

## Reviewing ActionScript 3.0 Basics

**next**

# Display Object

## Understanding the Display List



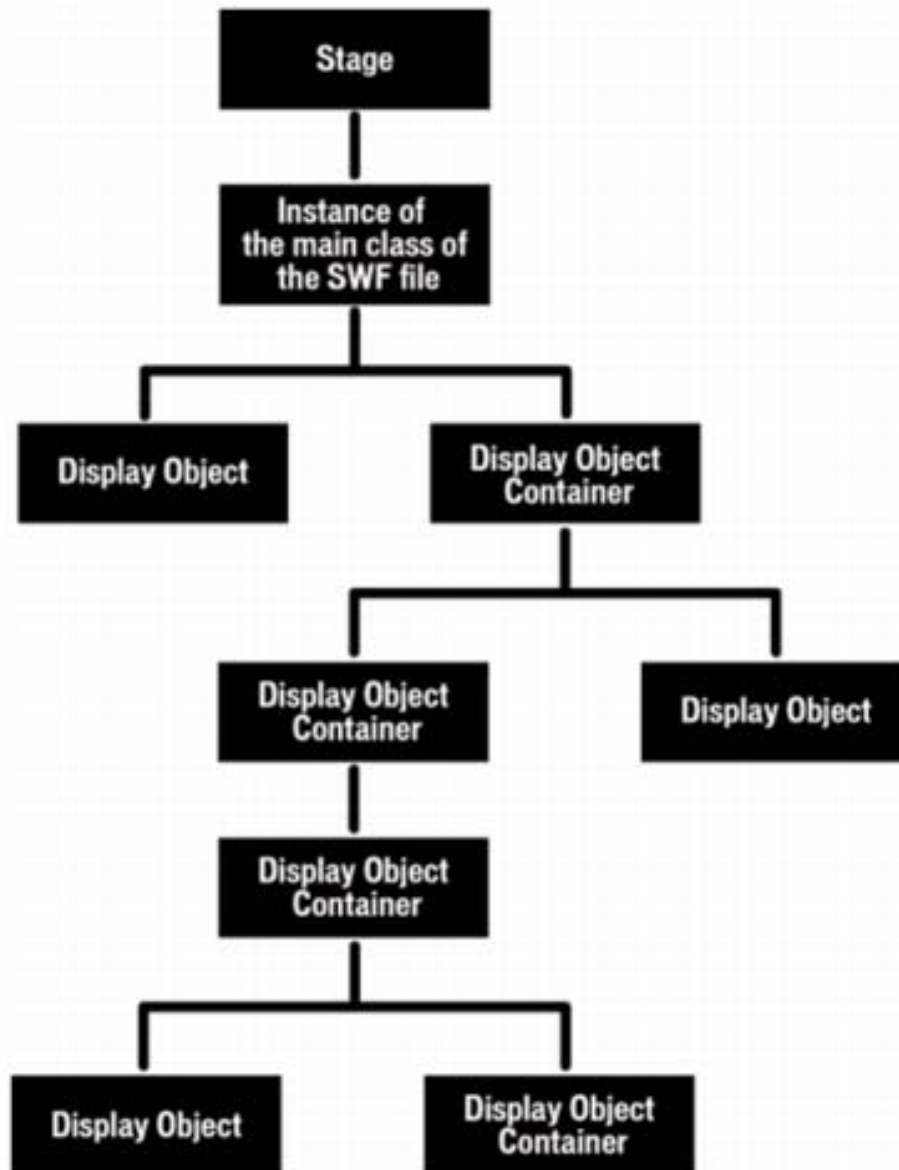
Display Object Container

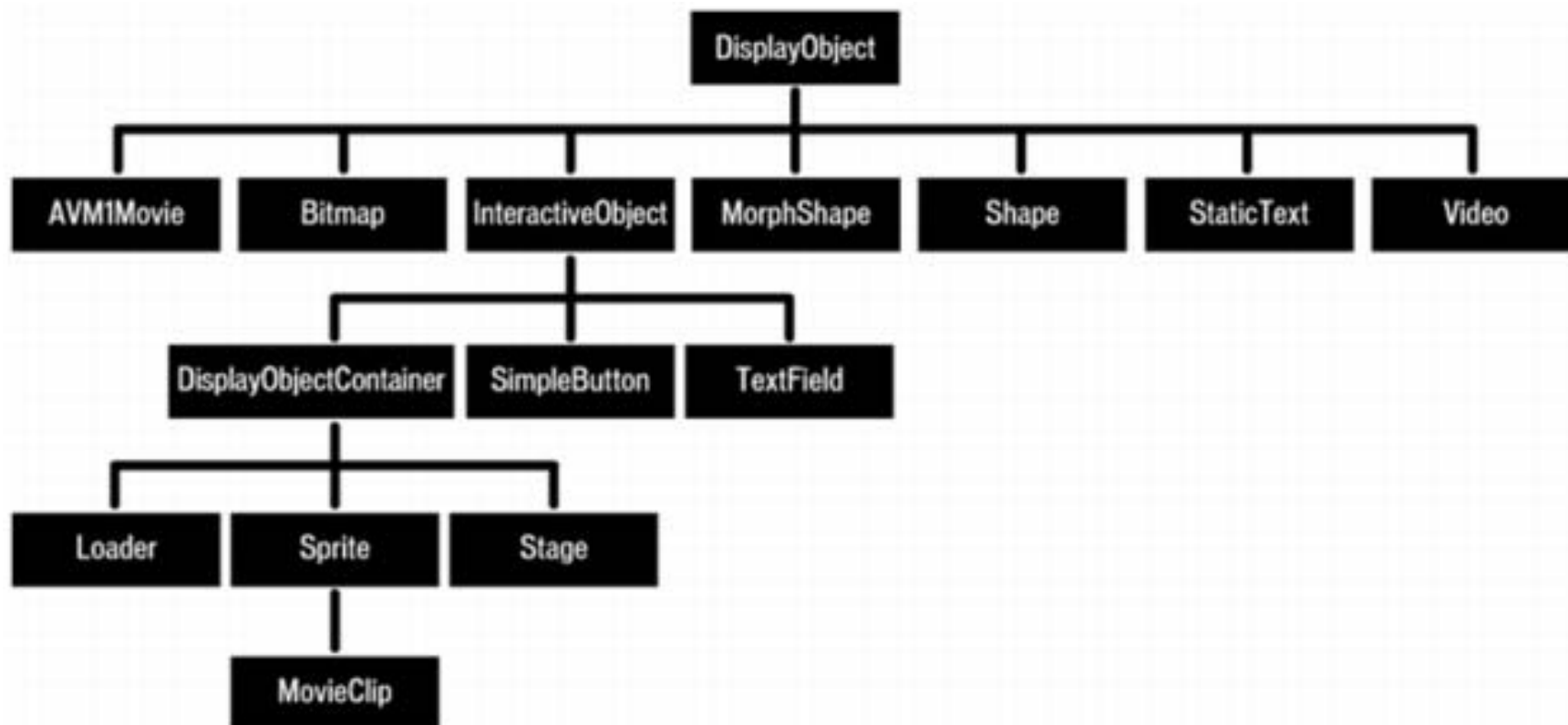


Display Object

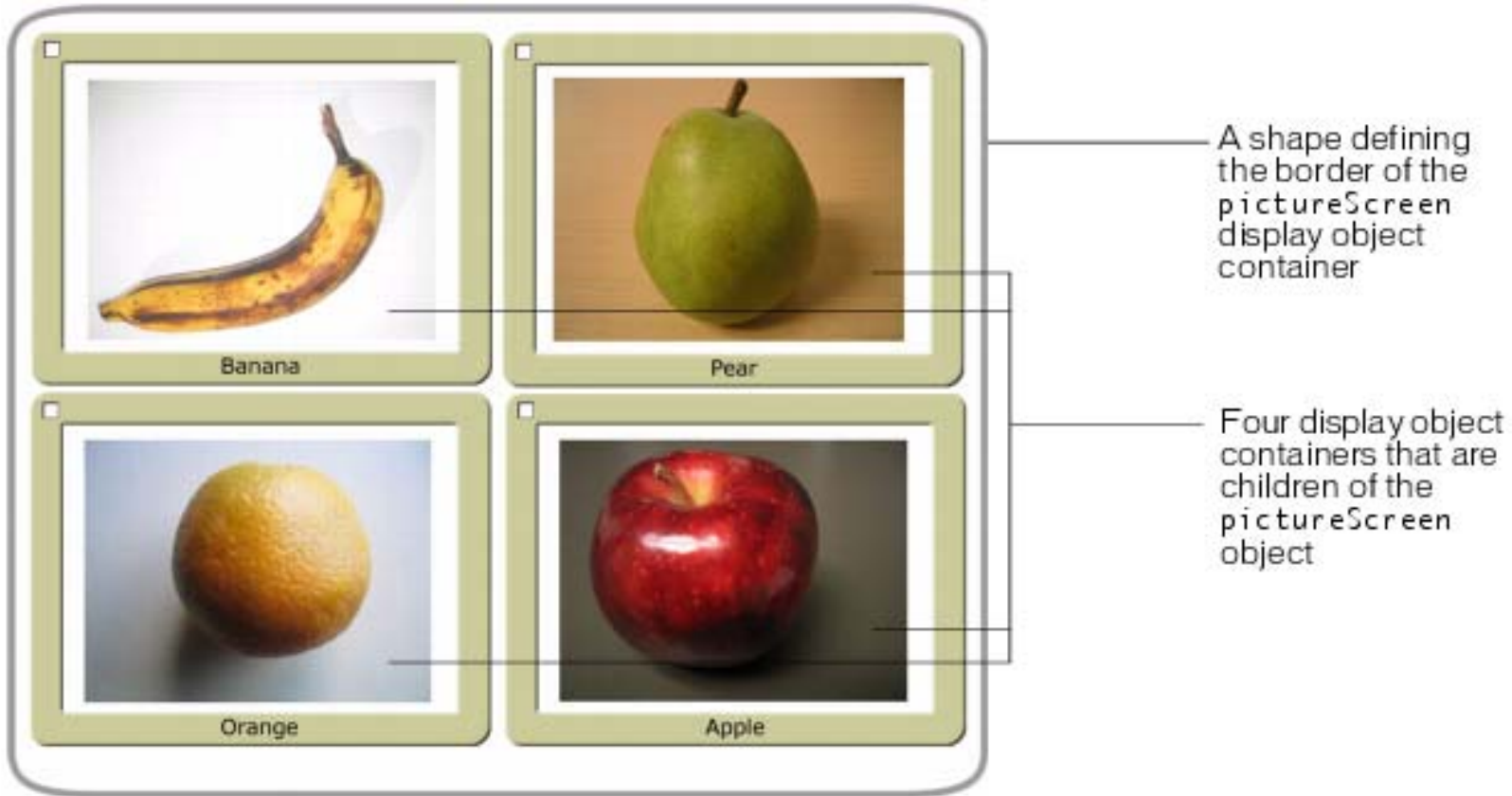


# Display Object

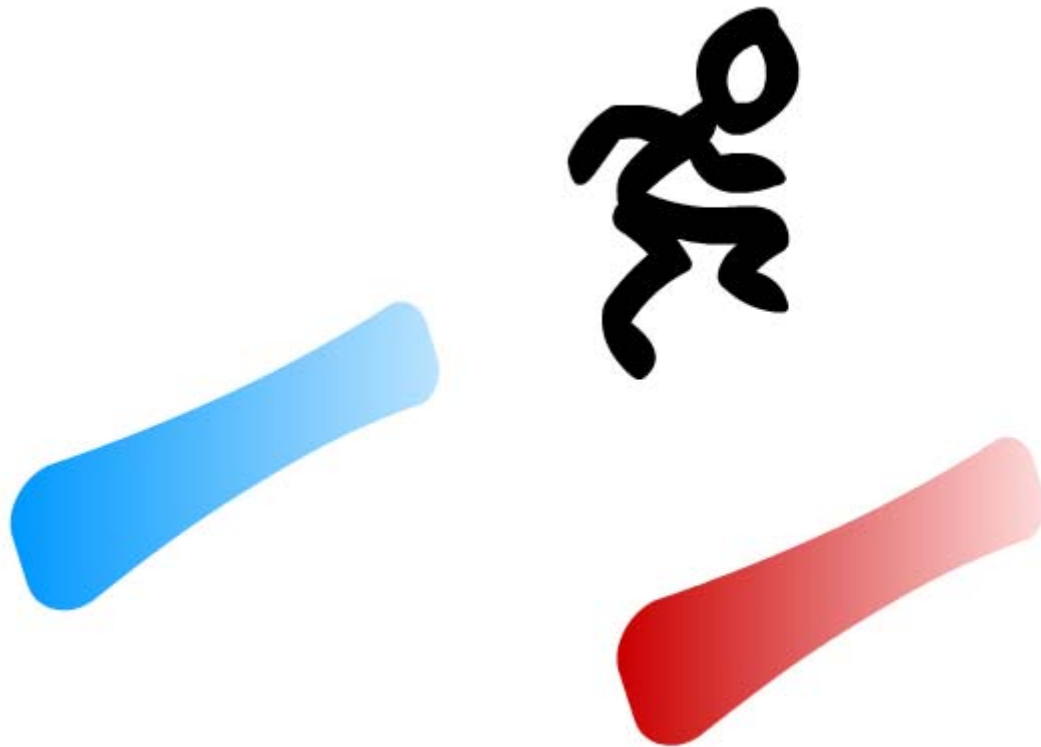




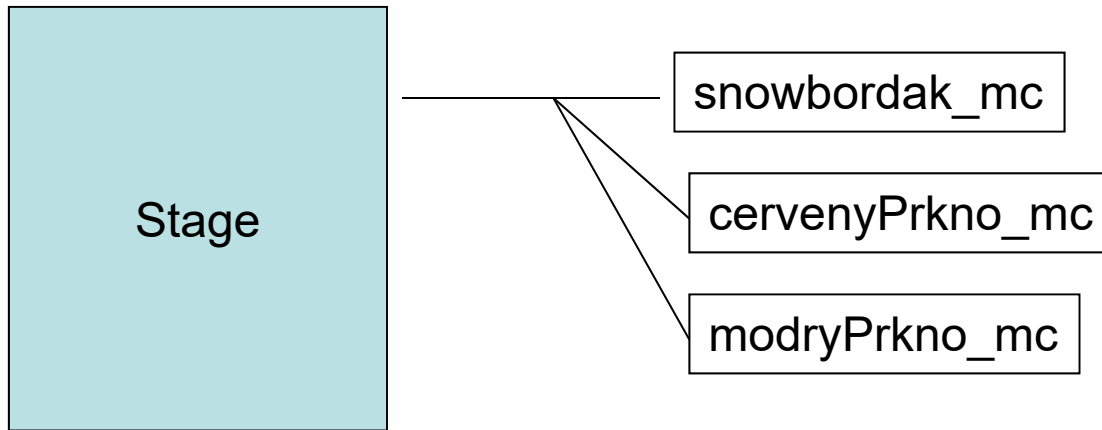
# Display Object



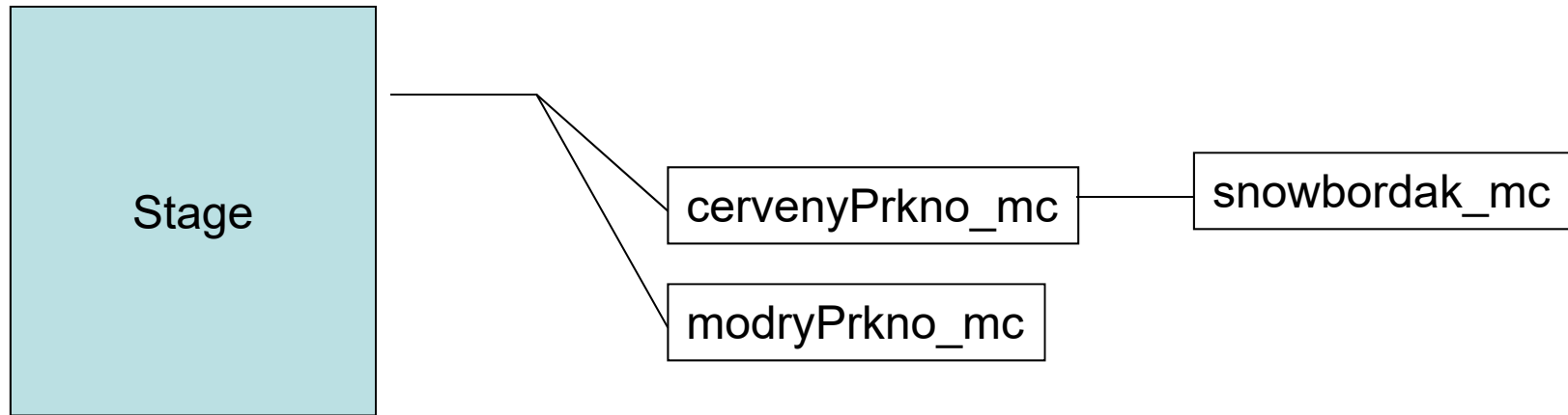
# Display Object



# Display Object

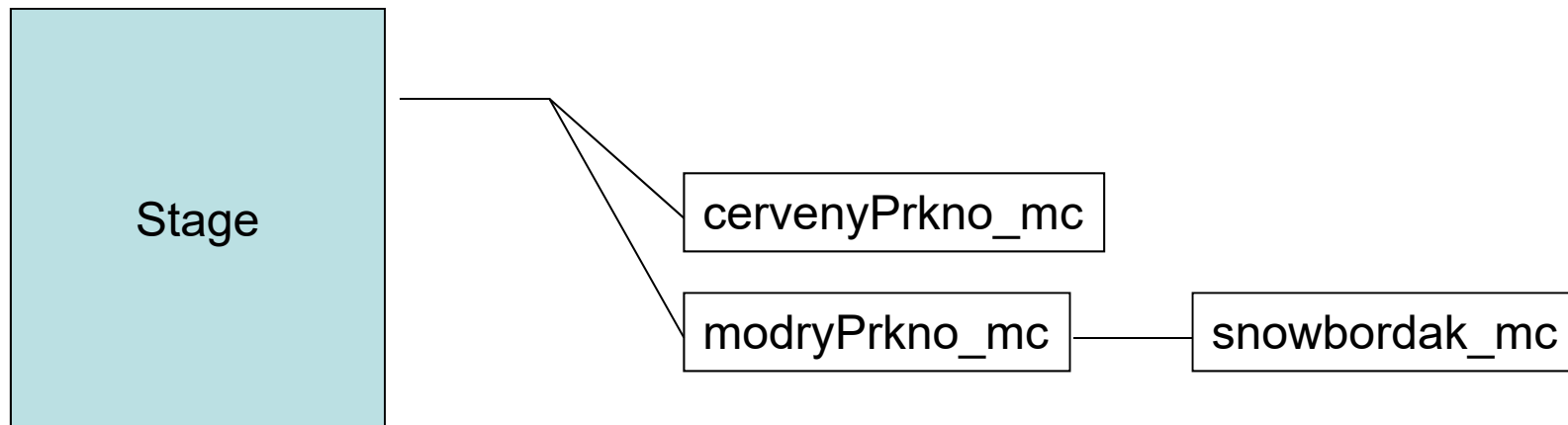


