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Generating Random Quotes

```
1 gen_btn.onRelease = function()  
2  
3 //instantiate a new LoadVars o  
4 var ranQuote:LoadVars = new Lo  
5  
6 ranQuote.load("random.txt");  
7 ranQuote.onLoad = function(suc  
8     if (successful){  
9         var ranNumcheck:Number
```

BY JAMES LEE

Chief Instructor

“Flash never fails to amaze me. With their capability to create rich interactive experiences, utilising Flash does allow a designer or developer to express their own individualism.

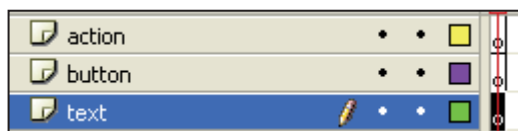
In this tutorial, I am going to show you how to use LoadVars object. LoadVars object allows you to retrieve and send information to the server like a post form in HTML. Let's get started in Flash....”



James Lee
*Adobe / Macromedia
Certified Instructor*

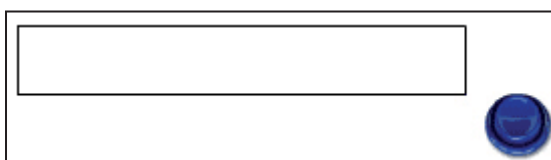
Creating a new file

- 1) Create a new file in Flash
- 2) In Flash, create 3 layers, **text**, **button** and **actions**.



- 3) Within text layer, create a dynamic textbox and call it **quote_txt**.
- 4) Within the button layer, create a button and call it **gen_btn**.

(Note if you have no idea how to create a button, just go to Window > Other panels > Common Libraries > Buttons and drag any button you deem fit)



Doing the Actionscript

- 5) Go to Actions layer and press **F9** on keyboard to go to the Actions Toolbox
- 6) Type in as shown below

```
1 gen_btn.onRelease = function(){
2
3 //instantiate a new LoadVars object
4 var ranQuote:LoadVars = new LoadVars();
5
6 ranQuote.load("random.txt");
7 ranQuote.onLoad = function(successful:Boolean){
8     if (successful){
9         var ranNumcheck:Number = Math.random()*5;
10        var ranNum:Number = Math.ceil(ranNumcheck);
11        var ranString:String = this["quote"+ranNum];
12        quote_txt.text = ranString;
13    }
14    else{
15        quote_txt.text = "Operation failed";
16    }
17 }
18 }
```

Explanation

- 7) The codes are enclosed within the button callback function :

```
gen_btn.onRelease = function(){
}

```

- it will only be activated if the button is pressed

- 8) To create a new LoadVars object, you have to instantiate by creating a constructor function :

```
var LoadVarsObject:LoadVars = new LoadVars();

```

- 9) To get the data from the external source (in this case, it is a simple text file), just use the method **Load** and the name of the text file.

- 10) The problem with loading is it takes time (it might not be instantaneous), so we have to set up an event call **onLoad**. It will evaluate if the loading operation has ended. If it is successful it will execute the random numbers whilst if it is unsuccessful, it will prompt an error message.

- 11) Within the codes, you notice I multiply the random number by **5** as I only have 5 quotes within my text file (which I will show you shortly). Another thing to take note is I have a **ceil** method (which stands for ceiling). If I have a value of 4.3, it will round up to 5. So that is pretty cool!

- 12) Lastly, I have this line that says :

```
this["quote"+ranNum];

```

which means result might be “**quote1**” or maybe “**quote3**” generated in a random format. It will thus go to the text file and call quote1 or quote 3 and display the associated text message.

The Text file

- 13) The data file (in this case it is **random.txt**) should look something like this :



```
random - Notepad
File Edit Format View Help
&quote1=James is handsome&
&quote2=Flash MX rocks!&
&quote3=The sky is blue&
&quote4=war of the worlds is an amazing show!&
&quote5=Let the games begin!&

```

Notice that the values are all enclosed with the & ampersand sign.