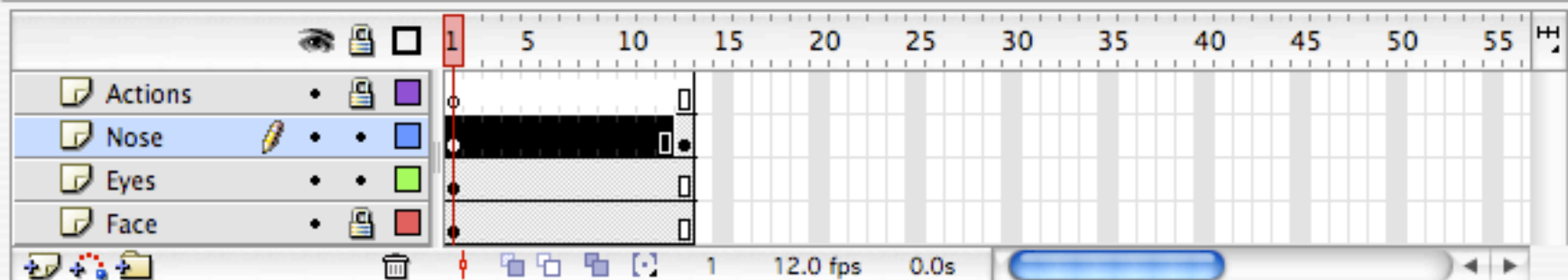
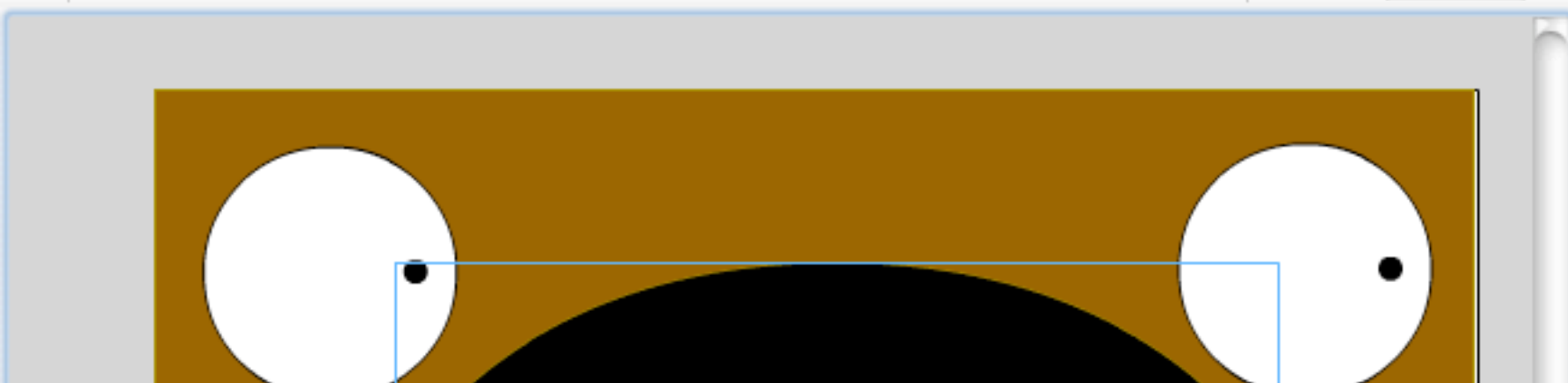


## Timeline



Scene 1

100%



## Actions - Button

Actions for [No instance name assigned] (NoseButton)

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```
on(press) {  
    leftEye.gotoAndStop(12);  
    rightEye.gotoAndStop(12);  
    trace("press");  
}  
  
on(release) {  
    leftEye.gotoAndPlay(1);  
    rightEye.gotoAndPlay(1);  
    trace("release");  
}
```