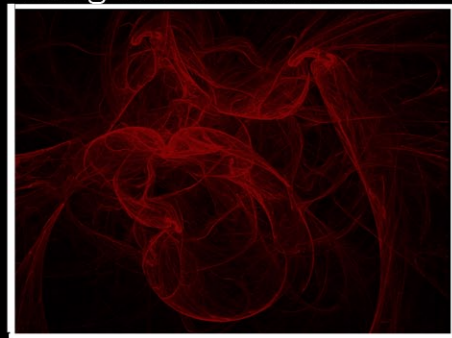
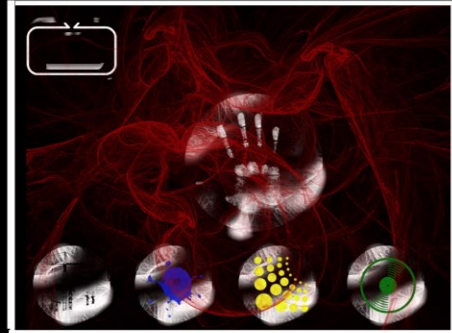


1. design:

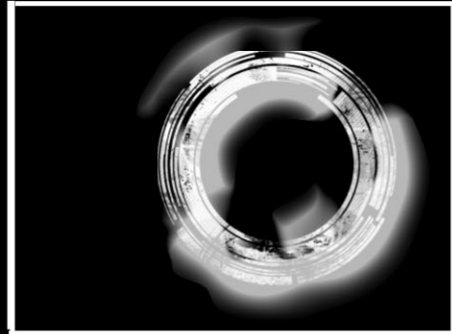
background: red smoke



home + btns



window:



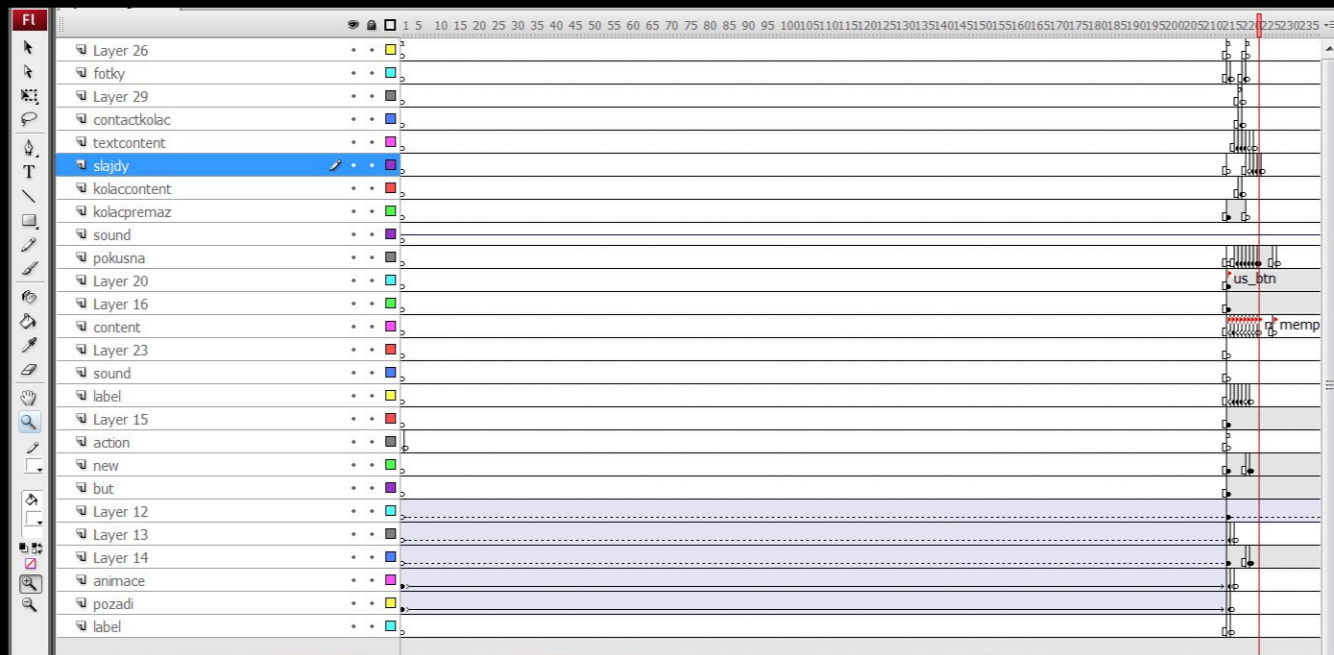
complete:



activ icons:



