
Welcome to the Quick Start guide for Explode Anything!

Thank you for purchasing Explode Anything, an ActionScript 3 pixel-based transition class.

Step 1: Put the COM folder in the same folder as your FLA file.

Step 2: In your FLA, import the class with the following line:

```
import com.benschuler.BSHelpers.BSPixelTransition;
```

Step 3: To explode any Display Object (“myMovieClip”, for example) simply call the *explode()* method of the BSPixelTransition class and pass your Display Object as a parameter. For example:

```
BSPixelTransition.explode(myMovieClip);
```

Step 4: Watch it explode and enjoy!

Note: The COM folder does not get deployed with the SWF. It is simply needed to create the SWF, so its work will have been done when the SWF is made.

The `options.pdf` file lists all of the parameters you can use to adjust the explosion, including new explosion types!

Be sure to check out the `FAQ.pdf` file, as it contains many hints and clarifications.

