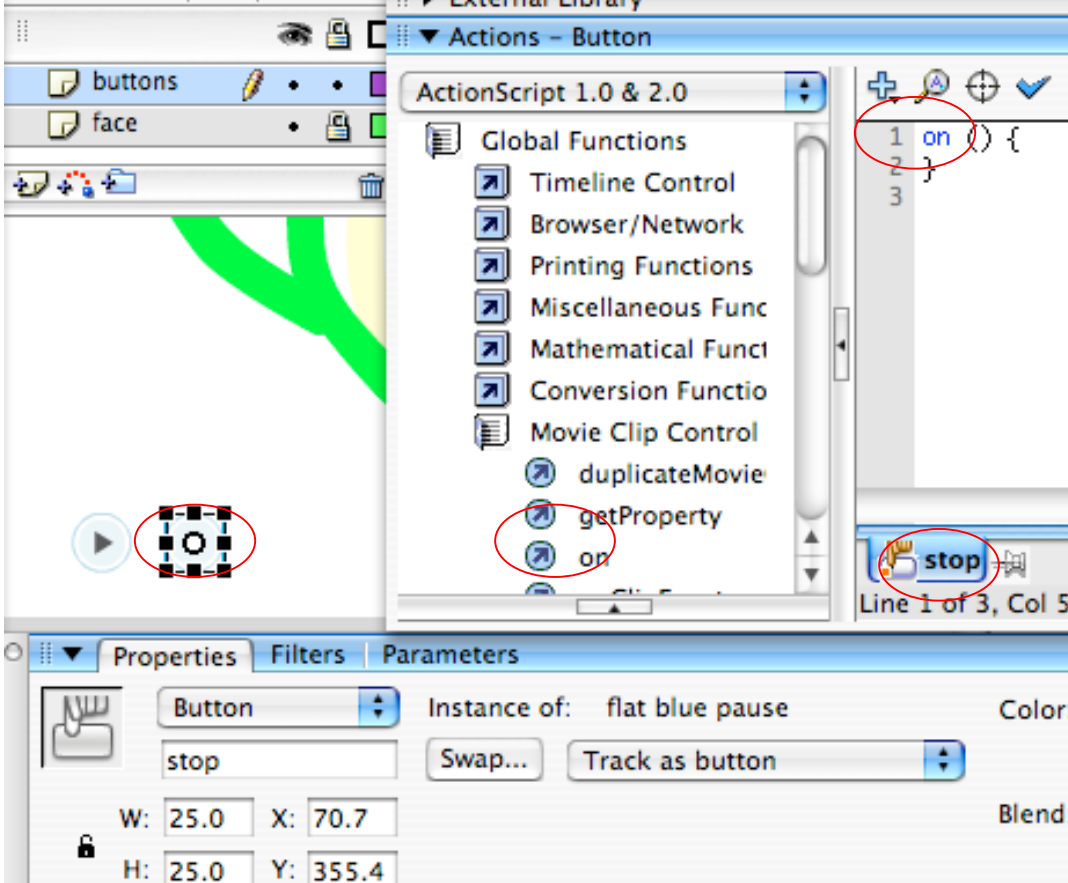
13. Name each instance. The "play button" call play.



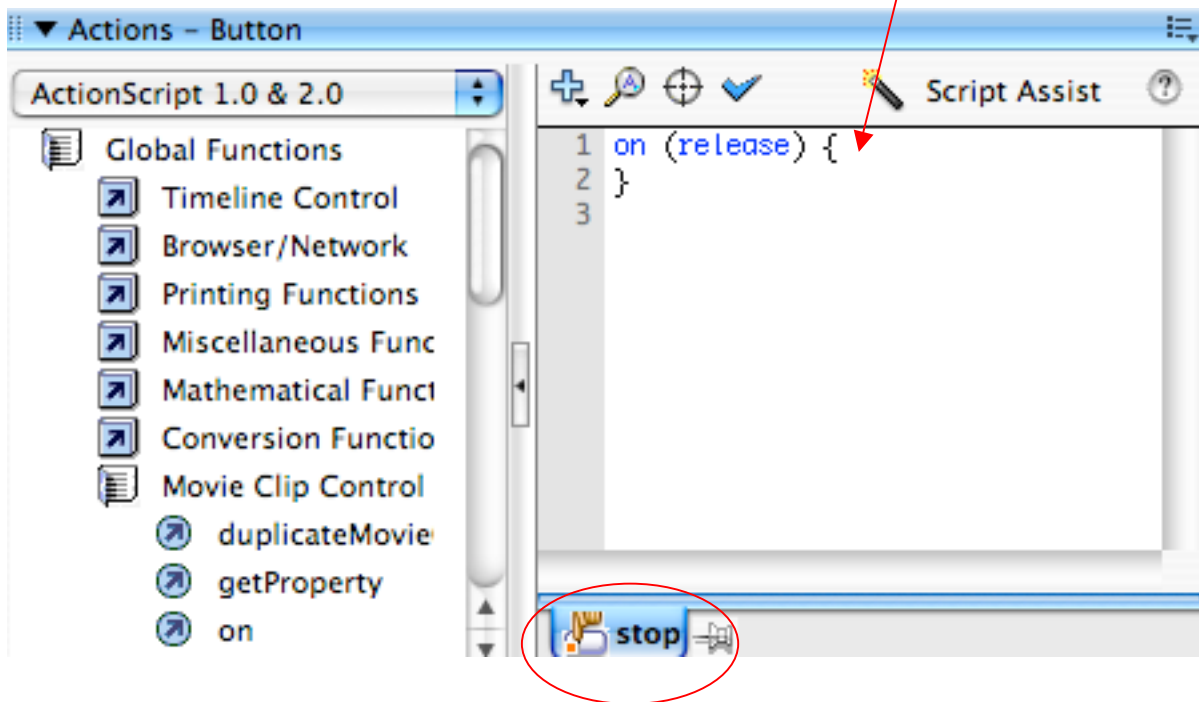
14. Same for the second button. Call it stop.



