



Step-By-Step Directions for Flash Projects

Getting Started

NOAH (Navigation-Oriented Animated Helper) is a **Flash component** that can be installed into your Flash authoring environment. It can be used in a variety of ways in a Flash app: to draw attention to important elements in the app, to restate critical messages, or as an on-demand help provider. NOAH component works best with Flash 8 with ActionScript 2.0 is recommended.

Primarily, there are two ways NOAH can be used:

On Call. You can put the function call that starts the execution of a NOAH Voice-Action File (see below) a function or in each frame of a Flash app. When the function is called or a frame is encountered, the Voice-Action File referenced is executed.

OnEvent (on(release), etc.). You can put the NOAH play command in, for example, a click event and pass the Voice-Action File name to the function (see below); an example of this would be as a Help button for individual elements.

There are three steps to placing NOAH in your Flash app:

1. **STEP 1:** Adding a NOAHFILES subfolder directly under the root folder of your app. This houses the NOAH engine and support files, including your avatar, custom avatar configuration files (a unique XML for each custom avatar), if any, NOAH license file, MP3 files, and Voice-Action Files (TXT).
2. **STEP 2:** Installing the NOAH component in your Flash authoring environment and placing it on the stage where needed, **once**, in a layer that spans the whole movie.
3. **STEP 3:** Placing the function call where needed in your source code.

[NOAH instance name].PlayFile("filename.TXT")

1. **IMPORTANT NOTE:** *the filename used by the function is the name of the audio file (NOT the description).*

Get the NOAH engine files

Log into the editor and click 'Voice-Action Files'. Click on 'Package Files' button and select Create. You will receive a zip file via download.

The NOAHFILES subfolder

Create a NOAHFILES subfolder under the applications root folder and place the support files you received when you clicked 'Package Files' into it. In the future, you will place your avatars, TXT Voice-Action Files, and MP3 files in there as well. These files include the NOAH component, license, and engine.

Installing and placing the NOAH component

1. Use the Extension Manager to install the NOAH component into the Flash program.
2. Place the NOAH component on the stage in the location where you want it to initiate (home position) and give it an instance name, like "NOAHC". Usually, it's best to have NOAH and its code on its own layer.

NOTE: Make sure NOAH is on a layer that spans the whole movie. You can have more than one NOAH component in a movie, but make sure they have different instance names and the PlayFile() function has the right instance name in front of it .

The PlayFile() functions and code:

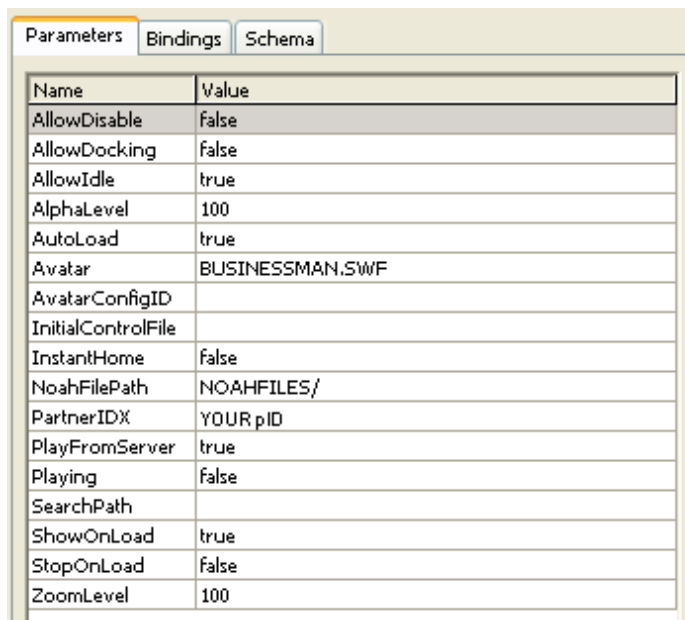
All the functions to play Voice-Action Files are in the avatar code. All you have to do is use one of these function calls, which passes the identity of the Voice-Action File to NOAH.

The function call is `NOAHC.PlayFile("filename.TXT")` where "NOAHC" is the NOAH component instance name and "filename.TXT" is the name of the audio file that the Voice-Action File plays (not the Voice-Action File description).

