

## Boudicca

```
totalBytes = Math.round(getBytesTotal() / 1024);
loadedBytes = Math.round(getBytesLoaded() / 1024);
percentDone = Math.round((loadedBytes / totalBytes) * 100);
if (_root._framesloaded >= _root._totalframes)
{
    gotoAndPlay(3);
}
```

```
stop();
```

```
removeMovieClip("celticMovie");
removeMovieClip("queenMovie");
removeMovieClip("timelineMovie");
removeMovieClip("mapMovie");
removeMovieClip("weaponMovie");
removeMovieClip("sacredMovie");
removeMovieClip("galleryMovie");
removeMovieClip("culturalMovie");
```

```
/**Secondary Clips**/
```

```
removeMovieClip("celtic2Movie");
removeMovieClip("queen2Movie");
removeMovieClip("timeline2Movie");
removeMovieClip("map2Movie");
removeMovieClip("weapon2Movie");
removeMovieClip("sacred2Movie");
removeMovieClip("gallery2Movie");
removeMovieClip("cultural2Movie");
```

```
_root.onEnterFrame = function()
{
    /** primary button menu **/

    btns_mc.celtic_btn.onPress = function()
    {
        gotoAndStop(4);
    }
    btns_mc.queen_btn.onPress = function()
    {
        gotoAndStop(5);
    }
    btns_mc.timeline_btn.onPress = function()
    {
```

```
        gotoAndStop(6);
    }
    btns_mc.tribes_btn.onPress = function()
    {
        gotoAndStop(7);
    }
    btns_mc.weapon_btn.onPress = function()
    {
        gotoAndStop(8);
    }
    btns_mc.sacred_btn.onPress = function()
    {
        gotoAndStop(9);
    }
    btns_mc.gallery_btn.onPress = function()
    {
        gotoAndStop(10);
    }
    btns_mc.cultural_btn.onPress = function()
    {
        gotoAndStop(11);
    }

/** secondary button menu **/

    btns2_mc.celtic_btn.onPress = function()
    {
        gotoAndStop(14);
    }
    btns2_mc.queen_btn.onPress = function()
    {
        gotoAndStop(15);
    }
    btns2_mc.timeline_btn.onPress = function()
    {
        gotoAndStop(16);
    }
    btns2_mc.tribes_btn.onPress = function()
    {
        gotoAndStop(17);
    }
    btns2_mc.weapon_btn.onPress = function()
```

```
    {
        gotoAndStop(18);
    }
    btns2_mc.sacred_btn.onPress = function()
    {
        gotoAndStop(19);
    }
    btns2_mc.gallery_btn.onPress = function()
    {
        gotoAndStop(20);
    }
    btns2_mc.cultural_btn.onPress = function()
    {
        gotoAndStop(21);
    }
    btns2_mc.home_btn.onPress = function()
    {
        gotoAndStop(3);
    }
}
```

```
/** sound **/
```

```
var music_sound:Sound = new Sound();
music_sound.attachSound("music_id");
```

```
sound_mc.on_btn.onPress = function (){
music_sound.start(0, 99);};
```

```
sound_mc.off_btn.onPress = function (){
music_sound.stop();}
```

```
}
```

```
stop();
//on the frame action in the main timeline
this.createEmptyMovieClip("celticMovie", 2);
//positioning the emptyMovieClip
celticMovie._x = 138;
celticMovie._y = 187;
celticMovie.loadMovie("celtic_mc.swf");
```

```
stop();
//on the frame action in the main timeline
this.createEmptyMovieClip("queenMovie", 2);
```

```
//positioning the emptyMovieClip
queenMovie._x = 138;
queenMovie._y = 187;
queenMovie.loadMovie("queen_mc.swf");

    stop();
//on the frame action in the main timeline
this.createEmptyMovieClip("mapMovie", 2);
//positioning the emptyMovieClip
mapMovie._x = 138;
mapMovie._y = 187;
mapMovie.loadMovie("map_mc.swf");

    stop();
//on the frame action in the main timeline
this.createEmptyMovieClip("weaponMovie", 2);
//positioning the emptyMovieClip
weaponMovie._x = 138;
weaponMovie._y = 187;
weaponMovie.loadMovie("weapon_mc.swf");

    stop();
//on the frame action in the main timeline
this.createEmptyMovieClip("sacredMovie", 2);
//positioning the emptyMovieClip
sacredMovie._x = 138;
sacredMovie._y = 187;
sacredMovie.loadMovie("sacred_mc.swf");

    stop();
//on the frame action in the main timeline
this.createEmptyMovieClip("galleryMovie", 2);
//positioning the emptyMovieClip
galleryMovie._x = 138;
galleryMovie._y = 187;
galleryMovie.loadMovie("gallery_mc.swf");
```