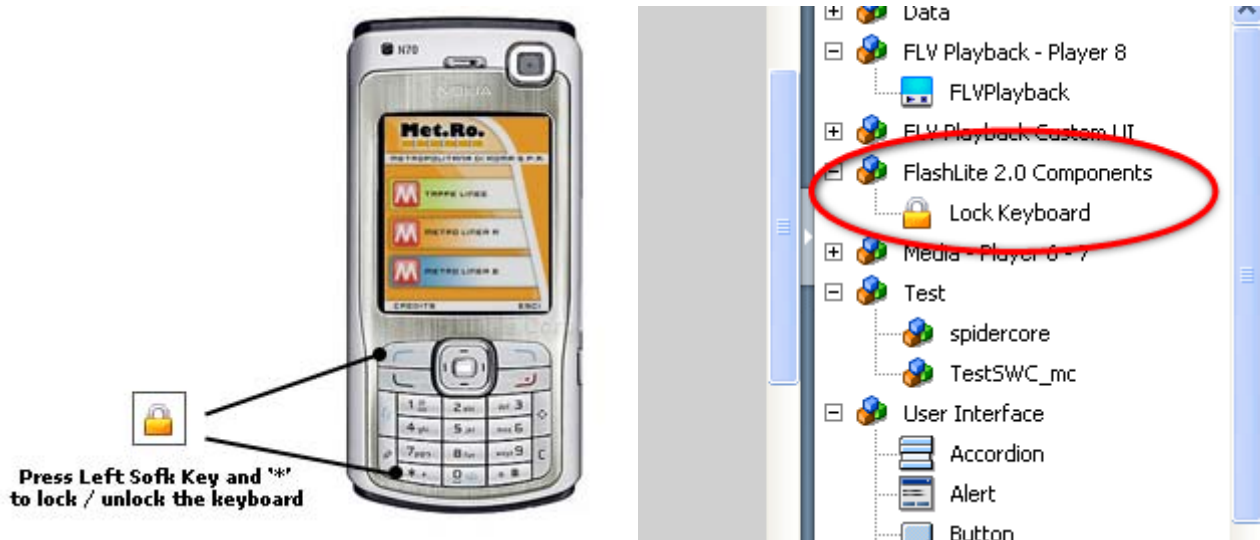**FLASHMOBILE**

FlashLite 2.0 Lock Keyboard Component (for Flash 8)
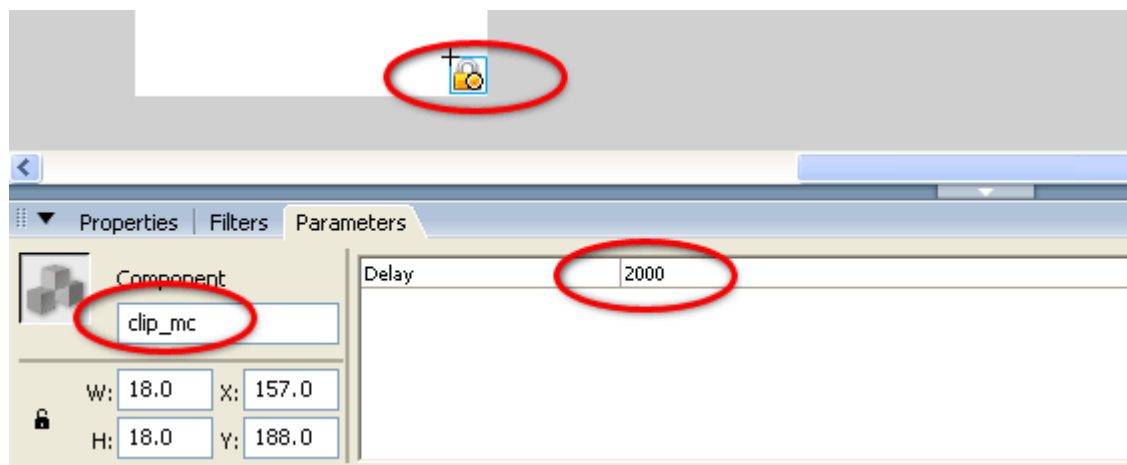
Lock Keyboard Component adds to FlashLite 2.0 the lock/unlock events.
By pressing the **Left Sofk Key** and the "*" button you'll invoke the onLock and the onUnlock events.

Press Left Sofk Key and '*' to lock / unlock the keyboard

Complete the following steps in order to use the component:

1) Download the Extension (LockKeyboard.mxp) and install it. It requires the last version of the *Macromedia Extension Manager*. Once you install it, the component will be available from the *Component Panel* (refresh the panel or restart Flash to find it in the list)

2) Create a new FlashLite 2.0 document. Set **ActionScript 2.0** as *ActionScript Version* value.

2) Drag the component on the Stage

3) Give an istance name to the component. For example **compo_lck**.

Example usage:

Add the following code on the first frame:

```
fscommand2("SetSoftKeys", "Left", "Right");

var oListener:Object = new Object();

oListener.onLock = function(oEvent:Object):Void {
   trace("OnLock .FLA event invoked");
};

oListener.onUnlock = function(oEvent:Object):Void {
   trace("onUnlock .FLA event invoked");
};

compo_lck.addEventListener("onLock", oListener);
compo_lck.addEventListener("onUnlock", oListener);
```

Delay parameter

It's possible to set the max value - *delay* - (in msec) between the press of the **Left Soft Key** and the * button from the Parameter panel (the default value is 2000ms = 2 secs).

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