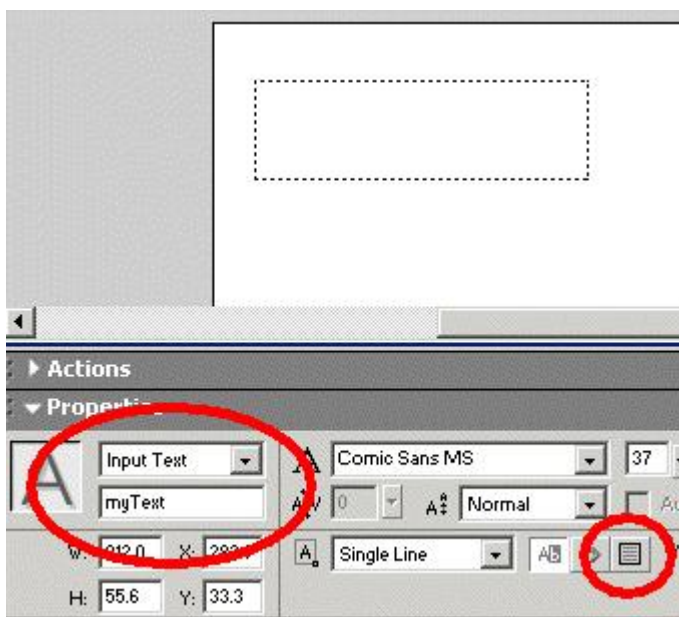


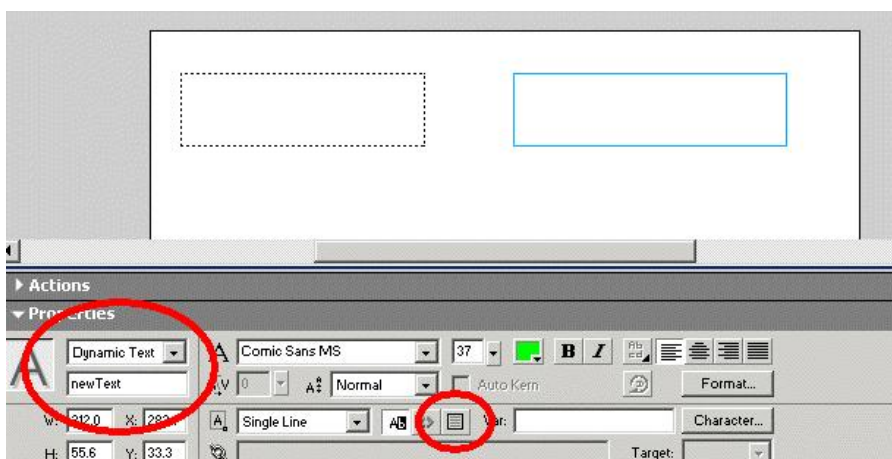
# Using Input Text boxes - 1

In this tutorial you will create a simple application that accepts text input via an Input Box. On clicking a button, the text will be transferred across to a Dynamic Text box. Although this application doesn't do anything spectacular, it introduces a few key concepts in Actionscripting that you will be able to use later to make interesting and powerful applications.

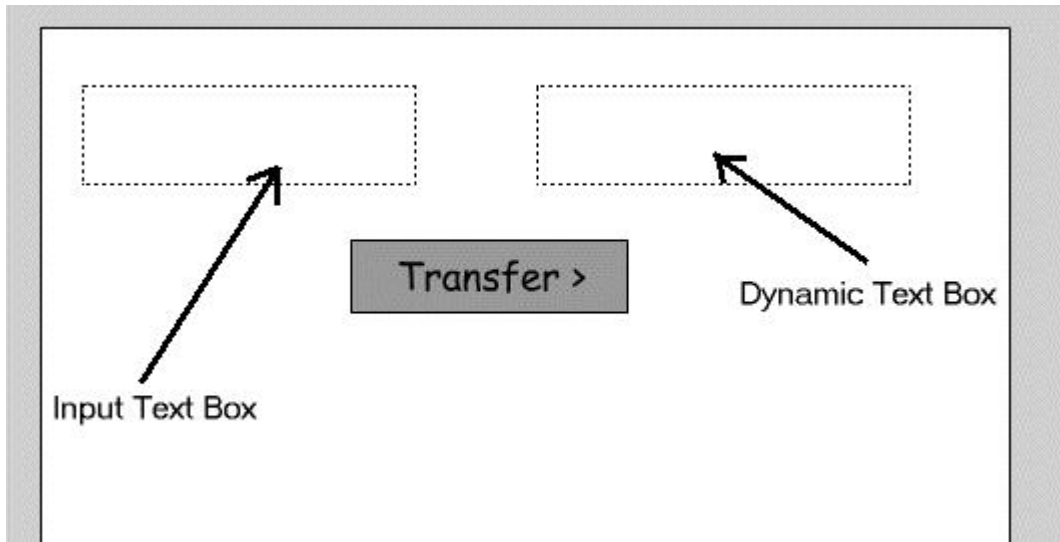
1. Open Flash and create a new movie.
2. Select the Text Tool and draw a text box on the stage. Open the Properties Inspector and change the Text Type to 'Input Text', and the Instance Name to 'myText'. You should also select the option to 'Show border around text' so that the text box shows up against the background.



