

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
```

```

    {
        NativeApplication.nativeApplication
        n.exit();
    }

```

VIDEO

```
stop();
```

```
/* 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_8.addEventListener(MouseEvent.CLICK, fl_ClickToGoToScene_18);
```

```
function
fl_ClickToGoToScene_18(event:MouseEvent):void
```

```
{
```

```
vidio1.stop();
```

```
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_39.addEventListener(MouseEvent.CLICK, fl_ClickToGoToScene_25);
```

```
function
fl_ClickToGoToScene_25(event:MouseEvent):void
```

```
{
```

```
NativeApplication.nativeApplication
n.exit();
```

```
}
```

```
/* Click to Stop All Sounds
```

Clicking on the symbol instance stops all sounds currently playing.

```
*/
```

FOTO

```
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);  
}
```

```
/* 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_7.addEventListener(MouseEvent.CLICK,  
fl_ClickToGoToAndPlayFromFrame_18);
```

```
function  
fl_ClickToGoToAndPlayFromFrame_18(e  
vent:MouseEvent):void  
{  
gotoAndPlay(3);  
}
```

```
button_37.addEventListener(MouseEvent.  
CLICK, fl_ClickToGoToScene_24);
```

```
function  
fl_ClickToGoToScene_24(event:MouseEv  
ent):void  
{  
NativeApplication.nativeApplicatio  
n.exit();  
}
```

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 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 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.

*/

```
xx.addEventListener(MouseEvent.CLICK, fl_ClickToGoToScene_26);
```

```
function
fl_ClickToGoToScene_26(event:MouseEvent):void
{
    NativeApplication.nativeApplication.exit();
}
```

HALAMAN 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 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.

```
*/
```

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

```
function  
fl_ClickToGoToAndPlayFromFrame_4(ev  
ent: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.

```
*/
```

```
next.addEventListener(MouseEvent.CLIC  
K, fl_ClickToGoToNextFrame);
```

```
function  
fl_ClickToGoToNextFrame(event:MouseE  
vent):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_13.addEventListener(MouseEvent.  
    CLICK,  
    fl_ClickToGoToAndPlayFromFrame_23);
```

```
function  
fl_ClickToGoToAndPlayFromFrame_23(e  
vent: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_13.addEventListener(MouseEvent.  
    CLICK,  
    fl_ClickToGoToAndPlayFromFrame_8);
```

```
function  
fl_ClickToGoToAndPlayFromFrame_8(ev  
ent: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_27.addEventListener(MouseEvent.  
    CLICK,  
    fl_ClickToGoToAndPlayFromFrame_17);
```

```
function  
fl_ClickToGoToAndPlayFromFrame_17(e  
vent:MouseEvent):void  
    {  
        vidio2.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:Mouse  
Event):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.

```
*/
```

```
button_26.addEventListener(MouseEvent.  
CLICK,  
fl_ClickToGoToAndPlayFromFrame_15);
```

```
function  
fl_ClickToGoToAndPlayFromFrame_15(e  
vent:MouseEvent):void  
{  
gotoAndPlay(5);  
}
```

/ 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_13.addEventListener(MouseEvent.  
CLICK,  
fl_ClickToGoToAndPlayFromFrame_16);
```

```
function  
fl_ClickToGoToAndPlayFromFrame_16(e  
vent: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.

```
*/
```

```
button_15.addEventListener(MouseEvent.  
CLICK, fl_ClickToGoToScene_12);
```

```
function  
fl_ClickToGoToScene_12(event:MouseEv  
ent):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(ev
ent: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.

**/*

```

button_15.addEventListener(MouseEvent.CLICK,
fl_ClickToGoToAndPlayFromFrame_9);

```

```

function

```

```

fl_ClickToGoToAndPlayFromFrame_9(ev
ent: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.

**/*

```
uhjb.addEventListener(MouseEvent.CLIC
    K,
    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(e
vent: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:MouseEv
ent):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(ev
ent: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(e  
vent: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_23.addEventListener(MouseEvent.  
CLICK,  
fl_ClickToGoToAndPlayFromFrame_20);
```

/* 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(e  
vent: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_28.addEventListener(MouseEvent.  
    CLICK,  
fl_ClickToGoToAndPlayFromFrame_21);  
  
function  
fl_ClickToGoToAndPlayFromFrame_21(e  
    vent:MouseEvent):void  
    {  
        gotoAndPlay(3);  
    }  
  
function  
fl_ClickToGoToAndPlayFromFrame_20(e  
    vent: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(e  
    vent: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:MouseEv  
ent):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_24.addEventListener(MouseEvent.CLICK,
fl_ClickToGoToAndPlayFromFrame_11);

```

```

function
fl_ClickToGoToAndPlayFromFrame_11(e
vent: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_19.addEventListener(MouseEvent.CLICK,
fl_ClickToGoToAndPlayFromFrame_12);

```

```

function
fl_ClickToGoToAndPlayFromFrame_12(e
vent: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(e  
    vent: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(e  
    vent:MouseEvent):void  
    {  
        gotoAndPlay(2);  
    }
```

DOKUMENTASI WAWANCARA



