

Madeleine - ActionScript 3.0 coding

This is only the main stage code of Madeleine application.

Since each movieclip has a piece of code that make each part run, we cordially invite you to check the code of each movieclip recalled in the main stage code. To have a easier way of finding the code we put all the AS 3.0 in layers called "actions" or "azioni".

Thanks.

```
//////// LIBRARIES //////////
```

```
import caurina.transitions.Tweener;
import caurina.transitions.properties.FilterShortcuts;
FilterShortcuts.init();
import flash.utils.*;
```

```
////////////////////////////////////
////////////////////////////////////AUDIO LIBRARIES////////////////////////////////////
////////////////////////////////////
import flash.media.Sound;
import flash.media.SoundChannel;
import flash.media.SoundLoaderContext;
import flash.media.ID3Info;
import flash.media.SoundTransform;
import flash.media.SoundMixer;
////////////////////////////////////
```

```
////////////////////////////////////AUDIO VARIABLES////////////////////////////////////
var portaperta:opendoor = new opendoor();
var portachiusa:closingdoor = new closingdoor();
var busso:knock = new knock();
var typesound:typewritersound = new typewritersound();
var typeChannel: SoundChannel;
////////////////////////////////////
```

```
////////////////////////////////////
//////// MAIN STAGE VARIABLES //////////
////////////////////////////////////
```

```
var startX:Number;
var startY:Number;
var biscotto:bisco= new bisco();
var sovrataz:sovratazza= new sovratazza();
var prewNoi:preview01= new preview01();
var noi:noiFull= new noiFull();
var pw:pw_secret = new pw_secret();
var thnb:Boolean = true;
////////////////////////////////////
```

```
////////////////////////////////////
////////////////////////////////////HORSE VARIABLES////////////////////////////////////
////////////////////////////////////
var cavallobutton:cavalloon = new cavalloon();
var cavallobuttimage:cavallobuttonimage= new cavallobuttonimage();
var imagehorse:fotocavallo= new fotocavallo();
imagehorse.visible=false;
imagehorse.alpha = 0;
cavallobuttimage.visible=true;
cavallobutton.visible=true;
cavallobutton.x = 460;
cavallobutton.y = 25;
cavallobuttimage.x = 270;
cavallobuttimage.y = 255;
imagehorse.x = 240;
imagehorse.y = 160;
////////////////////////////////////
```

```
////////////////////////////////////
////////////////////////////////////BISCUIT MENU VARIABLES////////////////////////////////////
////////////////////////////////////
var menuMemory:menumemoria = new menumemoria();
var bottonemenu:buttonphotomenu = new buttonphotomenu();
////////////////////////////////////
```

```
////////////////////////////////////
////////////////////////////////////LIGHT VARIABLES////////////////////////////////////
////////////////////////////////////
var light:lighton = new lighton();
////////////////////////////////////
```

```
////////////////////////////////////
////////////////////////////////////WINDOW AND PLANE VARIABLES////////////////////////////////////
////////////////////////////////////
var openwindow:finestraaperta = new finestraaperta;
addChild(openwindow);

openwindow.x = 240;
openwindow.y = 160;
aeroplanodono.visible = false;
aeroplanodono.alpha = 0;
aeroplanoaperto.visible = false;
aeroplanoaperto.alpha = 0;
```

```
////////////////////////////////////
```

```
////////////////////////////////////  
//////////////////////////////////SHARING-PLANE-WINDOW CICLE////////////////////////////////////  
////////////////////////////////////
```

```
function showAerplaneMem(event:MouseEvent):void {  
    aeroplanodono.visible = false;  
    aeroplanoaperto.visible = true;  
    Tweener.addTween(aeroplanoaperto, {time:1, alpha:1});  
    light.visible = false;  
    biscotto.visible = false;  
    openwindow.visible = false;  
}
```

```
function hideOpenPlane(event:MouseEvent):void {  
    Tweener.addTween(aeroplanoaperto, {time:1, alpha:0, onComplete:hidePaper});  
    light.visible = true;  
    biscotto.visible = true;  
    openwindow.visible = true;  
    piccionesilvia.marbleplane.visible = true;
```

```
    function hidePaper():void {  
        aeroplanoaperto.visible = false;  
    }  
}
```

```
aeroplanodono.addEventListener(MouseEvent.CLICK, showAerplaneMem);  
aeroplanoaperto.addEventListener(MouseEvent.CLICK, hideOpenPlane);  
////////////////////////////////////
```

```
////////////////////////////////////  
//////////////////////////////////MAIN STAGE CHILDS////////////////////////////////////  
////////////////////////////////////
```

```
addChild(light);  
addChild(cavallobuttimage);  
addChild(cavallobutton);  
addChild(biscotto);  
addChild(crewNoi);  
addChild(sovratat);  
addChild(imagehorse);  
addChild(noi);  
////////////////////////////////////
```

```
////////////////////////////////////  
//////////////////////////////////MAIN MENU CHILDS////////////////////////////////////  
