Dynamic Logo Manual

How to set up your Dynamic Logo

In this walk through I show you how to modify "example1" to get the "example3". Apply the same steps to plug in your logo and orbiting object.

1. Prepare your Images

- Logo image

- Orbiting object image (satellite)

- Trace object image

LET THE POWER ← The Logo Image
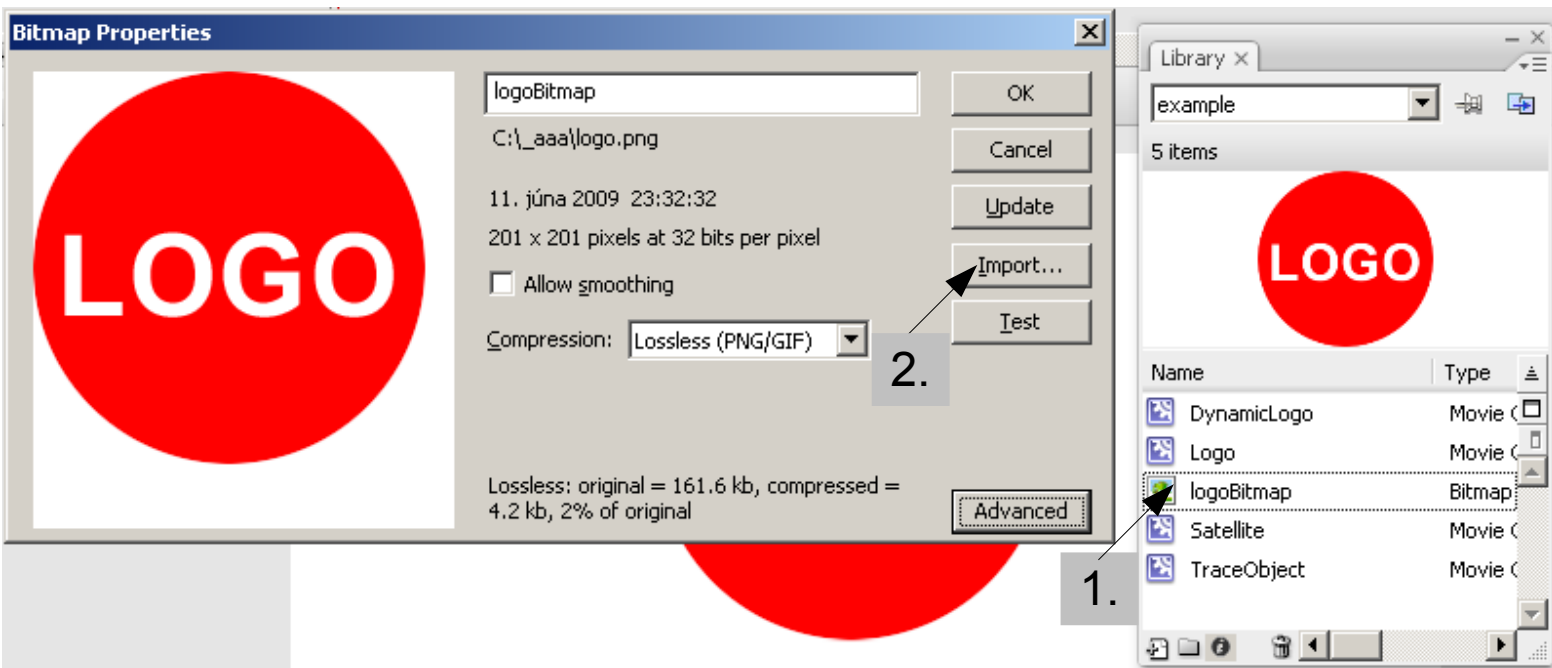
BE WITH YOU ← The Orbiting Object Image

BE WITH YOU ← The Trace Object Image

2. Open example.fla (from the example1 folder)

Edit the *logoBitmap* bitmap in the library (by double-clicking on it). Click on *Import* and choose your the file with your **Logo Image.**

