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## TVFX – ActionScript 2 / ActionScript 3– help file

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Example code usage (same syntax for AS2 & AS3)

```
import net.chamboow.effects.TVFX;
import net.chamboow.effects.TVEffects.*;

// set TVFX class - source MC, target MC, width, height
var myTVFX = new TVFX(mcSrc, mcTarg, 400, 300);

// blink effect
var blinkFX = new BlinkTV();

// distort noise effect (set distort range to 2 in
constructor)
var distortFX = new DistortNoiseTV(2);

// light #1 effect (with params 20 and 15)
var lightFX = new GradientLightTV(20,15);

// light #2 effect (with params 40 and 35)
var lightFX2 = new GradientLightTV(40,35);

// noise effect
var noiseFX = new NoiseTV();

// scanlines effect (with params 3 [min. scanlines] and 3
[max. scanlines])
var scanlinesFX = new ScanlinesTV(3,3);

// tint effect (to color 0x00FF48)
var tintFX = new TintTV(0x00FF48);

// change Y move step for light #1
lightFX.step = -5;

// change alpha value for light #1
lightFX.alpha = .4;

// change Y move step for light #2
lightFX2.step = -8;

// change alpha value for light #2
lightFX2.alpha = .3;

// add all effects to render list
myTVFX.addFX(distortFX);
myTVFX.addFX(blinkFX);
```

```
myTVFX.addFX(noiseFX);
myTVFX.addFX(tintFX);
myTVFX.addFX(lightFX);
myTVFX.addFX(lightFX2);
myTVFX.addFX(scanlinesFX);
```

```
// start render animation
myTVFX.startRender();
```

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### TVFX class constructor:

```
TVFX(_mcSource:MovieClip,_mcTarget:MovieClip, _width:Number,
    _height:Number)
```

**\_mcSource**

source movieclip (render input)

**\_mcTarget**

target movieclip (render output)

**\_width**

output animation width

**\_height**

output animation height

### TVFX methods:

**addFX(effectInstance:Object);**

adds effect to effects list

**startRender();**

starts rendering

**stopRender();**

stops rendering

**render();**

instead of using startRender/stopRender (which is onEnterFrame event based), you can use renderFrame() method for single frame render

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### Effect #1 / BlinkTV class constructor:

```
BlinkTV(_power:Number = 255, _alpha:Number = .25,
    _blendMode:String = BlendMode.HARDLIGHT)
```

## Parametres:

**\_power** (default value: **255**)  
power of blinking [value range: **0-255**]

**\_alpha** (default value: **.25**)  
alpha transparency [value range: **0-1**]

**\_blendmode** (default value: **HARDLIGHT**)  
blend mode of this effect

## Methods:

**disable()**  
turn off/disable BlinkTV effect

**enable()**  
turn on/enable BlinkTV effect

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## Effect #2 / ChannelTransformTV class constructor:

**ChannelTransformTV(\_xRange:Number = 10, \_yRange:Number = 0)**

## Parametres:

**\_xRange** (default value: **10**)  
X-axis random range

**\_yRange** (default value: **0**)  
Y-axis random range

## Methods:

**disable()**  
turn off/disable ChannelTransformTV effect

**enable()**  
turn on/enable ChannelTransformTV effect

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## Effect #3 / DistortNoiseTV class constructor:

```
DistortNoiseTV(_range:Number = 4, _speed:Number = 7,  
_step:Number = 1)
```

#### Parametres:

**\_range** (default value: 4)  
distort range

**\_speed** (default value: 7)  
distort speed

**\_step** (default value: 1)  
distort step

#### Methods:

**disable()**  
turn off/disable DistortNoiseTV effect

**enable()**  
turn on/enableDistortNoiseTV effect

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#### Effect #4 / GradientLightTV class constructor:

```
GradientLightTV(_lightHeight:Number = 40,  
_featherHeight:Number = 20, _step:Number = 3,  
_color:Number = 0xffffffff, _alpha:Number = 1,  
_blendMode:String = BlendMode.ADD)
```

#### Parametres:

**\_lightHeight** (default value: 40)  
light height

**\_featherHeight** (default value: 20)  
height of feather gradient

**\_step** (default value: 3)  
Y-Axis move step

**\_color** (default value: 0xFFFFFFFF)  
color of light

**\_alpha** (default value: 1)  
alpha transparency [value range: 0-1]

**\_blendMode** (default value: **ADD**)  
blend mode of this effect

#### Methods:

**disable()**  
turn off/disable GradientLightTV effect

**enable()**  
turn on/enable GradientLightTV effect

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#### Effect #5 / NoiseTV class constructor:

```
NoiseTV(_seedRange:Number = 255, _alpha:Number = .4,  
_blendMode:String = BlendMode.OVERLAY)
```

#### Parametres:

**\_seedRange** (default value: **255**)  
random seed range [value range: **0-255**]

**\_alpha** (default value: **.4**)  
alpha transparency [value range: **0-1**]

**\_blendmode** (default value: **OVERLAY**)  
blend mode of this effect

#### Methods:

**disable()**  
turn off/disable NoiseTV effect

**enable()**  
turn on/enable NoiseTV effect

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#### Effect #6 / ScanlinesTV class constructor:

```
ScanlinesTV(_minLines:Number = 2, _maxLines:Number = 2)
```

#### Parametres:

**`_minLines`** (default value: **2**)  
minimum scanlines step

**`_maxLines`** (default value: **2**)  
maximum scanlines step

#### Methods:

**`disable()`**  
turn off/disable ScanlinesTV effect

**`enable()`**  
turn on/enable ScanlinesTV effect

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#### Effect #7 / TintTV class constructor:

```
TintTV(_color:Number = 0xffffffff, _alpha:Number = 1)
```

#### Parametres:

**`_color`** (default value: **0xFFFFFFFF**)  
tint to color

**`_alpha`** (default value: **1**)  
alpha transparency [value range: **0-1**]

#### Methods:

**`disable()`**  
turn off/disable TintTV effect

**`enable()`**  
turn on/enable TintTV effect

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#### Effect #8 / WobbleTV class constructor:

```
WobbleTV(_range:Number = 15, _speed:Number = 4, _step:Number = 3)
```

#### Parametres:

**`_range`** (default value: **15**)

wobble range

**\_speed** (default value: 4)

wobble speed

**\_step** (default value: 3)

wobble step

### **Methods:**

**disable()**

turn off/disable WobbleTV effect

**enable()**

turn on/enable WobbleTV effect

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

**Good Luck using the file in your projects!**