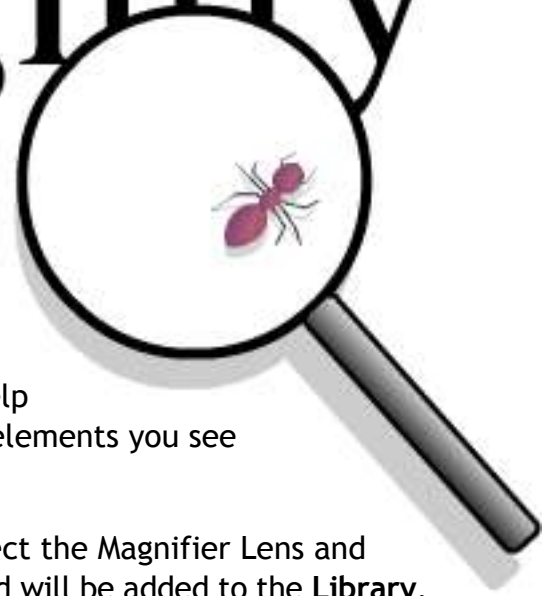


# Magnify

## Using the Draggable Magnifier Lens

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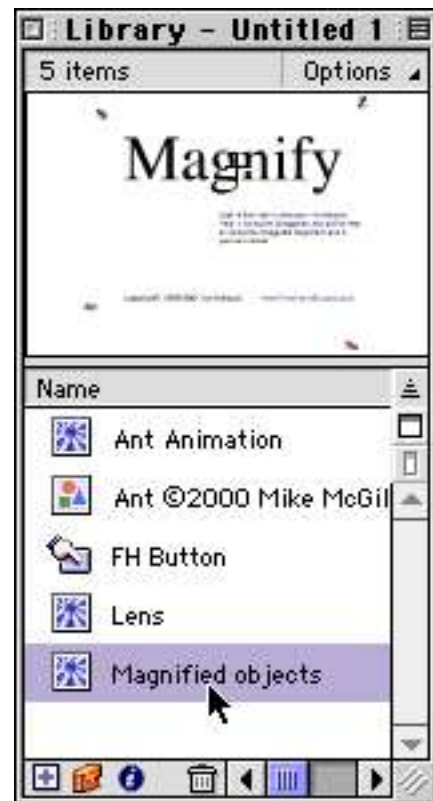


First, you can find the Draggable Magnifier Lens sample under the Help menu -> Samples. The sample will open up and contain some of the elements you see above.

It's very easy to add this to any project you are working on. Just select the Magnifier Lens and **copy** it. Then **paste** it into your project. All of the elements you'll need will be added to the **Library**.

It's best to have the Lens and the other objects on different layers, so create a new layer for your objects to be magnified.

1) Once you have the layers you need, select the Movie Clip from the Library called "Magnified Objects" and drag it on to the stage.



2) Then select the instance you just placed and make the **Instance palette** visible. Here enter the name "original" just like it appears above. It's very important that you leave the scale amount to **100%** for this instance. If you want to scale the objects, do so in the Magnified objects movie clip.

Now **Test** the movie and you'll see it in action.

# Using the Draggable Magnifier Lens cont.

## Customizing the Draggable Magnifier Lens

It's very easy to customize this to your own needs. Below are some things to make sure you remember when doing this.

### Custom Magnified Objects

You can either replace the contents of the Magnified Objects symbol found in the library, or you can use your own stuff. □

1. Edit the Lens movie clip from the library. □
2. Drop anything you want to be magnified on the Larger Objects Layer and it doesn't matter where. □
3. Scale these objects to 200%. □
4. Make the Instance palette active. Change the behavior to Movie Clip (if not already) and name this instance to "largeobject". □
5. On the main timeline, drop this same object on the stage where you want it. □
6. Make the Instance palette active. Change the behavior to Movie Clip (if not already) and name this instance to "original". □
7. Test movie to see if it works OK.

Some things to look out for is how the objects are centered to the stage in their parent symbol (from the library). If they appear off centered, then the results may not look correct. Adjust this as needed.

**Note: Modifying the Center point from the Modify -> Transform menu will NOT fix this.**

### Custom Magnifying Lens

You can make the magnifying lens look exactly how you want it. □

1. Edit the Lens movie clip from the library. □
2. All the lens shapes are on the **Magnifier Shapes layer**. □
3. Make sure that you change the mask shape on the **Mask layer** to be the same shape as the opening in your magnifying lens so that the magnified shapes show through correctly. □
4. Use the same shape that you used for the Mask on the **Back cover up area layer**. This object will need to be colored to the exact color as your movie background. What this does is cover up the shapes on the main timeline so they don't show through. □
5. In the main timeline when you add a new Lens from the library, make sure that you make the Instance palette active and give it the name "lens" so the script works properly.

The next page shows where you can find the ActionScript that makes this work and how to customize it for your needs.

# Using the Draggable Magnifier Lens cont.

## Custom ActionScript

You can change the ActionScript that runs this to fit your needs too. Below is the script that is comes with this by default and is attached to the Lens movie clip as onClipEvents:

```
onClipEvent (mouseDown) {
    startDrag ("");
}
onClipEvent (mouseUp) {
    stopDrag ();
}
onClipEvent (enterFrame) {
    setProperty ("largeobject", _x, (getProperty("/original", _x)-_x)*2);
    setProperty ("largeobject", _y, (getProperty("/original", _y)-_y)*2);
}
```

As you can see, the script to run this marvel is quite simple. The part that has all the setProperty and getProperty is where the magic happens. It gets the x and y properties of the original object on the main stage and sets it double (or \*2) for the largeobject found in the lens movie clip. It's all calculated based on where you are dragging the lens around on the stage when you test the movie. This is what causes the largeobject to move twice as fast as you are dragging it.

The values that you are free to change to your needs are marked in red above. If you are using a largeobject at a different scale, then you'll want to change this value as shown below:□

```
200% = 2□
300% = 3□
475% = 4.75□
550% = 5.5□
etc...
```

This is to make sure that your larger object moves correctly to it's scale.

## Contact & Other Samples

If you need any assistance with getting this working, please don't hesitate to contact me:□

[TheFHSource@home.com](mailto:TheFHSource@home.com)

You can also see more samples of this Draggable Lens here:□

[http://www.FreeHandSource.com/\\_test/lens.html](http://www.FreeHandSource.com/_test/lens.html)

Thanks and please let me know how you've used this great effect.