

Make an item draggable

Option 1: A button in a movie clip

1. Make a button with Over, Down, Up events as desired.

2. Return to the stage

3. Make a movie clip

4. Drag the button from the Library into the movie clip



5. Control-click the button, and from the popup window, choose (Actions)

6. Change to “expert” scripting mode (control-e)

7. Type the drag script:

```
on (press){  
    startDrag(this);  
}
```

```
on (release){  
    stopDrag();  
}
```

8. Return to the stage, and drag the movie clip onto the stage.

9. Save and test the movie

Option 2: A draggable movie clip

1. Make a movie clip, drag it onto the stage.
2. Control-click the clip on the stage, from the popup menu, choose “Actions”

3. Script the movie clip:

```
onClipEvent (mouseDown) {  
    if (hitTest(_root._xmouse, _root._ymouse, false)) {  
        startDrag (this);  
    }  
}  
  
onClipEvent (mouseUp) {  
    if (hitTest(_root._xmouse, _root._ymouse, false)) {  
        stopDrag ();  
    }  
}
```