3. Draw another text box on the stage, and change its properties so that the Text Type is 'Dynamic Text' and its Instance Name is 'newText'. You should also select the option to 'Show border around text' so that the text box shows up against the background.



- Next, create a button and place it on the stage. Arrange the text boxes and button as per the diagram below.



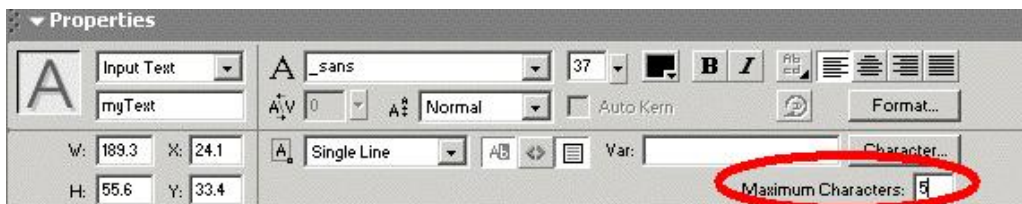
- Attach the following Actionscript to the button instance:

```
on (release) {  
    newText.text=myText.text;  
}
```

- Test your application, type some text into the Input Text box, click the Transfer button and Hey Presto! the text is copied across to the Dynamic Text box.

## Additional things to try

- Limit the number of characters that the user can input by setting the 'Maximum Characters Allowed'.



- Add some code to clear the Input Text box automatically when the button is pressed.

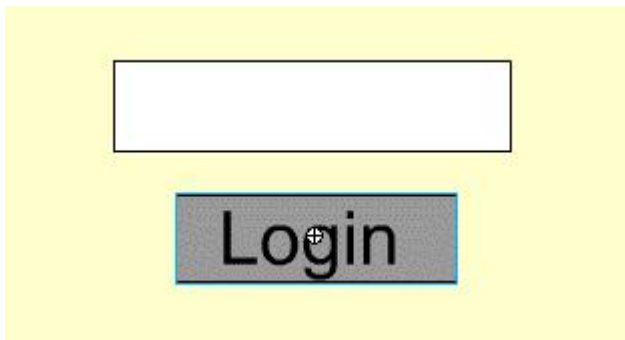
# Using Input Text boxes - 2

## A simple login system

In this tutorial you will create a simple login system that requires a user to enter a password to gain access to another section of the application.

1. Open Flash and create a new movie.
2. Select the Text Tool and draw a text box on the stage. Open the Properties Inspector and change the Text Type to 'Input Text', and the Instance Name to 'passwordText'. You should also select the option to 'Show border around text' so that the text box shows up against the background.
3. Next, create a button and place it on the stage.
4. Attach the following Actionscript to the button instance:

```
on (release) {  
    if (passwordText.text=="pluto"){  
        trace("WELCOME - Password correct");  
    } else {  
        trace("ERROR - Password incorrect");  
    }  
}
```



5. Your application should look something like that shown in the diagram above. Test your application, type the password 'pluto' into the Input Text box, then click the login button. The program should respond with a message telling you if the password was correct or incorrect.

Next we need to add some more frames and code to the application so that it actually does something when the user successfully logs in or fails to log in.

6. First place a 'stop' command in the first frame of the movie. This will stop the movie from playing continuously.
7. Next add blank keyframes at Frames 2 and 3.
8. Place some text on Frame 2 saying 'Welcome - login successful'. Place some text on Frame 3 saying 'Error - password incorrect'.

