
Paper Texture Transition 04 (IN/OUT) - ActionScript 3 version

What's this?

- It's precalculated transition animation with custom front and back texture
- It's not vector animation. It's realtime rendered 3D based on my own tiny 3D engine - Plane3D class available also at Activeden - <http://activeden.net/item/textured-plane3d-class-as2-as3/52824>
- It's not for banners because of animation data size, but excellent for other flash creations (websites, presentations, animations).

What you can change and customize?

- front and back texture of paper (animated or static movieclips, also can handle video embedded into movieclip)
- width & height of paper
- focal length (rendering perspective)

Interactive objects like buttons and input textfields nested into texture will work normally after finishing animation transition.

What you can't change?

You can't change duration of animation - it's permanent, but transition is provided in three different time versions:

Transition04_20 (**20 frames** animation length) - compile size **13kb**

Transition04_30 (**30 frames** animation length) - compile size **17kb**

Transition04_40 (**40 frames** animation length) - compile size **22kb**

You can select and use proper version for your needs.

How to use it?

TRANSITION "IN"

```
import net.chamboow.ptt.PaperTextureIN;
import net.chamboow.ptt.anims.*;

// what transition animation will be used
// possible variants:
// new Transition04_20frames();
// new Transition04_30frames();
// new Transition04_40frames();

var transition = new Transition04_40frames();

// pW - paper width, pH - paper height

var pW = 250;
var pH = 250;

// front - movieclip for front of paper
// back - movieclip for back of paper

var front = new frontMovieClip();
var back = new backMovieClip();

// set it up and start animation

var myPaper = new PaperTextureIN(pW, pH, transition, front,
back);

// set focal length value
myPaper.focalLength = 800;

// add to display list
addChild(myPaper);

// start transition IN
myPaper.start();
```

TRANSITION "OUT"

```
import net.chamboow.ptt.PaperTextureOUT;
import net.chamboow.ptt.anims.*;

// what transition animation will be used
// possible variants:
// new Transition04_20frames();
// new Transition04_30frames();
// new Transition04_40frames();
```

```
var transition = new Transition04_40frames();

// pW - paper width, pH - paper height

var pW = 250;
var pH = 250;

// front - movieclip for front of paper
// back - movieclip for back of paper

var front = new frontMovieClip();
var back = new backMovieClip();

// set it up and start animation

var myPaper = new PaperTextureOUT(pW, pH, transition, front,
back);

// set focal length value
myPaper.focalLength = 800;

// add to display list
addChild(myPaper);

// start transition OUT
myPaper.start();
```

PaperTextureIN, PaperTextureOUT instance methods:

start()

starts animation forward

reverse()

starts animation backward

PaperTextureIN, PaperTextureOUT events:

PTTEvent.FINISH

Fired when transition is completed.

```
Var flag = false;
myPaper.addEventListener(PTTEvent.FINISH, function(e:PTTEvent)
{
```

```
// simple infinity loop (PING PONG)
if (!flag) myPaper.reverse(); else myPaper.start();
flag=!flag;
});
```

PTTEvent . START

Dispatch this event to call **start()** function (useful for calling from texture movieclip)

```
myButton.addEventListener(MouseEvent.CLICK,
function(e:MouseEvent) {
    // dispatch event - start transition FORWARD
    dispatchEvent(new PTTEvent(PTTEvent.START));
});
```

PTTEvent . REVERSE

Dispatch this event to call **reverse()** function (useful for calling from texture movieclip)

```
myButton.addEventListener(MouseEvent.CLICK,
function(e:MouseEvent) {
    // dispatch event - start transition BACKWARD
    dispatchEvent(new PTTEvent(PTTEvent.REVERSE));
});
```

What's included in this package?

- full source code
- three different time-versions of this transition (20, 30 and 40 frames)
- all examples from preview file (.FLA + .AS file)

Check our other flash items on: <http://activeden.net/user/Chamboow>

Good Luck using the file in your projects!