

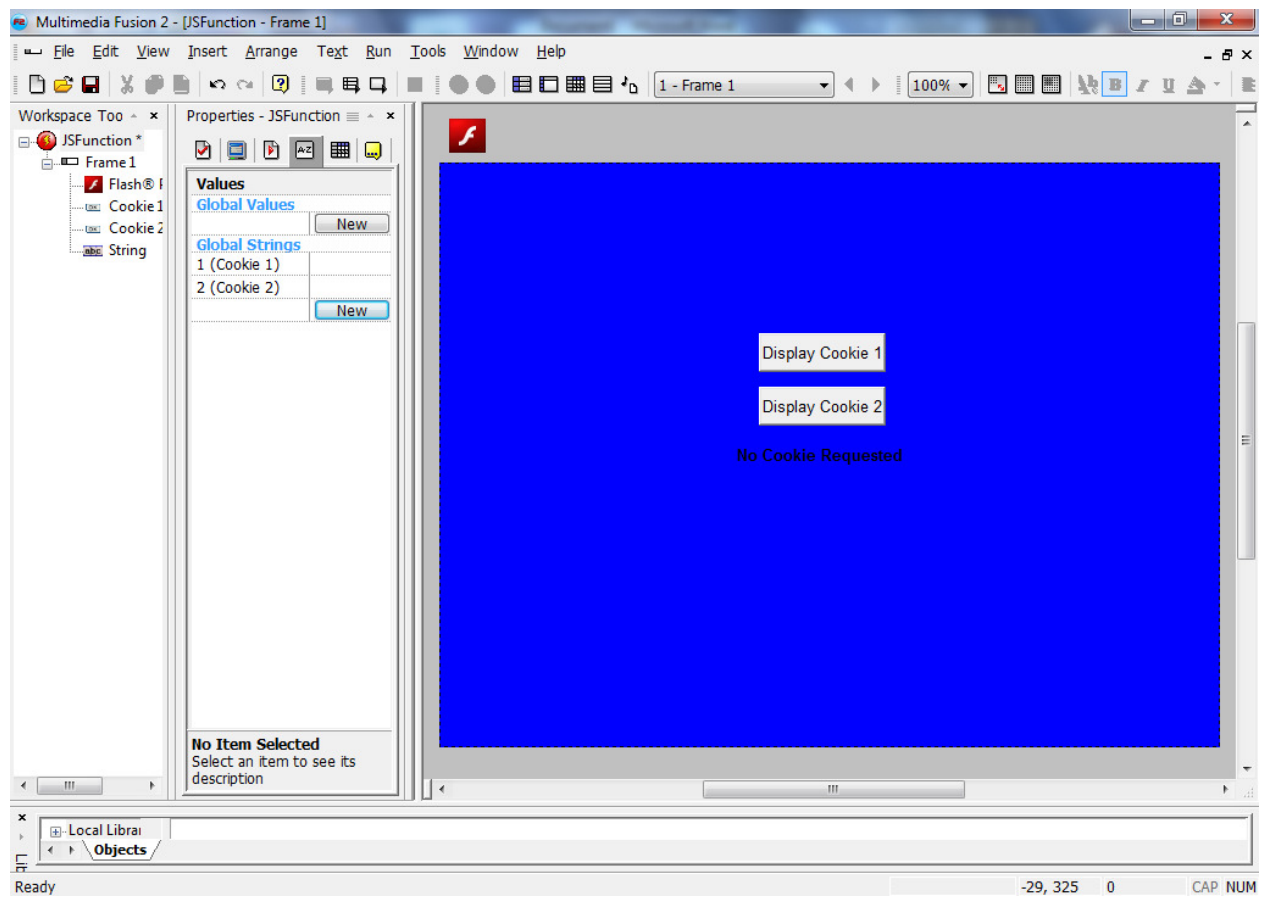
The Flash Player Object: Calling JavaScript Functions and Returning Cookie Values

