

6.1.3 ActionScript Specifications (sample)

```
indiv_mc.enabled = false;  
indiv_mc.closedown.enabled = false;  
indiv_mc.closedown.useHandCursor = false;  
indiv_mc._alpha = 0;
```

```
corp_mc.enabled = false;  
corp_mc.closethis.enabled = false;  
corp_mc.closethis.useHandCursor = false;  
corp_mc._alpha = 0;
```

```
for_corp_btn.onRollOver = function () {  
    this.gotoAndStop(2);  
    for_indiv_btn.gotoAndStop(1);  
    corp_mc.enabled = true;  
    corp_mc._alpha = 100;  
    corp_mc.closethis.enabled = true;  
  
    indiv_mc.enabled = false;  
    indiv_mc.closethis.enabled = false;  
    indiv_mc._alpha = 0;  
}
```

```
for_indiv_btn.onRollOver = function () {  
    this.gotoAndStop(2);  
    for_corp_btn.gotoAndStop(1);  
    indiv_mc.enabled = true;  
    indiv_mc._alpha = 100;  
    indiv_mc.closedown.enabled = true;  
  
    corp_mc.enabled = false;  
    corp_mc.closethis.enabled = false;  
    corp_mc._alpha = 0;  
}
```