

Learning Actionscript 3 0

Jobe Makar

Learning ActionScript 3.0 Rich Shupe,Zevan Rosser,2010-10-18 If you're new to ActionScript 3.0, or want to enhance your skill set, this bestselling book is the ideal guide. Designers, developers, and programmers alike will find Learning ActionScript 3.0 invaluable for navigating ActionScript 3.0's learning curve. You'll learn the language by getting a clear look at essential topics such as logic, event handling, displaying content, classes, and much more. Updated for Flash Professional CS5, this revised and expanded edition delivers hands-on exercises and full-color code samples to help you increase your abilities as you progress through the book. Topics are introduced with basic syntax and class-based examples, so you can set your own pace for learning object-oriented programming. Harness the power and performance of ActionScript 3.0 Control sound and video, including new access to microphone data Create art with code by drawing vectors and pixels at runtime Manipulate text with unprecedented typographic control Animate graphics, create particle systems, and apply simple physics Avoid common coding mistakes and reuse code for improved productivity Load SWF, image, text, HTML, CSS, and XML file formats, and more Authors Rich Shupe and Zevan Rosser draw on their experience as Flash developers and instructors to give you a solid ActionScript foundation, revealing ways you can use code for practical, everyday projects.

Essential ActionScript 3.0 Colin Moock,2007-06-22 A guide to ActionScript programming covers such topics as conditionals and loops, functions, datatypes, interfaces, event handling, namespaces, XML, Flash, programmic animation, and bitmap programming.

Fundamentals of ActionScript 3.0 Doug Winnie,2011-07-11 Adobe Flash Professional is the most popular software available for creating animations for the Web. Most people start using Flash to create vector-based animations that output small file sizes perfect for the Web. Later they want to branch out into creating rich interactive experiences for websites and mobile devices, and for that they need to learn ActionScript. Doug Winnie draws on the experience he's gained from his years as an educator to teach not only what ActionScript can do, but also to show how the code works. This gives the reader a deeper understanding of how ActionScript functions, and gives them the power to come up with original solutions when creating their own projects. Doug's book dives right into the concepts of manipulating Flash objects and the fundamentals of functions and mathematical operators. After presenting events and using scripts to control the Flash timeline, classes and conditionals are covered in depth. The final part of the book covers creating desktop applications with Adobe AIR, developing mobile applications, and working with external code libraries. Real-world projects are sprinkled

generously throughout the book and Appendices include information on debugging, deciphering documentation, and using Adobe Flash Builder as an ActionScript development environment.

Foundation Actionscript 3.0 Animation Keith Peters,2007-05-25 This is the first definitive and authoritative book available on ActionScript 3 animation techniques. ActionScript animation is a very popular discipline for Flash developers to learn. The essential skill set has been learned by many Flash developers through the first edition of this book. This has now been updated to ActionScript 3, Adobe's new and improved scripting language. All of the code has been updated, and some new techniques have been added to take advantage of ActionScript 3's new features, including the display list and new event architecture. The code can be used with the Flash 9 IDE, Flex Builder 2, or the free Flex 2 SDK.

Learning ActionScript 3.0 Rich Shupe,Zevan Rosser,2010-10-18 Everything web designers, GUI-based Flash developers, and those new to ActionScript need to know to understand how ActionScript works and how to use it in their everyday projects.

AdvancED ActionScript 3.0 Animation Keith Peters,2009-01-25 This book is a compilation of advanced ActionScript 3.0 animation techniques for any user creating games, user interaction, or motion control with ActionScript. It's an anthology of topics that follow from the author's earlier book, *Foundation ActionScript 3.0 Animation: Making Things Move*, and things that became possible in version 10 of Flash Player. This book covers a diverse selection of topics that don't necessarily lead one into the other. You don't need to start with Chapter 1 and read it cover to cover. Just start with any chapter that looks interesting and jump around as you see fit. In this book, you'll find chapters on advanced collision detection, artificial intelligence and steering behaviors, isometric projection, using the camera and microphone for input, 3D, and much, much more. *AdvancED ActionScript 3.0 Animation* is also more experimental in nature. The techniques shown here might not be the best way to do things, but they should work well and get you started in your own efforts to achieve a perfect implementation. In fact, many of the chapters can be seen as introductions to very complex topics that could fill a whole book by themselves. Many of these subjects have been extensively covered elsewhere, but not necessarily targeted for Flash or ActionScript 3.0. So it took a fair amount of work to pull the data together and get it all working and explain it all clearly in ActionScript. This book will inspire you to find out about subjects that you might not have considered before, acting as a springboard into your own research into the possibilities of ActionScript 3.0.

