

En el cuadro 1 del layer de Actions, Scene 1:

```
//Paramos la reproducción
stop();
//Código para los botones
inicio.addEventListener(MouseEvent.CLICK, lamina1);
historia.addEventListener(MouseEvent.CLICK, lamina2);
video.addEventListener(MouseEvent.CLICK, lamina3);
galeria.addEventListener(MouseEvent.CLICK, lamina4);
function lamina1 (Event:MouseEvent):void{ gotoAndStop(1); }
function lamina2 (Event:MouseEvent):void{ gotoAndStop(2); }
function lamina3 (Event:MouseEvent):void{ gotoAndStop(3); }
function lamina4 (Event:MouseEvent):void{ gotoAndStop(4); }
//codigo para la música
stopmus.addEventListener(MouseEvent.CLICK, mustop);
function mustop (Event:MouseEvent):void{ SoundMixer.stopAll(); }
//Fin
```

En el Fotograma Clave 2 del Layer de Action, Scene 1:

```
stop();
textoup.addEventListener(MouseEvent.CLICK, arriba);
textodown.addEventListener(MouseEvent.CLICK, abajo);
function arriba (Event:MouseEvent):void{ caja.scrollIV--; }
function abajo (Event:MouseEvent):void{ caja.scrollIV++; }
```

En los Fotogramas Claves 3 y 4, Scene 1:

```
stop();
```

En el Fotograma Clave 1 del Layer de Action, MovieClip Video:

```
stop();
videostop.addEventListener(MouseEvent.CLICK, stopvideo);
videoplay.addEventListener(MouseEvent.CLICK, playvideo);
function stopvideo (Event:MouseEvent):void{ stop(); }
function playvideo (Event:MouseEvent):void{ play(); }
```

En el Fotograma Clave 1 del Layer de Action, MovieClip Galeria:

```
gal1.addEventListener(MouseEvent.CLICK, foto1);
function foto1 (Event:MouseEvent):void{ gotoAndPlay("gal01") }
gal2.addEventListener(MouseEvent.CLICK, foto2);
function foto2 (Event:MouseEvent):void{ gotoAndPlay("gal02") }
gal3.addEventListener(MouseEvent.CLICK, foto3);
function foto3 (Event:MouseEvent):void{ gotoAndPlay("gal03") }
gal4.addEventListener(MouseEvent.CLICK, foto4);
function foto4 (Event:MouseEvent):void{ gotoAndPlay("gal04") }
gal5.addEventListener(MouseEvent.CLICK, foto5);
function foto5 (Event:MouseEvent):void{ gotoAndPlay("gal05") }
gal6.addEventListener(MouseEvent.CLICK, foto6);
function foto6 (Event:MouseEvent):void{ gotoAndPlay("gal06") }
```