To initialize or create a new local variable:

Select the first frame of the root timeline

Type the name of your variable in the script pane, followed by an equal sign, and a value

In the example below, the variable is called name, and the first value is blank. Later, we’ll create an input text field, and use the variable called name to store the information a user types.
To create an input text field:

1. Click the text tool in the tool panel.
2. Click and drag to define the input text area on the stage
3. Select Input Text from the list of text options.

To store the input text in the variable you just created:

4. Click inside the Var field, and type the name of your variable.
5. Press return

Flash will now store the information a user types inside the variable you designated.
To create a dynamic text field that displays the text stored in your variable:

1. Click the text tool and define a new text field on the stage.

2. Select Dynamic Text from the text options pull down menu.

3. Type the name of your variable in the Var field, and hit return.

When you publish your movie, users can type into the Input Text box, the information they type will be stored in a local variable, and immediately displayed in the Dynamic Text field. Because you have initialized a local variable, the information is only available to this single .swf as it is playing.

To create a variable that can pass information from one currently playing .swf to another, you must create a global variable.
To initialize a global variable:

1. Select the first frame of the root timeline.

2. Initialize the variable as you would a local variable, but precede it with _global

For example:

```javascript
_global.name = " "
```
To pass the information captured by an input text field to a global variable when a user releases the mouse:

1. Place a button instance on the stage and select it.

2. Create an onRelease event handler.

3. Type the name of the global variable in the actions pane, followed by an equals sign, and the name you placed in the Var field of the input text box.

```actionscript
on (release) {
    _global.name = nameField;
    loadMovieNum("dynamic.swf", 10);
}
```

In this example, when the user releases the mouse, Flash will pass the user input stored in `nameField` on to the global variable named `_global.name`.

In this case, Flash will also load a new movie onto level 10, replacing the movie which contains the input text field.

Because the global variable is stored on level 0, the information stored in `_global.name` is not lost when the movie on level 10 is replaced.
Variables

To display the information from a global variable in a newly loaded movie:

1. Create a new Flash movie.

2. Place a dynamic text field on the stage, and place a new name in the Var field associated with the dynamic text.

3. Select the first frame of the new movie’s timeline.

4. Type the name from the Var field of your dynamic text box in the actions pane, followed by an equal sign, and the name of the global variable.

In this case, Flash sets the dynamic text field to display the contents of _global.name. The information stored in the variable has now passed through three different .swf files.