Changes Permitted in the Template Script

Change to fix sliding gap error

Line 16 (frame 1, template):

```
var limit:Number = mask_mc.width - content_mc.width + mask_mc.x;
```

If your sliding movie clip starts to have a gap or extra space at the right side when it slides, there is a change you can make to line 16 to fix it. The difference occurs because Flash CS5 reads an incorrect width for the movie clip if text is added on top of it.

So get these three numbers *for YOUR movie clips* by reading the **Properties** panel in *your* FLA:

mask_mc.width
content_mc.width
mask_mc.x

Examples:

500
2400
20

Do the math and get the result (it will be a negative number):

500 – 2400 + 20 = –1920

Then rewrite line 16 using that negative number:

```
var limit:Number = –1920;
```

Change to fix handle placement error

The dragging of the handle inside *scrub_mc* is set up by line 53 in the script. If your handle is lower (or higher) than it should be when you start to drag it, make this change.

Line 53 (frame 1, template):

```
var bounds:Rectangle  = new Rectangle(0, 0, magicWidth, 0);
```

The variable *bounds* is used by *startDrag()*; the parameters are: (x, y, width, height). You need to change *y* to match the desired position for your *handle_mc*.

If your *handle_mc* height is equal to your *trackbar_mc* height, then 0 works perfectly.

If your *handle_mc* height is greater than your *trackbar_mc* height, you probably need **a negative number** to raise the top edge of *handle_mc* above the top edge of *trackbar_mc*.

For example, if this is the case:

Height of *trackbar_mc* is 10
Height of *handle_mc* is 20

The you want the handle to be 5 pixels above trackbar. Change line 53 to read:

```
var bounds:Rectangle  = new Rectangle(0, -5, magicWidth, 0);
```

Then your handle will be where you want it to be when it is dragged. It would be centered vertically on the trackbar.

“Content sliding does not stop” error

THIS **DOES NOT** AFFECT THE SCRIPT ON FRAME 1 in the Main Timeline.

We discovered something unexpected during lab. If you add the script provided (shown below) to a movie clip INSIDE *content_mc*:

- It works perfectly *if* the button EventListener says MouseEvent.CLICK
- It *does not work* if the EventListener says MouseEvent.MOUSE_OVER

I can’t explain why. I’m mystified.

When it works properly, it STOPS the auto-sliding action of the big Content movie clip when you open a clip inside it. When you close that clip, the big Content movie clip starts auto-sliding side-to-side again.

Script for button inside movie clip INSIDE *content_mc*:

```
function startClip(e:MouseEvent):void {
      play();
      MovieClip(root).pauseSliding(e); // function on Main Timeline
}
function closeClip(e:MouseEvent):void {
      play();
      MovieClip(root).resumeSliding(e); // function on Main Timeline
}
```