DOCUMENTATION:
Learning AutoCAD / Drawing Objects
Edt 435 Design and Development 2
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The purpose of this Documentation is to provide information relevant to the design and development of the Drawing Objects in AutoCAD tutorial and to provide the framework from within which further additions and revisions can take place. The contents of the Documentation include:

> Project Development and What's Next
> Naming Conventions
> Structures
> > The Flash Timeline
> > The Flash Library
> > The Flowchart
> Variables
> Critical Code
> Credits

Project Development and What's Next:

The development of this tutorial began with an Introductory Web-based lesson titled "Learning AutoCAD" created with Dreamweaver and developed further with Camtasia and iMovie to create the segment Adding and Editing Text. The initial program contains five modules and each module could be developed further with appropriate software. In this segment, titled Drawing Objects, we explored an interactive Display Screen and the Draw menu created with Flash MX. The next step would be to develop the other modules.

Naming Conventions:

In general, the naming of the objects of the FLA files are logical in nature and attempts to describe the object or action the object performs. The table explains the most common conventions:

		Naming convention	Example
layers		explains function of layer	text
frames		description of frame usage	creditsFrame
buttons		description of button graphic	arrowButton
movie clips		includes MC	rectangleMC
instances		are named to match symbol	lineMC = line MC
draggables		begin with drg	drgClipStandard
droptargets		begn with drop	dropClipStandard
Static text		descriptive	staticText
dynamic text		descriptive	dynamicText

Structures: The Flash Timeline

The folders and layers in the timeline are organized in a top down hierarchy as is their placement in the Flash tutorial.

Folders	Layer Names	Description
	Actions	This layer contains variable definitions and action scripts
navigation	arrowNav	Blue arrow buttons
	buttonNavMC	Rectangular buttons to enter Movie Clips
text	staticText	
	dynamicText	
displayScreen	descriptions	
	draggables	
	droptargets	
	shape	
	screen	
framedText	framemask	
	readText	
	frame	
movieClips	movieClips	
background	autoCAD	Graphic for title
	learning	Graphic for title
	grid	Blue grid background

Structures: The Flash Library

The Flash library has folders to organize and identify object used in this project.
In general, MC stands for Movie Clip.

Folders for Navigational Buttons begin with the word Buttons and include:
ButtonsArrows – include previous and next
ButtonsMC – are the rectangular buttons to select Movie Clips.
ButtonsRollover – used to display descriptions in the Display
                              Screen Segment.

Folders for the Drag and Drop segments begin with drg and drop.
drgButtons – are the buttons defined to be used as drgClipsMC buttons for the Display
                Screen segment.

drgClipsMC – are defined as Movie Clips to be used as Draggable Objects for the
Display Screen segment

dropTargetMC – are defined as Movie Clips to be used as Drop Targets for the Display
Screen segment.

Folders for the Drawing Objects Movie Clips begin with MovieClip.

MovieClipLine – is a folder that organizes the all objects for the Viewing and Practice
session on Drawing Lines.

MovieClipRectangle – is a folder that organizes all the objects for the Viewing and
Practice session on Drawing Rectangles.

MovieClipCircle – is a folder that organizes all the objects for the Viewing and Practice
session on Drawing Circles.

The Screen Display folder organizes the graphics used in the Screen Display segment.

The Graphics folder organizes the rest of the graphics used in the project.

Variables:
// variables used and their respective frame numbers:
MainMenuPage = 5;
LineClipStart = 8;
RectangleclipStart = 9;
CircleClipStart = 10;
LinePracticeStart = 11;
RectanglePracticeStart = 12;
CirclePracticeStart = 13;
CreditsPage = 15;

Critical code segments:

This is the action code used the draggable labels in the Display Screen
Segment:

```
on(press){
        this. StartDrag(true);
        originalXPos = this._x;
        originalYPos = this._y;
}
on(release) {
        if(eval(this._droptarget == _root.droptargetStandard){
        root.feedback.text = "this is the correct answer.";
}else{
this ._parent.feedback.text = "oops, try again.";
        this._x = originalXPos ;
        this._y = originalYPos;
    {
     this.stopDrag();
}
```

This is the action code used on the rollover labels in the Display Screen Segment:

```
On(rollover){
Root.description.text = "The draw toolbar…";
}
On(rollout){
Root.description.text ="";
}
```

Known bugs

No known bugs

Credits

References and resources used during the development of this tutorial include:
Professor Andy Walker – Development 2 Class
Flash MX 2004 Bible
Macromedia Flash Web Site