

LAMPIRAN

```
//ActionScript stop loading//
```

```
stop();
```

```
//ActionScript button Pengertian e-KTP//
```

```
/* Click to Go to Frame and Stop
```

Clicking on the specified symbol instance moves the playhead to the specified frame in the timeline and stops the movie.

Can be used on the main timeline or on movie clip timelines.

Instructions:

1. Replace the number 5 in the code below with the frame number you would like the playhead to move to when the symbol instance is clicked.

```
*/
```

```
button_8.addEventListener(MouseEvent.CLICK,
```

```
fl_ClickToGoToAndStopAtFrame_24);
```

```
function fl_ClickToGoToAndStopAtFrame_24(event:MouseEvent):void
```

```
{
```

```
    gotoAndStop(40);
```

```
}
```

```
//ActionScript button Pentingnya e-KTP//
```

```
/* Click to Go to Frame and Stop
```

Clicking on the specified symbol instance moves the playhead to the specified frame in the timeline and stops the movie.

Can be used on the main timeline or on movie clip timelines.

Instructions:

1. Replace the number 5 in the code below with the frame number you would like the playhead to move to when the symbol instance is clicked.

```
*/
```

```
button_9.addEventListener(MouseEvent.CLICK,
```

```
fl_ClickToGoToAndStopAtFrame_25);
```

```
function fl_ClickToGoToAndStopAtFrame_25(event:MouseEvent):void
{
    gotoAndStop(41);
}
```

//ActionScript button Kelebihan e-KTP//

/ Click to Go to Frame and Stop*

Clicking on the specified symbol instance moves the playhead to the specified frame in the timeline and stops the movie.

Can be used on the main timeline or on movie clip timelines.

Instructions:

1. Replace the number 5 in the code below with the frame number you would like the playhead to move to when the symbol instance is clicked.

**/*

```
button_10.addEventListener(MouseEvent.CLICK,
```

```
fl_ClickToGoToAndStopAtFrame_26);
```

```
function fl_ClickToGoToAndStopAtFrame_26(event:MouseEvent):void
```

```
{
```

```
    gotoAndStop(42);
```

```
}
```

//ActionScript button Kekurangan e-KTP//

/ Click to Go to Frame and Stop*

Clicking on the specified symbol instance moves the playhead to the specified frame in the timeline and stops the movie.

Can be used on the main timeline or on movie clip timelines.

Instructions:

1. Replace the number 5 in the code below with the frame number you would like the playhead to move to when the symbol instance is clicked.

```
*/  
button_11.addEventListener(MouseEvent.CLICK,  
fl_ClickToGoToAndStopAtFrame_27);  
function fl_ClickToGoToAndStopAtFrame_27(event:MouseEvent):void  
{  
    gotoAndStop(43);  
}
```

//ActionScript button Syarat Pembuatan e-KTP//

/ Click to Go to Frame and Stop*

Clicking on the specified symbol instance moves the playhead to the specified frame in the timeline and stops the movie.

Can be used on the main timeline or on movie clip timelines.

Instructions:

1. Replace the number 5 in the code below with the frame number you would like the playhead to move to when the symbol instance is clicked.

```
*/  
button_12.addEventListener(MouseEvent.CLICK,  
fl_ClickToGoToAndStopAtFrame_28);  
function fl_ClickToGoToAndStopAtFrame_28(event:MouseEvent):void  
{  
    gotoAndStop(44);  
}
```

//ActionScript button Cara Pembuatan e-KTP//

/ Click to Go to Frame and Stop*

Clicking on the specified symbol instance moves the playhead to the specified frame in the timeline and stops the movie.

Can be used on the main timeline or on movie clip timelines.

Instructions:

1. Replace the number 5 in the code below with the frame number you would like the playhead to move to when the symbol instance is clicked.

```
*/  
button_13.addEventListener(MouseEvent.CLICK,  
fl_ClickToGoToAndStopAtFrame_30);  
function fl_ClickToGoToAndStopAtFrame_30(event:MouseEvent):void  
{  
    gotoAndStop(45);  
}
```

```
//ActionScript button Exit//  
btext.addEventListener(MouseEvent.CLICK, exitHandler );  
import flash.desktop.NativeApplication;  
function exitHandler (event:MouseEvent):void  
{  
    NativeApplication.nativeApplication.exit();  
}
```

```
//ActionScript button Back Pengertian e-KTP//
```

```
/* Click to Go to Frame and Stop
```

Clicking on the specified symbol instance moves the playhead to the specified frame in the timeline and stops the movie.