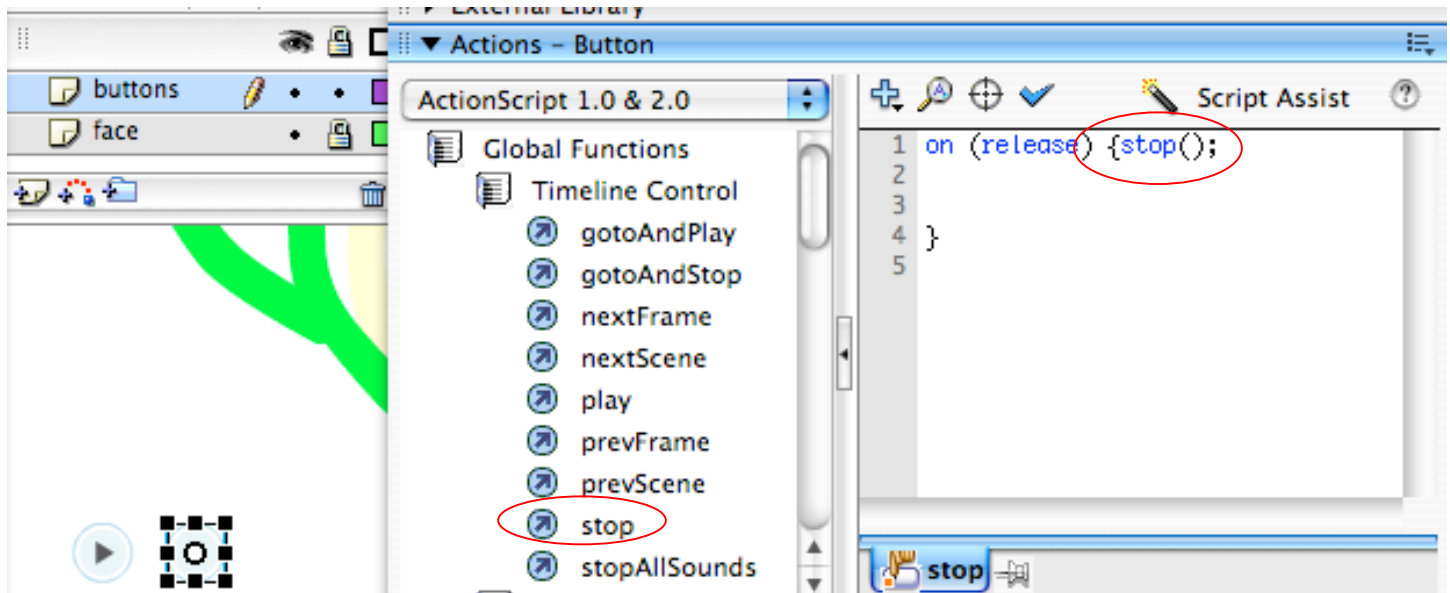
15. With the "Stop " button selected open the "Actions" panel and choose Movie Clip Control/On



