To add actions to a button:

1. Place your button on the stage and select it.
2. Choose Window…Development Panels…Actions.

Flash opens the Actions window, pictured below. Please note that to apply an action to a button, you must have the button selected, and the Actions window must display the words Actions – Button in the upper left corner.
3. To add an event handler, such as `on (release)` – select the + sign in the Actions window. Choose Global Functions…Movie Clip Control…on

The event handler specifies what type of event will trigger the action you add to the button.

Flash offers you a list of events to choose from, such as `press` or `release`. Select the one that works best for your project. In the example below, I’ve selected on release, which means the action I specify in the following steps will take effect when the user releases the mouse. Page 105 of Chun presents a full list of button events, with a description of each.
4. Click between the curved brackets. The instructions you place between the brackets specify what will happen when the user releases the mouse.

5. Click the + sign in the actions window, and choose which action you’d like to add. In the example, I’ve selected `getURL`, which tells the Flash movie to open a new Web page.
5. (continued)

Flash adds a new actionScript command to the project.

6. To specify which URL the Flash movie will load, click in between the two parenthesis (), and type the URL between quotes. Flash requires that you type the full URL, including http:// to open web pages on other servers. If you want to load a page on the same server, you simply need to specify the name of the page, for example action.html.

When a user releases the mouse, Flash will execute the commands between the two curved brackets.
Using actions to navigate the Timeline

The stop action

To stop the playback of a Flash movie at a given point, you can add a stop action to the Timeline.

Regardless of how many layers you have in your Timeline, you only need to add one stop action — the single stop action will stop playback on all layers at once.

Note: To keep track of your scripts, it’s helpful to place all your frame actions on their own layer, as in the example above.

To add a stop action, click the + sign in the Actions panel, the choose Global Functions, Timeline Control, Stop.

When the Playhead encounters a stop action in the Timeline, all playback remains stopped until you specify otherwise.
Adding a play action to a button

Adding a play action to a button enables a user to start playing a stopped movie, simply by clicking the button. By default, all Flash movies will play automatically so you only need to a play button if the movie contains a stop action.

1. Select the button, and add an event handler as in the example on page 2.

In the example below I’ve added the on (release) handler I used earlier.

To add the play action, click between the curved brackets, then select Global Functions…Timeline Control…play.
Flash adds the play action to my button.

As in the getURL example, the `on (release)` event handler specifies what conditions will trigger the action. The `play` statement inside the curved brackets specifies what happens when the user clicks.
Typing your own actionScript

You can also add scripts to your work by typing directly into the Actions panel or by cutting and pasting scripts.

If you’d like to copy the scripts used above and paste them into your movies, the code is as follows:

Open a new web page (button action)

```actionScript
on (release) {
    getURL("http://www.gotoandlearn.com");
}
```

Stop a movie (frame action)

```actionScript
stop();
```

Play movie (button action)

```actionScript
on (release) {
    play();
}
```