**/\* 倒數計時\*/**

var fl\_SecondsToCountDown:Number = 3;

var fl\_CountDownTimerInstance:Timer = new Timer(1000, fl\_SecondsToCountDown);

fl\_CountDownTimerInstance.addEventListener(TimerEvent.TIMER, fl\_CountDownTimerHandler);

fl\_CountDownTimerInstance.start();

function fl\_CountDownTimerHandler(event:TimerEvent):void

{

fl\_SecondsToCountDown--;

if (fl\_SecondsToCountDown == 0)

{

gotoAndStop("menu");

}

}

**/\*觸控功能\*/**

Multitouch.inputMode = MultitouchInputMode.TOUCH\_POINT;

**/\*進入人猿拼圖\*/**

Menu\_Orangutan\_mc.addEventListener(TouchEvent.TOUCH\_TAP, Menu\_Orangutan);

function Menu\_Orangutan(event:TouchEvent):void

{

gotoAndStop("p01");

}

**/\*縮小4個影片片段\*/**

Orangutan\_1.scaleX = 0.6;

Orangutan\_1.scaleY = 0.6;

Orangutan\_2.scaleX = 0.6;

Orangutan\_2.scaleY = 0.6;

Orangutan\_3.scaleX = 0.6;

Orangutan\_3.scaleY = 0.6;

Orangutan\_4.scaleX = 0.6;

Orangutan\_4.scaleY = 0.6;

**/\*定義4個影片片段的X與Y座標\*/**

var Orangutan\_1X = Orangutan\_1.x;

var Orangutan\_1Y = Orangutan\_1.y;

var Orangutan\_2X = Orangutan\_2.x;

var Orangutan\_2Y = Orangutan\_2.y;

var Orangutan\_3X = Orangutan\_3.x;

var Orangutan\_3Y = Orangutan\_3.y;

var Orangutan\_4X = Orangutan\_4.x;

var Orangutan\_4Y = Orangutan\_4.y;

**//設定應用程式來處理觸控事件**

Multitouch.inputMode = MultitouchInputMode.TOUCH\_POINT;

**/\*Orangutan\_1 觸控拖曳事件\*/**

Orangutan\_1.addEventListener(TouchEvent.TOUCH\_BEGIN, Orangutan\_TouchBeginHandler\_1);

**//TOUCH\_BEGIN：點擊事件;**

Orangutan\_1.addEventListener(TouchEvent.TOUCH\_END, Orangutan\_TouchEndHandler\_1);

**//TOUCH\_END：拖曳結束事件;**

var Orangutan\_DragBounds\_1:Rectangle = new Rectangle(0,0,stage.stageWidth,stage.stageHeight);

**//Rectangle：定義當前顯示區域的範圍**

function Orangutan\_TouchBeginHandler\_1(event:TouchEvent):void

{

event.target.startTouchDrag(event.touchPointID, false, Orangutan\_DragBounds\_1);

**//startTouchDrag**：使用者可以在觸碰的設備上拖曳指定的物件;

//startTouchDrag(touchPointID:int, lockCenter:Boolean = false, bounds:Rectangle = null):void

**//touchPointID** 值是分配给事件對象的值

**//lockCenter:Boolean = false**指定將可拖曳的 sprite 鎖定到指針位置中心(true)，還是鎖定到用戶第一次點擊的位置 (false)

**//當滑鼠點擊元件時，元件會恢復原始的尺寸**

Orangutan\_1.scaleX = 1;

Orangutan\_1.scaleY = 1;

}

function Orangutan\_TouchEndHandler\_1(event:TouchEvent):void

{

event.target.stopTouchDrag(event.touchPointID);

**//stopTouchDrag：結束在觸碰設備中的拖曳動作;**

if (Orangutan\_1.hitTestObject(Orangutan\_1\_mc)) **//當拆解元件碰到對應元件時**

{

//設定拆解元件的X與Y座標與對應元件的X與Y座標重疊，以達到密合的效果

//拆解元件.x = 對應元件.x + (對應元件的寬度(尺寸較大) - 拆解元件的寬度(尺寸較小)) / 2，除2是表示得到中心點

Orangutan\_1.x = Orangutan\_1\_mc.x + ( Orangutan\_1\_mc.width - Orangutan\_1.width) / 2;

**//拆解元件.y = 對應元件.y + (對應元件的高度(尺寸較大) - 拆解元件的高度(尺寸較小)) / 2，除2是表示得到中心點**

Orangutan\_1.y = Orangutan\_1\_mc.y + ( Orangutan\_1\_mc.height - Orangutan\_1.height) / 2;

**//拆解元件\_1的變數更改為A**

OrangutanString\_1 = "A";

}

else **//當拆解元件沒有碰到對應元件時**

{

**//自動回復到一開始的X與Y座標**

Orangutan\_1.x = Orangutan\_1X;

Orangutan\_1.y = Orangutan\_1Y;

**//元件縮小60 %**

Orangutan\_1.scaleX = 0.6;

Orangutan\_1.scaleY = 0.6;

**//拆解元件\_1的變數更改為A**

OrangutanString\_1 = "X";

}

}

**/\*不斷偵測 OrangutanNum 是否已經為 4\*/**

addEventListener(Event.ENTER\_FRAME, fl\_EnterFrameHandler\_Orangutan);

function fl\_EnterFrameHandler\_Orangutan(event:Event):void

{

//當拆解元件的四個字串相加後，若為ABCD，則啟動倒數計時

if (OrangutanString\_1+OrangutanString\_2+OrangutanString\_3+OrangutanString\_4 == "ABCD")

{

addEventListener(TimerEvent.TIMER, fl\_CountDownTimerHandler\_Orangutan);

fl\_CountDownTimerInstance\_Orangutan.start();

}

}

/\*完成後倒數計時\*/

var fl\_SecondsToCountDown\_Orangutan:Number = 2;

var fl\_CountDownTimerInstance\_Orangutan:Timer = new Timer(1000,fl\_SecondsToCountDown\_Orangutan);

fl\_CountDownTimerInstance\_Orangutan.addEventListener(TimerEvent.TIMER, fl\_CountDownTimerHandler\_Orangutan);

function fl\_CountDownTimerHandler\_Orangutan(event:TimerEvent):void

{

trace(fl\_SecondsToCountDown\_Orangutan + " 秒");

fl\_SecondsToCountDown\_Orangutan--;

if (fl\_SecondsToCountDown\_Orangutan == 0)

{

//前往過關的影格

gotoAndStop("pass");

}

}