Foundation Game Design with ActionScript 3.0 Rex van der Spuy,2012-03-28 In response to the success of the first edition of *Foundation Game*

Design with Flash, Rex van der Spuy has revised and updated all the code to meet current programming best practices, and the focus is now on accurate ActionScript 3.0, regardless of the IDE that you use. We've all sneaked the odd five minutes here or there playing the latest Flash game that someone sent around the office, but creating those games is trickier than it looks. The aim of Foundation Game Design with ActionScript 3.0 is to take you, even if you've minimal multimedia or programming experience, through a series of step-by-step examples and detailed case studies—to the point where you'll have the skills to independently design any conceivable 2D game using Flash and ActionScript. Foundation Game Design with ActionScript 3.0 is a non-technical one-stop shop for all the most important skills and techniques a beginning game designer needs to build games with Flash from scratch. Whether you're creating quick blasts of viral amusement, or more in-depth action or adventure titles, this is the book for you. Focused and friendly introduction to designing games with Flash and ActionScript Detailed case studies of Flash games Essential techniques for building games, with each chapter gently building on the skills of preceding chapters Modern best practices and new content on ActionScript 3.0 Also covers asset creation in Photoshop and Illustrator

ActionScript 3.0 Design Patterns William Sanders, Chandima Cumaranatunge, 2007-07-16 Now that ActionScript is reengineered from top to bottom as a true object-oriented programming (OOP) language, reusable design patterns are an ideal way to solve common problems in Flash and Flex applications. If you're an experienced Flash or Flex developer ready to tackle sophisticated programming techniques with ActionScript 3.0, this hands-on introduction to design patterns is the book you need. ActionScript 3.0 Design Patterns takes you step by step through the process, first by explaining how design patterns provide a clear road map for structuring code that actually makes OOP languages easier to learn and use. You then learn about various types of design patterns and construct small abstract examples before trying your hand at building full-fledged working applications outlined in the book. Topics in ActionScript 3.0 Design Patterns include: Key features of ActionScript 3.0 and why it became an OOP language OOP characteristics, such as classes, abstraction, inheritance, and polymorphism The benefits of using design patterns Creational patterns, including Factory and Singleton patterns Structural patterns, including Decorator, Adapter, and Composite patterns Behavioral patterns, including Command, Observer, Strategy, and State patterns Multiple design patterns, including Model-View-Controller and Symmetric Proxy designs During the course of the book, you'll work with examples of increasing complexity, such as an e-business application with service options that users can select, an interface for selecting a class of

products and individual products in each class, an action game application, a video record and playback application, and many more. Whether you're coming to Flash and Flex from Java or C++, or have experience with ActionScript 2.0, ActionScript 3.0 Design Patterns will have you constructing truly elegant solutions for your Flash and Flex applications in no time.

ActionScript 3.0 Cookbook Joey Lott, Darron Schall, Keith Peters, 2006-10-11 Well before Ajax and Microsoft's Windows Presentation Foundation hit the scene, Macromedia offered the first method for building web pages with the responsiveness and functionality of desktop programs with its Flash-based Rich Internet Applications. Now, new owner Adobe is taking Flash and its powerful capabilities beyond the Web and making it a full-fledged development environment. Rather than focus on theory, the ActionScript 3.0 Cookbook concentrates on the practical application of ActionScript, with more than 300 solutions you can use to solve a wide range of common coding dilemmas. You'll find recipes that show you how to: Detect the user's Flash Player version or their operating system Build custom classes Format dates and currency types Work with strings Build user interface components Work with audio and video Make remote procedure calls using Flash Remoting and web services Load, send, and search XML data And much, much more ... Each code recipe presents the Problem, Solution, and Discussion of how you can use it in other ways or personalize it for your own needs, and why it works. You can quickly locate the recipe that most closely matches your situation and get the solution without reading the whole book to understand the underlying code. Solutions progress from short recipes for small problems to more complex scripts for thornier riddles, and the discussions offer a deeper analysis for resolving similar issues in the future, along with possible design choices and ramifications. You'll even learn how to link modular ActionScript pieces together to create rock-solid solutions for Flex 2 and Flash applications. When you're not sure how ActionScript 3.0 works or how to approach a specific programming dilemma, you can simply pick up the book, flip to the relevant recipe(s), and quickly find the solution you're looking for. Adobe Developer Library is a co-publishing partnership between O'Reilly Media and Adobe Systems, Inc. and is designed to produce the number one information resources for developers who use Adobe technologies. Created in 2006, the Adobe Developer Library is the official source for comprehensive learning solutions to help developers create expressive and interactive web applications that can reach virtually anyone on any platform. With top-notch books and innovative online resources covering the latest in rich Internet application development, the Adobe Developer Library offers expert training and in-depth resources, straight from the source.

