

```

var container:MovieClip= new MovieClip();
var rain:MovieClip= new Rain();
var timer:Timer= new Timer(500);

var stageW= stage.stageWidth;

timer.addEventListener(TimerEvent.TIMER,onTimer);
timer.start();

addChild(container);

function onTimer(evt:TimerEvent):void{

    var rndNum:int= Math.floor(Math.random()*stageW);
    rain.x=rndNum;
    addChild(rain);///this will add the same clip at different x's.
    trace(rndNum);

}

```

```

////////////////////////////////////
/////////version 2

```

```

var container:MovieClip= new MovieClip();
var rain:MovieClip;
var timer:Timer= new Timer(500);

var stageW= stage.stageWidth;

timer.addEventListener(TimerEvent.TIMER,onTimer);
timer.start();

addChild(container);

function onTimer(evt:TimerEvent):void{

```

```

rain= new Rain();
var rndNum:int= Math.floor(Math.random()*stageW);
rain.x=rndNum;
addChild(rain);
trace(rndNum);
}

```

```

////////////////////version 3

```

```

var container:MovieClip= new MovieClip();
var rain:MovieClip;
var timer:Timer= new Timer(500);

var stageW= stage.stageWidth;

timer.addEventListener(TimerEvent.TIMER,onTimer);
timer.start();

addChild(container);

function onTimer(evt:TimerEvent):void{
    rain= new Rain();
    var rndNum:int= Math.floor(Math.random()*stageW);
    rain.x=rndNum;
    container.addChild(rain);

    trace (container.numChildren) ;

    if (container.numChildren>20){
        container.removeChildAt(0);
        container.rain=null;
        trace(container.rain);
    }
    trace (container.numChildren) ;
}

```