

****simple animation****

the type of animation described in this article is one that you'll find regularly useful in games programming.

basically, if you have several cast members, which you would like a single sprite to use to animate - such as a series of pictures of someone walking or something, this is a technique you can use. there is a non-lingo way of animating a sprite using a method called 'film loops'. however I'm not going to go into those because, although quick to use, they're a little counter productive in our programming way of thinking, as well as being much less flexible. look up 'film loops' in the director help if you're interested.

okay - here's the sort of effect we're aiming for:

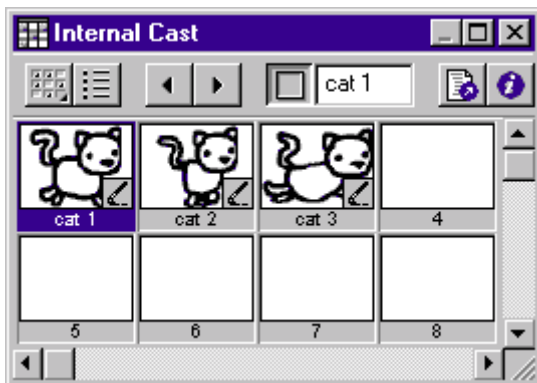


download this for the tutorial: [anim_cat_start.zip](#)

note: that download doesn't contain the behaviour, just the graphic cat cast members which you can use to go through this tutorial.

this is one sprite, moving sideways as we have studied previously ([here](#)), being replaced back using an 'if..then' statement as also studied previously ([here](#)).

the only new part is the animation. what I've done is - I have three cast members, all pictures of the cat but each one of the three is part of a set of animation. look, here's the three cast members:



so what is happening is this: the behaviour that is placed on that single sprite, is instructing it not only to move right and replace itself over to the left when it moves far enough, but also to cycle through these three frames.

to state it more precisely, the behaviour instructs the sprite to **alter its own cast member** - to switch which cast member the sprite is using. it's important at this point to be completely clear as to the difference between cast members and sprites.

we have one sprite - a sprite is generally created by placing a cast member on stage. however a behaviour on this sprite can subsequently switch which cast member the sprite is using.

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