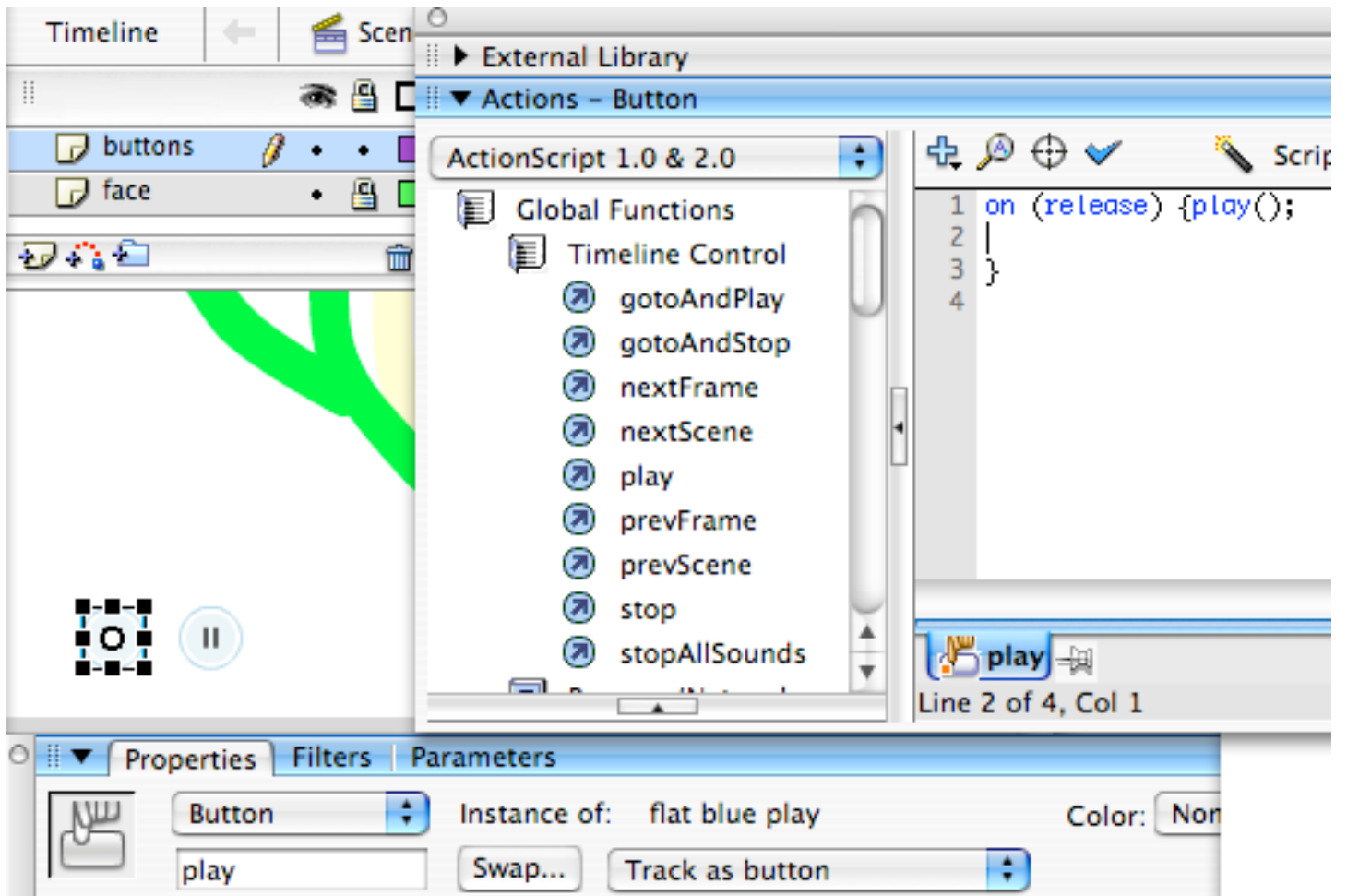
16. Movie Clip Control / release. Then put the cursor after the bracket.



