LAMPIRAN
/* Click to Go to Scene and Play
Clicking on the specified symbol instance plays the movie from the specified scene and frame.

Instructions:
1. Replace "Scene 3" with the name of the scene you would like play.
2. Replace 1 with the frame number you would like the movie to play from in the specified scene.

*/

button_4.addEventListener(MouseEvent.CLICK, fl_ClickToGoToScene_2);

function fl_ClickToGoToScene_2(event:MouseEvent):void {
    MovieClip(this.root).gotoAndPlay(1, "Scene 2");
}

/* Click to Go to Scene and Play
Clicking on the specified symbol instance plays the movie from the specified scene and frame.

Instructions:
1. Replace "Scene 3" with the name of the scene you would like play.
2. Replace 1 with the frame number you would like the movie to play from in the specified scene.

*/

button_10.addEventListener(MouseEvent.CLICK, fl_ClickToGoToScene_4);

function fl_ClickToGoToScene_4(event:MouseEvent):void {
    MovieClip(this.root).gotoAndPlay(1, "Scene 3");
}

/* Click to Go to Scene and Play
Clicking on the specified symbol instance plays the movie from the specified scene and frame.

Instructions:
1. Replace "Scene 3" with the name of the scene you would like play.
2. Replace 1 with the frame number you would like the movie to play from in the specified scene.

*/

it.addEventListener(MouseEvent.CLICK, fl_ClickToGoToScene_17);

function fl_ClickToGoToScene_17(event:MouseEvent):void
Clicking on the specified symbol instance plays the movie from the specified scene and frame.

Instructions:
1. Replace "Scene 3" with the name of the scene you would like to play.
2. Replace 1 with the frame number you would like the movie to play from in the specified scene.

/* Click to Stop All Sounds */

Clicking on the symbol instance stops all sounds currently playing.

*/
FOTO

```actionscript
stop();

/* 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_7.addEventListener(MouseEvent.CLICK, fl_ClickToGoToAndStopAtFrame_5);

function fl_ClickToGoToAndStopAtFrame_5(event:MouseEvent):void
{
    gotoAndStop(1);
}

button_7.addEventListener(MouseEvent.CLICK, fl_ClickToGoToAndPlayFromFrame_18);

function fl_ClickToGoToAndPlayFromFrame_18(event:MouseEvent):void
{
    gotoAndPlay(3);
}

button_37.addEventListener(MouseEvent.CLICK, fl_ClickToGoToScene_24);

function fl_ClickToGoToScene_24(event:MouseEvent):void
{
    NativeApplication.nativeApplication.exit();
}

/* Click to Go to Frame and Play
Clicking on the specified symbol instance moves the playhead to the specified frame in the timeline and continues playback from that frame.
Can be used on the main timeline or on movie clip timelines.
```
ABOUT

stop();

button_5.addEventListener(MouseEvent.CLICK,
fl_ClickToGoToAndStopAtFrame_3);

function
fl_ClickToGoToAndStopAtFrame_3(event:MouseEvent):void
{
  gotoAndStop(2);
}

button_6.addEventListener(MouseEvent.CLICK,
fl_ClickToGoToAndStopAtFrame_4);

function
fl_ClickToGoToAndStopAtFrame_4(event:MouseEvent):void
{
  gotoAndStop(3);
}

HALAMAN MENU

/* Click to Go to Scene and Play
Clicking on the specified symbol instance plays the movie from the specified scene and frame.

Instructions:
1. Replace "Scene 3" with the name of the scene you would like play.
2. Replace 1 with the frame number you would like the movie to play from in the specified scene.
*/

button_11.addEventListener(MouseEvent.CLICK,
fl_ClickToGoToScene_5);

function
fl_ClickToGoToScene_5(event:MouseEvent):void
{
  MovieClip(this.root).gotoAndPlay(1, "scene 1");
}

/* Click to Go to Scene and Play
Clicking on the specified symbol instance plays the movie from the specified scene and frame.

Instructions:
1. Replace "Scene 3" with the name of the scene you would like play.
*/
2. Replace 1 with the frame number you would like the movie to play from in the specified scene.

*/

button_12.addEventListener(MouseEvent.CLICK, fl_ClickToGoToScene_7);

function fl_ClickToGoToScene_7(event:MouseEvent):void
{
    MovieClip(this.root).gotoAndPlay(1, "Aviation Security");
}

/* Click to Go to Scene and Play
Clicking on the specified symbol instance plays the movie from the specified scene and frame.

