

PRG3.txt

```
//drag函數，定義在圖片上按下按鈕時發生動作
function drag(me:MouseEvent):void{
    me.currentTarget.useHandCursor = true;//這個影片片段顯示手指游標
    var object=me.target;//取得目標名稱
    if(object.enabled==true){//拖曳前先判斷如果元件啟用狀態為true，才能拖曳
        //將目標交換到容器(這個場景)的最上方
        this.setChildIndex(object,this.numChildren-1);
        //開始拖曳目標
        me.currentTarget.startDrag();
    }
}

//dragStop函數，定義放開圖片發生動作
function dragStop(me:MouseEvent):void{
    me.target.stopDrag();//停止拖曳
    var object=me.target;//取得目標實體
    switch(object){
        case pic1_mc :
            if (me.currentTarget.hitTestObject(hittest1)){
                pic1_mc.x=59;pic1_mc.y=95;
                pic1_mc.enabled = false;
            }
            break;
        case pic2_mc :
            if (me.currentTarget.hitTestObject(hittest2)){
                pic2_mc.x=224.9;pic2_mc.y=95;
                pic2_mc.enabled = false;
            }
            break;
        case pic3_mc :
            if (me.currentTarget.hitTestObject(hittest3)){
                pic3_mc.x=59;pic3_mc.y=323;
                pic3_mc.enabled = false;
            }
            break;
        case pic4_mc :
            if (me.currentTarget.hitTestObject(hittest4)){
                pic4_mc.x=224.9;pic4_mc.y=323;
                pic4_mc.enabled = false;
            }
            break;
    }
}
```