

Making Jump Man jump

This second tutorial shows you how to make Jump Man jump up to avoid the crates.

Locate the *jumpman* movieclip in the Library (press F11 to make the Library visible).

Double click the *jumpman* movieclip in the library to open it for editing.

Select the image of *jumpman* that is on the stage. Right click and select *Convert to Symbol*. Make this a movieclip symbol with the name *man*.

Select frame 10 in the timeline and right click. Choose *Insert Keyframe*. Insert another keyframe at frame 20.

Select frame 10 again and drag jumpman upwards so that he is about his own height off the ground.

In the timeline, right click on a frame between frames 1 and 10 and choose *Create Motion Tween*. Do the same between frames 10 and 20. This creates an animation of Jumpman jumping up and falling back to the ground. Press the enter key to view the animation.

The animation can be slowed down by adding extra frames into the animation. Select any frame between 1 and 10 and press F5 twice to insert 2 more frames. Do the same between frames 12 and 20.

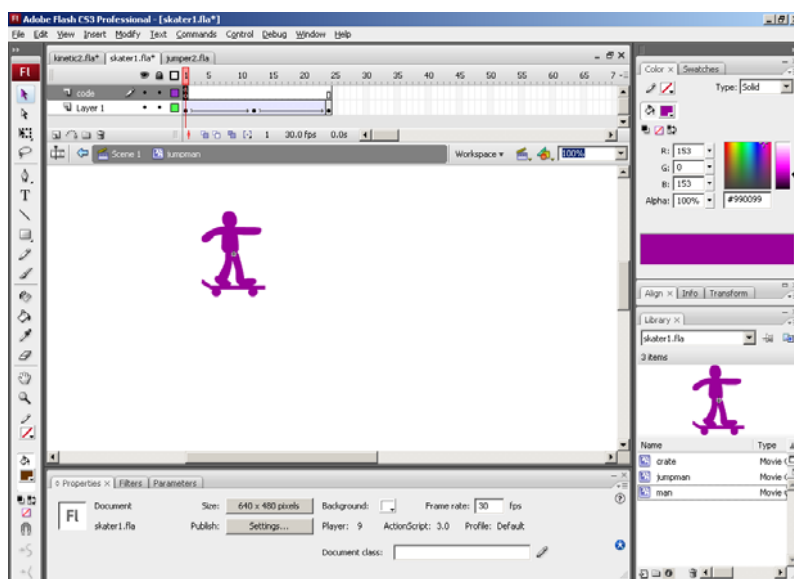
At this point, if we test our flash movie Jump Man will jump up and down continuously, so add a new layer above the animation and name it *code*.

Select Frame 1 and press F9 to open the Actions Panel.

Add the following code which will prevent Jump Man from jumping continuously.

```
stop( ) ;
```

Close the actions Panel. You have finished animating Jump Man, so now navigate back to Scene 1 by pressing Scene 1 in the grey bar above the stage.



Back in Scene 1, select the *code* layer and press F9 to open the Actions Panel.

Now you can add the code to make Jump Man jump.

Place the following line of code after the code that you already made in lesson 1.

```
stage.addEventListener(KeyboardEvent.KEY_DOWN, jump);  
  
function jump(e:KeyboardEvent):void {  
    jumpman_mc.play();  
}
```

This code adds a new Event listener which detects keypresses on the keyboard. When a keypress is detected the function *jump* runs and plays the animation of Jump Man.

Test the Flash Movie and try it out. The game should respond to pressing most of the keys on the keyboard.

In the next lesson you will learn how to deal with Jump Man colliding with the crates.

Exercise

How could you make Jump Man jump higher? Hint:- this won't require you to change any code.

Here is a complete code listing for Scene 1:

```
stage.addEventListener(Event.ENTER_FRAME, gameloop);  
  
function gameloop(e:Event):void{  
    crate_mc.x-=20;  
    if (crate_mc.x<-100){  
        crate_mc.x=650;  
    }  
}  
  
stage.addEventListener(KeyboardEvent.KEY_DOWN, jump);  
  
function jump(e:KeyboardEvent):void {  
    jumpman_mc.play();  
}
```