Instructions:
1. Replace "Scene 3" with the name of the scene you would like to play.
2. Replace 1 with the frame number you would like the movie to play from in the specified scene.
*/

button_14.addEventListener(MouseEvent.CLICK, fl_ClickToGoToScene_11);

function fl_ClickToGoToScene_11(event:MouseEvent):void
{
    MovieClip(this.root).gotoAndPlay(1, "Pasasi guidelines");
}

/* Click to Go to Scene and Play
Clicking on the specified symbol instance plays the movie from the specified scene and frame.

Instructions:
1. Replace "Scene 3" with the name of the scene you would like to play.
2. Replace 1 with the frame number you would like the movie to play from in the specified scene.
*/

button_16.addEventListener(MouseEvent.CLICK, fl_ClickToGoToScene_13);

function fl_ClickToGoToScene_13(event:MouseEvent):void
{
    MovieClip(this.root).gotoAndPlay(1, "Bagage Handling");
}

/* Click to Go to Scene and Play
Clicking on the specified symbol instance plays the movie from the specified scene and frame.

Instructions:
1. Replace "Scene 3" with the name of the scene you would like play.
2. Replace 1 with the frame number you would like the movie to play from in the specified scene.

*/

button_18.addEventListener(MouseEvent.CLICK, fl_ClickToGoToScene_15);

function fl_ClickToGoToScene_15(event:MouseEvent):void {
  MovieClip(this.root).gotoAndPlay(1, "Customer Service");
}

// Click to Go to Scene and Play
Clicking on the specified symbol instance plays the movie from the specified scene and frame.

Instructions:
1. Replace "Scene 3" with the name of the scene you would like play.
2. Replace 1 with the frame number you would like the movie to play from in the specified scene.

*/

button_13.addEventListener(MouseEvent.CLICK, fl_ClickToGoToScene_10);

function fl_ClickToGoToScene_10(event:MouseEvent):void {
  MovieClip(this.root).gotoAndPlay(1, "Scene 3");
}

/* Click to Go to Frame and Play
Clicking on the specified symbol instance moves the playhead to the specified frame in the timeline and continues playback from that frame.

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.

```actionscript
button_20.addEventListener(MouseEvent.CLICK, fl_ClickToGoToAndPlayFromFrame_4);

function fl_ClickToGoToAndPlayFromFrame_4(event:MouseEvent):void
{
    gotoAndPlay(2);
}
```

/* Click to Go to Frame and Play
Clicking on the specified symbol instance moves the playhead to the specified frame in the timeline and continues playback from that frame.

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.

```actionscript
next.addEventListener(MouseEvent.CLICK, fl_ClickToGoToNextFrame);

function fl_ClickToGoToNextFrame(event:MouseEvent):void
{
    nextFrame();
}
```

/* Click to Go to Next Frame and Stop
Clicking on the specified symbol instance moves the playhead to the next frame and stops the movie.

```actionscript
next.addEventListener(MouseEvent.CLICK, fl_ClickToGoToNextFrame);

function fl_ClickToGoToNextFrame(event:MouseEvent):void
{
    gotoAndPlay(1);
}
```

/* Click to Go to Frame and Play
Clicking on the specified symbol instance moves the playhead to the specified frame in the timeline and continues playback from that frame.

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.

```javascript
button_13.addEventListener(MouseEvent.CLICK, fl_ClickToGoToAndPlayFromFrame_8);

function fl_ClickToGoToAndPlayFromFrame_8(event:MouseEvent):void {
    gotoAndPlay(2);
}
```

button_27.addEventListener(MouseEvent.CLICK, fl_ClickToGoToAndPlayFromFrame_17);

function fl_ClickToGoToAndPlayFromFrame_17(event:MouseEvent):void {
    video2.stop();
    gotoAndPlay(4);
}

/* Click to Stop All Sounds
Clicking on the symbol instance stops all sounds currently playing.
*/

button_13.addEventListener(MouseEvent.CLICK, fl_ClickToStopAllSounds_4);

function fl_ClickToStopAllSounds_4(event:MouseEvent):void {
    SoundMixer.stopAll();
}