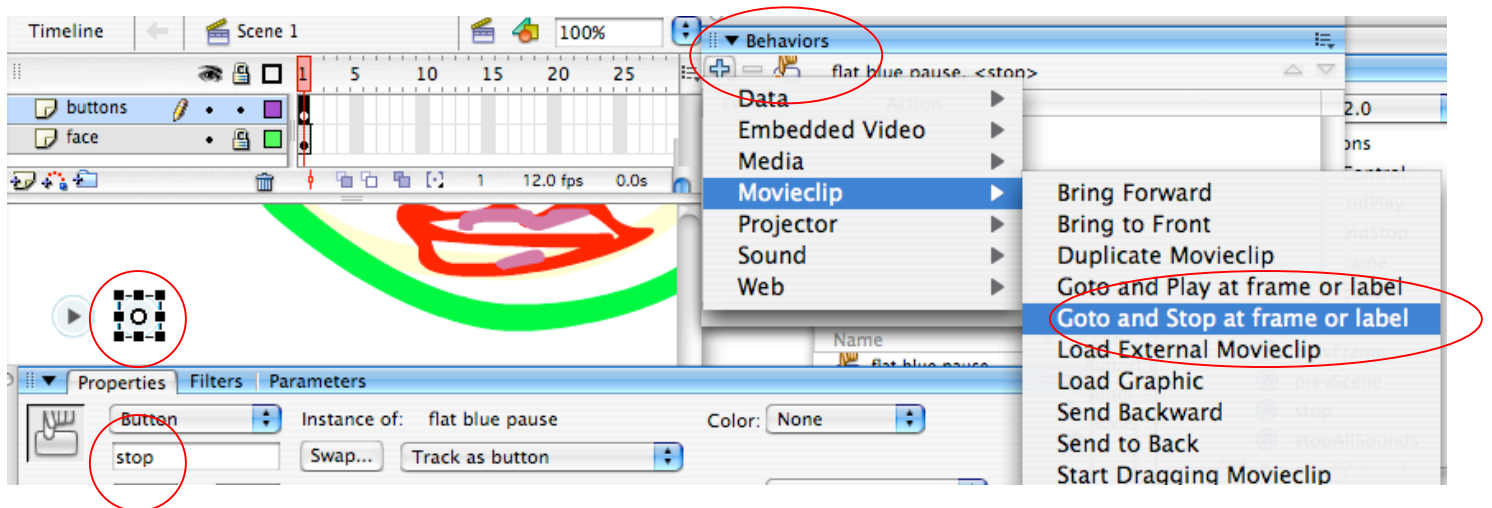
17. The Timeline Control/ stop



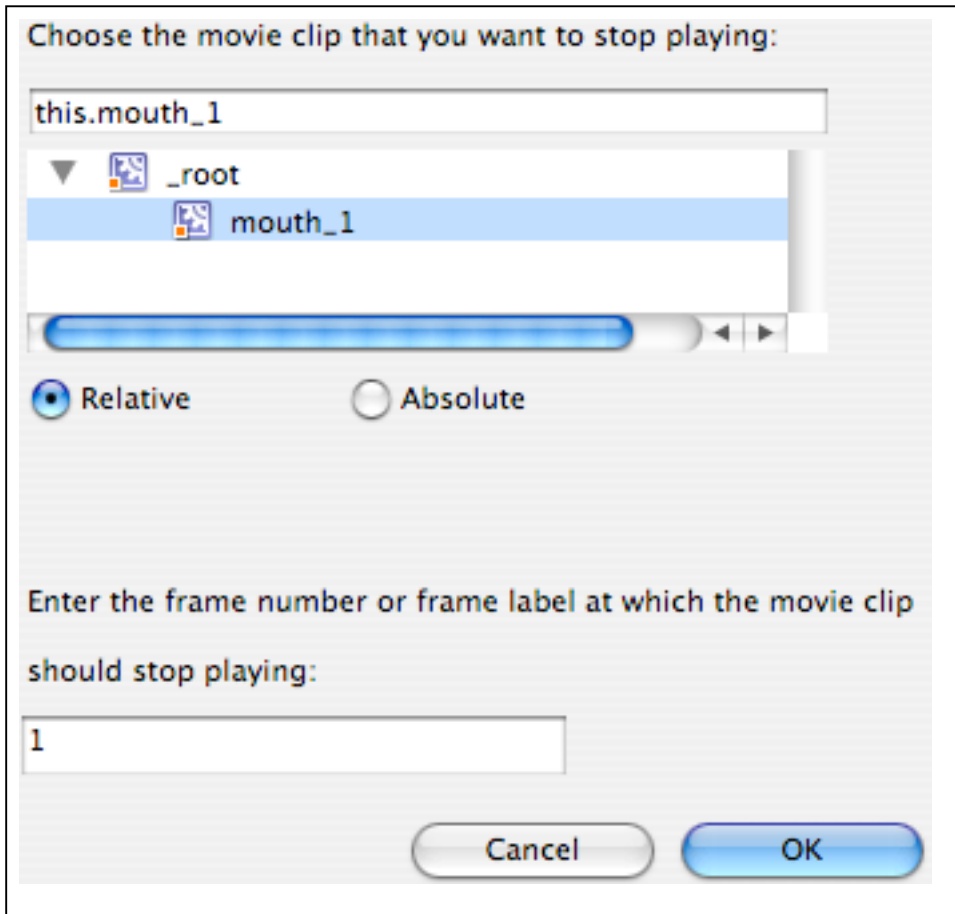
18. Do the same activity for the "play" button.