The ActionScript 3.0 Quick Reference Guide: For Developers and Designers Using Flash David Stiller, Rich Shupe, Jen deHaan, Darren

Richardson, 2008-10-17 No matter what your background, the pages that follow will provide you with some excellent knowledge, insight, and even a little bit of wisdom in the realm of Flash and ActionScript. Happy learning!-- Branden Hall, from the Foreword

Written by Flash insiders with extensive knowledge of the technology, this guide is designed specifically to help Flash designers and developers make the leap from ActionScript 2.0 to the new object-oriented ActionScript 3.0 quickly and painlessly. Formatted so you can find any topic easily, ActionScript 3.0 Quick Reference Guide explains:

- Object-oriented programming (OOP) concepts, such as packages and classes
- ActionScript 3.0 features and player enhancements that improve performance
- Workflow differences between ActionScript 2.0 and ActionScript 3.0 including tools, code editing, component sets, and image and font rendering
- Where did it go? A guide to help you find familiar features in ActionScript 3.0, such as global functions, operators, properties, and statements
- How do I? Step-by-step solutions for performing tasks with ActionScript 3.0, including input, sound, video, display, events, text, and more

Also included are overviews of Flash and ActionScript features and workflows. ActionScript 3.0 is a huge upgrade to Flash's programming language -- and this guide helps you upgrade your skills to match it.

Essential ActionScript 2.0 Colin Moock, 2004-06-16 Experienced Flash developers and programmers coming from other languages will enjoy the sheer depth of Moock's coverage. Novice programmers will appreciate the frequent, low-jargon explanations that are often glossed over by advanced programming books.

ActionScript for Multiplayer Games and Virtual Worlds Jobe Makar, 2009-09-22 The demand for multiplayer games and virtual worlds has exploded over the last few years. Not only do companies want them for site stickiness through social networking, but developers have tremendous interest in exploring this niche area. While developing multiplayer content is challenging, it isn't as difficult as you might think, and it is fun and highly rewarding!

ActionScript for Multiplayer Games and Virtual Worlds explains fundamental multiplayer concepts from connecting to a server to real-time latency hiding techniques. In this book you'll learn:

- How to connect users to achieve real-time interaction
- When to make decisions on the server versus the game client
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- About tile-based games the isometric view
- Techniques for customizing and rendering avatars in a virtual world

In addition, you'll learn everything that goes into building: A real-time multiplayer tank battle

game A real-time multilayer cooperative game A virtual world

Macromedia Flash MX 2004 ActionScript Derek Franklin,Jobe Makar,2004 Sure, you can use Flash MX 2004 without being a master programmer, but as any Flash developer worth his or her salt will tell you, you're not tapping all of its power unless you're taking advantage of its scripting language ActionScript 2.0 which offers a more robust programming model and better object-oriented programming support than ever before. Here to take the fear factor out of learning it are Flash veterans and best-selling authors Derek Franklin and Jobe Makar, who demonstrate that scripting is an instinctual process you already know by translating real-life activities into ActionScript scripts. In these pages, you'll find methodologies and techniques for building over 40 real-life Flash ActionScript projects, including sample games, --- applications, Web sites, and more. New in this edition are coverage of ActionScript 2.0, Web services, Components, Printing, Video, and more. On the companion CD, you'll find all the project files and images you need to complete each project.

Advanced ActionScript 3 with Design Patterns Joey Lott,Danny Patterson,2007 Learn how to build more effective applications from kickoff to testing, and use specific patterns to simplify application design. Create more flexible and scalable applications, leverage existing systems, and even communicate more efficiently with other developers.

