

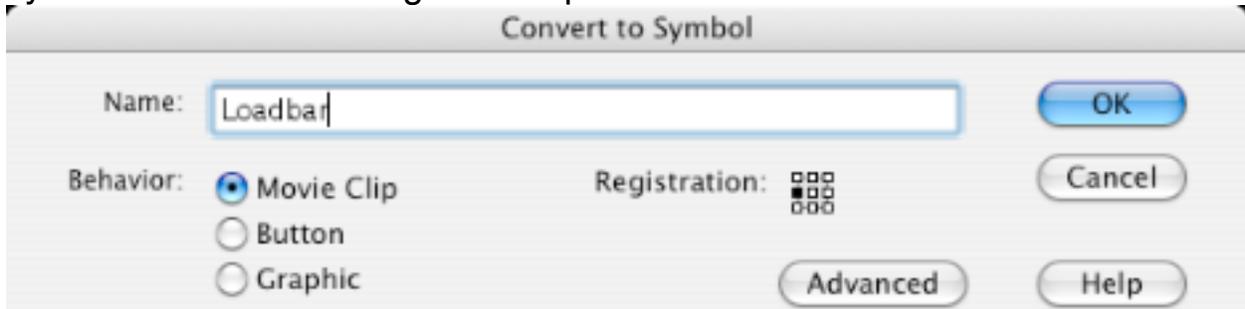
## Preloader tutorial

### Step 1:

Make a new flash document and draw an elongated rectangle with an outline in the middle of your work space.

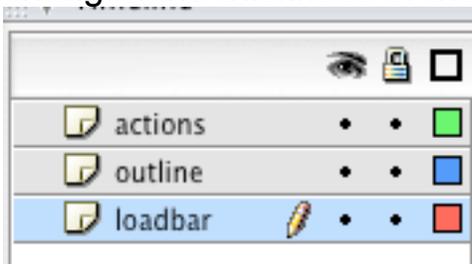
### Step 2:

Select the filling of the rectangle and convert it to a movie clip symbol, be sure not to include the line on the outside of the rectangle in your new symbol and to set the registration point to the left side.



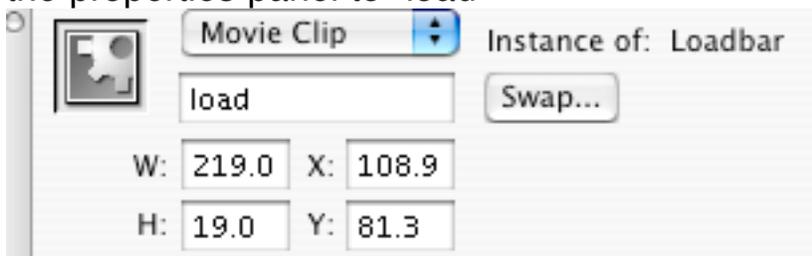
### Step 3:

Move the loadbar symbol to another layer by cutting and pasting it. Call the layer with the bar 'loadbar' and the one with the outline 'outline.' It is best to have the outline layer above the loadbar layer. Add an actions layer that you will use later above the first two. In my example, I have changed the thickness of the outline so that it shows up better.



### Step 4:

Select the load bar movie clip symbol and change the instance name in the properties panel to "load"



Step 5: Open the actions panel and insert the following code into the frame one actions of the actions layer.

```
loaded=getBytesLoaded();
total=getBytesTotal();
load._xscale=100*loaded/total;
if (loaded>=total) nextScene();
```

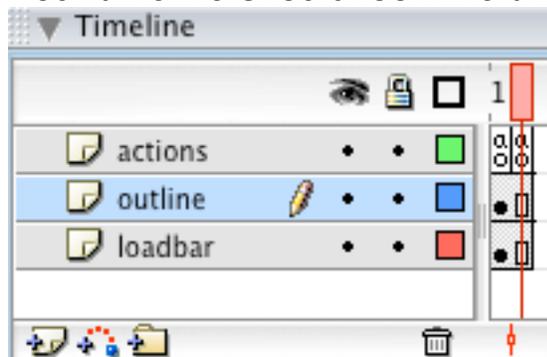
Step 6: Make a new keyframe in the actions layer on frame 2. Insert new frames on both the outline layer and the loadbar layer.

Step 7:

In frame two of the actions layer add the following line of code.

```
gotoAndPlay(1);
```

Your timeline should look like this:



You are done, put your movie in the next scene. Because you are probably sampling your file locally you won't be able to see your loadbar in action because it will load instantaneously. In order to see it work change your frame 1 code to this:

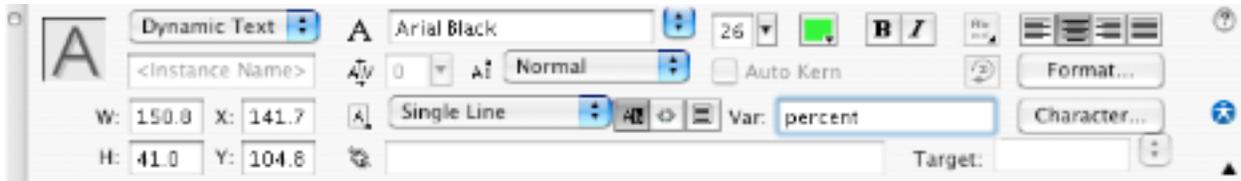
```
//loaded=getBytesLoaded();
//total=getBytesTotal();
loaded++;
total=100;
load._xscale=100*loaded/total;
if (loaded>=total) nextScene();
```

If you want a numerical representation of the percent complete continue:

Step 8:

Add a new layer called 'percent' and use the text tool to make a new dynamic text object. (use the properties control panel while the text tool is selected to change type to dynamic)

Step 9: Select the text object and change the var field in the properties panel to 'percent'



Step 10: In the actions layer add the following line to the actions of frame one:

```
percent=Math.round(100*loaded/total)+"%";
```

Now the percent loaded will show up wherever your text object is. You can change the positioning and font to suit your movie in the properties panel.



**54%**