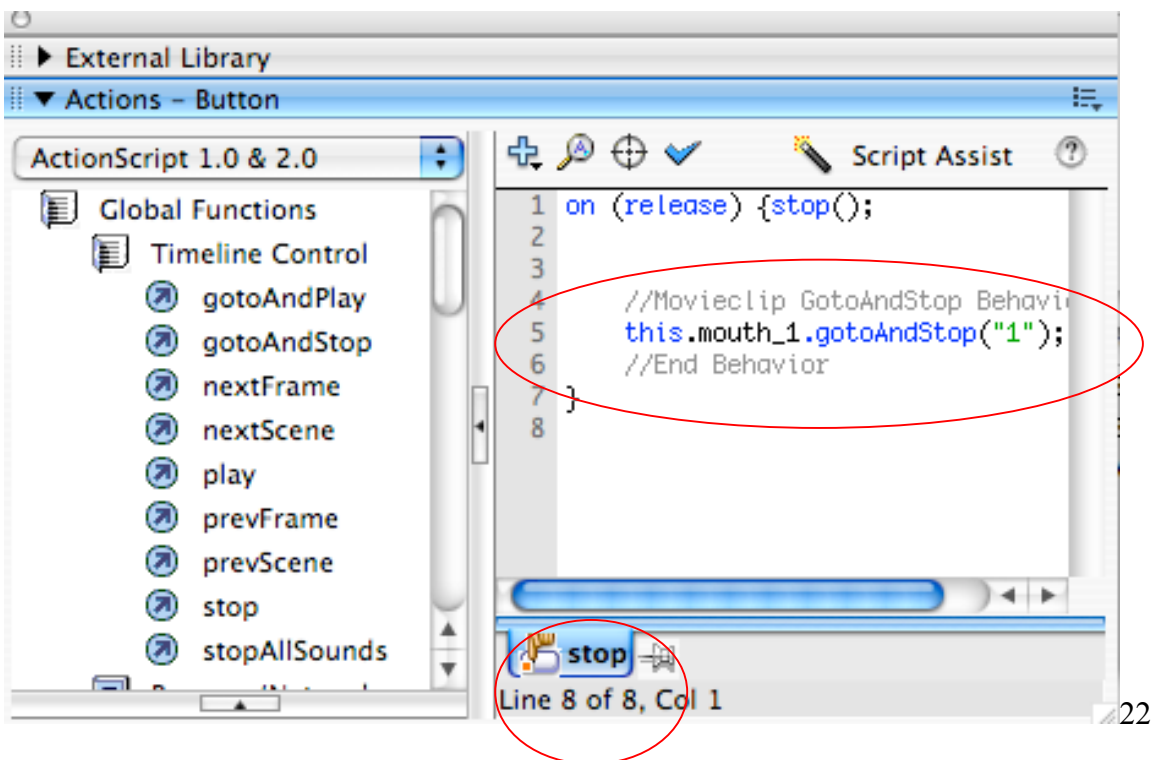
19. With the "stop" button selected go to the Window/Behaviors panel.  
Then click on the + sign/Movieclip/Goto and Stop at frame or label



20. The "root" is the Movie Clip on the main movie timeline. "mouth\_1" is the mouth movieclip with its own timeline we want to control. The default frame to stop playing at frame 1 of the "mouth\_1" Movie Clip timeline.



21. Notice how the Actionscript for the "stop" button has changed. Do the same for the "play" button.

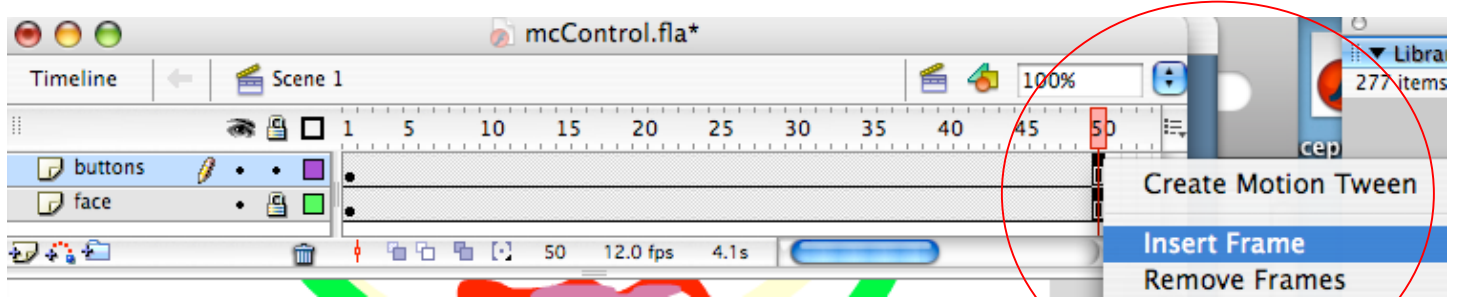


22. Go back to Scene 1 and Control/Test Movie.

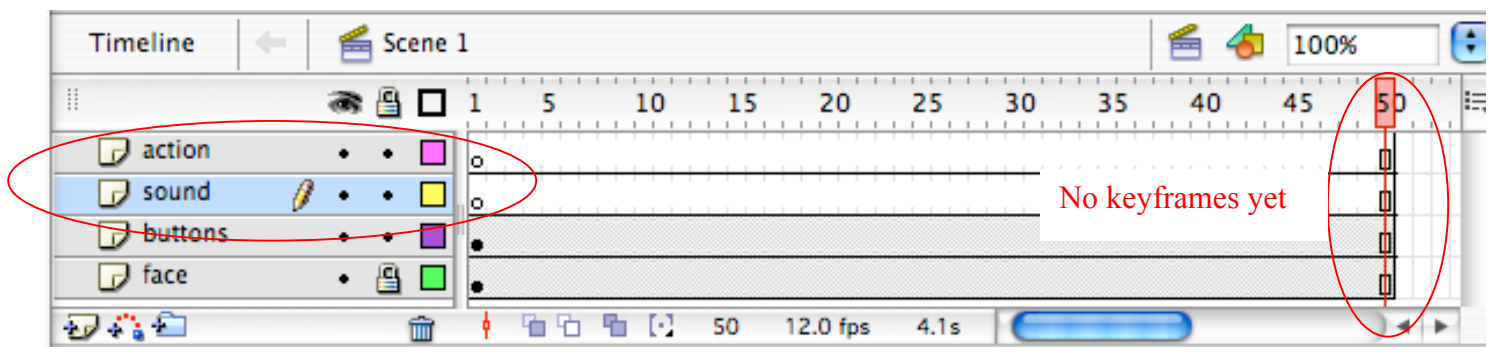
## Part 2 Adding sound to the main timeline.

