

Drag and drop

Another relatively simple piece of ActionScript is the action to drag and drop a *Movie clip*.

To drag and drop a Movie Clip

1 Create a new movie with a *Movie clip* instance on the *Stage*.

2 Give the *Movie clip* an instance name.

3 Add an actions layer, and an action which says;

```
movieClip_mc.addEventListener(MouseEvent.CLICK, drag);  
function drag(event){  
    movieClip_mc.startDrag();  
}
```

The listener is waiting for the `CLICK` event—one you haven't used before, but which is distinct from `CLICK` which you will use in the next step.

4 Test the movie and you'll find that you will be able to 'pick up' the *Movie clip*, but you won't be able to 'let go' of it.

5 Add to the script:

```
movieClip_mc.addEventListener(MouseEvent.CLICK, drop);  
function drop(event){  
    movieClip_mc.stopDrag();  
}
```

6 Don't forget to add another piece of script to make the hand cursor appear!

```
movieClip_mc.buttonMode = true;
```

