

JinJin / January 06, 2011 03:13PM

[\[語法\] AS3場景連結](#)

將按鈕實體名稱命名為: abtn

```
abtn.addEventListener(MouseEvent.CLICK,abtnSCENE);  
function abtnSCENE(event:MouseEvent)  
{  
gotoAndPlay(1,"場景 1");  
}
```

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