



Compatibility: *Flash Lite: 1.1, 2.x*

## Contents

- [1 Creating the battery indicator](#)
- [2 Adding a percentage indicator](#)
- [3 Flash Lite 2.x recommended improvements](#)
- [4 Download](#)

## Creating the battery indicator

- Create a new movie clip
- In this movie clip create at least 2 layers:
  - ◆ *ActionScript*: In this layer create as many keyframes as levels you want to display. (we will choose 8 levels in this example)
  - ◆ *Level*: In the first frame, create a level bar corresponding to the lowest level. In last frame create a keyframe and stretch your level bar to the highest level. Then add a motion tween.
  - ◆ *Background*: You can add a layer to put all your static components.
  - ◆



Your timeline will be like this:

- In the first keyframe of the *ActionScript* layer add this code:

```
levelsNumber=8;
batMax = fscommand2("GetMaxBatteryLevel");
batLevel = fscommand2("GetBatteryLevel");
batSource = fscommand2("GetPowerSource");
batLevel2 = Math.ceil(batLevel*levelsNumber/batMax);

if (batSource == 0) { //If charger is not plugged
gotoAndPlay(batLevel2);
}
/* If charger is plugged, it will go to nextframe,
so the battery indicator will be animated.*/
```

- In all other keyframes add this code:

```
call(1);
```

- Put this movie clip into your scene.

## Adding a percentage indicator

If you want to add a text indicator:

- Create a new layer and add a dynamic text.
- Fill the *var* field to link it to a variable (assuming *batText* in this example)
- Add this code in the first keyframe of the *ActionScript* layer, just before the if statement:

```
batText = "Battery Level: " + add math.ceil(batLevel*100/batMax) + "%";
```

## Flash Lite 2.x recommended improvements

- *call(1)*: This action was deprecated in favor of the **function** statement.
- *[...]Level: " **add** Math.c[...]*: Macromedia recommends that you use the **+** operator.

## Download

You can download an example with source code here:

[Battery Indicator 240\\*320 \(swf + fla\)](#)