Now we update the Orbiting Object. Double-Click on the Satellite MovieClip in the library. Delete the original object and Import (Ctrl+R) your **Orbiting Object** Image.
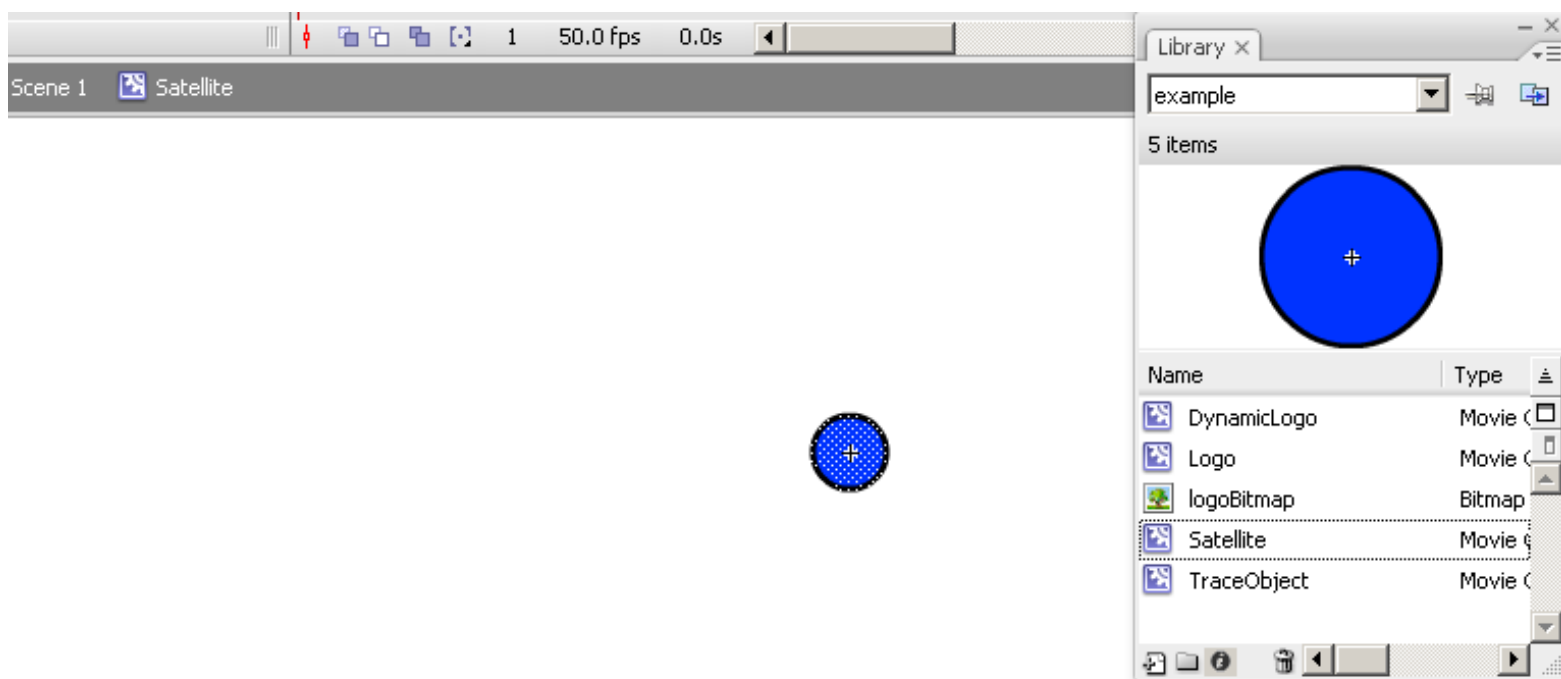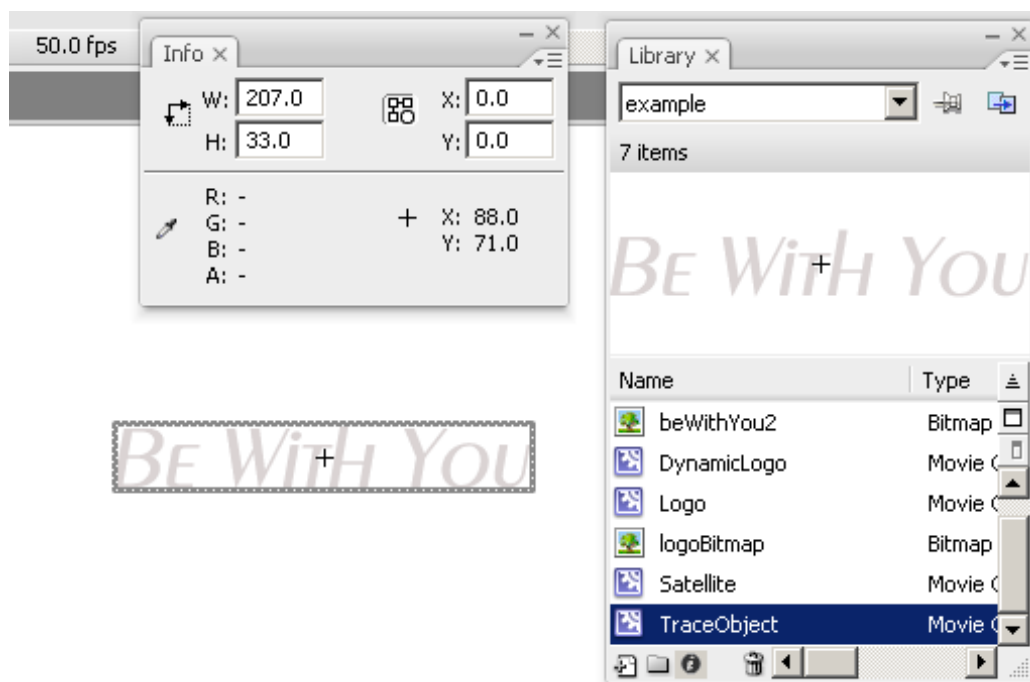

