

## Main.as

```
1 package
2 {
3     import com.vaden.Grid;
4     import com.vaden.SuperTile;
5
6     import flash.display.MovieClip;
7     import flash.display.Sprite;
8     import flash.events.Event;
9
10    [SWF(width="760",height="500",frameRate="30", backgroundColor="0x000000")]
11
12    public class Main extends Sprite
13    {
14        private var _superTiles:Array;
15        //gets the array of graphical tiles and loop through the array and
16        instantiate
17        public function Main()
18        {
19            //ga: grid Array - Multidimensional Array
20            //the tile color values: tc
21            var ga:Array = [[1,2,3,4,5],
22                            [1,2,3,4,5],
23                            [1,2,3,4,5],
24                            [1,2,3,4,5],
25                            [1,2,3,4,5]];
26            //construct the grid
27            var grid:Grid = new Grid(ga,Tiles,10,10);
28            this.addChild(grid);
29            grid.x = (stage.stageWidth/2) - (grid.width/2);
30
31            _superTiles = [ ];
32            for each (var item:MovieClip in grid.tileList)
33            {
34                _superTiles.push( new SuperTile(item));
35            }
36            this.addEventListener(Event.ENTER_FRAME, update);
37        }
38        private function update(e:Event):void
39        {
40            for each(var st:SuperTile in _superTiles)
41            {
42                st.update();
43            }
44        }
45    }
```

Main.as

45 }

## Grid.as

```
1 package com.vaden
2 {
3     import com.vaden.interfaces.ISprite;
4
5     import flash.display.MovieClip;
6     import flash.display.Sprite;
7
8     public class Grid extends Sprite implements ISprite
9     {
10         private var _grid:Array;
11         private var _spacerH:int;
12         private var _spacerV:int;
13         private var _mc:Class;
14         private var _tileList:Array;
15
16         //the grid, instance of the Class (Tiles), spacing horizontal, spacing
vertical
17         public function Grid(gr:Array, mc:Class, sph:int, spv:int)
18         {
19             super();
20             _grid = gr;
21             _spacerH = sph;
22             _spacerV = spv;
23             _mc = mc;
24             init();
25         }
26
27         private function init():void
28         {
29             _tileList = [ ];
30             construct();
31         }
32
33         private function construct():void
34         {
35             var totalRows:int = _grid.length;
36             for (var row:int = 0; row<totalRows; row++)
37             {
38                 var currentRow:int = _grid[row].length;
39                 for (var col:int = 0; col<currentRow; col++)
40                 {
41                     //creates the tile and put it in the array
42                     var tile:MovieClip = createTile(_grid[row][col],col,row);
43                     _tileList.push(tile);
44                 }
45             }
46         }
47     }
48 }
```

## Grid.as

```
45     }
46 }
47 //create the tiles: tile color, position x, position y
48 //returns the created tile
49 private function createTile(tc:int, posx:int, posy:int):MovieClip
50 {
51     var tile:MovieClip = new _mc();
52     tile.gotoAndStop(tc);
53     tile.x = posx * (tile.width + _spacerH);
54     tile.y = posy * (tile.height + _spacerV);
55     this.addChild(tile);
56     return tile;
57 }
58
59 public function get tileList():Array
60 {
61     return _tileList;
62 }
63
64 public function update():void
65 {
66 }
67 }
68 }
```

## SuperTile.as

```
1 package com.vaden
2 {
3     import com.vaden.interfaces.ISprite;
4
5     import flash.display.MovieClip;
6     import flash.events.MouseEvent;
7
8     public class SuperTile implements ISprite
9     {
10         private var _tile:MovieClip;
11
12         public function SuperTile(t:MovieClip)
13         {
14             _tile = t;
15             _tile.addEventListener(MouseEvent.CLICK, onClick);
16         }
17
18         private function onClick(e:MouseEvent):void
19         {
20             //_tile.parent.removeChild(_tile);
21             //_tile.alpha = .2;
22             //var absSin:Number = Math.abs(Math.sin(_tile.rotationY * Math.PI/
180));
23             //_tile.x = _tile.x + 60 * absSin;
24
25             //flip movie clip horizontally
26             _tile.scaleX *= -1;
27             _tile.x = _tile.x + _tile.width;
28
29         }
30
31         public function update():void
32         {
33             //_tile.x++;
34         }
35     }
36 }
```