/* Click to Go to Frame and Play
Clicking on the specified symbol instance moves the playhead to the specified frame in the timeline and continues playback from that frame.
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.

```javascript
button_13.addEventListener(MouseEvent.CLICK, fl_ClickToGoToAndPlayFromFrame_8);

function fl_ClickToGoToAndPlayFromFrame_8(event:MouseEvent):void {
    gotoAndPlay(2);
}
```

button_27.addEventListener(MouseEvent.CLICK, fl_ClickToGoToAndPlayFromFrame_17);

function fl_ClickToGoToAndPlayFromFrame_17(event:MouseEvent):void {
    video2.stop();
    gotoAndPlay(4);
}

/* Click to Stop All Sounds
Clicking on the symbol instance stops all sounds currently playing.
*/

button_13.addEventListener(MouseEvent.CLICK, fl_ClickToStopAllSounds_4);

function fl_ClickToStopAllSounds_4(event:MouseEvent):void {
    SoundMixer.stopAll();
}

/* Click to Go to Frame and Play
Clicking on the specified symbol instance moves the playhead to the specified frame in the timeline and continues playback from that frame.

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.

```actionscript
button_13.addEventListener(MouseEvent.CLICK, fl_ClickToGoToAndPlayFromFrame_16);
function fl_ClickToGoToAndPlayFromFrame_16(event:MouseEvent):void
{
    gotoAndPlay(3);
}
```

HALAMAN PASASI GUIDLINES

/* Click to Go to Scene and Play
Clicking on the specified symbol instance plays the movie from the specified scene and frame.

Instructions:
1. Replace "Scene 3" with the name of the scene you would like play.
2. Replace 1 with the frame number you would like the movie to play from in the specified scene.

*/

```actionscript
button_15.addEventListener(MouseEvent.CLICK, fl_ClickToGoToScene_12);
function fl_ClickToGoToScene_12(event:MouseEvent):void
```
{ 
    MovieClip(this.root).gotoAndPlay(1, "Scene 3");
}

/* Click to Go to Frame and Play
Clicking on the specified symbol instance moves the playhead to the specified frame in the timeline and continues playback from that frame.

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_22.addEventListener(MouseEvent.CLICK, fl_ClickToGoToAndPlayFromFrame_6);
function fl_ClickToGoToAndPlayFromFrame_6(event:MouseEvent):void
{
    gotoAndPlay(2);
}
stop();

/* Click to Go to Frame and Play
Clicking on the specified symbol instance moves the playhead to the specified frame in the timeline and continues playback from that frame.

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.
*/
uhjb.addEventListener(MouseEvent.CLICK,
fl_ClickToGoToAndPlayFromFrame_24);

function
fl_ClickToGoToAndPlayFromFrame_24(e
vent:MouseEvent):void
{
    gotoAndPlay(3);
}
stop();

/* Click to Go to Frame and Play
Clicking on the specified symbol instance
moves the playhead to the specified frame
in the timeline and continues playback
from that frame.
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_31.addEventListener(MouseEvent.
CLICK,
fl_ClickToGoToAndPlayFromFrame_34);

function
fl_ClickToGoToAndPlayFromFrame_34(e
vent:MouseEvent):void
{
    gotoAndPlay(2);
}

/* Click to Go to Next Frame and Stop
Clicking on the specified symbol instance
moves the playhead to the next frame and
stops the movie.
*/

button_32.addEventListener(MouseEvent.
CLICK,
fl_ClickToGoToNextFrame_2);

function
fl_ClickToGoToNextFrame_2(event:Mous
eevent):void
{
    nextFrame();
}

/* Click to Go to Frame and Play
Clicking on the specified symbol instance
moves the playhead to the specified frame
in the timeline and continues playback
from that frame.
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_38.addEventListener(MouseEvent.
CLICK,
fl_ClickToGoToAndPlayFromFrame_36);
function
fl_ClickToGoToAndPlayFromFrame_36(event:MouseEvent):void
{
    gotoAndPlay(3);
}

HALAMAN BAGAGE HANDLING

/* Click to Go to Scene and Play
Clicking on the specified symbol instance plays the movie from the specified scene and frame.

