Adobe Flash Cs5.5 Mobile Development

Adobe Creative Team

CS5.5 Update Justin Putney,2011 This update covers many of the new features available in Flash Professional CS5.5. Like the rest of Animation with Scripting for Adobe Flash Professional CS5 Studio Techniques, this update is heavily tilted toward features in Flash that will affect animators. . The Flash CS5.5 update is largely focused on development and deployment for new devices, primarily mobile devices. Mobile devices are somewhat limited in terms of performance when compared to desktop computers, but Flash CS5.5 provides several new features to help you optimize the performance of your applications on mobile devices. Additionally, Flash CS5.5 delivers a few small, but long-awaited and heavily requested usability improvements.

Flash Mobile: Setting up Flash CS5 for Android Development Matthew David,2012-10-12 Learn how, as a Flash designer, you can set up a Flash CS5 environment to publish Android apps. Understand how to Design and develop for Android hardware Configure the Android SDK publish setting Set up Flash CS5 for Android Development Install your AIR application onto an Android OS Build your fist application for Android using Flash CS5 With the foundation built, you are now ready to focus on creating great AIR solutions with Flash CS5 for the Android platform.

Flash Mobile Matthew David,2012-10-12 Build rich media applications for the iOS and Android platforms with this primer to Flash mobile development. You get all of the essentials-from setting up your development environment to publishing your apps to the Google Market Place/Apple iTunes App Store. Develop elementary applications without coding; then realize the power of ActionScript 3 to add rich complexity to your applications. Step-by-step instruction is combined with practical tutorial lessons to deliver a working understanding of the development stages including: *Rapid prototyping *Adding interactivity, audio, and video *Employing iOS and Android Interface Calls *Hardware optimization with AIR *Game development; game engines, controlling physics, and 3D *Designing for iPad, Android tablets, and Google TV *Code optimization, testing, and debugging User interfaces are presented in full color to illustrate their nuances. The companion website, www.visualizetheweb/flashmobile, includes all of the AS3 code, project files, and a blog to keep you up to date with related news and developments.

Flash CS5.5: The Missing Manual Chris Grover,2011-06-14 You can build everything from simple animations to full-fledged iOS and Android apps with Flash CS5.5, but learning this complex program can be difficult—unless you have this fully updated, bestselling guide. Learn how to create gorgeous Flash effects even if you have no programming experience. With Flash CS5.5: The Missing Manual, you'll move from the basics to power-user tools with ease. Learn animation basics. Discover how to turn simple ideas into stunning animations. Master Flash's tools. Learn the animation and effects tools with clear explanations and hands-on examples. Use 3D effects. Rotate objects and make them move in three dimensions. Create lifelike motion. Use the IK Bones tool to simulate realistic body movements and other linked motions. Build apps for tablets and smartphones. Create the next generation of iPhone, iPad, and Android apps. Add multimedia. Incorporate your own audio and video files into Flash. Create rich interactive animations. Dive into advanced interactivity with easy-to-learn ActionScript examples.

Flash Mobile: Rapid Android Development in Flash CS5 Matthew David,2012-10-12 Rapidly prototype and build Android apps with little or no code. Learn how to use rich media techniques in Flash CS5 effectively for Android development: Creating animation Playing back sound Presenting video Working with 3D

AdvancED Flash on Devices Scott Janousek,Elad Elrom,Thomas Joos,2009-10-22 AdvancED Flash on Devices begins with a discussion

of the mobile development landscape—the different players, tools, hardware, platforms, and operating systems. The second part of the book covers Flash Lite and how to take advantage newer features supported in Flash Lite 3.x. Then, the book covers AIR applications for multiple screens and includes topics such as: How to utilize new features of AIR 1.5 and Flash 10 as well as pitfalls to be aware of when building an AIR application for mobile How to include platform and context awareness for better adaptation How to adopt an application on multiple devices using dynamic graphical GUI Creating two full working real life touch screen mobile application The last part of the book covers creating Flex applications running Flash 9 and 10 in mobile device browsers and includes topics such as: How to adopt Flex for multiple mobile device browsers How to create various video players for Flash Lite and Flash 10 and optimize your content. How to take advantage of Flash Media Server Experienced Flash and ActionScript programmers who want to extend their skills to mobile platforms should find this book a great help in developing in this exciting and expanding marketplace.

