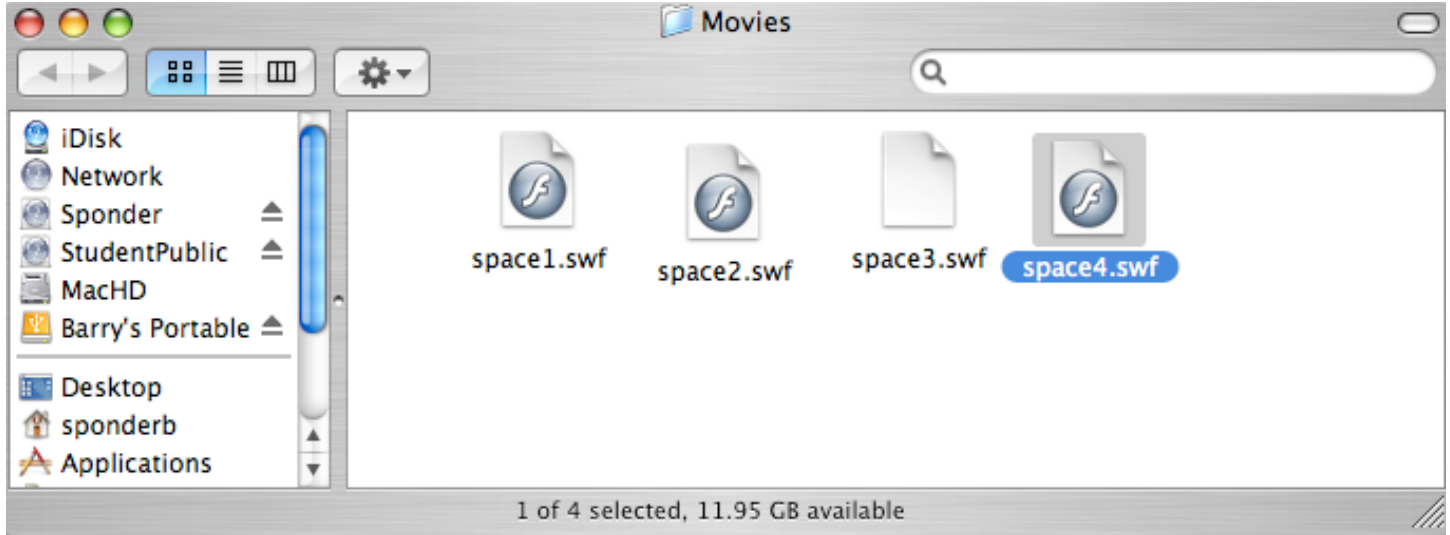


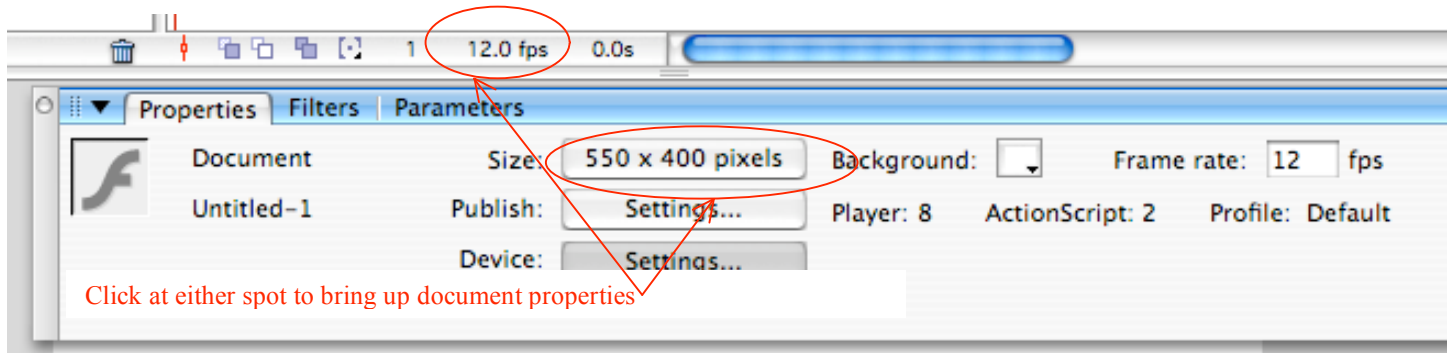
## How to Load Movies (.swf files) into other Movies

**Why:** It saves space, speeds the online loading process and makes it easier to move between different elements of your movie.

