

## Making Dynamic Text (for keeping score, giving feedback)

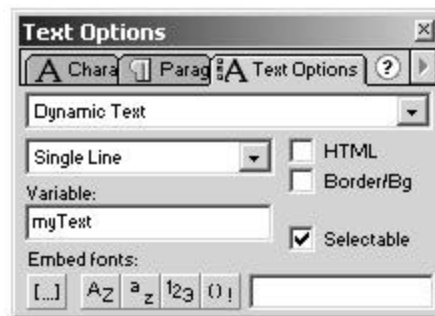
1. From the Tool Palette, click on the text tool (the letter A).



2. Click on the stage, and type some text.

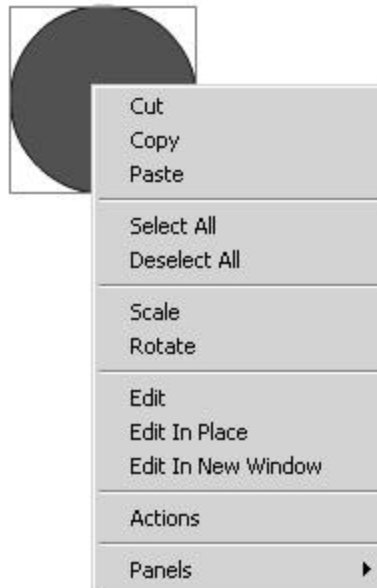


3. In the “Text Options” frame, make the text Dynamic Text, and type a name for the text field in the Variable box. This will be the variable name via which you put new text into the frame.

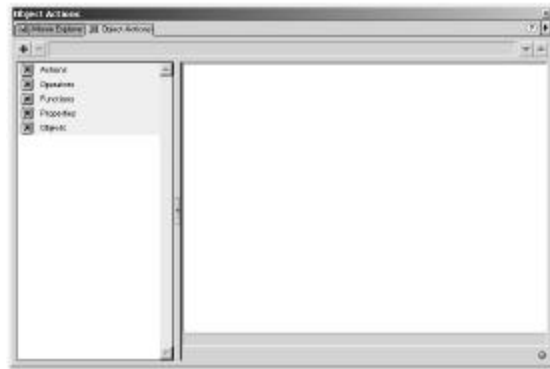


You are now ready to put new text into the text frame. You do so via scripting.

4. Make a button and drag it onto the stage (see other tutorials for how to do this).
5. Control-click the button, and from the drop-down menu, choose “actions.”



6. The scripting window opens, into which you can type the script. Press Control-E to change to “expert” mode (this allows you to type your own script, instead of choosing from pre-selected options).



7. Type the following script:

After you have typed the script, you can close the scripting window, and test the movie to check the script.

```
on (release){  
    _root.myText = “hi!”  
}
```

8. If you want to display the date, then type this script instead:

```
on (release){  
    myDate = new Date();  
    _root.myText = myDate;  
}
```

9. If you want to accumulate a score, then make a button and script it like this:

```
on (release){  
    _root.myScore +=1;  
    _root.myText = “You have clicked the button “ + _root.myScore + “ times.”;  
}
```