Adobe Flash Platform from Start to Finish Aaron Pedersen,James Polanco,Doug Winnie,2010-06-10 Create and execute cutting-edge projects using the Adobe Flash Platform! This book explores a Flash Platform project's life cycle, diving deep into each phase — planning, design, development, build and release, and continued maintenance. This comprehensive guide is for your entire team to refer to during the development process, including business executives, project managers, creative directors, designers, developers, and quality assurance and build engineers, explaining how each role contributes to the overall process. The book also highlights the Adobe applications — Flash Catalyst CS5, Flash Builder 4, Flash Professional CS5 and other Adobe Creative Suite 5 programs — so you can leverage the latest technology to accomplish the task at hand. Whether you're a one-person shop or a large multi-department team, this guide details the process and scales to the key requirements of your project. About the Authors: Aaron Pedersen is cofounder of DevelopmentArc and has more than a decade of Web application experience for small startups and Fortune 500 companies. He focuses on user interface technologies, including Adobe Flash Platform (Adobe Flex, AIR) and JavaScript. He has been a lead, planner, and architect on many groundbreaking projects for Lexus.com, Scion.com, Adobe Marketplace, Yahoo Mail Flickr application, and WorkflowLab for Adobe. James Polanco is a Web application architect and cofounder of DevelopmentArc, focusing on ActionScript development, design patterns, and component implementations. He has worked with such clients as Scion.com, Lexus.com, Toyota.com, Libsyn Podcast Analytics Dashboard, Fake Science Music Store, Industrial Light & Magic, and Adobe Systems. He is an avid blogger, speaker, and researcher with a particular interest in technology implementations, best practices, and analysis of Web enabled tools and technologies. Doug Winnie is the principal product manager for Adobe Flash Catalyst, Flash Platform Workflow, and WorkflowLab. He is responsible for the integration of Adobe Flash Professional, Flash Catalyst, and Flash Builder, driving the growth of collaborative workflows between designers and developers using the Adobe Flash Platform. Doug is also an instructor at San Francisco State University and hosts the Adobe TV shows, "ActionScript 1:1 with Doug Winnie" and "Flash Catalyst 1:1 with Doug Winnie."

Pro Android Flash Stephen Chin,Dean Iverson,Oswald Campesato,Paul Trani,2011-11-28 Did you know you can take your Flash skills beyond the browser, allowing you to make apps for Android, iOS and the BlackBerry Tablet OS? Build dynamic apps today starting with the easy-to-use Android smartphones and tablets. Then, take your app to other platforms without writing native code. Pro Android Flash is the definitive guide to building Flash and other rich Internet applications (RIAs) on the Android platform. It covers the most popular RIA frameworks for Android developers—Flash and Flex—and shows how to build rich, immersive user experiences on both Android smartphones and tablets. You'll learn how to incorporate multimedia, animation, and special effects into your apps for

maximum visual appeal. You'll also cover advanced topics, including input methods, hardware inputs, deployment, and performance optimization.

