

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_2.addEventListener(MouseEvent.CLICK, fl_ClickToGoToScene_2);
```

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

```
stop();
```

```
button_1.addEventListener(MouseEvent.CLICK, fl_ClickToGoToScene);
```

```
function fl_ClickToGoToScene(event:MouseEvent):void
{
    MovieClip(this.root).gotoAndPlay(1, "profile");
}
```

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- */

```
button_6.addEventListener(MouseEvent.CLICK, fl_ClickToGoToScene_4);
```

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

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- */

```
button_14.addEventListener(MouseEvent.CLICK, fl_ClickToGoToScene_6);
```

```
function fl_ClickToGoToScene_6(event:MouseEvent):void
{
    NativeApplication.nativeApplication.exit();
}
```

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- */

```
button_15.addEventListener(MouseEvent.CLICK, fl_ClickToGoToScene_7);
```

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

```
stop();
```

```
button_4.addEventListener(MouseEvent.CLICK, fl_ClickToGoToAndStopAtFrame);
```

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

```
button_11.addEventListener(MouseEvent.CLICK, fl_ClickToGoToAndStopAtFrame_7);
```

```
function fl_ClickToGoToAndStopAtFrame_7(event:MouseEvent):void
{
    gotoAndStop(3);
}
```

```
button_12.addEventListener(MouseEvent.CLICK, fl_ClickToGoToAndStopAtFrame_8);
```

```
function fl_ClickToGoToAndStopAtFrame_8(event:MouseEvent):void
{
    gotoAndStop(4);
}
```

```
button_13.addEventListener(MouseEvent.CLICK, fl_ClickToGoToScene_5);
```

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

```
stop();
```

```
button_5.addEventListener(MouseEvent.CLICK, fl_ClickToGoToAndStopAtFrame_2);
```

```
function fl_ClickToGoToAndStopAtFrame_2(event:MouseEvent):void
{
    gotoAndStop(1);
}
```

```
button_5.addEventListener(MouseEvent.CLICK, fl_ClickToStopAllSounds);
```

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

```
button_7.addEventListener(MouseEvent.CLICK, fl_ClickToGoToAndStopAtFrame_3);
```

```
function fl_ClickToGoToAndStopAtFrame_3(event:MouseEvent):void
{
    gotoAndStop(3);
}
```

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

```
Clicking on the symbol instance stops all sounds currently playing.
```

```
*/
```

```
button_7.addEventListener(MouseEvent.CLICK, fl_ClickToStopAllSounds_2);
```

```
function fl_ClickToStopAllSounds_2(event:MouseEvent):void
{
    SoundMixer.stopAll();
}stop();

button_8.addEventListener(MouseEvent.CLICK, fl_ClickToGoToAndStopAtFrame_4);

function fl_ClickToGoToAndStopAtFrame_4(event:MouseEvent):void
{
    gotoAndStop(2);
}

button_8.addEventListener(MouseEvent.CLICK, fl_ClickToStopAllSounds_3);

function fl_ClickToStopAllSounds_3(event:MouseEvent):void
{
    SoundMixer.stopAll();
}

button_9.addEventListener(MouseEvent.CLICK, fl_ClickToGoToAndStopAtFrame_5);

function fl_ClickToGoToAndStopAtFrame_5(event:MouseEvent):void
{
    gotoAndStop(4);
}

button_9.addEventListener(MouseEvent.CLICK, fl_ClickToStopAllSounds_4);

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

button_10.addEventListener(MouseEvent.CLICK, fl_ClickToGoToAndStopAtFrame_6);

function fl_ClickToGoToAndStopAtFrame_6(event:MouseEvent):void
{
    gotoAndStop(3);
}
```

```
button_10.addEventListener(MouseEvent.CLICK, fl_ClickToStopAllSounds_5);
```

```
function fl_ClickToStopAllSounds_5(event:MouseEvent):void
{
    SoundMixer.stopAll();
}
stop();
```

```
button_16.addEventListener(MouseEvent.CLICK, fl_ClickToGoToAndStopAtFrame_9);
```

```
function fl_ClickToGoToAndStopAtFrame_9(event:MouseEvent):void
{
    var url:String = "https://goo.gl/maps/LfYMXZu9T1m";
    var urlReq:URLRequest = new URLRequest(url);
    navigateToURL(urlReq);
}
```

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- */

```
button_17.addEventListener(MouseEvent.CLICK, fl_ClickToGoToScene_8);
```

```
function fl_ClickToGoToScene_8(event:MouseEvent):void
{
    MovieClip(this.root).gotoAndPlay(1, "menu");
}
```