# Display Object



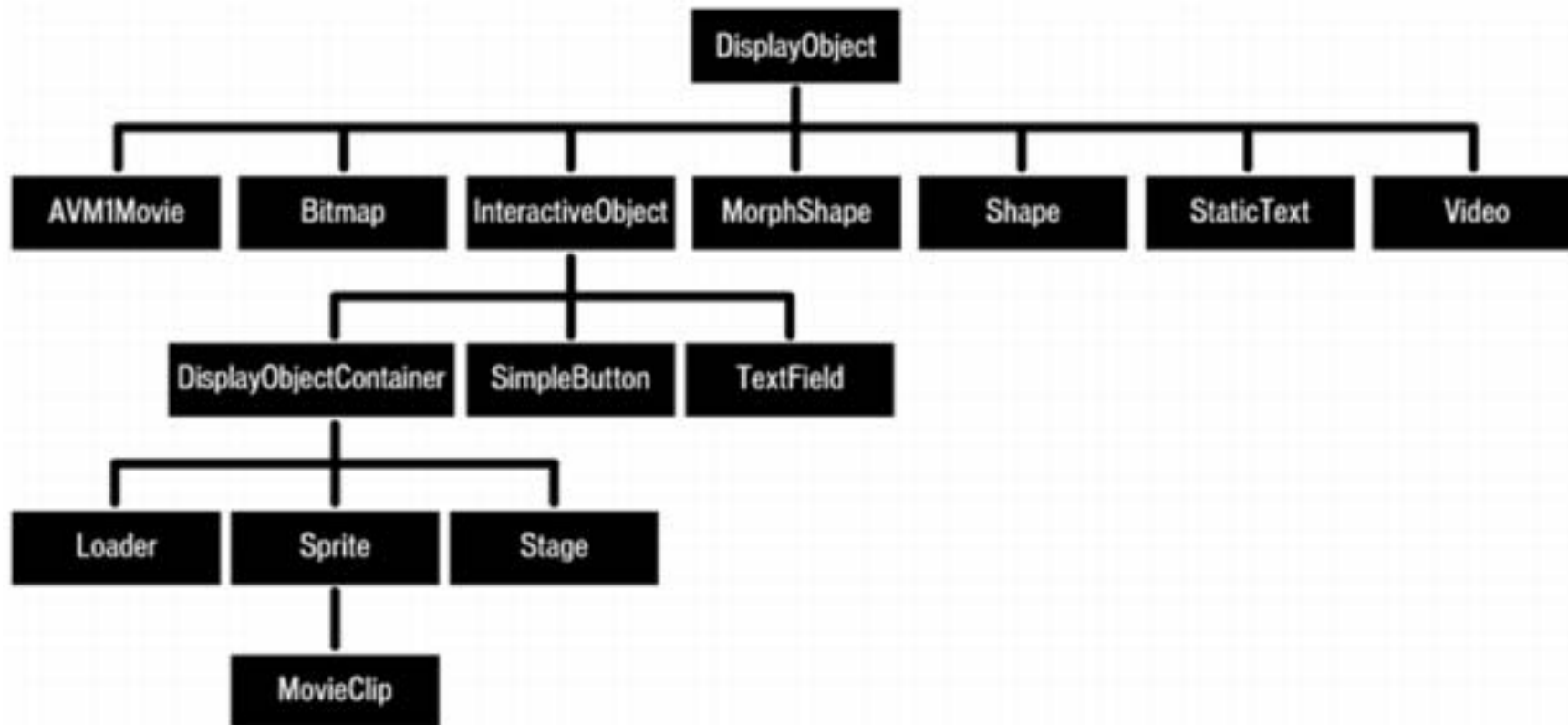


# Display Object



# Display Object

třída **DisplayObject** - předek všech zobrazitelných objektů



# Základní vlastnosti /properties/ třídy DisplayObject

.height

.width

.x

.y

.name

.parent

.root

.rotation

.scaleX (1 je 100%)

.scaleY (1 je 100%)

.visible (true/false)

# Základní vlastnosti /properties/ třídy DisplayObject

alpha



