Scripts associated with the MIAW:

**MOVIE SCRIPT**
on closeWindow  -- this event is triggered by the closing of the MIAW
global gScoldWindow
forget gScoldWindow  -- removes MIAW from RAM
put "forget gScoldWindow handler triggered by user closing window"
end

on startMovie
tell the stage  -- communication with the root movie
set the stageColor = random(256) - 1
updateStage
dent tell
end

on prepareFrame
put the frame  -- helps me keep track of where the MIAW is
end

**FRAME SCRIPT ON LAST FRAME OF MOVIE**
on exitFrame
global gScoldWindow
forget gScoldWindow  -- removes MIAW from RAM
put "forget gScoldWindow triggered by exitFrame script"
end

Scripts associated with the root movie:

**MOVIE SCRIPT**
global gScoldWindow  -- global variable to store the window name

on openRandomScold  -- triggered by a mouseDown on a button
set randomScoldName = ("scold" & random(3))  -- concatenate with a random number to choose one of three movies
set gScoldWindow = window randomScoldName  -- set up a variable to refer to the window
set the windowType of gScoldWindow = 2  -- you are also calling a file to be opened up in the window
-- if you use a general window name rather than the filename, then
-- you will need to use "set the filename of gScoldWindow = ...
set the windowType of gScoldWindow = 2  -- this window type prevents the user from closing it
set scoldLeft = the stageRight - 220
set scoldTop = the stageBottom - 160
set scoldRight = the stageRight + 20
set scoldBottom = the stageBottom + 20
set the rect of gScoldWindow = rect(scoldLeft, scoldTop, scoldRight, scoldBottom)  -- use relative coordinates to position the window
open gScoldWindow  -- after the position has been set, open the window
set the visible of gScoldWindow = 1  -- include this after you open the window to avoid a flash
end