

Flash ActionScript – Drag-N-Drop

- **Question of the Day:**

- What commands does Flash use to “**Drag & Drop**” movie clips on the stage?

- **Objectives:**

- Answer Question of the Day
- **Drag & Drop Demo → Instructions:**
 1. Create a new Flash file and name it “Drag and Drop”
 2. Insert 2 layers, name them “actions” and “graphics”
 3. Create a movie clip on the “graphics” layer, Instance Name = **thepaper**
 4. Create a movie clip on the “graphics” layer, Instance Name = **thetrash**
 5. Create a static text box on the “graphics” layer, text = “Hit target”. Convert to a movie clip, Instance Name = **message**

- **Code** for “actions” layer.

Frame 1:

```
stop()  
message._visible = false  
thepaper.onPress = function() {  
    this.startDrag(false)  
}  
thepaper.onRelease = function() {  
    this.stopDrag()  
    if (this._droptarget == "/thetrash") {  
        message._visible = true  
    }  
}
```

- **Answer to Question of the Day:**

- What commands does Flash use to “**Drag & Drop**” movie clips on the stage?
 - **startDrag** – lets the user drag the specified movie clip. The movie remains draggable until explicitly stopped by calling the **stopDrag** method, or until another movie clip is made draggable. Only one movie clip is draggable at a time.
 - **stopDrag** – stops the current drag operation.
 - **_droptarget** - returns the absolute path in slash syntax notation of the movie clip instance on which the MovieClip was dropped. The **_droptarget** property always returns a path that starts with a slash (/).