# Základní vlastnosti /properties/ třídy DisplayObject

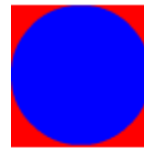
alpha



# Základní vlastnosti /properties/ třídy DisplayObject

opaqueBackground

Implicitně opaqueBackground=null



```
import flash.display.Shape;  
var circle:Shape = new Shape();  
circle.graphics.beginFill(0x0000FF);  
circle.graphics.drawCircle(40, 40, 40);  
circle.opaqueBackground = 0xFF0000;  
addChild(circle);
```

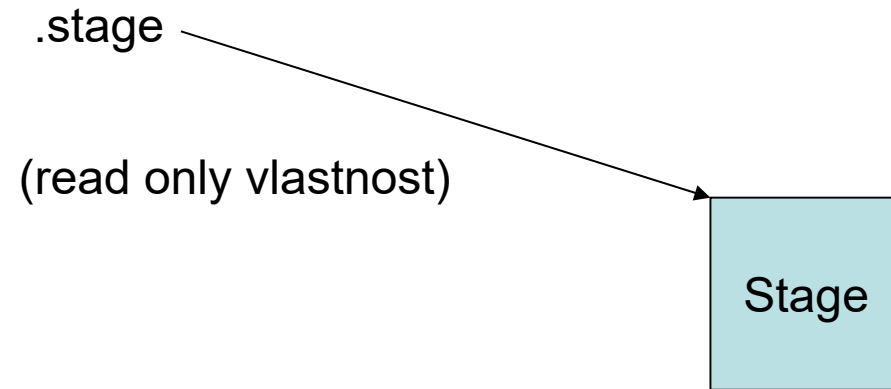
# Základní vlastnosti /properties/ třídy DisplayObject

blendMode

`.blendMode = BlendMode.NORMAL`

`.blendMode = BlendMode.SUBTRACT`

# Základní vlastnosti /properties/ třídy DisplayObject



instanceObjektu.stage.stageHeight  
instanceObjektu.stage.stageWidth

Příklad použití:

```
tf1.width = tf1.stage.stageWidth / 2 - 10;
```



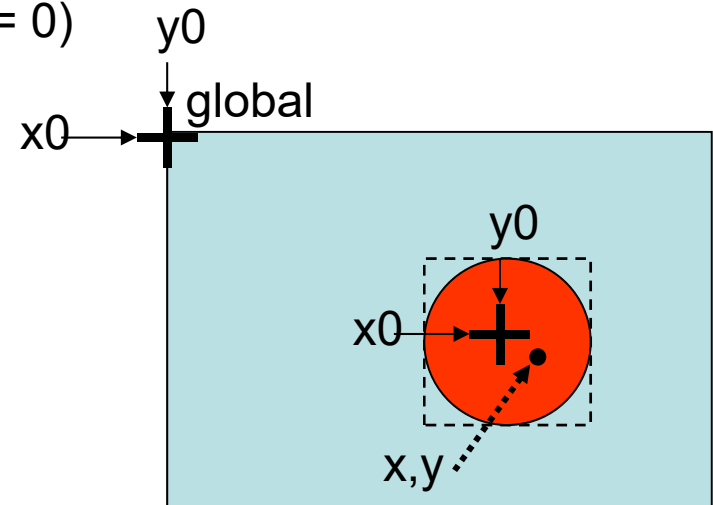
# Základní metody třídy DisplayObject

Převod souřadnic:

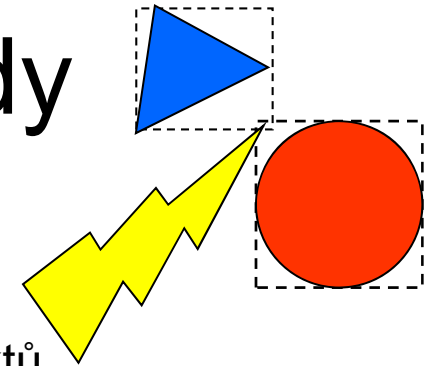
globalToLocal	public function globalToLocal(point: <a href="#">Point</a> ): <a href="#">Point</a>
localToGlobal	public function localToGlobal(point: <a href="#">Point</a> ): <a href="#">Point</a>

Point()Constructor:

public function Point(x:[Number](#) = 0, y:[Number](#) = 0)



# Základní metody třídy DisplayObject



Testování kolize:

Testuje překrývání rámečků objektů

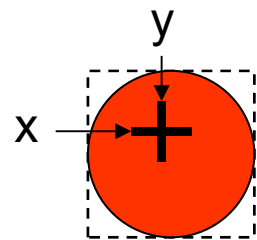
hitTestObject  
hitTestPoint

Implicitně (tj. když se nic nezadá) je false

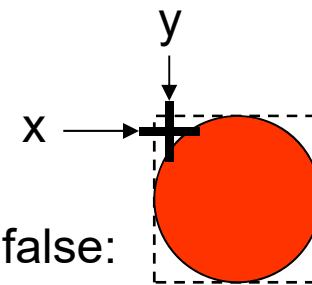
public function hitTestObject(obj:DisplayObject):Boolean

public function hitTestPoint(x:Number, y:Number, shapeFlag:Boolean = false):Boolean

Koordináty vzhledem k Stage!!!!



shapeFlag=true:  
hitTestPoint testuje zda souřadnice  
x a y je v objektu



shapeFlag=false:  
hitTestPoint testuje zda souřadnice  
x a y je v rámečku objektu

# MouseEvent

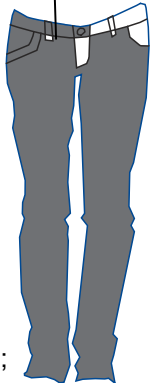
Stage



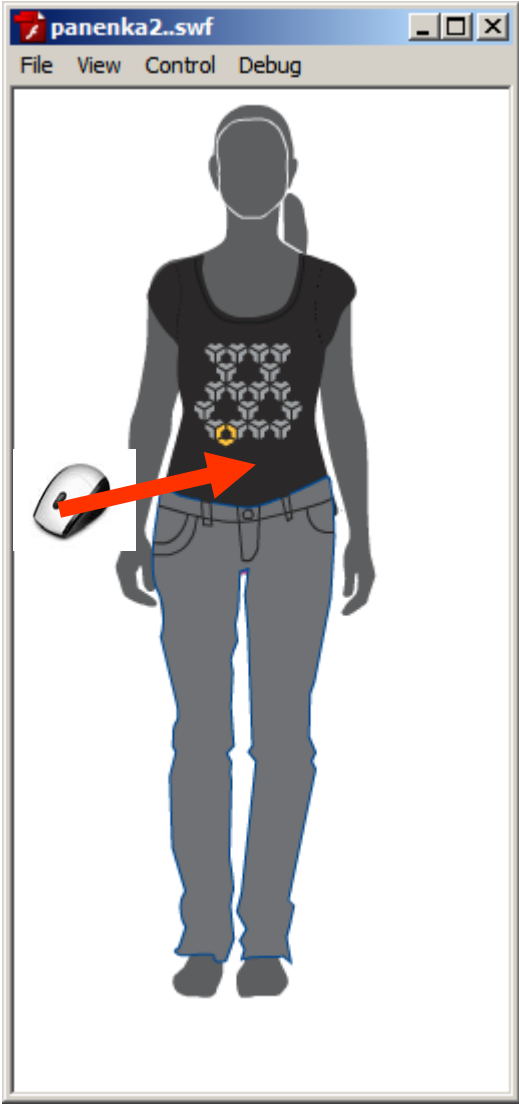
```
panenka_mc.addEventListener(MouseEvent.CLICK, chyt);
```

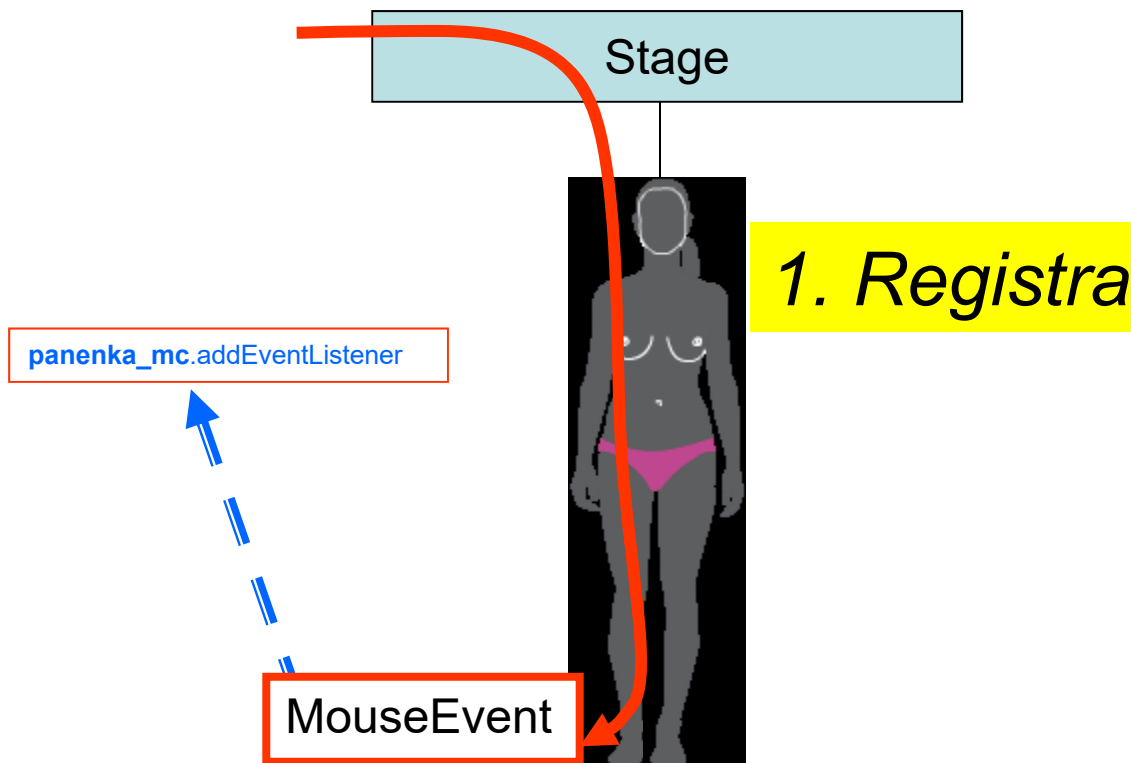


```
triko_mc.addEventListener(MouseEvent.CLICK, chyt);
```



```
kalhoty_mc.addEventListener(MouseEvent.CLICK, chyt);
```



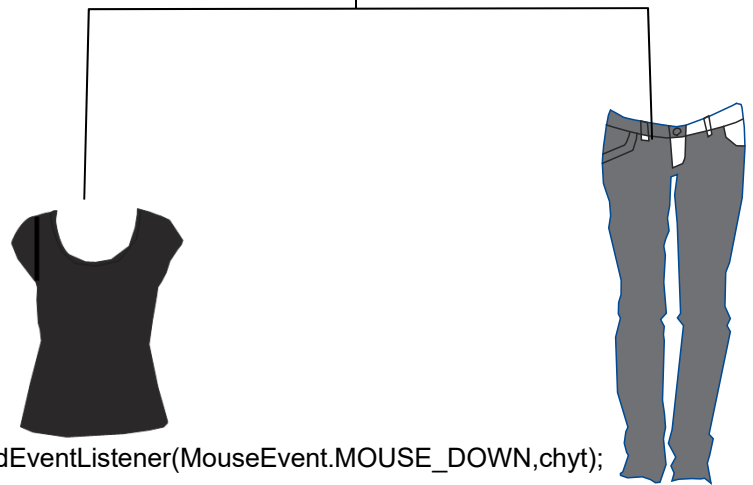


1. Registrační fáze

```
panenka_mc.addEventListener
```

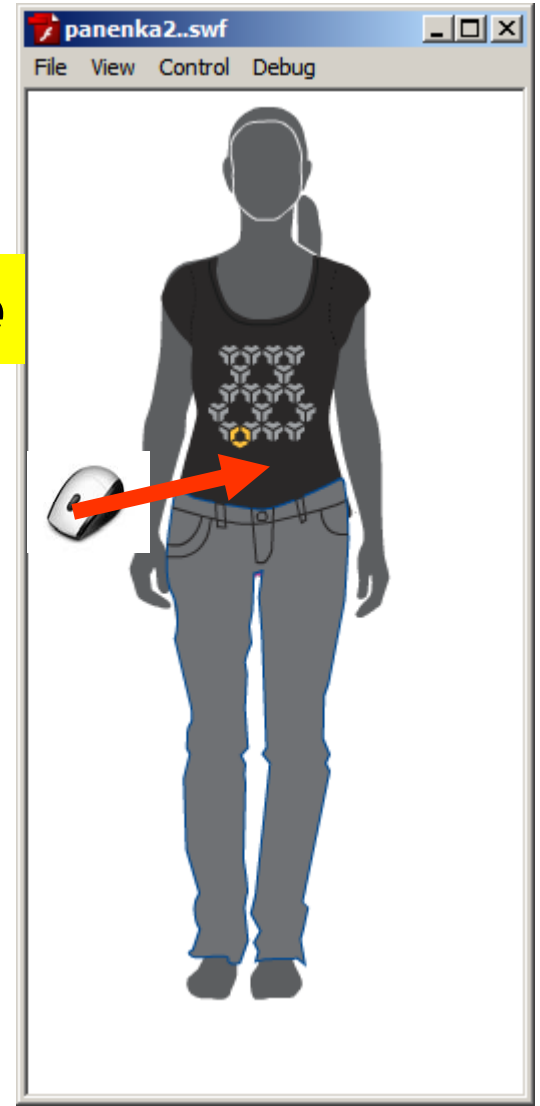
MouseEvent

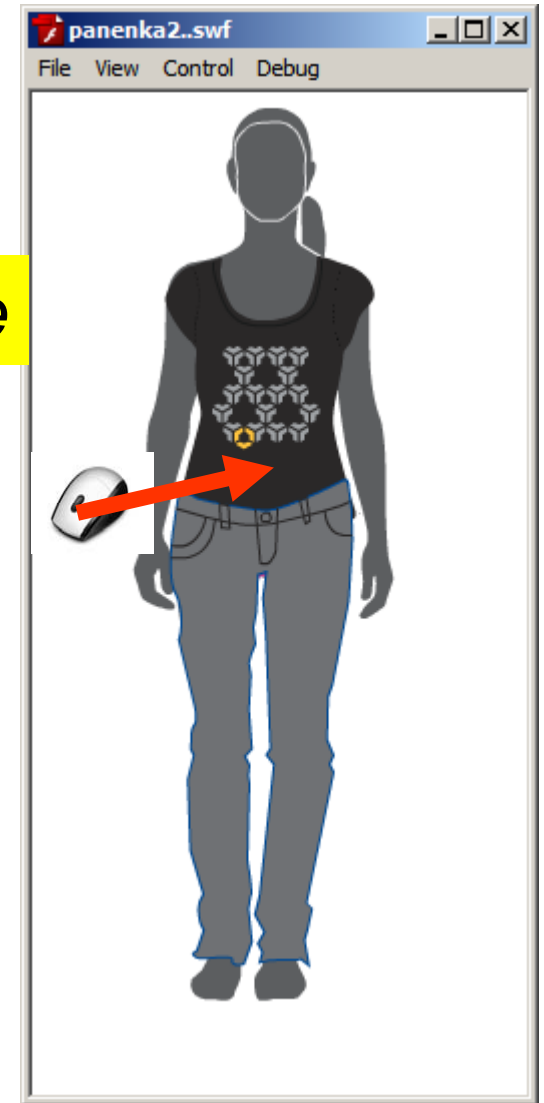
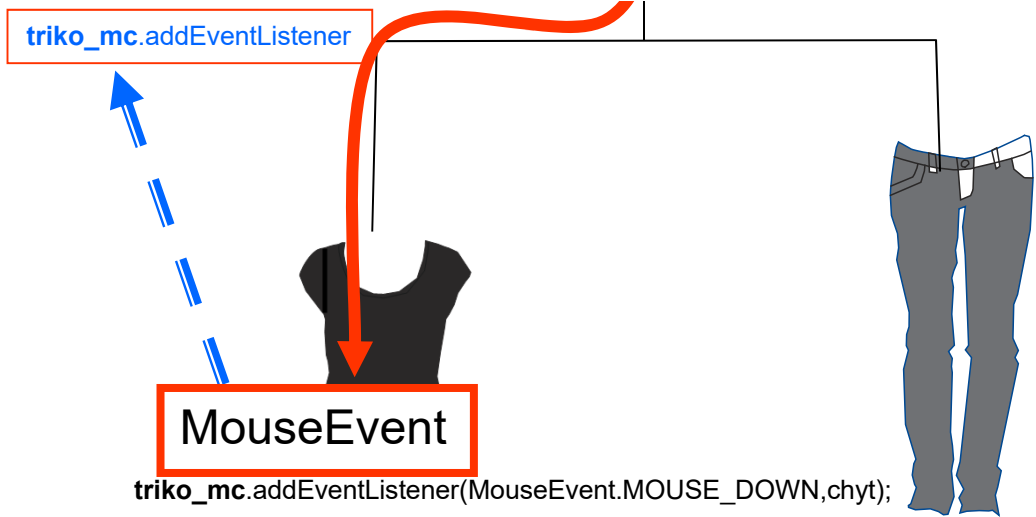
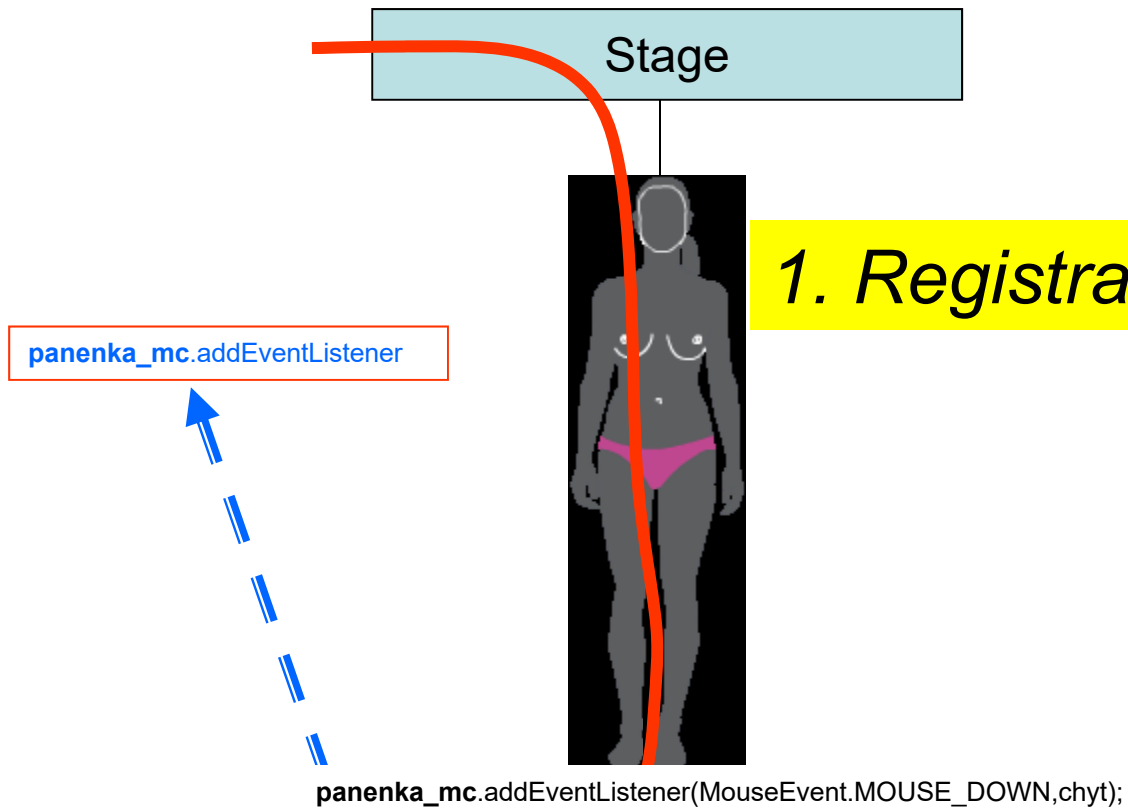
```
panenka_mc.addEventListener(MouseEvent.CLICK, chyt);
```

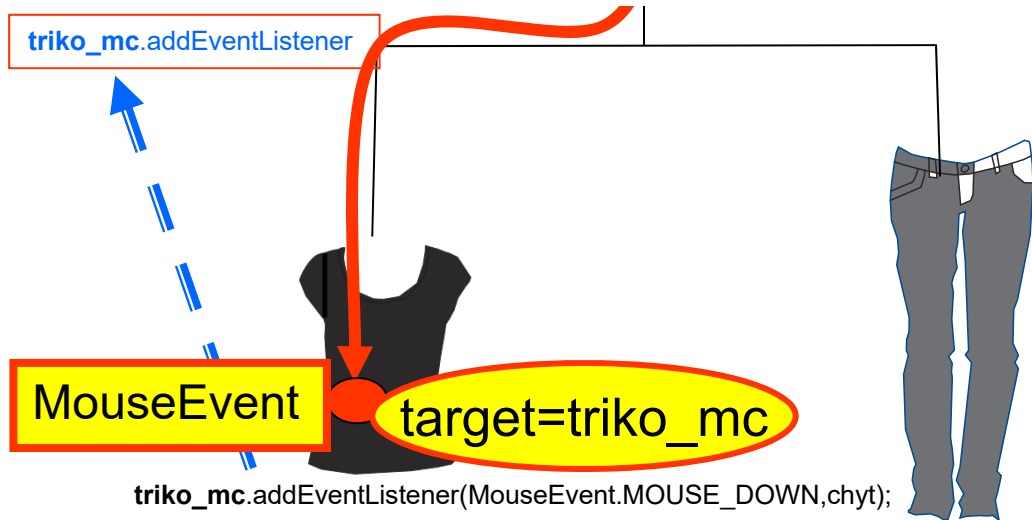
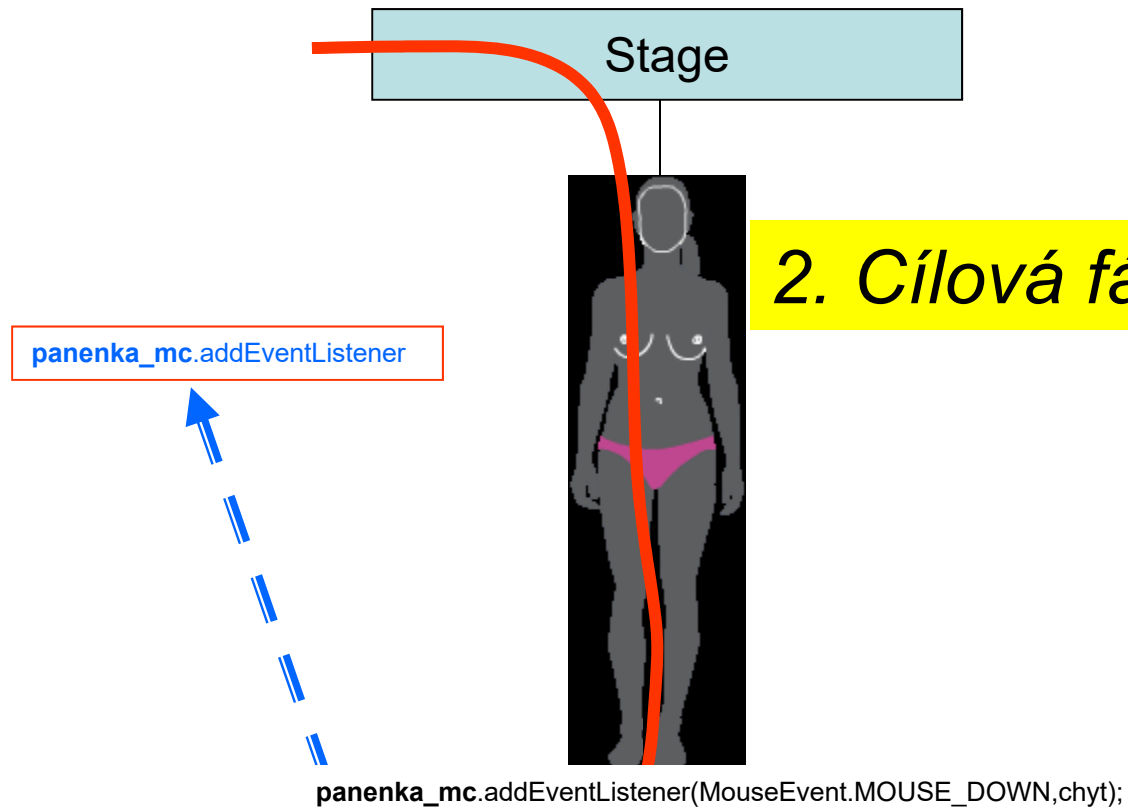


```
triko_mc.addEventListener(MouseEvent.CLICK, chyt);
```

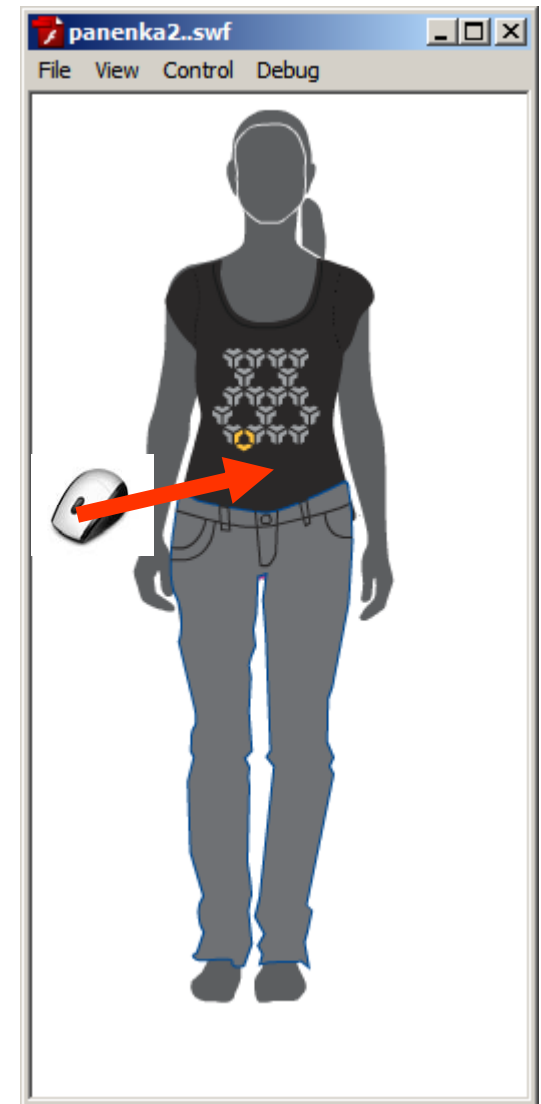
```
kalhoty_mc.addEventListener(MouseEvent.CLICK, chyt);
```