Can be used on the main timeline or on movie clip timelines.

Instructions:

1. Replace the number 5 in the code below with the frame number you would like the playhead to move to when the symbol instance is clicked.

```
*/
```

```
button_14.addEventListener(MouseEvent.CLICK,
fl_ClickToGoToAndStopAtFrame_31);
function fl_ClickToGoToAndStopAtFrame_31(event:MouseEvent):void
{
    gotoAndStop(39);
}
```

//ActionScript button Back Pentingnya e-KTP//

/ Click to Go to Frame and Stop*

Clicking on the specified symbol instance moves the playhead to the specified frame in the timeline and stops the movie.

Can be used on the main timeline or on movie clip timelines.

Instructions:

1. Replace the number 5 in the code below with the frame number you would like the playhead to move to when the symbol instance is clicked.

**/*

```
button_15.addEventListener(MouseEvent.CLICK,
fl_ClickToGoToAndStopAtFrame_32);
function fl_ClickToGoToAndStopAtFrame_32(event:MouseEvent):void
{
    gotoAndStop(39);
}
```

//ActionScript button Back Kelebihan e-KTP//

/ Click to Go to Frame and Stop*

Clicking on the specified symbol instance moves the playhead to the specified frame in the timeline and stops the movie.

Can be used on the main timeline or on movie clip timelines.

Instructions:

1. Replace the number 5 in the code below with the frame number you would like the playhead to move to when the symbol instance is clicked.

```
*/  
button_16.addEventListener(MouseEvent.CLICK,  
fl_ClickToGoToAndStopAtFrame_33);  
function fl_ClickToGoToAndStopAtFrame_33(event:MouseEvent):void  
{  
    gotoAndStop(39);  
}
```

//ActionScript button Back Kekurangan e-KTP//

/ Click to Go to Frame and Stop*

Clicking on the specified symbol instance moves the playhead to the specified frame in the timeline and stops the movie.

Can be used on the main timeline or on movie clip timelines.

Instructions:

1. Replace the number 5 in the code below with the frame number you would like the playhead to move to when the symbol instance is clicked.

```
*/  
button_17.addEventListener(MouseEvent.CLICK,  
fl_ClickToGoToAndStopAtFrame_34);  
function fl_ClickToGoToAndStopAtFrame_34(event:MouseEvent):void  
{  
    gotoAndStop(39);  
}
```

//ActionScript button Back Syarat Pembuatan e-KTP//

/ Click to Go to Frame and Stop*

Clicking on the specified symbol instance moves the playhead to the specified frame in the timeline and stops the movie.

Can be used on the main timeline or on movie clip timelines.

Instructions:

1. Replace the number 5 in the code below with the frame number you would like the playhead to move to when the symbol instance is clicked.

```
*/  
button_18.addEventListener(MouseEvent.CLICK,  
fl_ClickToGoToAndStopAtFrame_35);  
function fl_ClickToGoToAndStopAtFrame_35(event:MouseEvent):void  
{  
    gotoAndStop(39);  
}
```

//ActionScript button Back Cara Pembuatan e-KTP//

/ Click to Go to Frame and Stop*

Clicking on the specified symbol instance moves the playhead to the specified frame in the timeline and stops the movie.

Can be used on the main timeline or on movie clip timelines.

Instructions:

1. Replace the number 5 in the code below with the frame number you would like the playhead to move to when the symbol instance is clicked.

```
*/  
button_20.addEventListener(MouseEvent.CLICK,  
fl_ClickToGoToAndStopAtFrame_37);  
function fl_ClickToGoToAndStopAtFrame_37(event:MouseEvent):void  
{  
    gotoAndStop(39);  
}
```



```
//ActionScript Import Video//  
import flash.media.SoundMixer;
```

```
//ActionScript Stop Suara//  
flash.media.SoundMixer;  
SoundMixer.stopAll();;
```