

Using a slider

```
// STEP 1 - component setup
import fl.events.SliderEvent;
mySlider.minimum = 1;
mySlider.maximum = 5;

// STEP 2 - event listener
mySlider.addEventListener(SliderEvent.CHANGE, changeContent);

// STEP 3 - event handler
function changeContent (evt) {
    myContent.gotoAndStop(mySlider.value);
}

// STEP 4 - initial actions
myContent.stop();
```

Using radio buttons

```
// STEP 1 - component setup
// This is done on the stage. When a radio button is clicked
// its instance name goes into group.selectedData

// STEP 2 - event listener
noviceButton.addEventListener(MouseEvent.CLICK, revealText);
interButton.addEventListener(MouseEvent.CLICK, revealText);
expertButton.addEventListener(MouseEvent.CLICK, revealText);

// STEP 3 - event handler
function revealText (evt) {
    gotoAndStop(noviceButton.group.selectedData);
}

// STEP 4 - initial actions
stop();
```