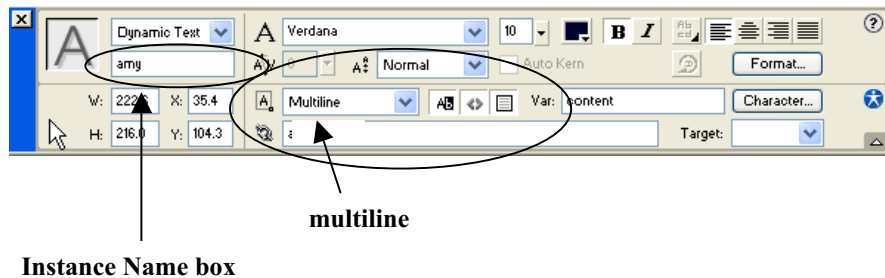


Flash 6: Scrollable Dynamic Text Field

In the scene where you are placing the text, add a layer called **labels**.

Choose a keyframe in the labels layer. Label the instance in the instance name box.



I always label the instance the same name as the text file but without the txt extension.

If you are going to use simplified HTML in the text file, you will need to list the **Var** as **content**. Be sure that your text file starts with "content=" (don't use the quotation marks).

For HTML, you also need to have the HTML `< >` symbol indented.

You need to add an action to the keyframe on the labels layer. In the **actions** panel, tell the computer to load the variables: **action** > **Browser/Network** > **loadVariables**. Add the location of the text file you want to add. In this case, **amy.txt**.

Buttons

You do need buttons for clicking on. Create them or borrow them.

In your scene, add a layer for **buttons** and place the **up** and **down** arrows onto the stage.

Scrolling Down

1. Select the **down** button and click **F9** to add an action.
2. Select **Actions** > **Objects** > **Movie** > **TextField** > **Properties**.
3. Double click on **scroll** to add it to the script pane.
4. In the **expression** box, place the cursor before **.scroll** and type the **instance** name of the dynamic text field. (In the picture above it is **amy**.)
5. After the word **scroll**, type **+=1**. The expression should now read: **amy.scroll+=1**.

Scrolling Up

1. Select the **up** button and duplicate all of the scripting from above **except** the replace the + sign with a **minus -**.
2. After the word **scroll**, the expression should now read: **amy.scroll-=1**.