Matthew's Behaviors 1.0 Event id's: 200000-200090
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Introduction

This is an overview of the different behavior that are included in this package. I have many more behaviors, but not enough time to document them all and make them semi-friendly. I've included several examples with extensive comments. But feel free to email me if you have questions about how to use these behaviors. Briefly, this is what is included in this package, refer to the inividual documentation files for more information.

 TrigMath 1.0: Provides a series of math events for calculating the following trig, inverse trig, and related functions:

1) **Trig** -- Computes Sine, Cosine and Tangent (angles in degrees)
2) **ArcTan** -- The arcTangent (returns angles in degrees).
Also known as ATAN or tan^{-1}
3) **Polar2Cart** -- Conversion from polar to Cartesian coordinates
4) **Cart2Polar** -- Conversion from Cartesian to polar coordinates
5) **Deg2Rad** -- Angle conversion from degrees to radians //Obsolete.
6) **Rad2Deg** -- Angle conversion from radians to degrees //Obsolete.
7) **Sqrt** -- The square root function.
8) **Modulus** -- Mod function. Cyclical arithmetic.
For example -90 MOD 360 = 270

 TrackMatrix 1.0: Provides a series of functions for locating and positioning tracks:

1) **MoveTrackBy** -- Move an arbitrary track by an arbitrary X,Y amount
2) **MoveTrackTo** -- Move an arbitrary track to an arbitrary X,Y location
3) **TrackLocation** -- Determine the current position of a track
4) **TrackStatus** -- returns information about the size of the movie, the number of tracks, the index of the current track, also information about the layering and visibility of tracks.
5) **IsTrackVisible** -- Determine if a track is a spatial track and is enabled with positive dimensions (what I call 'visible').

 Lines 1.0: Provides functions for drawing lines of different thickness and color.

1) **DrawLine** -- Supply the starting and ending point, then execute this event
2) **DrawLinePolar** -- Supply the starting point, the angle and the length.

DayOfWeek: Makes two more time properties available so that your movie will know what day of the week it is: LocalWeekDay, and GMTweekDay.

Lock@URL: This will lock your movie to the URL of your choice so that it won't work if tried from a different URL. Prevents people from using your movies in places you don't approve. <u>This is not a free behavior. If you would like to purchase it, email me.</u>

KnobBehavior 1.0: Turns a spite into a rotating control knob, which can be set through scripts or by clicking and dragging with the mouse.

KeyBoardEvent 1.0: Provides a framework for capturing keyboard activity.

Matthew's Motion Suite 1.0: A series of example on how to 3D and other types of motion. These are meant to be examples to spark your imagination. I encourage you to look at the code inside, and to make your own motion behavior. If you would like, I am also available to produce fully-developed motions.

Randomizer: A random number generator.

DragScale: A UI behavior for dragging and stretching sprites.

TimedEvent: Set up an event to happen after the elapse of a set amount of time.

Coming soon!: SpriteMatrix, MatthewsGUIBehaviors, DataSuite, CGIInterfaceSuite, DataBaseSprite, AudioEncryption, ArrayTools, and the LogoProgrammingKernal.