By Cage244

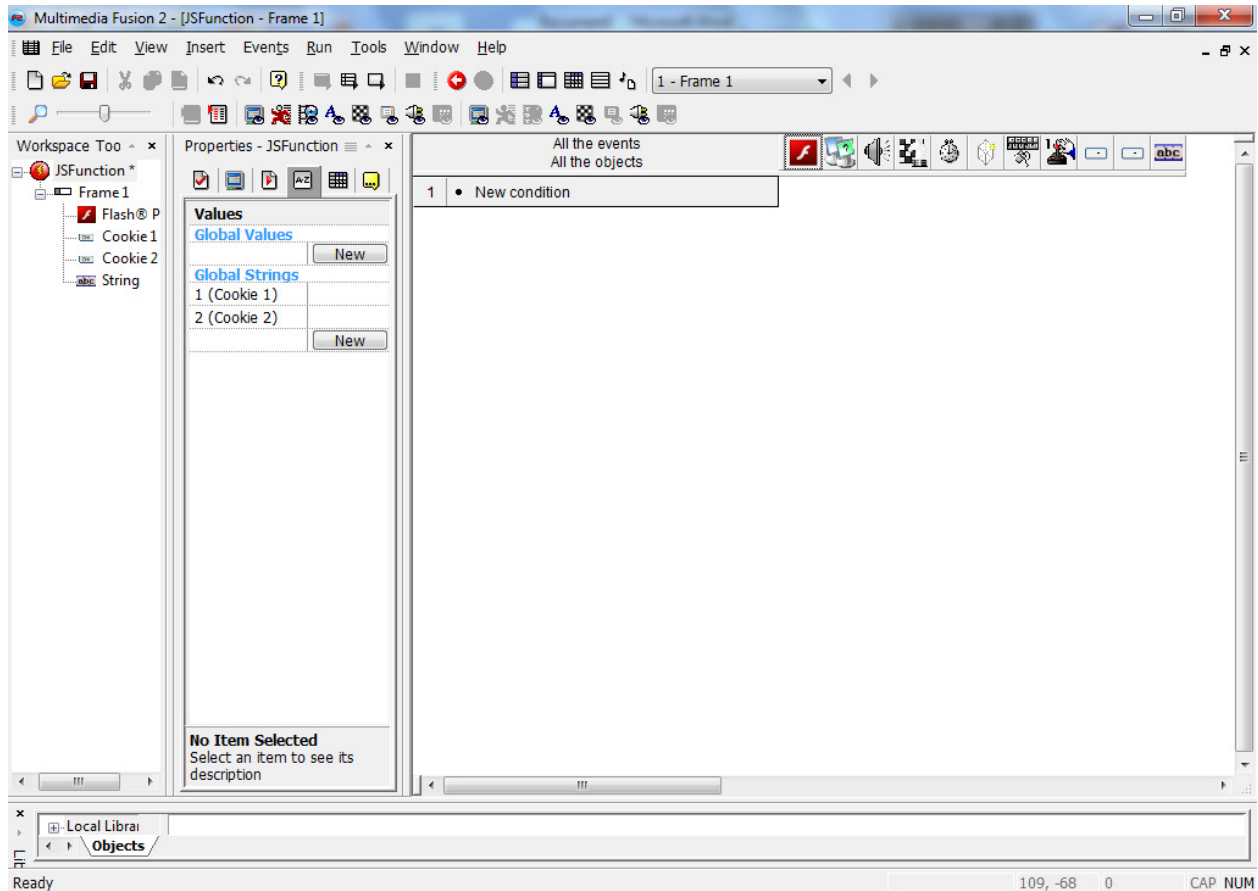
For this tutorial you will need Clickteam's [Flash/SWF Exporter](#) for Multimedia Fusion 2 and The Games Factory 2. You will also need a web host that allows you to upload and/or edit PHP and HTML scripts.

So, you want to have your game or application call JavaScript function? Here's a great place to start!

First of all, under the application properties, change the build to SWF File for Adobe Flash Player. Now you will need to insert some objects. Insert two buttons, a string, and the Flash Player Object. After that, add two Global Strings. Name one "Cookie 1", and the other, "Cookie 2". Save the file as JSFunction.mfa It is important that you keep the name, or you might not be able to use the HTML and PHP scripts. Set the text of the buttons to "Cookie 1" and "Cookie 2". I would add a background color to make it stand out from the web page, and add descriptive names to the buttons to avoid confusion (I called mine "Button Cookie 1" and "Button Cookie 2"), but you don't have to. After all of that, it should look something like this:



Now, for some events. Move over to the event editor and drag the Flash Player Object over to the very front of the icons so that your event editor looks like this:



After that, add the following events:

Storyboard Controls > Start of Frame: Flash Player Object > Javascript > Add String Parameter. Type in `"Cookie1"`.

Also add:

Flash Player Object > Javascript > Call Function. Type in `"getCookie"`.

The last event you want this is:

Special conditions > Set global string. Select Cookie 1, Highlight the quotations and press Retrieve data from an object.

Go to:

Flash Player Object > Javascript > Get String Result. Or you can also type in `JSStrResult$("Flash@ Player")`. Press okay.

Add this:

Storyboard Controls > Start of Frame: Flash Player Object > Javascript > Reset Parameter List.

Make sure that you use two separate Start of Frames. The application will not work properly if you only use one. Then, also add:

Flash Player Object > Javascript > Add String Parameter. Type in `"Cookie2"`.

