



## Star-preloader

Flash ActionScript 2  
FlashMX/8/CS3/CS4



In a frame, of an empty fla, include the following AS in the Actions Panel (F9).  
For a better understanding of this AS, (and because you'll need eventually to change the parameters according to your needs and taste), follow the number sequence 1. 2. 3. 4. e 5 and read carefully the comments on the AS.

```
/**
    @author: flashopen.net
    @date: March 2009
*/
//
// -----> 1. declaring an setting variables
//
// - general
// - here you can change the scaleMode and set the values for your Stage size
//
Stage.scaleMode = "noscale";
var swfLargura:Number = 550;
var swfAltura:Number = 400;
//
// - loader variable
// - do not edit
//
var loader_counter:Number = 0;
var loader_animator:Number;
//
// --- Initiating --> see 2
//
// -----> 3. Drawing preloader
//
function draw_loader(target, nb, ba, lb, ab, dc, cb, ap, am, va) {
    //
    // 3a. create main movie
    var loader_rect:MovieClip = createEmptyMovieClip("loader_rect", this.getNextHighestDepth());
    //
    // 3b. build preloader
    for (var i:Number = 0; i<nb; i++) {
        loader_rect.createEmptyMovieClip("loader_" + i, i + 1);
        loader_rect["loader_" + i].lineStyle(1, cb, am, false, 'none', 'round', 'round', 1);
        loader_rect["loader_" + i].beginFill(cb, am);
        loader_rect["loader_" + i].moveTo(-lb/2, -ab-dc);
        loader_rect["loader_" + i].lineTo(lb/2, -ab-dc);
        loader_rect["loader_" + i].lineTo(lb/2, -dc);
        loader_rect["loader_" + i].lineTo(-lb/2, -dc);
        loader_rect["loader_" + i].lineTo(-lb/2, -ab-dc);
        loader_rect["loader_" + i].endFill();
    }
}
```

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        //
        loader_rect["loader_"+i]._alpha = ap;
        loader_rect["loader_"+i]._rotation = i*(360/nb);
    }
    //
    // 3c. set preloader position
    loader_rect._x = swfLargura/2-(lb+dc)/2;
    loader_rect._y = swfAltura/2-(ab+dc)/2;
    //
    // 3d. initiate preloader animation
    loader_aniimator = setInterval(animate_loader,va,target,nb,ba,am,ap);
    // --- loop --- see 4
}
//
//
// -----> 4. Animate preloader
//
function animate_loader(target, nb, ba, am, ap) {
    //
    i_index = 0;
    //
    // 4a. determine what bars are affected by the alpha property
    for (var i:Number = 0; i<ba; i++) {
        if (i+loader_counter<nb) {
            movieIndex = i+loader_counter;
        } else {
            movieIndex = i_index;
            i_index++;
        }
        //
        // set alpha to the bars
        loader_rect["loader_"+movieIndex]._alpha = Math.round(i*((am-ap)/(nb/2-1)))+ap;
    }
    //
    // 4b. determine front bar
    if (loader_counter == nb-1) {
        loader_counter = 0;
    } else {
        loader_counter++;
    }
    //
    if (target.getBytesLoaded() == target.getBytesTotal()) {
        //
        // clearInterval is disabled for testing reasons.
        // enable the 'clearInterval' and the 'delete_loader'
        // when you are ready.
        //
        //clearInterval(loader_aniimator);
        //delete_loader(nb);
        // --- delete everything ---> see 5
        //
        // Iniciate the movie. For example:
        //
        /* play(); */
    }
}
//
// -----> 5. Delete preloader
//
function delete_loader(nb) {
    for (var i:Number = 0; i<nb; i++) {
        loader_rect["loader_"+i].removeMovieClip();
    }
    loader_rect.removeMovieClip();
}
//

```

```

//
// -----> 2. Inicie preloader creation
//
// draw_loader(name of movieClip or _root,
// number of bars,
// barr affected by the alpha,
// bar width,
// bar height,
// distance to center,'
// bar color,
// little alpha,
// great alpha,
// animation speed);
//
//
// [_root]
//
draw_loader(_root,36,24,2,10,25,0x999999,10,100,24);
//
// ---- drawing ----> see 3
//
//
// ----- other alternatives ----- (disabled)
//
// [_level]
//
//loadMovie("http://213.133.49.3/tutorials/starLoader/P3300678.jpg",1);
//draw_loader(_level1,30,20,2,6,15,0x0,10,100,50);
//
// [movieClip]
//
//var meu_mc:MovieClip = createEmptyMovieClip("meu_mc", this.getNextHighestDepth());
//meu_mc.loadMovie("http://213.133.49.3/tutorials/starLoader/P3300678.jpg");
//draw_loader(meu_mc,30,20,2,6,15,0x0,10,100,50);
//
// [MovieClipLoader]
//
//var meu_mc:MovieClip = createEmptyMovieClip("meu_mc", this.getNextHighestDepth());
//var meu_loader:MovieClipLoader = new MoovieClipLoader();
//var meu_loaderObject:Object = new Object();
//meu_loader.addListener(meu_loaderObject);
//meu_loader.loadClip("http://213.133.49.3/tutorials/starLoader/P3300678.jpg",meu_mc);
//draw_loader(meu_mc,30,20,2,6,15,0x0,10,100,50);
//
/*Note: the MovieClipLoader do not use getBytesLoaded...
... eventually you'll have to replace it by onLoadInit...
look for the Listeners of this class */
//
// [htmlText]
//
//var meu_mc:TextField = createTextField("meu_mc",this.getNextHighestDepth(),0,0,1,1);
//meu_mc.html = true;
//meu_mc.htmlText = "<img src='http://213.133.49.3/tutorials/starLoader/P3300678.jpg' id='mc_id'
hspace='0'/>";
//draw_loader(meu_mc,30,20,2,6,15,0x0,10,100,50);
//
/*Note: the TextField do not use getBytesLoaded...
... eventually you'll have to replace it by onChanged...
look for the Listeners of this class */
//

```

After you have set the variables *swfLargura* and *swfAltura* according to your Stage size, do initiate this AS in -->2. ... and give it the respective parameters when you call the function: *draw\_loader(...)*;

Follow the 'parameters guide' (in comments *//*) for support.

In this example, we are applying the pre-loader to the *\_root* (swf itself)  
However, as alternatives, +4 loader examples are shown as well as how to use this pre-loader in different environments and circumstances:

1. External image into a Level (*\_level*)... with *loadMovieNum*
2. External image into a MovieClip ('instance-name')... with *loadMovie*
3. External image into a MovieClip ('instance-name')... with *loadClip*
4. External image into a TextField ('instance-name')... with *htmlText*

Important:

During the process of editing the parameters and to test the loader, make sure that both *clearInterval* and *delete\_loader* are disabled (*//*). Do not forget to enabled them back again when you are ready.

Tips:

- Do not mix this AS with another... create a layer only for this AS.
- If you apply this AS to different loading-methods then, duplicate this functions with different names like: *draw\_loader\_1()*

Success.