Instructions:
1. Replace "Scene 3" with the name of the scene you would like play.
2. Replace 1 with the frame number you would like the movie to play from in the specified scene.
*/

button_17.addEventListener(MouseEvent.CLICK, fl_ClickToGoToScene_14);

function
fl_ClickToGoToScene_14(event:MouseEvent):void
{
    MovieClip(this.root).gotoAndPlay(1, "Scene 3");
}

/* Click to Go to Frame and Play
Clicking on the specified symbol instance moves the playhead to the specified frame in the timeline and continues playback from that frame.

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_23.addEventListener(MouseEvent.CLICK, fl_ClickToGoToAndPlayFromFrame_7);

function
fl_ClickToGoToAndPlayFromFrame_7(event:MouseEvent):void
{
    gotoAndPlay(2);
}

/* Click to Go to Frame and Play
Clicking on the specified symbol instance moves the playhead to the specified frame in the timeline and continues playback from that frame.

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_23.addEventListener(MouseEvent.CLICK,
fl_ClickToGoToAndPlayFromFrame_19);

function
fl_ClickToGoToAndPlayFromFrame_19(event:MouseEvent):void
{
    gotoAndPlay(3);
}

/* Click to Go to Frame and Play
Clicking on the specified symbol instance moves the playhead to the specified frame in the timeline and continues playback from that frame.
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_ClickToGoToAndPlayFromFrame_10);

function
fl_ClickToGoToAndPlayFromFrame_10(event:MouseEvent):void
{
    gotoAndPlay(1);
}

/* Click to Go to Frame and Play
Clicking on the specified symbol instance moves the playhead to the specified frame in the timeline and continues playback from that frame.
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.

*/
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.

```actionscript
button_28.addEventListener(MouseEvent.CLICK, fl_ClickToGoToAndPlayFromFrame_21);

function fl_ClickToGoToAndPlayFromFrame_21(event:MouseEvent):void {
    gotoAndPlay(3);
}
```

button_17.addEventListener(MouseEvent.CLICK, fl_ClickToGoToAndPlayFromFrame_22);

function fl_ClickToGoToAndPlayFromFrame_22(event:MouseEvent):void {
    gotoAndPlay(2);
}

CUSTOMER SERVICE

/* Click to Go to Scene and Play
Clicking on the specified symbol instance plays the movie from the specified scene and frame.

Instructions:
1. Replace "Scene 3" with the name of the scene you would like play.
2. Replace 1 with the frame number you would like the movie to play from in the specified scene.

*/

button_19.addEventListener(MouseEvent.CLICK, fl_ClickToGoToScene_16);

function fl_ClickToGoToScene_16(event:MouseEvent):void {
    gotoAndPlay(2);
}

/* Click to Go to Frame and Play
Clicking on the specified symbol instance moves the playhead to the specified frame in the timeline and continues playback from that frame.

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_ClickToGoToAndPlayFromFrame_22);

function fl_ClickToGoToAndPlayFromFrame_22(event:MouseEvent):void {
    gotoAndPlay(2);
}
MovieClip(this.root).gotoAndPlay(1, "Scene 3");

/* Click to Go to Frame and Play
Clicking on the specified symbol instance moves the playhead to the specified frame in the timeline and continues playback from that frame.
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_24.addEventListener(MouseEvent.CLICK, fl_ClickToGoToAndPlayFromFrame_11);
function fl_ClickToGoToAndPlayFromFrame_11(event:MouseEvent):void
{
gotoAndPlay(2);
}

button_19.addEventListener(MouseEvent.CLICK, fl_ClickToGoToAndPlayFromFrame_12);
function fl_ClickToGoToAndPlayFromFrame_12(event:MouseEvent):void
{
gotoAndPlay(1);
}

/* Click to Go to Frame and Play
Clicking on the specified symbol instance moves the playhead to the specified frame in the timeline and continues playback from that frame.
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_25.addEventListener(MouseEvent.CLICK, fl_ClickToGoToAndPlayFromFrame_13);

function fl_ClickToGoToAndPlayFromFrame_13(event:MouseEvent):void
{
  gotoAndPlay(3);
}

/* Click to Go to Frame and Play
Clicking on the specified symbol instance moves the playhead to the specified frame in the timeline and continues playback from that frame.
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_19.addEventListener(MouseEvent.CLICK, fl_ClickToGoToAndPlayFromFrame_14);

function fl_ClickToGoToAndPlayFromFrame_14(event:MouseEvent):void
{
  gotoAndPlay(2);
}
DOKUMENTASI WAWANCARA