1. Get all of the movies you want to use and put them together in one file. Rename them if necessary to small names with NO spaces. Use underlines if necessary to connect words.



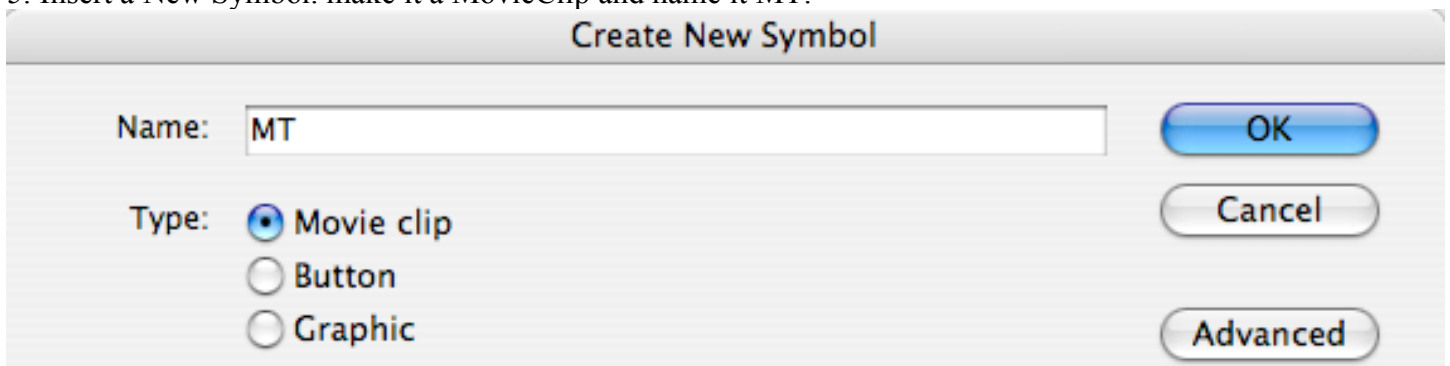
2. Make a new Flash document. Name it MT and save it to the movies file. Get to the document properties and for this activity, lengthen the screen to 500 pixels. to do this click on the 12fps text and the Document Properties will open up. Alternatively, click on the document size on the Property Inspector.



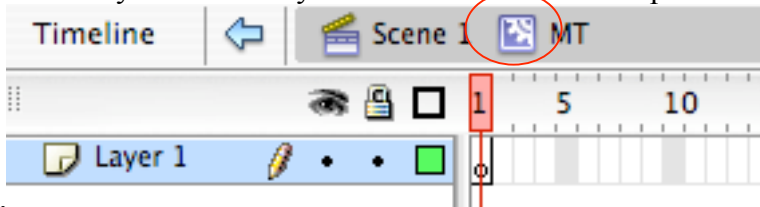
3. Make two layers. Label the top one "buttons" and the second "loader." Lock the "buttons layer."

4. Open the Library. It will be empty/

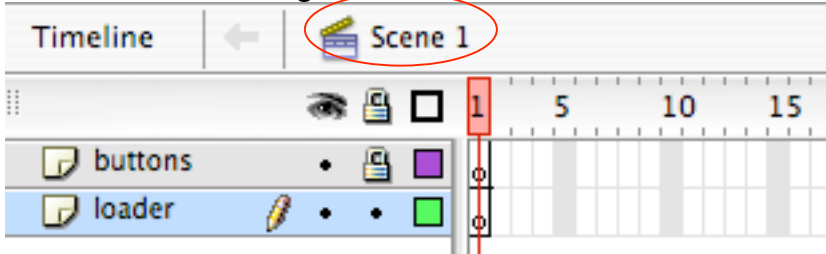
5. Insert a New Symbol. make it a MovieClip and name it MT.



