Flash Component

Charles Freedman

The Hidden PowerTM of FlashTM Components J. Scott Hamlin,Jared Tarbell,Brandon Williams,2006-12-26 Flash Components: The Key to Faster Development and Sophisticated Functionality You don't have to be a programmer to achieve amazing effects with the hundreds of Flash components available from Macromedia and various third parties. Step by step, The Hidden Power of Flash Components shows you how--and the enclosed CD provides a library of powerful components ready for you to practice with, build upon, and use in your own projects. For those of you with just a little programming experience, this book also demonstrates how to build your own components to use and share with other developers. Whatever your aims, and regardless of your experience, soon all the power of this incredible Flash feature will be within your reach. Coverage includes: Determining the most effective ways to leverage components Avoiding component pitfalls Customizing external resources for use with components Building your own components Building a custom UI, Live Preview, and MXP file for a component Customizing component artwork Using components to build games Understanding the difference between components and SmartClips Troubleshooting component construction and application Using multiple components to create more complex effects Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

AdvancED ActionScript Components Antonio De Donatis,2006-12-18 *Over a million Flash developers worldwide—a huge potential market *The only book focusing exclusively on ActionScript components *Compatible with the next version of Flash, to be released later this year

Flash Builder 4 and Flex 4 Bible David Gassner,2010-03-26 A complete and thorough reference for developers on the new Flex 4 platform Create desktop applications that behave

identically on Windows, Mac OS X, and Linux with Adobe's new Flash Builder 4 platform and this in-depth guide. The book's tutorials and explanations walk you step-by-step through Flash Builder's new, faster tools; the new framework for generating code; how to connect to popular application servers; upgrading from Flex 3; and much more. Shows you how to create rich applications for the Web and desktop with the very latest version of Flex, with detailed coverage for both new and veteran Flex application developers Walks you through Flex basics; upgrading from Flex 3; how to create desktop applications with AIR; and integrating Flex applications with the most popular application servers, including ColdFusion, ASP.NET, and PHP Includes extensive code samples of common tasks that you can use to jump-start your development projects Flex your development muscles with the Flex 4 and this comprehensive guide.

Flash CS5: The Missing Manual Chris Grover,2010-05-19 Once you know how to use Flash, you can create everything from simple animations to high-end desktop applications, but it's a complex tool that can be difficult to master on your own-unless you have this Missing Manual. This book will help you learn all you need to know about Flash CS5 to create animations that bring your ideas to life. Learn animation basics. Find everything you need to know to get started with Flash Master the Flash tools. Learn the animation and effects toolset, with clear explanations and hands-on examples Use 3D effects. Rotate and put objects in motion in three dimensions Create lifelike motion. Use the IK Bones tool to simulate realistic body movements and other linked motions Speed up development. Use templates, code snippets, and motion presets Design applications. Get an intro to building full desktop applications with Flash and Adobe AIR Create rich interactive animations. Dive into advanced interactivity with easy-to-learn ActionScript examples

Programming Flash Communication Server Brian Lesser,Giacomo Guilizzoni,Joey Lott,Robert

Reinhardt,Justin Watkins,2005-02-22 With the advent of Flash Communication Server MX (FCS), Macromedia believes that it's on the edge of a breakthrough in how people think about the Internet. FCS has been designed to provide web developers with the means to add polished interactive audio and video features to their sites, the sort of features that users have come to expect. Naturally, the process of efficiently integrating rich media into applications, web sites, and web content is a complex one, to say the least. That's where Programming Flash Communication Server factors in. As the foremost reference on FCS, it helps readers understand how FCS can facilitate: Video on demand Live webcasts Video chat and messaging Shared desktop conferences Live auctions Interactive whiteboard presentations Workflow collaboration Multi-user games Programming Flash Communication Server not only explains how to use the pre-built FCS components to construct a simple application, it also explains the architecture so that developers can program custom components to make even more advanced applications. In addition, the book explains how to truly optimize performance, and talks about considerations for networked applications as well as the media issues pertaining to FCS. Programming Flash Communication Server gives developers a sorely needed leg up on this potentially intimidating technology. It lets users develop cool web applications ranging from direct dating experiences with real-time video, to pre-recorded corporate presentations, to news services with video and audio, and much more. At last, the ability to build web sites with rich interactive features--minus the complex downloads and installation hassles--is a reality. And now, with Programming Flash Communication Server from O'Reilly by your side, you can do more quickly and easily than you ever dreamed possible.

   Flex 3 Component Solutions Jack Herrington,2008-12-01 Flex has revolutionized the development of rich Internet applications, giving developers the framework necessary to easily create ever more

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powerful applications. Components form an essential part of this framework, and once you understand how to fully use them, your productivity and creativity will be taken to a whole new level. Flex 3 Component Solutions will show just what you can achieve with components and exactly how to achieve it. You'll see just how simple it is to use components to create amazing interfaces for your applications be they media players, data visualizations, 3D graphics—the list is long. Finally, there'll be times when you'll want to or have no alternative but to create your own components. This book will show you how to do this for your own ends, or so you can contribute to the Flex component community by distributing them. Flex 3 Component Solutions is a tour de force of components, and all of these components are demonstrated using real-world Flex code that you can use as starting points for your own applications. Take what you learn for this book, and then go out and create your own amazing interfaces quickly and easily: reuse, re-purpose, redesign, and do it all faster and with greater quality control than you ever thought possible.

Quick Guide to Flash Catalyst Rafiq Elmansy,2011-08-05 How do you transform user interface designs created in Photoshop or Illustrator into interactive web pages? It's easier than you think. This guide shows you how to use Adobe Flash Catalyst to create interactive UIs and website wireframes for Rich Internet Applications—without writing a single line of code. Ideal for web designers, this book introduces Flash Catalyst basics with detailed step-by-step instructions and screenshots that illustrate every part of the process. You'll learn hands-on how to turn your static design or artwork into working user interfaces that can be implemented in Flash Builder or Adobe AIR. