

ActionScript 3.0 : Advanced Cheat Sheet

Loading XML:

```
import flash.events.*;
import flash.net.*;

private var xml:XML;
private var req:URLRequest = new URLRequest("content.xml");
private var ldr:URLLoader = new URLLoader( );

ldr.addEventListener( Event.COMPLETE, onXmlLoaded, false, 0, true);
ldr.addEventListener( IOErrorEvent.IO_ERROR, onLoadError, false, 0, true);

ldr.load( req );

private function onXmlLoaded( e:Event ):void {
    removeEventListener( Event.COMPLETE, onXmlLoaded);
    removeEventListener( IOErrorEvent.IO_ERROR, onLoadError);
    xml = new XML(e.target.data); // or new XML( ldr.data)
}

private function onLoadError( e:Event):void {
    removeEventListener( Event.COMPLETE, onXmlLoaded);
    removeEventListener( IOErrorEvent.IO_ERROR, onLoadError);
    trace("ERROR LOADING: " + e.text);
}
```

E4X in ActionScript

Chapter 14 in Learning ActionScript 3.0

and

Introduction Article: <http://www.sephiroth.it/tutorials/flashPHP/E4X/>

Loading Images & Flash SWFs:

```
import flash.display.*;
import flash.events.*;
import flash.net.*;

private var req:URLRequest = new URLRequest("myimage.jpg");
private var asset:Loader = new Loader( );

// notice use of "contentLoaderInfo" -- this is a must when using Loader class
asset.contentLoaderInfo.addEventListener( Event.COMPLETE, onAssetLoaded, false, 0, true );
asset.contentLoaderInfo.addEventListener( IOErrorEvent.IO_ERROR, onLoadError, false, 0, true );

private function onAssetLoaded( e:Event ):void {
    asset.contentLoaderInfo.removeEventListener( Event.COMPLETE, onAssetLoaded );
    asset.contentLoaderInfo.removeEventListener( IOErrorEvent.IO_ERROR, onLoadError );
    myMovieClip.addChild(asset);    // myMovieClip not shown here
}

private function onLoadError( e:Event ):void {
    asset.contentLoaderInfo.removeEventListener( Event.COMPLETE, onAssetLoaded );
    asset.contentLoaderInfo.removeEventListener( IOErrorEvent.IO_ERROR, onLoadError );
    trace("ERROR LOADING: " + e.text );
}
```

Loading Audio & Play:

```
import flash.events.*;
import flash.media.*;
import flash.net.*;

private var req:URLRequest = new URLRequest("myAudio.mp3");
private var snd:Sound = new Sound();
private var ch:SoundChannel;

snd.addEventListener( Event.COMPLETE, onSoundLoaded, false, 0, true);
snd.addEventListener( IOErrorEvent.IO_ERROR, onLoadError, false, 0, true);

private function onSoundLoaded( e:Event ):void {
    ch = snd.play(); // play generates a soundChannel, which is used for sound position or volume
    snd.removeEventListener( Event.COMPLETE, onSoundLoaded);
    snd.removeEventListener( IOErrorEvent.IO_ERROR, onLoadError);
}

private function onLoadError( e:Event ):void {
    snd.removeEventListener( Event.COMPLETE, onSoundLoaded);
    snd.removeEventListener( IOErrorEvent.IO_ERROR, onLoadError);
    trace("ERROR LOADING: " + e.text );
}

// function that allows you to set sound volume, not used in code above
private function setVolume( val:Number ):void {
    var sndTransform:SoundTransform = channel.soundTransform;
    sndTransform.volume = val;
    channel.soundTransform = sndTransform;
}
```