23. Import the “Day” sound to the library.

24. On frame 50 Insert frame (not keyframe) on frame 60 of both layers.

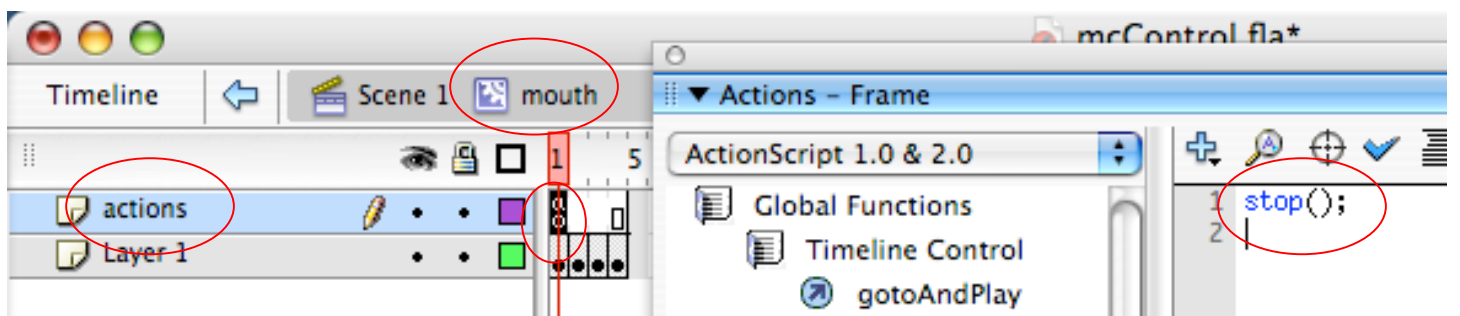


25. Add two more layers. One called "actionscript" and the other called "sound."

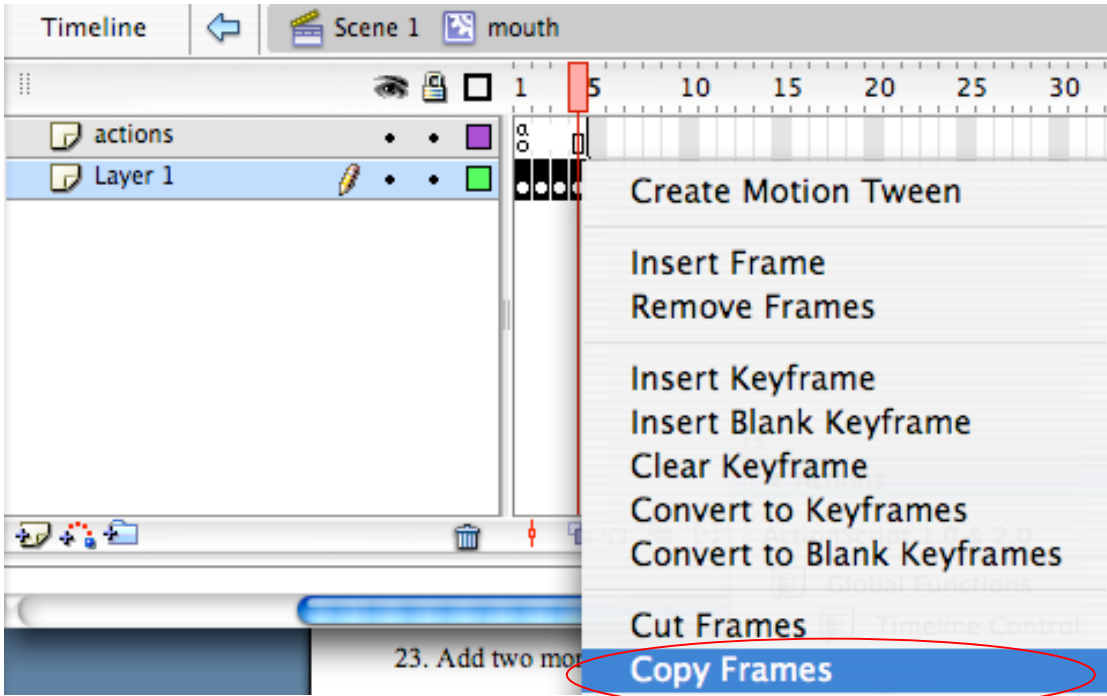