After that, insert:

Flash Player Object > Javascript > Call Function. Once again, type in `"getCookie"`.

Then, add:

Special conditions > Set global string. Select Cookie 2, and once again type in `"JSStrResult$("Flash@ Player")"`. Press okay.

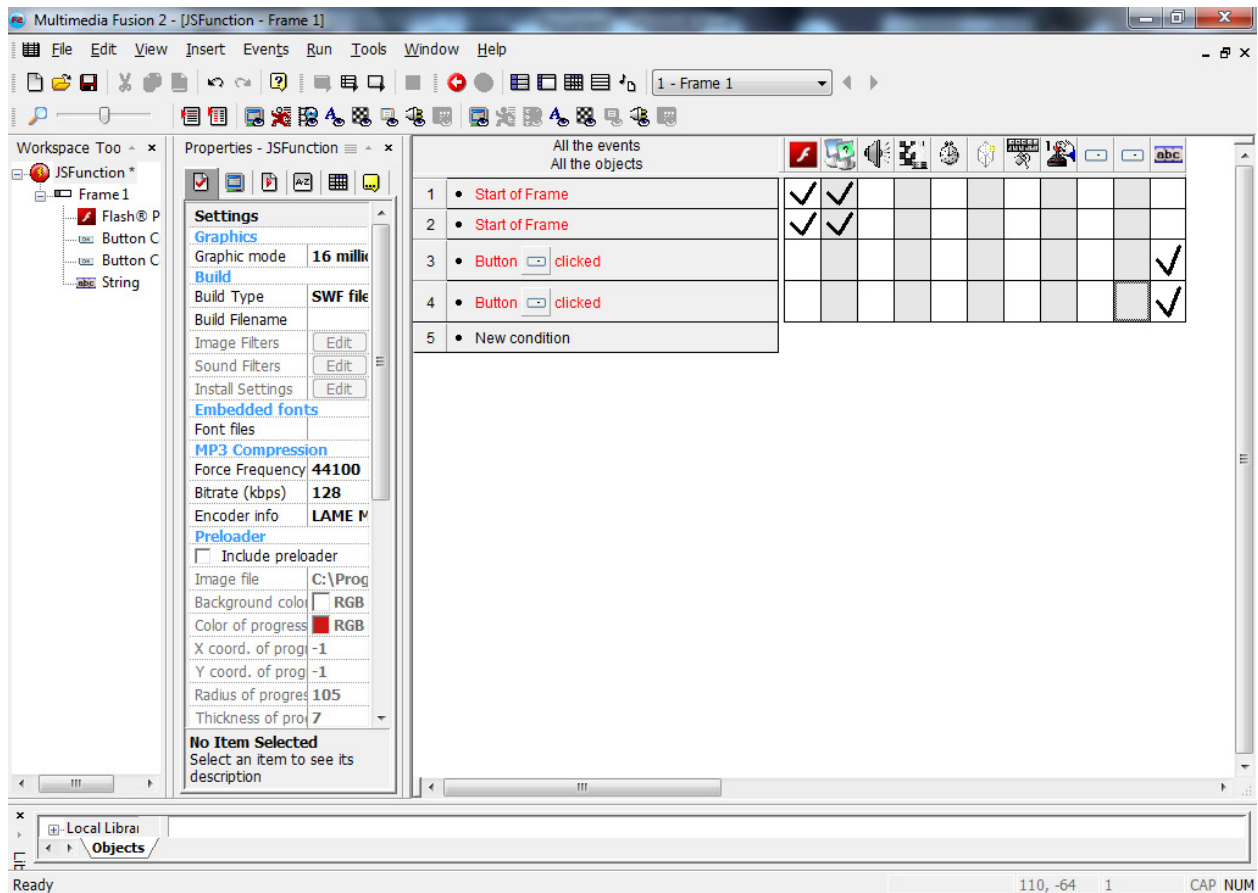
Add another event:

Button Cookie 1 > Button clicked ?: String > Change alterable string. Type in `"Cookie 1: "+Cookie 1"`

Do this again with Button Cookie 2:

Button Cookie 2 > Button clicked ?: String > Change alterable string. Type in `"Cookie 2: "+Cookie 2"`.

After all of that, it should look like this:



That wasn't that hard, was it? Calling JavaScript functions is a lot easier than it sounds. (I found that out the hard way)

Now, it's time to upload the files to your web host. Upload SetCookies.html, GetCookies.php, and JSFunction.swf (The one in the file, or the one you created). These are included in the ZIP file that you downloaded. Make SURE to put them all in the same directory, or they will not work. Now, type in your web browser "yourdomain.com/yourdirectory/SetCookies.html", and try it out!

Congratulations on calling your first JavaScript function!