////////////////////////////////////
```

```
var mainmenu:menu1 = new menu1();  
addChild(mainmenu);  
mainmenu.alpha = 0;  
mainmenu.visible = false;
```

```
////////////////////////////////////////////////////////////////
```

```
//SECRET PASSWORD  
addChild(pw);
```

```
////////////////////////////////////////////////////////////////  
/////////////////////////////////////////////////////////////////GET MENU BISCUIT////////  
////////////////////////////////////////////////////////////////
```

```
addChild(bottonemenu);  
addChild(menuMemory);  
bottonemenu.visible = false;  
menuMemory.visible = false;  
menuMemory.alpha = 0;
```

```
bottonemenu.x = 440.5;  
bottonemenu.y = 303;
```

```
////////////////////////////////////////////////////////////////
```

```
//(((((((((((((((((((((((((((((((((((((((( SECRETROOM VARIABLES)))))))))))))))/
```

```
var sctroom:secretroom = new secretroom;  
addChild(sctroom);  
sctroom.visible = false;  
var lumen:lumino = new lumino;  
addChild(lumen);  
lumen.visible = false;
```

```
var sctback:secretback = new secretback;  
addChild(sctback);  
sctback.visible = false;
```

```
var sctmenuactv:secretmenuactv= new secretmenuactv;  
addChild(sctmenuactv);  
sctmenuactv.visible = false;
```

```
var sctmenu:secretmenu= new secretmenu;  
addChild(sctmenu);  
sctmenu.visible = false;
```

```
var sctmenuback:secretback = new secretback;  
addChild(sctmenuback);  
sctmenuback.visible = false;  
//((((((((((((((((((((((((((((((((((((((((
```

```
////////////////////////////////////////////////////////////////  
/////////////////////////////////////////////////////////////////WINDOW ACTIVATOR////////  
////////////////////////////////////////////////////////////////
```

```
var buttonwindow:pulsantefinestra = new pulsantefinestra;
```

```
addChild(buttonwindow);
buttonwindow.visible = true;
buttonwindow.alpha = 0;
```

```
function openTheWindow(event:MouseEvent):void {
    openwindow.gotoAndPlay(2);
```

```
}
```

```
buttonwindow.addEventListener(MouseEvent.CLICK, openTheWindow);
```

```
////////////////////////////////////
////////////////////////////////////
```

```
////////////////////////////////////
////////////////////////////////////MAIN STAGE DEFAULT SETTINGS////////////////////////////////////
////////////////////////////////////
```

```
light.visible = true;
light.alpha = 1;
light.x = 150;
light.y = 50;
```

```
biscotto.x = 350;
biscotto.y = 270;
```

```
sovrataz.x = 379;
sovrataz.y = 170;
```

```
prewNoi.x = 370;
prewNoi.y = 110;
```

```
noi.x = 240;
noi.y = 160;
```

```
pw.x = 240;
pw.y = 160;
```

```
pw.visible = false;
```

```
prewNoi.visible = false;
noi.visible = false;
noi.alpha = 0;
```

```
sovrataz.visible = false;
sovrataz.alpha = 1;
prewNoi.alpha = 0;
```

```
////////////////////////////////////
```

```
////////////////////////////////////
////SMOKE ON CUP FEEDBACK CYCLE////////////////////////////////////
////////////////////////////////////
```

```
function smokeActivator(event:MouseEvent):void {
    animazionefumo_mc.gotoAndPlay(1);
```

```
}
```

```
////////////////////////////////////
```

```

////////////////////////////////////
////////////////////////////////////HORSE FUNCTIONS////////////////////////////////////
////////////////////////////////////
function swing(event:MouseEvent):void {
    cavallobuttimage.addEventListener(MouseEvent.CLICK, showImagehorse);
    cavallo.gotoAndPlay(1);
}

function showImagehorse(event:MouseEvent):void {
    if (imagehorse.visible == false) {
        trace('visibile');
        cavallo.gotoAndStop(1);
        imagehorse.visible = true;
        Tweener.addTween(imagehorse, {delay:0.7, time:2, alpha:1});
    }
}

function stopImagehorse(event:MouseEvent):void {
    cavallobuttimage.removeEventListener(MouseEvent.CLICK, showImagehorse);

    trace('invisibile');
    Tweener.addTween(imagehorse, {time:2, alpha:0});
    if (imagehorse.alpha==0) {
        imagehorse.visible = false;
    }
}
////////////////////////////////////

////////////////////////////////////
////////////////////////////////////BISCUIT CYCLE////////////////////////////////////
////////////////////////////////////
function pickUp(event:MouseEvent):void {
    trace('piccalo');
    stage.addEventListener(MouseEvent.MOUSE_MOVE, track);
}

function track(event:MouseEvent):void {
    biscotto.y = mouseY;
    biscotto.x = mouseX;
}

function dropIt(event:MouseEvent):void {

    if (biscotto.y < 100 && biscotto.x > 350 && biscotto.x < 450) {
        sovrataz.visible = true;
        Tweener.addTween(biscotto, {y:180, x:380, time:1, transition:"easeOutExpo"});
        trace('tazza');
    } else {
        Tweener.addTween(biscotto, {x:350, time:1, transition:"easeOutExpo"});
        Tweener.addTween(biscotto, {y:270, time:1, transition:"easeOutExpo"});
        trace('sotto');
    }
    stage.removeEventListener(MouseEvent.MOUSE_MOVE, track);
    vizThumb();
}

function vizThumb() {