26. Put a “stop” action on frame 1 of the actions layer on the Scene 1 timeline.

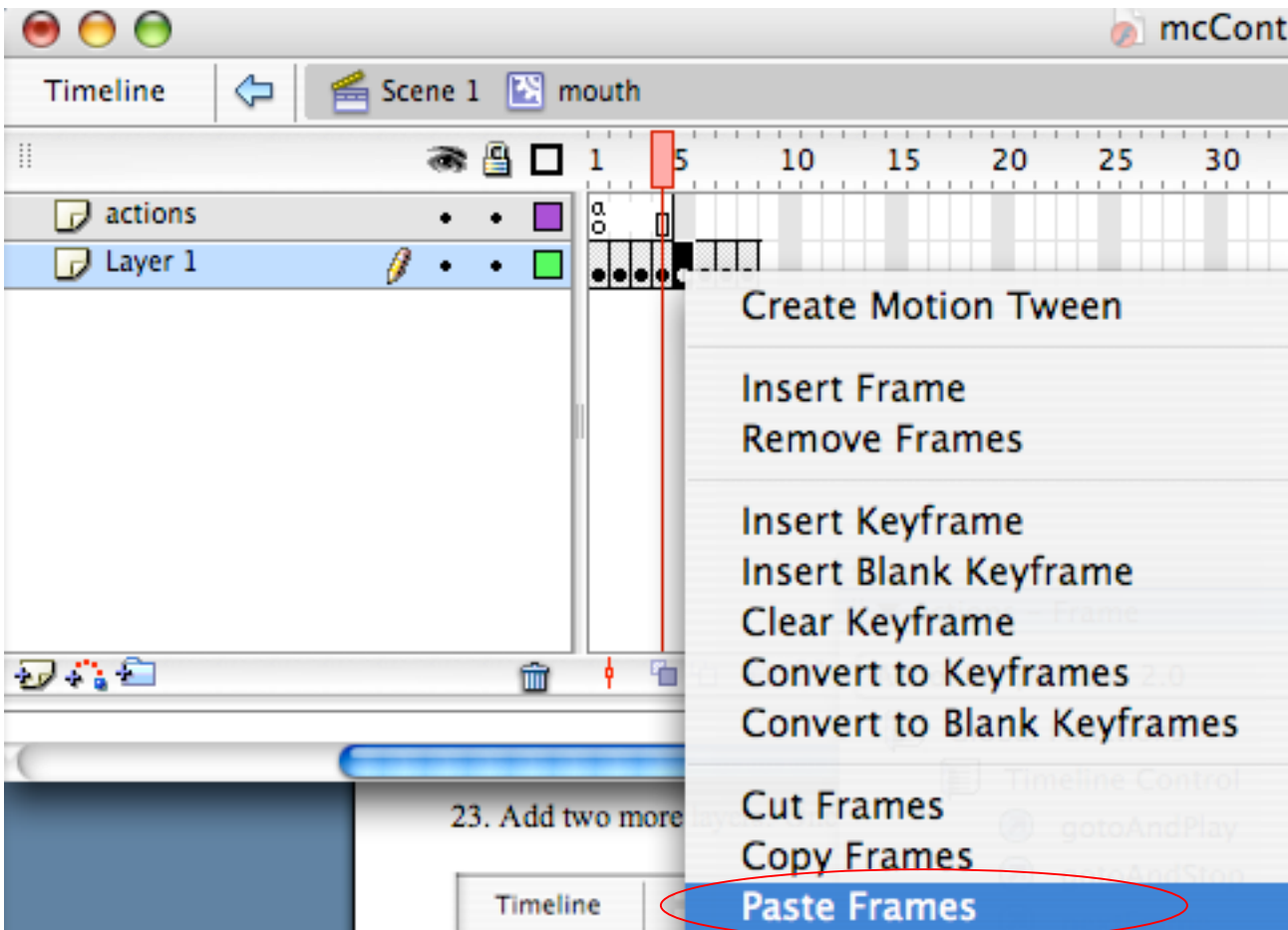
27. Here is a hard one. Open up the Mouth Movie Clip and add another layer, name it “actions” and put a “stop” action on frame 1.