You should end up with something like the image below. Make sure the image is **centered,** i.e. the x and y coordinate is 0 when the registration point is set to center.
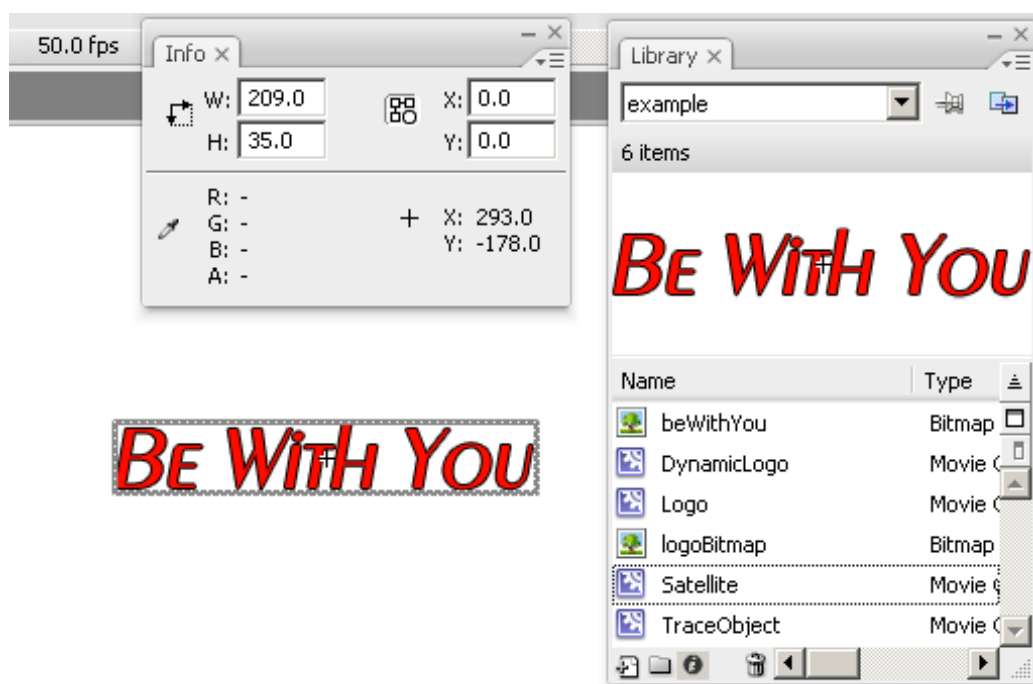
Repeat the same steps for the trace object.
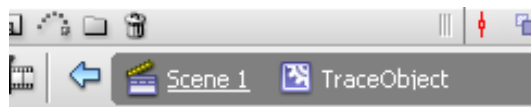