```

```

    if (sovrataz.visible == true && thnb == true) {
        prewNoi.visible = true;
        Tweener.addTween(prewNoi, { time:1, delay:2, alpha:1 });
        stage.removeEventListener(MouseEvent.MOUSE_UP, dropIt);
        trace('thumbnail');
        thnb = false;
    }
}
/////////////////////////////////////////////////////////////////

/////////////////////////////////////////////////////////////////
///////////////////////////////////////////////////////////////// PHOTO FROM BISCUIT FUNCTION/////////////////////////////////////////////////////////////////
/////////////////////////////////////////////////////////////////
function pickupPhoto(event:MouseEvent):void {
    stage.addEventListener(MouseEvent.MOUSE_MOVE, trackPhoto);
}

function dropPhoto(event:MouseEvent):void {
    if (prewNoi.visible == true && prewNoi.alpha == 1) {
        stage.removeEventListener(MouseEvent.MOUSE_MOVE, trackPhoto);

        Tweener.addTween(noi, { time:1, alpha:1 });
        noi.visible = true;
        bottonemenu.visible = true;
        buttonwindow.visible = false;
        openwindow.visible = false;
    }
}

/////////////////////////////////////////////////////////////////STARTS PHOTO MENU/////////////////////////////////////////////////////////////////

function entermenu(event:MouseEvent):void {
    trace('menu photo');
    bottonemenu.visible = false;
    menuMemory.visible = true;
    bottonemenu.visible = true;
    Tweener.addTween(menuMemory, { time:1, alpha:1 });
    //exitMenu();
}

function trackPhoto(event:MouseEvent):void {
    prewNoi.y = mouseY;
    prewNoi.x = mouseX;
}

function removePhoto(event:MouseEvent):void {
    if (noi.visible == true) {

        Tweener.addTween(noi, {time:1, alpha:0, onComplete:hideNoi});

        bottonemenu.visible = false;
        buttonwindow.visible = true;
        openwindow.visible = true;
        Tweener.addTween(prewNoi, {x:350, y:270, time:1, transition:"linear"});
    }
}