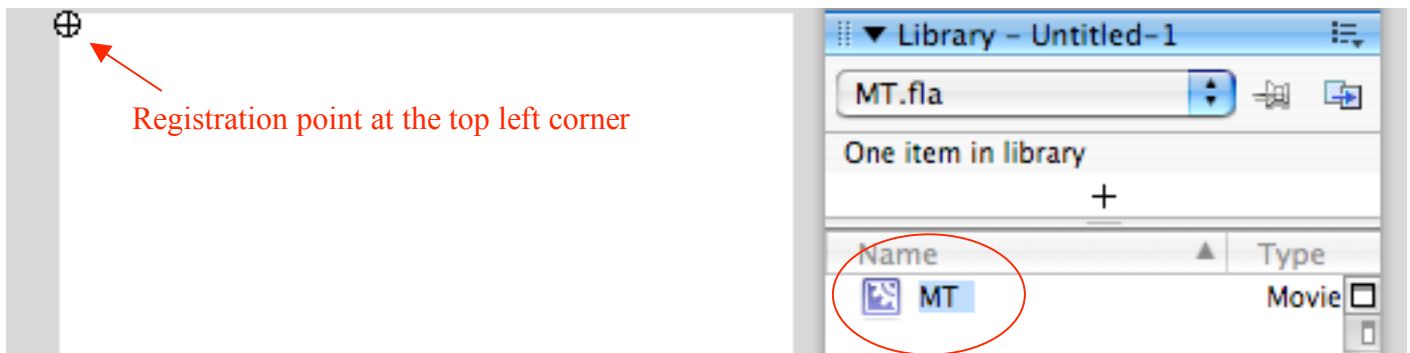
6. When you click OK you will be in the MovieClip timeline.



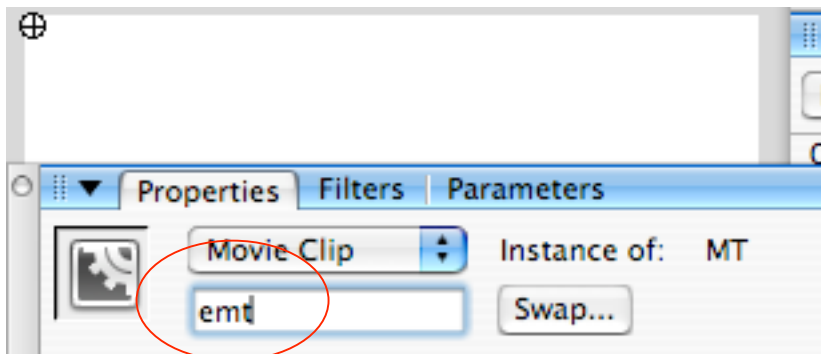
7. Click on Scene 1 to get back to the main timeline.



8. From the Library drag the MT MovieClip to the top left hand corner of the screen so that the registration point is there. We do this because the top left corner of the movie will touch the registration point of the MovieClip.