NOTE: In order to make sure the NOAH engine is loaded before your first Voice-Action File tries to play, put it in a NOAH event handler, On(Ready):

```
On(Ready)
{
    [NOAH instance name].PlayFile("filename.TXT")
}
```

Settings in the Component Inspector



Name	Value
AllowDisable	false
AllowDocking	false
AllowIdle	true
AlphaLevel	100
AutoLoad	true
Avatar	BUSINESSMAN.SWF
AvatarConfigID	
InitialControlFile	
InstantHome	false
NoahFilePath	NOAHFILES/
PartnerIDX	YOUR pID
PlayFromServer	true
Playing	false
SearchPath	
ShowOnLoad	true
StopOnLoad	false
ZoomLevel	100

NOTES:

1. The initial size of the component will be the initial size of the avatar on the page. It defaults to 100 x 100. To enlarge it for the whole movie, you can simply change the



size of the component in the Properties tab. To do it at a point during the program, use this ActionScript:

```
NOAHC.ZoomLevel= x;
```

2. The component defaults to "Play from server: true". In this setting it is running from the NOAH servers and is intended only for development convenience.

When you have completed and tested your Flash app, change "Play from Server" to false to run Voice-Action Files from your NOAHFILES folder. After you compile the Voice-Action Files in the editor you will receive a .TXT file via download. We also send you the associated MP3 file the first time you compile a Voice-Action File. These are to be placed in your NOAHFILES folder.

NOTE: If "Play from Server" is true, NOAH will only work for a computer that is connected to the Internet and whose IP address is listed as a User in the editor. It is only for the convenience of the developer.

Here are the visible parameters of the component.

NOTE: You can also change parameters programmatically by using the code, shown in italics. Don't type that into the Component Inspector.

AllowDisable: Default is "false". "True" means when the user clicks on NOAH they will have the option to disable it.

AllowDocking: Default is "false" if you want NOAH to move around. "True" means it will stay in its home position even if there's a Move command in the Voice-Action File.

AllowIdle: Default is "true". "False" means NOAH will not do anything automatic, like follow the mouse.

AlphaLevel: This sets the transparency; cool for having ghosts in the application. Use *NOAH.AlphaLevel = 50* to set its alpha to 50% through code.

AutoLoad: If "True" the NOAH component will initially load into the Flash app.

Avatar: This is where you enter the filename of the avatar (with .SWF extension) you want to use. It knows to look in the NOAHFILES folder. Use *NOAH.Avatar="BALL.SWF"* to change the avatar to BALL through code.

AvatarConfigID: If you have made a custom avatar, you will receive a zip file containing an XML file. The avatar SWF goes in the Avatar field and the avIDX value goes in the "AvatarConfigID" field.

NOAHFILES\BUSINESSMAN.SWF?avIDX=123

InitialControlFile: The Voice-Action File referenced here will play when the movie loads.



InstantHome; Default is "false". "True" means it will NOT return to the location of the component after playing a Voice-Action File.

NoahFilePath: The default is NOAHFILES/. Change it if you need to. For example, if you have a number of project root folders, you can have a single NOAHFILES folder. If so, set the path to ..\NOAHFILES so all projects can share it. But, then all projects MP3s and TXTs would be together.

PartnerIDX: You were given a partner ID number when you signed up. **You MUST enter** that into this parameter.

PlayFromServer: To avoid having to compile and save Voice-Action Files over and over during development, you can set this to "true" and the NOAH system will stream Voice-Action Files from the NOAH database through the Internet. **For the final product to run from your servers, set this to "false"**. The system will look to your NOAHFILES folder for the TXT files. You can then distribute it.

SearchPath: Parameter; when a command of Move, Highlight, or Drag is called with an object name, the object is prefixed with this path if the object name does not start with _root or _level.

ShowOnLoad: Default "true". If "true" NOAH will be visible upon entering the first frame.

StopOnLoad: Default "false". If "true" NOAH will not execute the Voice-Action File upon entering the first frame.

ZoomLevel: This immediately changes NOAH's size from its current ZoomLevel.

[See General Information on creating Voice-Action Files](#)