```

```

        sovrataz.visible = false;
        Tweener.addTween(rewNoi, {alpha:0, time:1, delay: 3, onComplete:resetPhoto});
        biscotto.x = 350;
        biscotto.y = 270;
        Tweener.addTween(biscotto, {alpha:0});
        Tweener.addTween(biscotto, {alpha:1, delay:1});
        trace('ciop');
    }
}

```

```

function hideNoi():void {
    noi.visible = false;
}

```

```

//////////this set stage to default//////////
function resetPhoto():void {

```

```

    rewNoi.x = 370;
    rewNoi.y = 108;
    trace('ciap');
    thnb = true;
}

```

```

////////////////////////////////////

```

```

////////////////////////////////////
////////// VISIBILITY ON/OFF //////////
////////////////////////////////////

```

```

function turnOff(event:MouseEvent):void {
    if (light.visible == false) {
        trace('acceso');
        light.visible=true;
        Tweener.addTween(light, { time:3, alpha:1 });
    }
}

```

```

}

```

```

function turnOn(event:MouseEvent):void {
    trace('spento');
    Tweener.addTween(light, {alpha:0, time:1});
    if (light.alpha == 0) {

```

```

        stopLight();
    }
}

```

```

function stopLight() {
    light.visible = false;
}

```

```

////////////////////////////////////

```



```

////////////////////
//////// PASSWORD //////////
////////////////////
pulsanteporta.doubleClickEnabled=true;
function enterpw(event:MouseEvent):void {

    var channelbusso:SoundChannel = busso.play();
    Tweener.addTween(pw, {time: 0, alpha:0});
    Tweener.addTween(pw, {alpha: 1, time: 2, delay: 1});

    pw.visible = true;

}

////////////////////

////////////////////////////////////
////////////////////////////////////GET TO THE MAINMENU////////////////////////////////////
////////////////////////////////////
function gotoMainMenu(event:MouseEvent):void {
    mainmenu.visible = true;
    Tweener.addTween(mainmenu, {time: 2, alpha:1});
}

////////// BUTTONS //////////

biscotto.addEventListener(MouseEvent.MOUSE_DOWN, pickUp);
biscotto.addEventListener(MouseEvent.MOUSE_UP, dropIt);
biscotto.addEventListener(MouseEvent.MOUSE_DOWN, smokeActivator);

prewNoi.addEventListener(MouseEvent.MOUSE_DOWN, pickUpPhoto);
prewNoi.addEventListener(MouseEvent.MOUSE_UP, dropPhoto);
pulsanteporta.addEventListener(MouseEvent.DOUBLE_CLICK, enterpw);
noi.addEventListener(MouseEvent.MOUSE_UP, removePhoto);
//luce
light.addEventListener(MouseEvent.CLICK, turnOn);
light.addEventListener(MouseEvent.CLICK, turnOff);

cavallobutton.addEventListener(MouseEvent.CLICK, swing);
imagehorse.addEventListener(MouseEvent.CLICK, stopImagehorse);

bottonemenu.addEventListener(MouseEvent.MOUSE_UP, entermenu);
buttontomainmenu.addEventListener(MouseEvent.MOUSE_UP, gotoMainMenu);

```