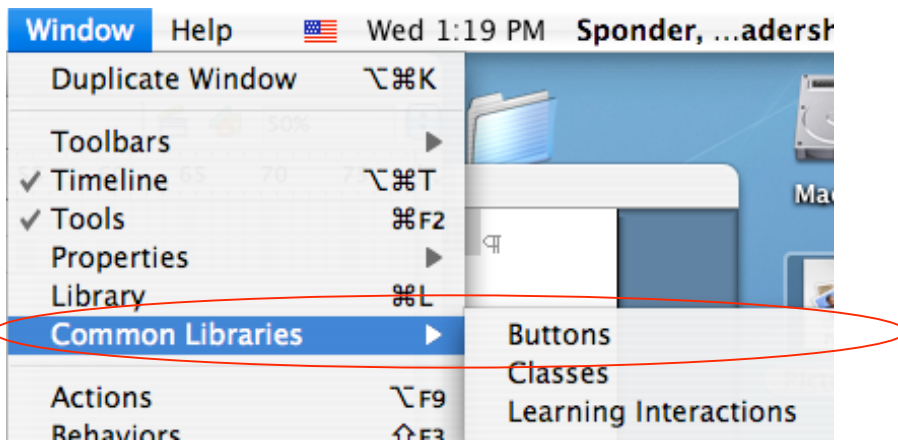


9. Click on the MovieClip and give the symbol an instance name in the Property Inspector.

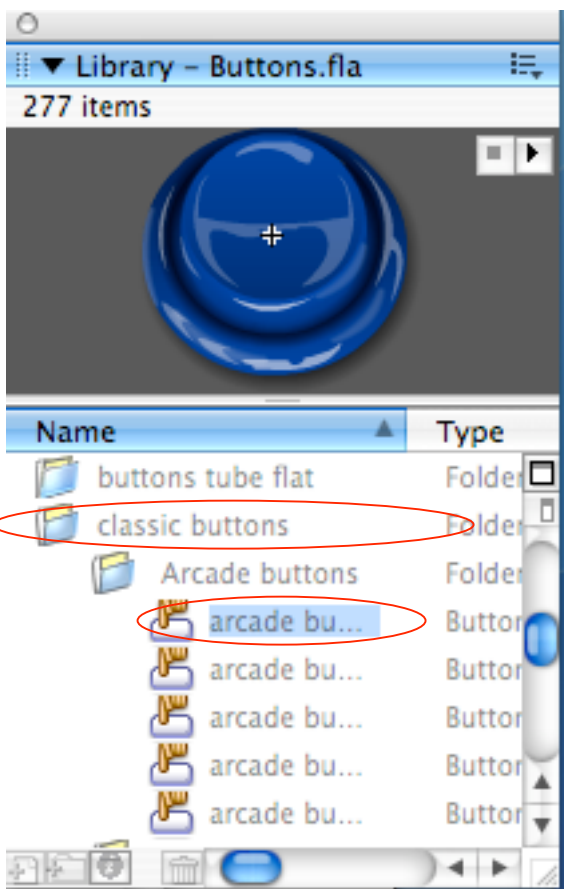


10. Unlock the "buttons" layer and lock the "loader" layer with the MovieClip on it.

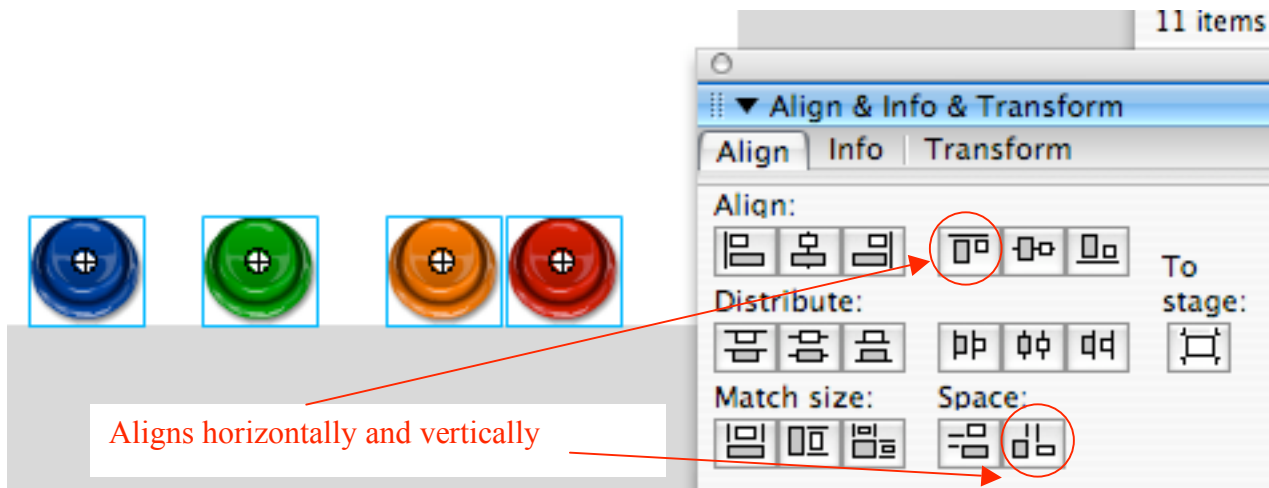
11. Open the Common Libraries and choose the buttons.