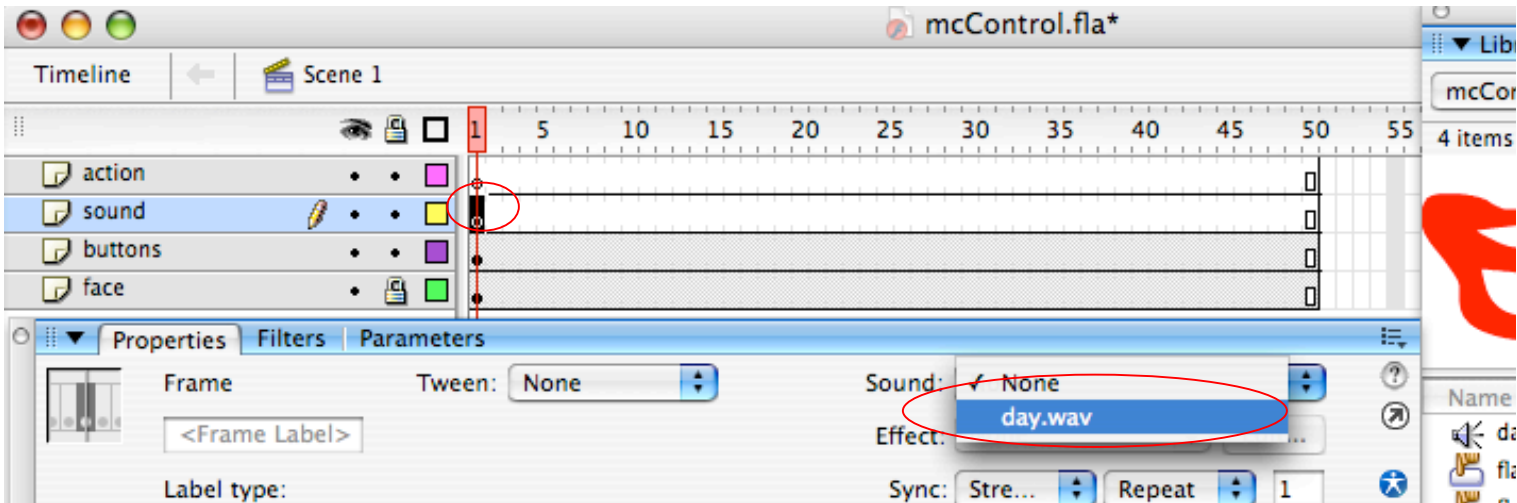
28. Shift/click and highlight the frames on the mouth Movie Clip timeline. Control Click on the highlighted frames and then “Copy Frames”



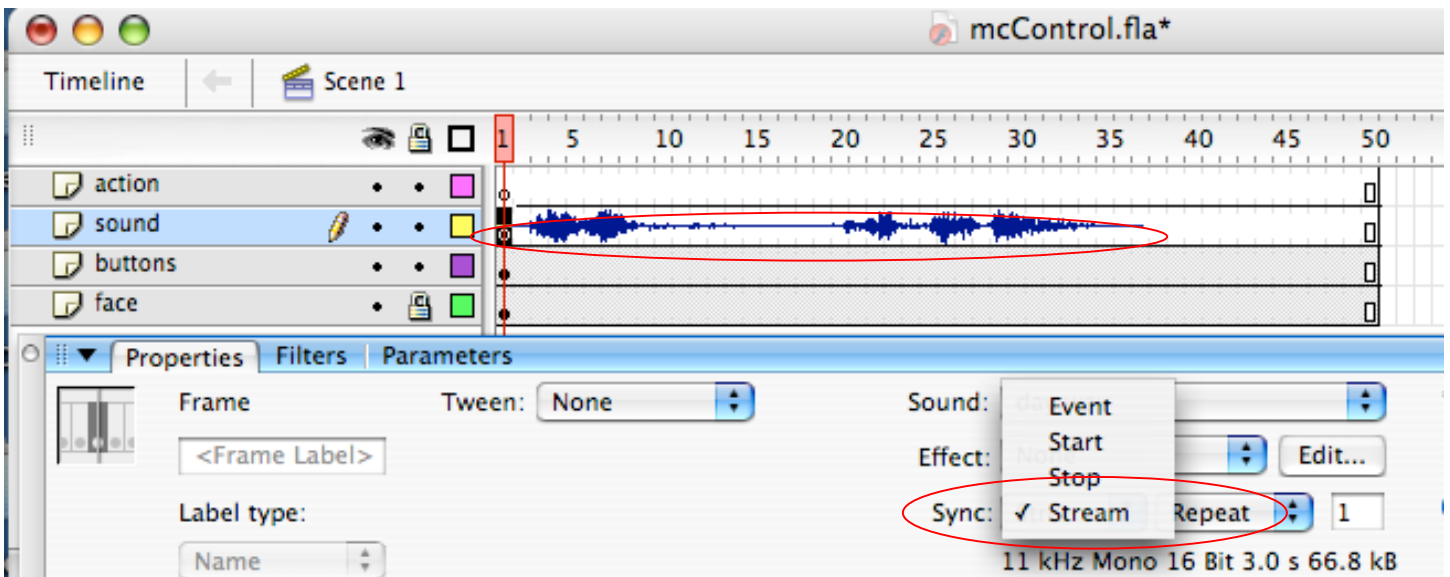
29. Go to the next empty frame, control click and “Paste Frames.” Do that until there are enough frames to play the movie till the sound stops.



30. Go back to the Main timeline (Scene 1) and click on the first frame of the “sound” layer. On the Property Inspector choose the “Day” sound.



31. This is what you'll see.



32. Add a “Stop” action to frame 1 of the action layer

33. Control/Test Movie. Bring the .fla to class