Adobe Flash CS5 Revealed James Shuman,2010-08-30 ADOBE FLASH CS5 REVEALED provides a comprehensive yet concise introduction to Adobe Flash CS5 Professional and the art of creating exceptional interactive experiences, animations and applications that run on the Web, on the desktop and on mobile devices. The book begins with a discussion of fundamental concepts, which sets the stage for specific Flash skill development. A series of step-by-step tutorials follows that fully explains how to create animations, use special effects, draw objects, incorporate sound and video, develop for mobile devices and program in ActionScript 3.0. ADOBE FLASH CS5 REVEALED examines the new and enhanced features of CS5 including Code Snippets - blocks of code that save the effort of typing ActionsScript; Text Layout Framework provides text flowing, character coloring and column creation; improved video capabilities; and inverse kinematics, a feature that allows you to manipulate Flash objects using the Bone tool in order to create sophisticated animations. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Flash Mobile: Deploying Mobile Apps with Flash CS5 Matthew David,2013-01-17 Get your app online and ready for purchase. Building your app for deployment using iTunes Connect Building your app for deployment on the Android Market Building for iPad devices Building for Android tablets and Google TV Adding advertising to your apps Tracking your app's success Marketing your app

How to Cheat in Adobe Flash CS3 Chris Georgenes,2012-10-12 Frustrated by the overwhelming nature of Flash? Want to get up to speed with the program fast so you can concentrate on your animation? Need to solve problems quickly to get work done to time and to budget? Then 'How to Cheat in Flash' is for you! This book is different from the rest because it shows you, step by step, how to work from the problem to the solution when creating Flash animations, from the viewpoint of an animator who has been commissioned to create a job and is working to a deadline. It is task orientated; every example shows real life commercial work. So, it's not so much a case of 'what does this filter/tool/option do?', as 'this is the task I've been set - how do I achieve it?' The solution may involve a variety of tools and techniques; it may take many steps to complete, or only a few. The free CD-Rom includes all the files you need to put your skills into practice as you read, and much more! It's an accessible (conversational in style), practical book and CD package which also provides artistic inspiration, a goldmine of timesaving practical tips, tricks and step-by-step workthroughs. You will wonder how you survived without it.

Adobe Flash CS5 Revealed James E. Shuman,2011 Provides information and lessons covering the features of Adobe Flash CS5, including drawing objects, working with symbols, creating special effects, building complex animations, adding sound and video, and using ActionScript 3.0.

Developing Android Applications with Adobe AIR Véronique Brossier,2011-04-22 Put your ActionScript 3 skills to work building mobile apps. This book shows you how to develop native applications for Android-based smartphones and tablets from the ground up, using Adobe AIR. You learn the entire development process hands-on, from coding specific functions to options for getting your app published. Start by building a sample app with step-by-step instructions, using either Flash Professional or Flash Builder. Then learn how to use ActionScript libraries for typical device features, such as the camera and the accelerometer. This book includes ready-to-run example code and a case study that demonstrates how to bring all of the elements together into a full-scale working app. Create

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Flash Mobile Application Development For Dummies Jodie O'Rourke,2011-10-27 The fun-and-easy guide to developing cool Flash apps for mobile devices Flash is installed on 98 percent of browsers and runs on most smartphones, delivering RIA content and videos. With Flash 10.1 for mobile devices, developers have the perfect tool to create a richer experience. This friendly guide covers the tools needed to develop native mobile device apps as well as Web Flash mobile apps, including games, and does it all in the easy-to-follow For Dummies style. Flash is the standard for delivering rich Internet applications on mobile devices Covers how to create iOS and Android apps with Flash and use the development environment for Flash Addresses working with both regular and touch devices; developing a good mobile user interface; creating, testing, and deploying apps; developing fast, fun, and easy mobile games using Flash; and more Flash Mobile Application Development For Dummies makes it easy to enter the fun and exciting field of mobile app development.

Adobe Flash Professional CS5 Classroom in a Book Adobe Creative Team,2010-05-19 Those creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Flash Professional CS5 choose Adobe Flash Professional CS5 Classroom in a Book from the Adobe Creative Team at Adobe Press. The 10 project-based lessons in this book show readers step-by-step the key techniques for working in Flash CS5. Readers learn what they need to know to create engaging interactive content with Flash CS5. In addition to learning the key elements of the Flash interface, including panels, timelines, and frames, readers learn how to work with graphics, create and edit symbols, modify text, add interactivity with ActionScript 3.0, and incorporate animation and sound into their projects. They also learn how to prepare and export their finished projects for publishing. This completely revised CS5 edition covers the new text engine, Deco drawing tools, Spring feature for inverse kinematics, video enhancements, and more. The companion DVD includes lesson files so readers can work along with the book, as well as 2 hours of video tutorials from 'Learn Adobe Flash Professional CS5 by Video' from video2brain and Adobe Press. "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 Incorporated, developed with the support of Adobe product experts. Note from the publisher: FREE Adobe Flash Professional CS5.5 updates are available for this title. Simply register your product at www.peachpit.com/register and you will receive the updates when they become available.