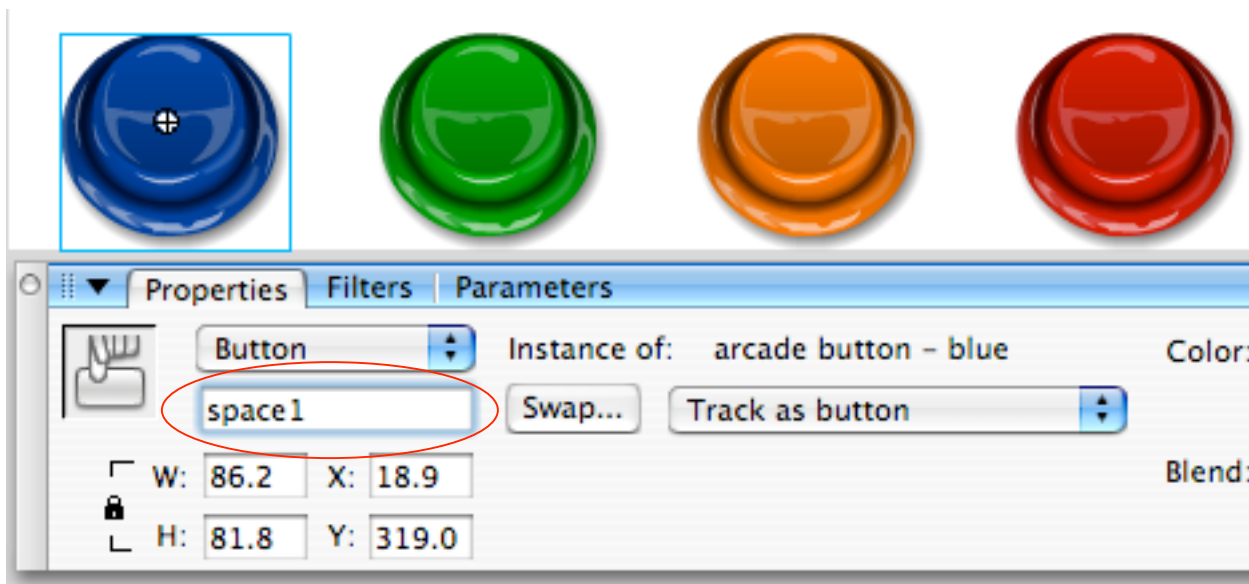
12. From the Buttons library choose the Classic Buttons "Arcade"



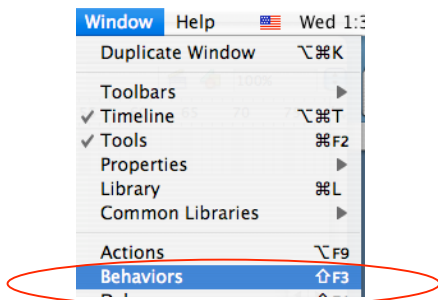
13. Drag four different colored buttons onto the bottom of the stage and use the Align Tool (Window/Align) to align them.



14. Use the Property Inspector and name each instance of the button to match the name of one of your movies. Do this for all of them.