ActionScript 3.0 for Adobe Flash CS4 Professional Classroom in a Book Adobe Creative Team,2010-04-16 The fastest, easiest, most comprehensive way to learn ActionScript® 3.0 for Adobe Flash CS4 Professional ActionScript® 3.0 for Adobe Flash CS4 Professional Classroom in a Book contains 14 lessons. The book covers the basics of learning ActionScript and provides countless tips and techniques to help you become more productive. You can follow the book from start to finish or choose only those lessons that interest you. Learn to add interactivity to Flash files using ActionScript 3.0: Control timelines and animation, write event-handling functions, and control loading of and interaction with data, text, video, sound, and images. “The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students.” –Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book offers what no other book or training program does—an official training series from Adobe Systems

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ActionScript 3.0 Bible Roger Braunstein,Mims H. Wright,Joshua J. Noble,2007-10-29 This book is your go-to guide to unlock the power of this amazing language. [Features]: learn the basics : expressions, variables, functions and more ; apply object-orientated programming and principles to structure reusable, dependable code ; master common data structures such as Strings, Arrays and Objects ; work with XML using the new E4X extensions ; take control of the powerful new event model to write interactive software ; discover new display types such as Shape and Sprite ; add sound, video, animation and effects ; debug, handle errors, and make you applications fault-tolerant ; read, write, and store data in binary format. - back cover.

Understanding Macromedia Flash 8 ActionScript 2 Andrew Rapo,Alex Michael,2013-01-17 Andrew Rapo and Alex Michael explain all the important programming concepts from a designer's point of view, making them completely accessible to non-programmers. Completely revised and rewritten this second edition will help you develop professional ActionScript 2 applications, and communicate knowledgeably about current, Object Oriented ActionScript 2 techniques. Divided into four sections to take you from novice to professional results:

- * Flash Fundamentals: Introduces the Flash authoring environment and basic core Flash concepts.
- * ActionScript 2 Fundamentals: Explains basic programming concepts and terminology, and shows how ActionScript 2 classes are constructed and used.
- * Built-in Classes: Describes the built-in ActionScript classes that are available for use in applications, including the MovieClip class, Key class, Sound class, etc.
- * Using ActionScript to Build a Game: Describes the development process for creating a complex Flash application and presents commercial-quality game coding examples.

ActionScript Colin Moock,2001 The definitive guide is for Web developers and Web authors who want to go beyond simple Flash animations to

create enhanced Flash-driven sites, this book covers fundamental programming concepts as well as components, syntax, and usage, and how to use common applications.

Learning Flash CS4 Professional Rich Shupe, 2009-04-18 Learning Flash CS4 Professional offers beginners and intermediate Flash developers a unique introduction to the latest version of Adobe's powerful multimedia application. This easy-to-read book is loaded with full-color examples and hands-on tasks to help you master Flash CS4's new motion editor, integrated 3D system, and character control with the new inverse kinematics animation system. No previous Flash experience is necessary. This book will help you: Understand Flash fundamentals with clear, concise information you can use right away Learn key concepts and techniques in every chapter, with annotated screenshots and illustrations Develop an ongoing project that utilizes material from every chapter Practice new skills and test your understanding with constructive exercises Learn how to package your work for distribution on the Web and through AIR desktop applications Download sample files and discuss additional Flash features on the companion blog As part of the Adobe Developer Library, this is the most authoritative guide to Flash CS4 available. Get moving with Flash today!

Flash and Math Applets Douglas Ensley, 2009 This book is designed for beginners to ActionScript 3 programming and the Flash CS3/Flash CS4 programs. It is unique in its approach of emphasizing the timeline programming techniques that have made Flash development accessible over the years. It addresses ActionScript control of text, animation, components, graphics, masking, XML, and 3D methods, and it provides custom classes for parsing and graphing mathematical expressions. The tiered learning approach starts from scratch and builds each example upon what has come before, eventually producing dozens of classic applets. While many examples have been chosen to reflect the needs and interests of mathematics and science specialists, the book has a lot to offer general Flash developers who have found our focused examples of functionality and user interface extremely useful. This book offers a step-by-step path to learning essential ActionScript programming that is based on the popular tutorials at FlashandMath.com.

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