

# Adobe Flash CS6 Action Script 3

05.06.09

Adobe. — **frames** (fps - frames per second). — **Action Script 2** („.as“) — **Action Script 3** („.swf“) — **convert to symbol**. — **Actions -** **ball\_mc\_x=260+50\*Math.sin(t);** **t+=0.1;**

```
};  
{  
    ball_mc_x=260+50*Math.sin(t);  
    t+=0.1;  
}  
onEnterFrame=function()  
{  
    ball_mc_x=260+50*Math.sin(t);  
    ball_mc_y=260+50*Math.cos(t);  
    t+=0.1;  
};  
var t:Number =0;  
var A:Number =1;  
var w:Number =1;  
var Scale:Number =50;  
var X0:Number =260;  
var Y0:Number =200;  
var dt:Number =0.1;onEnterFrame=function()  
{  
    ball_mc_x=X0+Scale*A*Math.sin(w*t);  
    ball_mc_y=Y0+Scale*A*Math.cos(w*t);  
    t+=dt;  
};  
var t:Number =0;  
var A:Number =1;  
var w1:Number =1;  
var w2:Number =1.1;  
var Scale:Number =50;  
var X0:Number =260;  
var dt:Number =0.1;onEnterFrame=function()  
{  
    ball_mc_x=X0+Scale*A*(Math.sin(w1*t)+Math.sin(w2*t));  
    t+=dt;  
};  
var t:Number =0;  
var v:Number=5;  
var dx:Number=0;  
var a:Number=2;  
var Scale:Number =50;  
var X0:Number =260;  
var dt:Number =0.1;onEnterFrame=function()  
{  
    t+=dt;  
    dx=v*dt+a*dt*dt/2;
```

```
    v+=a*dt;
    ball_mc._x+=dx;
}
Î¤Î± Î€Î±•Î± Î€Î¬Î½Ï‰ Î€Î±•Î± ÎµÎ¬Î¾Î±,Î± Î¼Î±Î¶Î¬Î¼Îµ Î¬»Î»Î± Î½Î¿Î¤Î±Î¶Î¬Îµ Î½Î± Î„Î± Î°Î±,ÎµÎ¬Î¬fÎµ,Îµ Î°Î¬Î½Î¤Î½Î„Î±
}f,Î¤Î¿Î…Î½Î±Î“Î¤Î±ÎµÎ¬Î¾Î±,Î± ÎfÎµ FLA".
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Â {xtypo\_button1} Î¤Î± Î±Î±ÎµÎ¬Î¾Î±,Î± ÎfÎµ FLA{/xtypo\_button1}