

```

1 // get some initial variables from the stage.
2 // The picture used for the pano scroll has to be a movie and named nav 1
3 var movieWidth:Number = stage.stageWidth;
4 var movieHeight:Number = stage.stageHeight;
5 var panoWidth:Number = nav1.width;
6 var panoHeight:Number = nav1.height;
7 // set of initial position
8 nav1.x = 0;
9 nav1.y = 0;
10 addEventListener("enterFrame",frame_handler);
11 function frame_handler(e:Event) {
12     // get mouse position
13     var mouseX:Number = mouseX;
14     var mouseY:Number = mouseY;
15     // center of movie
16     var xspeed:Number = movieWidth/2;
17     var yspeed:Number = movieHeight/2;
18     // sets movement speed ( greater number, slower movement )
19     var c:Number = 75;
20     // sets the dead center where nothing moves
21     var center:Number = 50;
22     // sets the dead rim where nothing moves
23     var rim:Number = 20;
24     // scrollspeed calculation
25     var posX:Number = 0 - ((mouseX - xspeed)/c);
26     var posY:Number = 0 - ((mouseY - yspeed)/c);
27     // if the mouse is in the rim do nothing, only continue if it is inside
28     if ( mouseX > rim && mouseX < movieWidth - rim && mouseY > rim && mouseY
29 < movieHeight - rim ) {
30         // movement in x direction if it is not in the center
31         if ( ( mouseX > xspeed + center ) || ( mouseX < xspeed - center ) )
32         {
33             // only move it to the end of the pano. Don't scroll further
34             if ( nav1.x <= 0 && nav1.x >= (movieWidth - panoWidth)) {
35                 nav1.x += posX;
36                 // don't know if it is necessary. Just to be save. If the mo
37 vement was to far set it back
38                 if ( nav1.x > 0 ) {
39                     nav1.x = 0;
40                 } else if ( nav1.x < (movieWidth - panoWidth) ) {
41                     nav1.x = movieWidth - panoWidth;
42                 }
43             }
44             // movement in y direction if it is not in the center
45             if ( ( mouseY > yspeed + center ) || ( mouseY < yspeed - center ) )
46             {
47                 // only move it to the end of the pano. Don't scroll further
48                 if ( nav1.y <= 0 && nav1.y >= (movieHeight - panoHeight)) {
49                     nav1.y += posY;
50                     // don't know if it is necessary. Just to be save. If the mo
51 vement was to far set it back
52                     if ( nav1.y > 0 ) {
53                         nav1.y = 0;
54                     } else if ( nav1.y < (movieHeight - panoHeight) ) {
55                         nav1.y = movieHeight - panoHeight;
56                     }
57                 }
58             }
59         }
60     }
61 }

```