`kalhoty_mc.addEventListener(MouseEvent.MOUSE_DOWN, chyt);`



Stage

### 3. Proublávací fáze

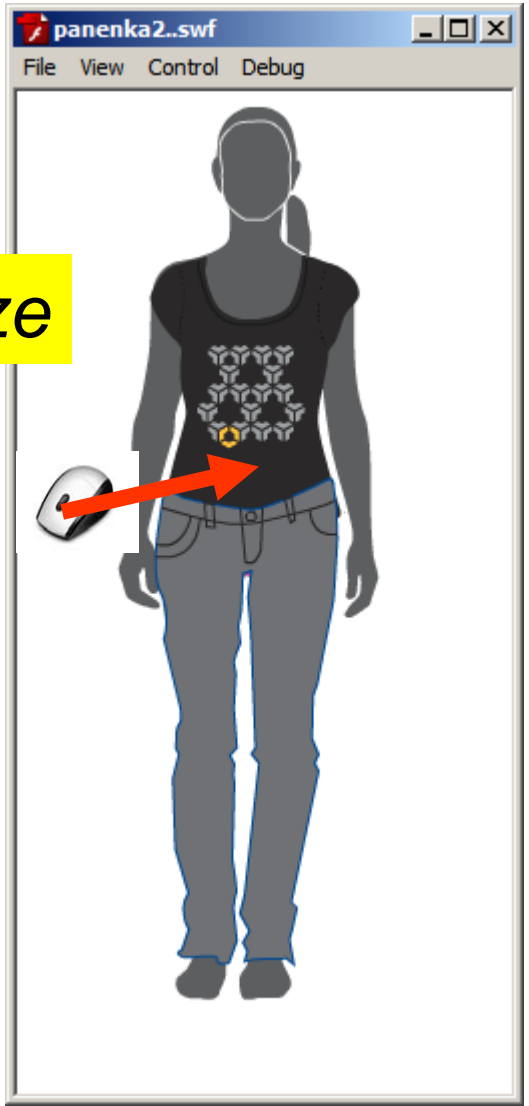
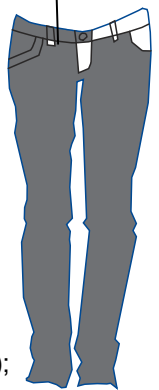
```
panenka_mc.addEventListener
```

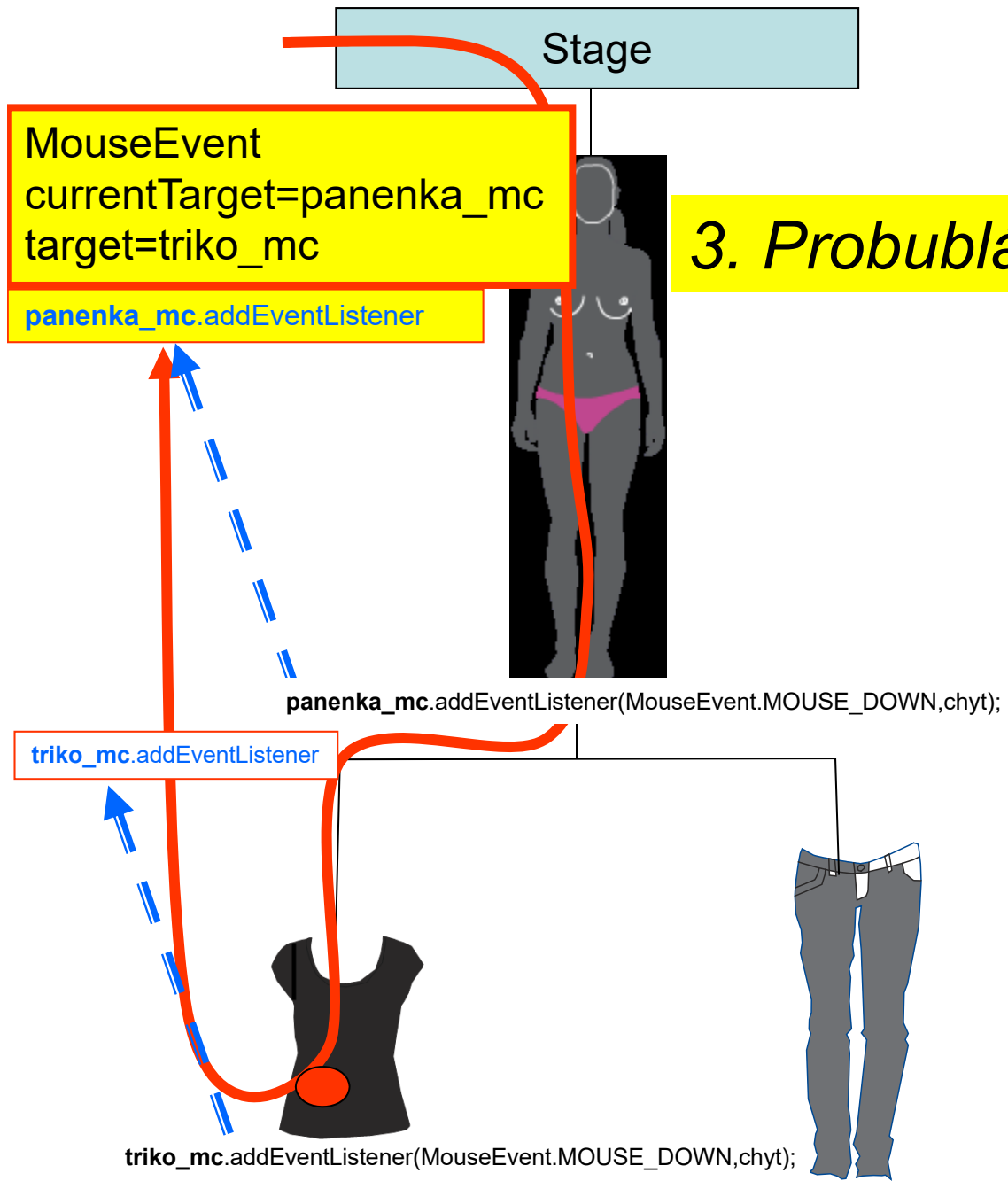
```
MouseEvent  
currentTarget=triko_mc  
target=triko_mc
```

```
triko_mc.addEventListener
```

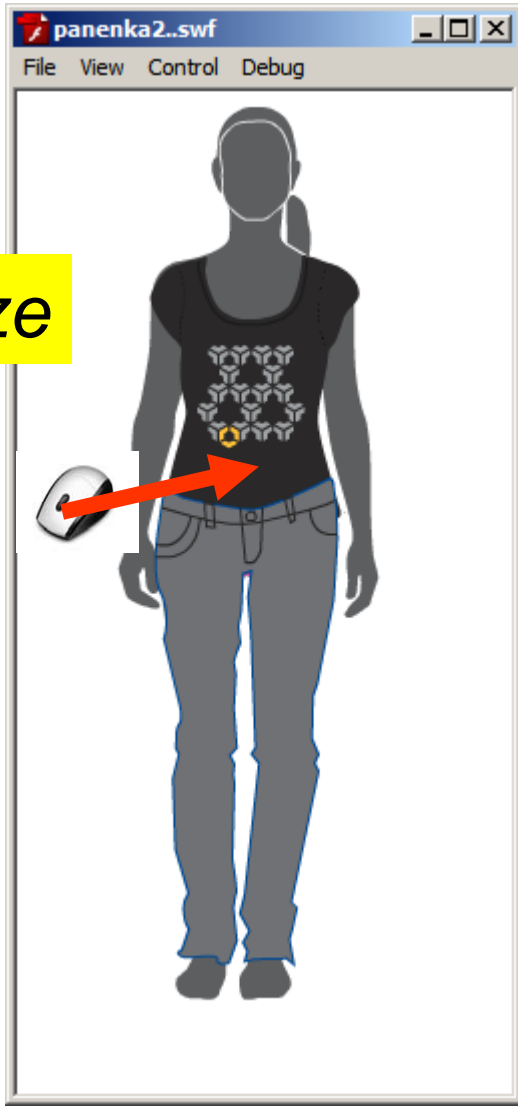
```
triko_mc.addEventListener(MouseEvent.CLICK, chyt);
```

```
kalhoty_mc.addEventListener(MouseEvent.CLICK, chyt);
```





