

## How to play 3 flash files one by one, again and again and never end

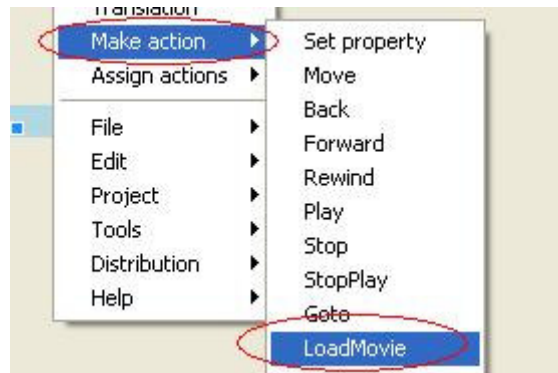
If you just want to play one flash file again and again, simply set Loop property to True will do it. What if you want to play 3 flash files one by one, again and again, and never end?

You can do it by using Finish event to link to the next flash file. Note that your flash files must allow closing of music when closing the movie. For flash files, when movies are closed, their music keeps playing.

First, set Loop property to False. If Loop is True, Finish event will not happen.

### Step 1 – Make 3 actions to play flash files.

Right-click on your Flash Performer, choose “Make action”, choose “Load movie”:




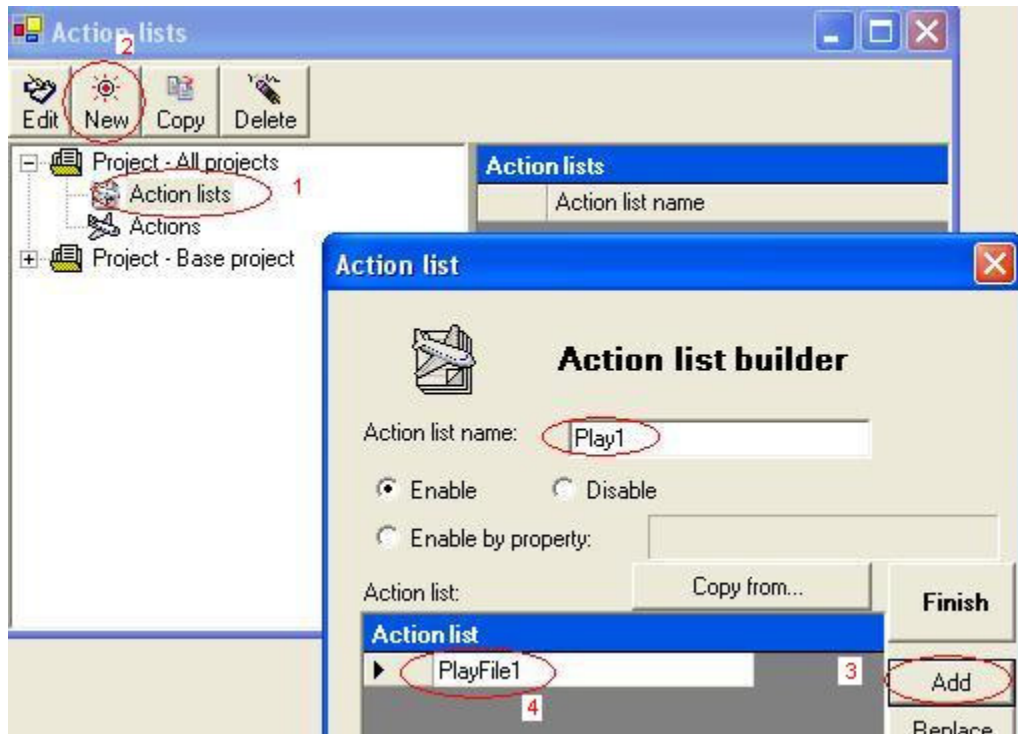
Give an action name, say, PlayFile1. Choose the first flash file to play.

In the same way, you can create another two actions, PlayFile2 and PlayFile3, each play a different flash file.

### Step 2 – Make 3 action lists.



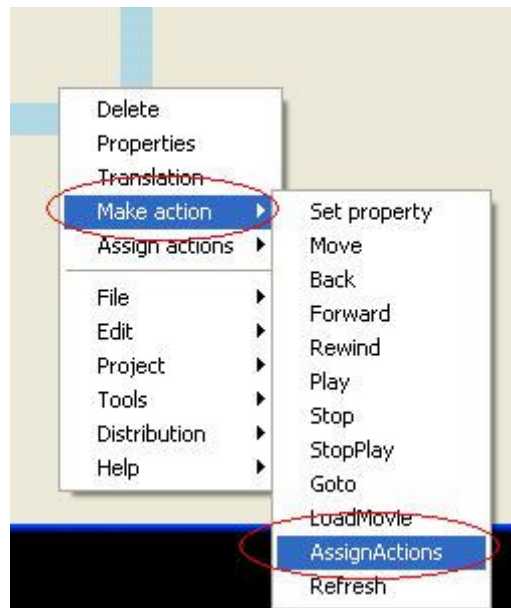
Click Actions:  to bring up actions window. Select Action lists on the left side. Click New button. Type in an action list name, say, Play1. Click Add button to add PlayFile1. Click Finish:



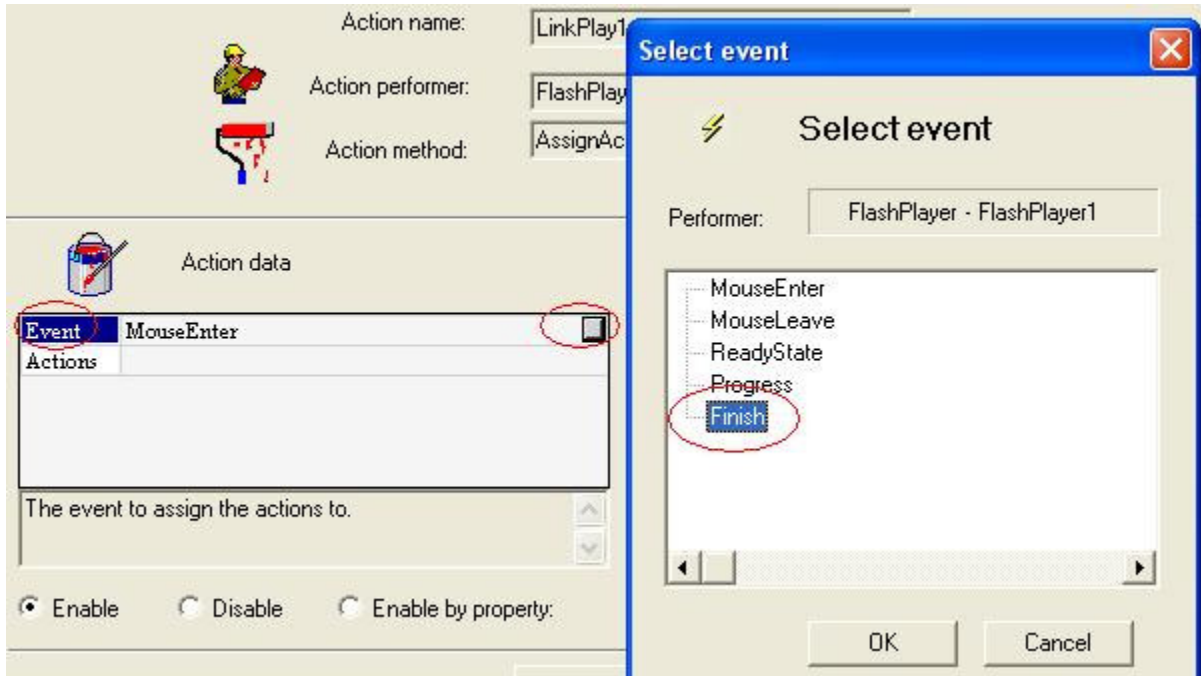
In the same way, you can create another two action lists: Play2 contains PlayFile2; Play3 contains PlayFile3.

**Step 3 – Make 3 actions to link Play1, Play2 and Play3 together.**

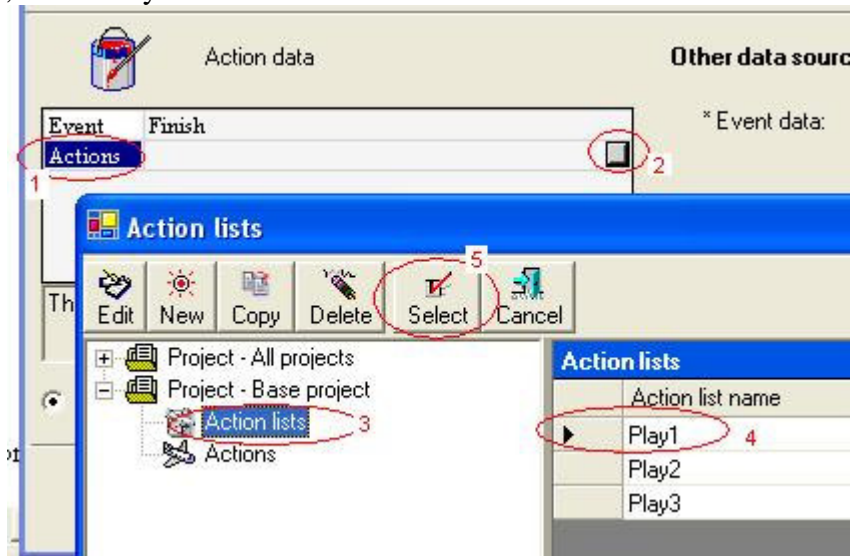
Right-click on the Flash Performer, choose “Make action”, choose “AssignActions”:



Give an action name, say, LinkToPlay1. Action data dialogue appears. For Event, select Finish:




For Actions, select Play1:

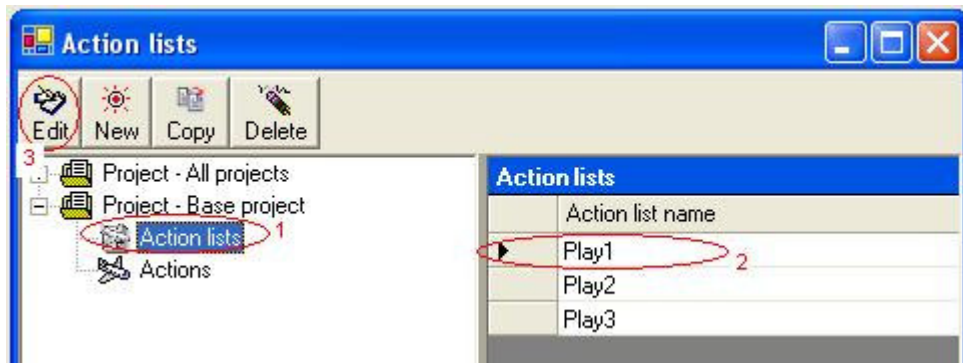


In the same way, you can create another two actions: LinkToPlay2 which uses Play2 as its action data; LinkToPlay3 which uses Play3 as its action data.

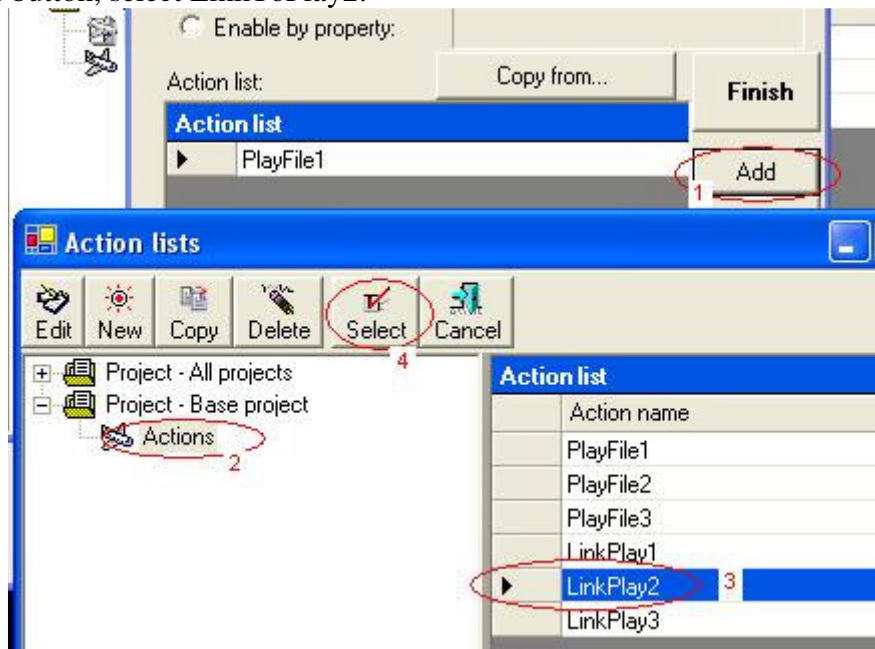
**Step 4 – Add link actions to the action lists.** We need to add LinkToPlay1 to Play3, add LinkToPlay2 to Play1 and add LinkToPlay3 to Play2.



Click Actions:  to bring up actions window. Select Action lists on the left side. Select Play1 on the right side. Click Edit:



Click Add button, select LinkToPlay2:



Click Finish button, we are done with Play1. Now Play1 contains two actions: PlayFile1 and LinkPlay2. When Play1 is executed, it plays the first flash file, and assigns Play2 to the Finish event. That is, when the first flash file finishes, it starts to execute Play2. In the same way, we add LinkPlay3 to Play2, and add LinkPlay1 to Play3.

**Step 5 – Start playing.** Right-click on the page, choose “Assign actions”, choose “AfterShow”, choose “Play1”.

We are done now. Again, remember to set **Loop** property to **False**.