Professional Flash Mobile Development Richard Wagner,2010-12-23 Professional Flash Mobile Development: Creating Android and iPhone Applications Everything Flash developers need to know to create native Android and iPhone apps This Wrox guide shows Flash developers how to create native applications for Android and iPhone mobile devices using Flash. Packed with practical examples, it shows how to build a variety of apps and integrate them with core mobile services such as Accelerometer, GPS, Photo Library,and more. Offers Flash developers the tools to create apps for the Android and iPhone mobile devices Shows how to design a user interface

optimized for Android and iOS and offers plenty of examples for building native Android and iPhone apps with Flash, migrating existing Flash media, testing and debugging applications, and more Helps you understand ways to work with files on Android and iOS Professional Flash Mobile Development: Creating Android and iPhone Applications answers the demand for Flash-capable Android and iPhone apps.

Android Development with Flash Julian Dolce,2011-01-13 The visual guide to developing for one of the world's hottest new mobile platforms, the Android OS The Android operating system works on phones that combine a camera, Web browser, e-mail, GPS, and mapping tool into a single accessible pocket-sized unit, and can function on computers, as well. Aimed at visual learners and packed with hundreds of screen shots, this guide brings Flash developers up to speed on the necessary factors to take into account when developing for this touch-based, mobile platform. Experienced Flash developer Julian Dolce escorts you through the process of creating applications for the Android OS using the Flash CS5 development platform and informs you of best practices to try as well as common pitfalls to avoid. Guides you step by step through the process of creating applications for the Android OS using Flash CS5 Explores the capabilities and limitations of developing apps for the Android OS Points out common pitfalls and teaches you best practices Features hundreds of screen shots to assist with visual learning Android Development with Flash: Your visual blueprint for developing mobile apps gets you on your way to developing apps for Android... in a flash!

Flash Mobile: Developing Mobile Apps using ActionScript Matthew David,2012-10-12 Learn why you will want to use ActionScript3 when creating solutions for the iPhone and Android OS. Details what has changed from and what has stayed the same as earlier versions of ActionScript. Make the most out of your application using ActionScript3, with its increased speed and functionality.

ActionScript 3.0 for Adobe Flash Professional CS5 Classroom in a Book Adobe Creative Team,2010-06-18 This project-based guide from Adobe will teach readers all they need to know to create engaging interactive content with ActionScript 3.0 for Flash Professional CS5. Using step-by-step instructions with projects that build on the knowledge acquired in each lesson, readers will learn the fundamentals of adding interactivity to Flash files using ActionScript, starting with using prewritten Code Snippets, but progressing to customizing and writing their own ActionScript code. The tutorials start with simple navigation and timeline control and progress through controlling animation with ActionScript; using Event Listeners and writing event-handling functions; and controlling loading of and interaction with data, text, video, sound, and images. Readers will also learn to use third-party libraries and create Adobe Air applications. This Classroom in a Book also covers the improved text-handling tools that are new to Flash Professional CS5. The companion CD provides users with all the sample files they need to complete all the projects. Note from the publisher: FREE Adobe Flash Professional CS5.5 updates are available for this title. Simply register your product at www.peachpit.com/register and you will receive the updates when they become available.

Flash CS5.5 Chris Grover,2011-06-21 A guide to Flash CS5 covers the basics of animation, ways to create movement between images, adding audio and video, creating reusable elements, and testing and publishing Web sites.

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