### 3. Proublávací fáze



kalhoty\_mc.addEventListener(MouseEvent.MOUSE\_DOWN, chyt);



MouseEvent

Stage

panenka\_mc.addEventListener

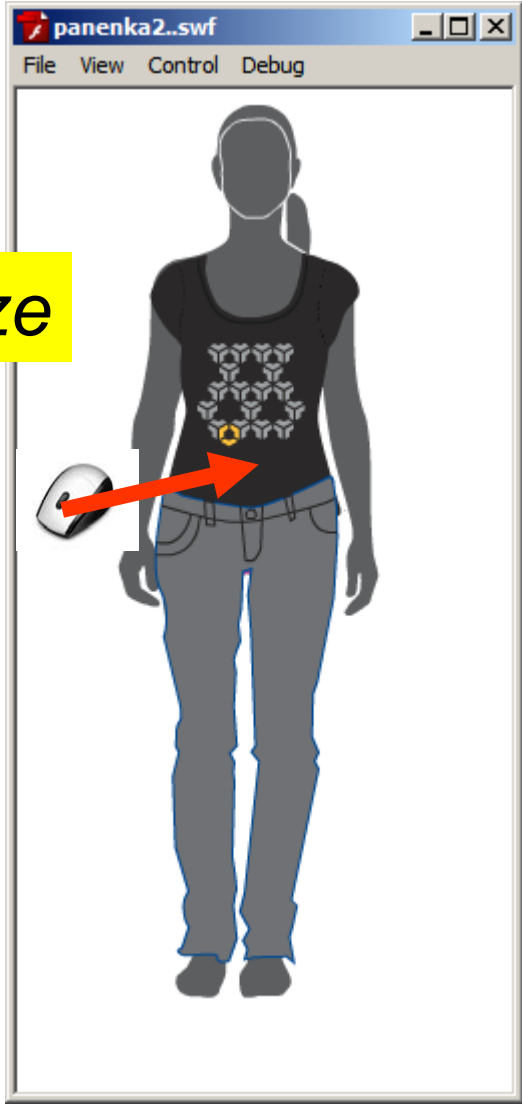
triko\_mc.addEventListener

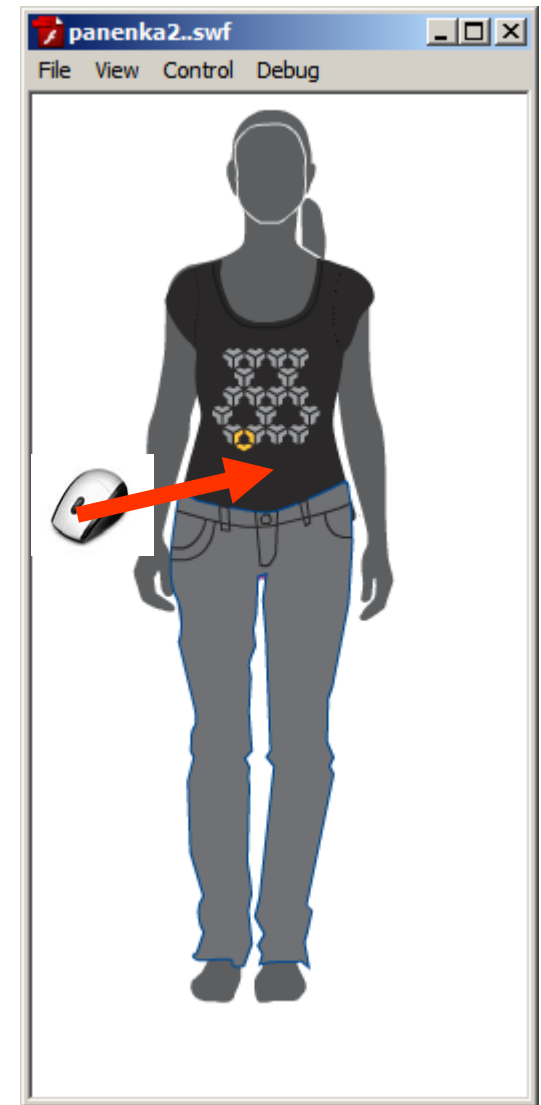
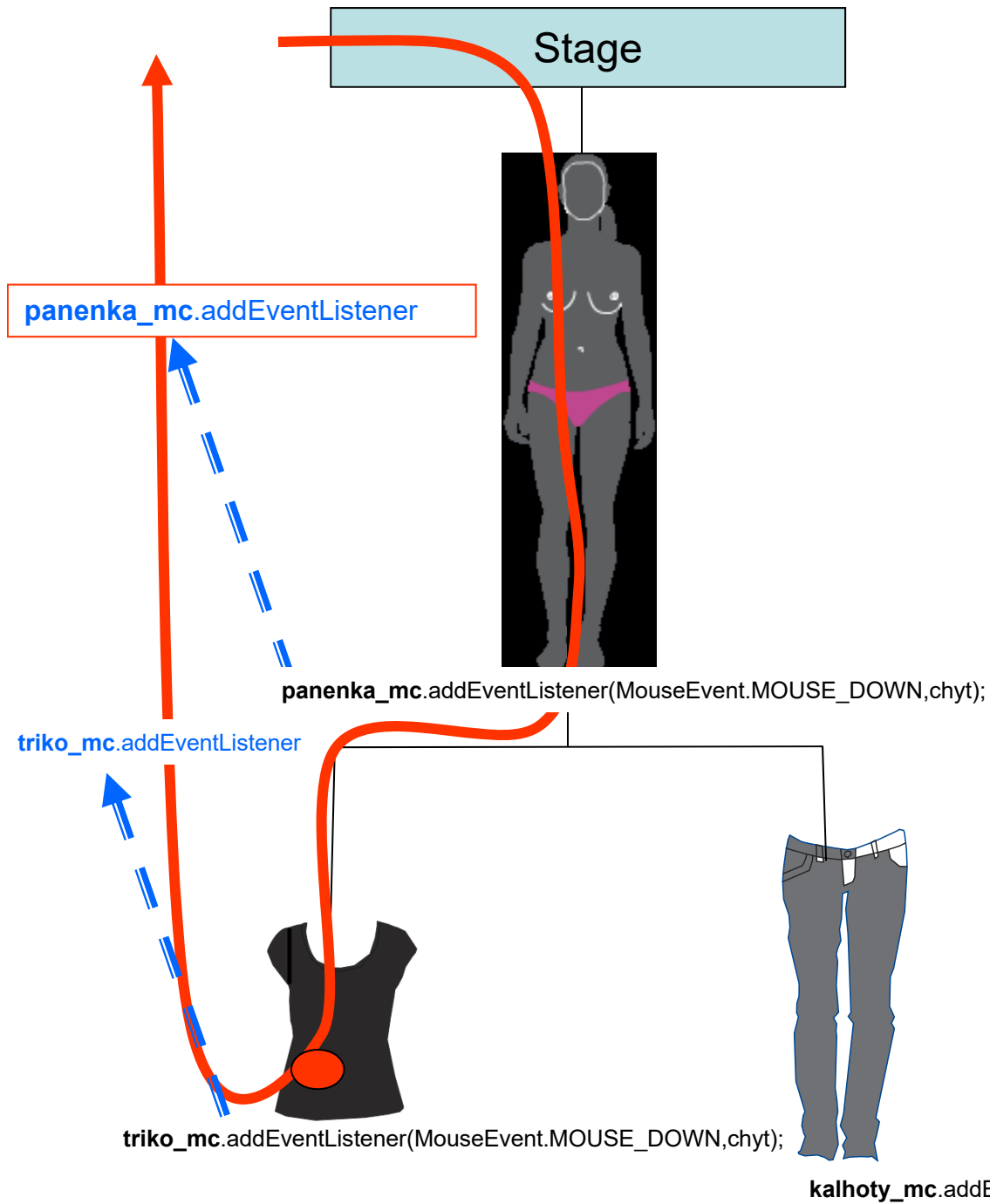
panenka\_mc.addEventListener(MouseEvent.CLICK, chyt);

triko\_mc.addEventListener(MouseEvent.CLICK, chyt);

kalhoty\_mc.addEventListener(MouseEvent.CLICK, chyt);

### 3. Proublávací fáze





`kalhoty_mc.addEventListener(MouseEvent.MOUSE_DOWN, chyt);`