2. framing



3. scripting:

contacts: actionscript 3.0

```

send_btn.addEventListener(MouseEvent.CLICK, submit);

function submit(e:MouseEvent):void
{
    var variables:URLVariables = new URLVariables();
    variables.fromname = name_txt.text;
    variables.fromemail = email_txt.text;
    variables.frommessage = message_txt.text;

    var req:URLRequest = new URLRequest("contact.php");
    req.data = variables;
    req.method = URLRequestMethod.POST;

    var loader:URLLoader = new URLLoader();
    loader.dataFormat = URLLoaderDataFormat.VARIABLES;
    loader.addEventListener(Event.COMPLETE, sent);
    loader.addEventListener(IOErrorEvent.IO_ERROR, error);
    loader.load(req);
    status_txt.text = "Sending...";
}

function sent(e:Event):void
{
    status_txt.text = "Your email has been sent.";
    name_txt.text = "";
    email_txt.text = "";
    message_txt.text = "";
}

function error(e:IOErrorEvent):void
{
    status_txt.text = "There was an error. Please try again later.";
}
    
```

contacts: php

```

send_btn.addEventListener(MouseEvent.CLICK, submit);

function submit(e:MouseEvent):void
{
    var req:URLVariables = new URLVariables();
    variables.fromname = name_txt.text;
    variables.fromemail = email_txt.text;
    variables.frommessage = message_txt.text;

    var req:URLRequest = new URLRequest("contact.php");
    req.data = variables;
    req.method = URLRequestMethod.POST;

    var loader:URLLoader = new URLLoader();
    loader.dataFormat = URLLoaderDataFormat.VARIABLES;
    loader.addEventListener(Event.COMPLETE, sent);
    loader.addEventListener(IOErrorEvent.IO_ERROR, error);
    loader.load(req);
    status_txt.text = "Sending...";
}

function sent(e:Event):void
{
    status_txt.text = "Your email has been sent.";
    name_txt.text = "";
    email_txt.text = "";
    message_txt.text = "";
}

function error(e:IOErrorEvent):void
{
    status_txt.text = "There was an error. Please try again later.";
}
    
```

pic.slider:

```

stop();

var numFrames:Number = 10;

next_btn.addEventListener(MouseEvent.CLICK, nextPic);
prev_btn.addEventListener(MouseEvent.CLICK, prevPic);

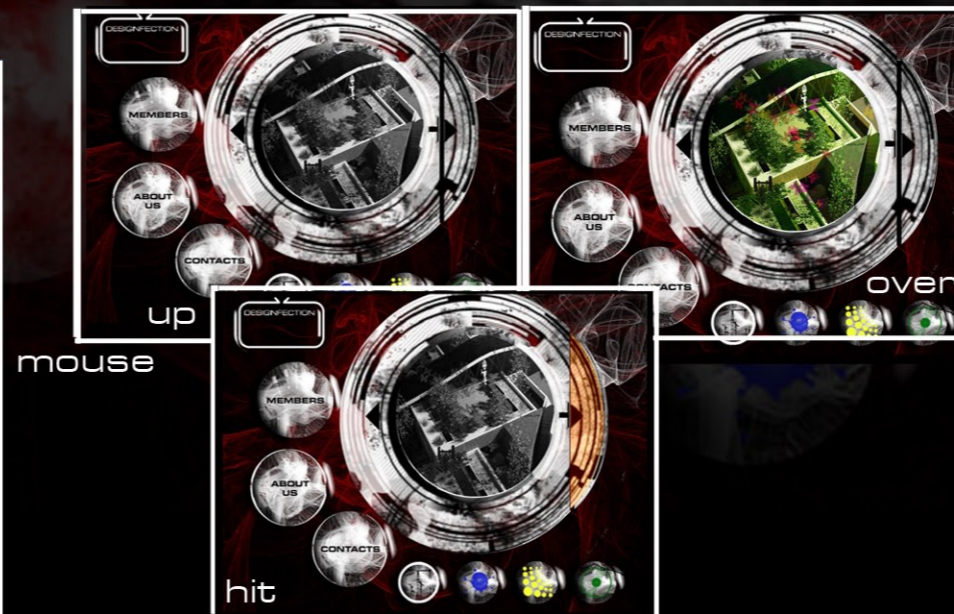
function nextPic(e:MouseEvent):void
{
    if(currentFrame < numFrames)
    {
        nextFrame();
    }
    else
    {
        gotoAndStop(1);
    }
}

function prevPic(e:MouseEvent):void
{
    if(currentFrame > 1)
    {
        prevFrame();
    }
    else
    {
        gotoAndStop(numFrames);
    }
}
    
```

4. motion



another:
 -sound/play
 -btn
 -stop frames
 -loader
 -alpha 0-100



5. content