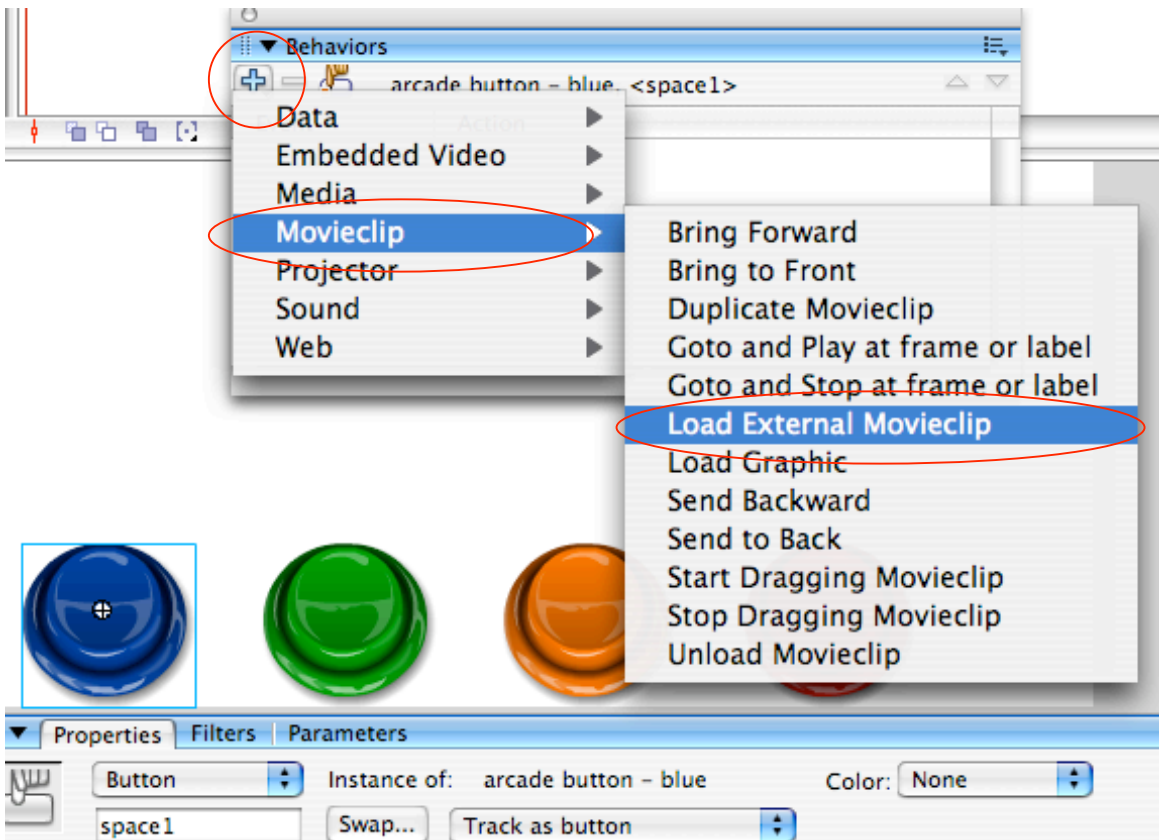


15. Click off the stage so that nothing is selected. Open the Behaviors Panel

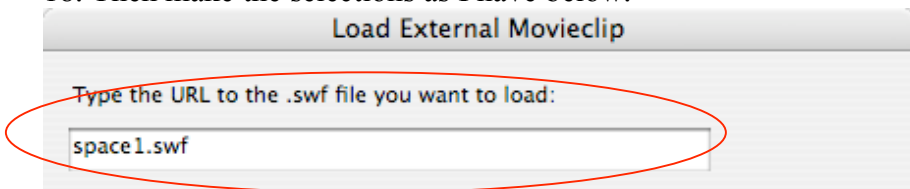


16. This is the last step and if you have followed the directions and named the button instances and the MovieClip instance, it is the most fun.

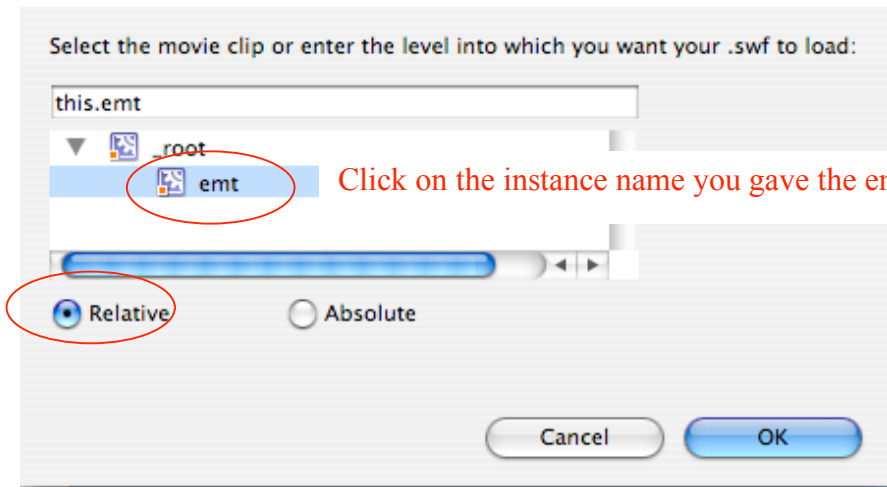
17. Click on button space1 and then go to the behavior panel and choose + Movieclip/Load External Movieclip



18. Then make the selections as I have below.



Type in the **full name** of the first movie in your folder. Don't forget the .swf



Click on the instance name you gave the empty Movieclip.

19. Do the same procedure for all the buttons! Control and text your movie and you should see movies when you call them up. EXTRA: You can add small titles underneath the buttons so you know which movie you are playing.