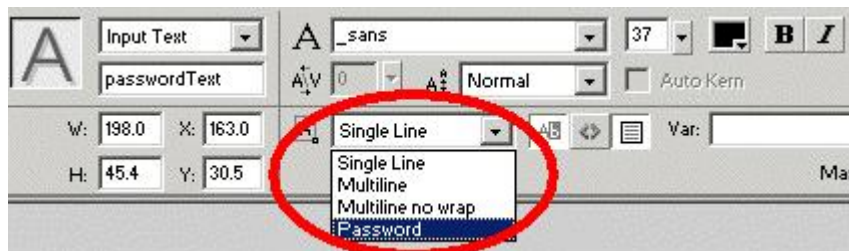
9. Replace the button code with the following:

```
on (release) {  
    if (passwordText.text=="pluto"){  
        gotoAndStop(2);  
    } else {  
        gotoAndStop(3);  
    }  
}
```

10. Test your movie and ensure it works as expected.

## Additional things to try

1. Set the Line Type to 'password' so that the password appears as asterisks on the screen.



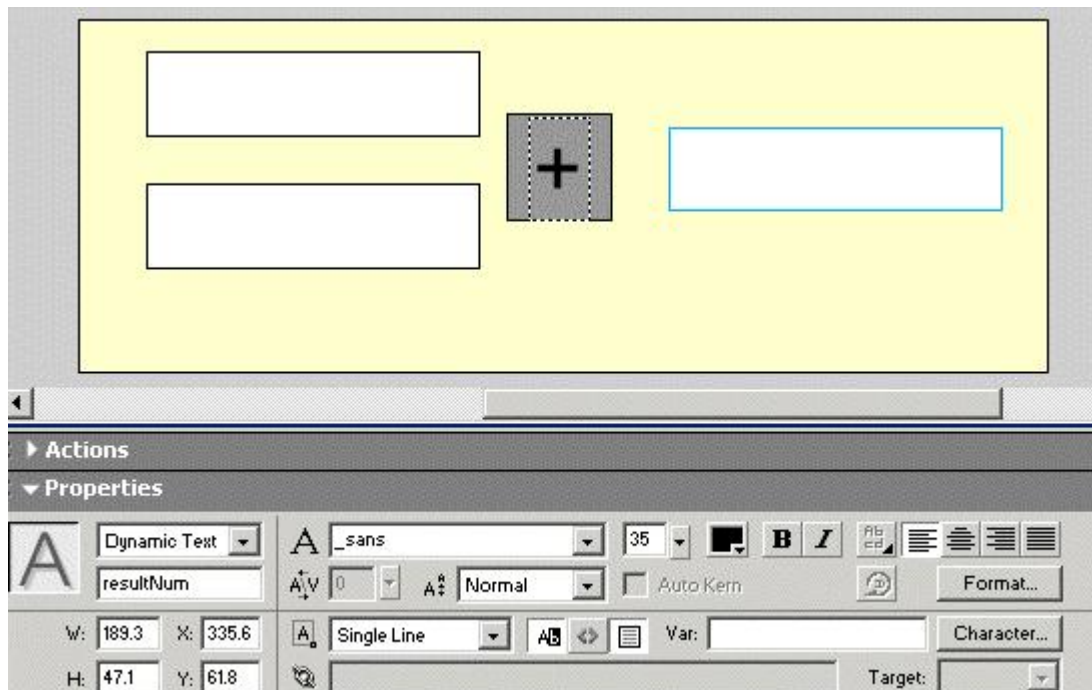
2. Add a second button that allows the user to try logging in again if unsuccessful the first time.
3. Add a counter that keeps track of unsuccessful logins and displays a special message if more than 3 attempts at logging in are unsuccessful.

# Using Input Text boxes - 3

## A simple calculator

In this tutorial you will create a simple calculator that allows a user to input two numbers and add them together.

1. Open Flash and create a new movie.
2. Select the Text Tool and draw a 2 text boxes on the stage. Open the Properties Inspector and change the Text Type to 'Input Text' for both the Input Text boxes. Change the Instance Names to 'firstNum' and 'secondNum'. You should also select the option to 'Show border around text' so that the text boxes shows up against the background.
3. Add a button to the stage which will be used to add the two numbers together.
4. Now add a Dynamic Text box to the stage. This will display the result of adding the two numbers together. Change the Instance Name of this box to 'resultNum'. Select the option to 'Show border around text' so that the text box shows up against the background. Your application should now look something like that shown in the diagram below.



5. Attach the following Actionscript to the button instance:

```
on (release) {  
    resultNum.text=firstNum.text + secondNum.text  
}
```

6. Test your application, and you should find that there is a problem - it doesn't quite work as expected. The numbers aren't added together, they are concatenated i.e joined together end-to-end.

This is because Flash is adding two 'string' variables together. It is treating the numbers as text characters, rather than numbers. To overcome this you need to use an in-built Flash function to convert the text to numbers.

7. To fix the problem, replace the current button code with that shown below:

```
on (release){  
resultNum.text=Number(firstNum.text)+Number(secondNum.text)  
}
```

The 'number' function converts the string characters into numbers, which allows them to be added together rather than concatenated.

## **Additional things to try**

1. Add the capability to subtract, multiply and divide.
2. **For clever clogs:** Display a useful error message if a user types in non-numeric data i.e. letters or invalid symbols.