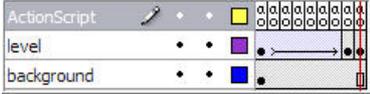


Archived:How to make a signal indicator

 Archived: This article is **archived** because it is not considered relevant for third-party developers creating commercial solutions today. If you think this article is still relevant, let us know by adding the template `{{ReviewForRemovalFromArchive|user=~~~~|write your reason here}}`.

We do not recommend Flash Lite development on current Nokia devices, and all Flash Lite articles on this wiki have been archived. Flash Lite has been removed from all Nokia Asha and recent Series 40 devices and has limited support on Symbian. Specific information for Nokia Belle is available in [Flash Lite on Nokia Browser for Symbian](#). Specific information for OLD Series 40 and Symbian devices is available in the [Flash Lite Developers Library](#).

Creating the signal indicator

- Create a new movie clip
- In this movie clip create at least 2 layers:
 - *ActionScript*: In this layer create as many keyframes as levels you want to display plus one. (we will choose 8 levels in this example, so 9 frames to create)
 - *Level*:
 - In the first frame, create a level bar corresponding to the lowest level.
 - In the last but one frame create a keyframe and stretch your level bar to the highest level. Then add a motion tween.
 - In the last frame draw an indicator corresponding to the "no network" state.
 - *Background*: You can add a layer to put all your static components.
- Your timeline will be like this:
 
- In the first keyframe of the *ActionScript* layer add this code:

```
levelsNumber=8;
signalMax = fscommand2("GetMaxSignalLevel");
signalLevel = Math.ceil(fscommand2("GetSignalLevel")*levelsNumber/signalMax);
networkstatus = fscommand2("GetNetworkStatus");

if (networkstatus == 0) { //If there is no network
  signalLevel = levelsNumber + 1;
}

gotoAndPlay(signalLevel);
```

- In all other keyframes add this code:

```
call(1);
```

- Put this movie clip into your scene.

Flash Lite 2.x recommended improvements

- **call(1)**: This action was deprecated in favor of the **function** statement.

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