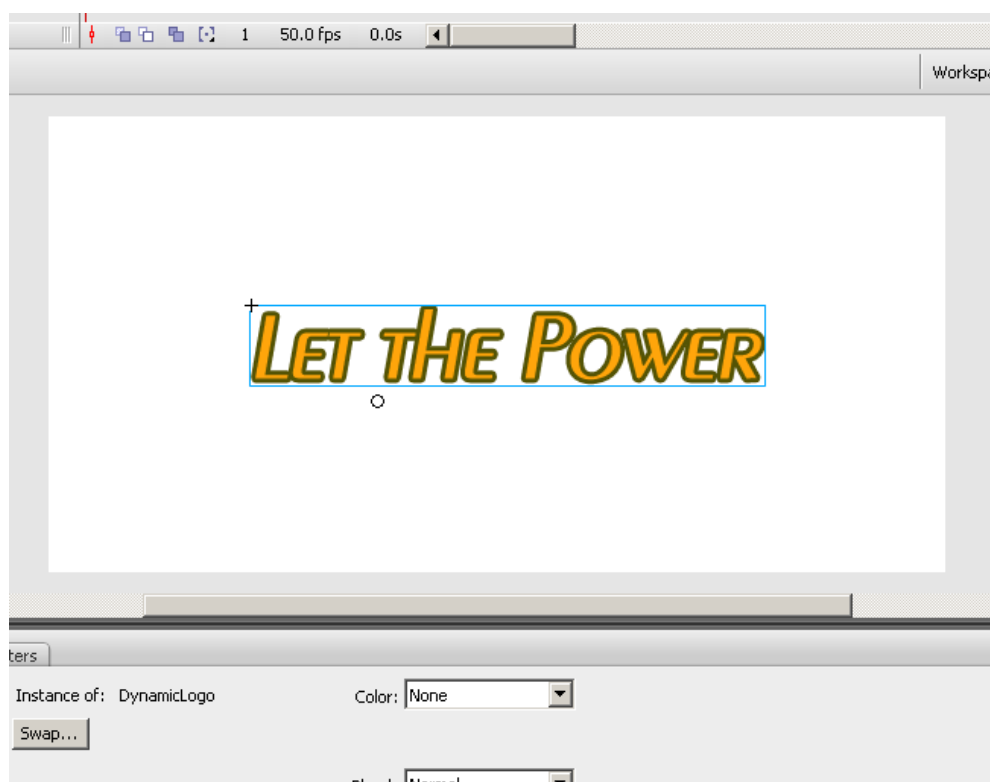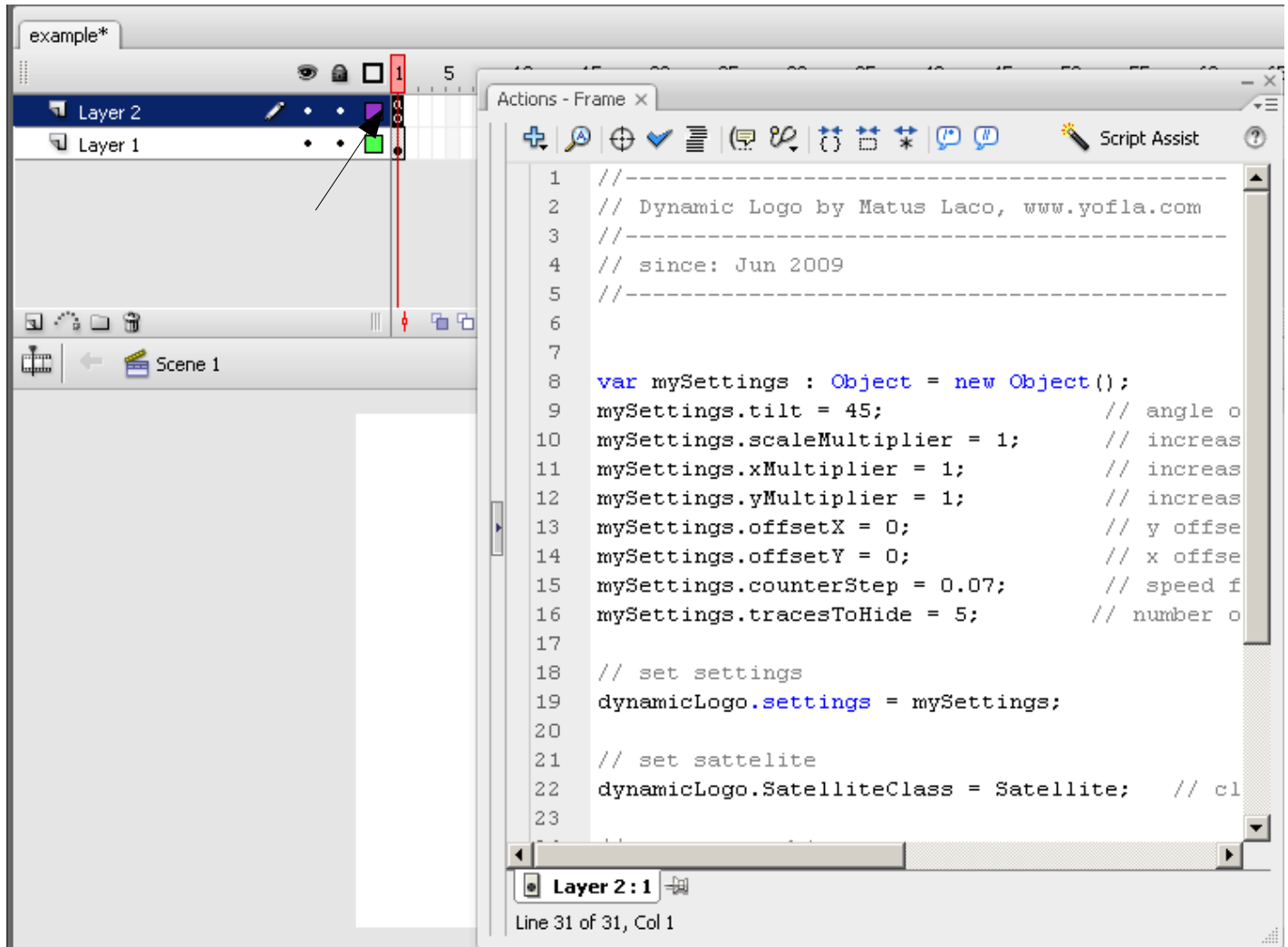Return to the Scene [Scene 1 | TraceObject] by clicking on the Scene 1 link. Then position the logo (the dynamicLogo MovieClip) to where you want to have it, e.g. in the center of the stage:

We are almost done, the last step is to customize the settings such as speed an angle by modifying some actionscript.

```
1  //-------------------------------------------
2  // Dynamic Logo by Matus Laco, www.yofla.com
3  //-------------------------------------------
4  // since: Jun 2009
5  //-------------------------------------------
6
7
8  var mySettings : Object = new Object();
9  mySettings.tilt = 45;                    // angle o
10 mySettings.scaleMultiplier = 1;          // increas
11 mySettings.xMultiplier = 1;              // increas
12 mySettings.yMultiplier = 1;              // increas
13 mySettings.offsetX = 0;                  // y offse
14 mySettings.offsetY = 0;                  // x offse
15 mySettings.counterStep = 0.07;           // speed f
16 mySettings.tracesToHide = 5;             // number o
17
18 // set settings
19 dynamicLogo.settings = mySettings;
20
21 // set sattelite
22 dynamicLogo.SatelliteClass = Satellite;   // cl
23
```

Select the First Frame in **Layer 2,** and than press "**F9**" to open the window with actionscript. The settings are documented. Most likely you will need to adjust these settings:

xBultiplier, yMultiplier - by specifying a value greater than 1 you stretch the movement of the orbiting object in x or y direction

offsetX,offsetY – by specifying a value greater than 0 you offset the position of the orbiting object.

counterStep – by decreasing the value you increase the speed of the orbiting object.

Actionscript Classes available

In case you need to fine-tune the behaviour of the dynamic logo, all actionscript classes are available.

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Contact

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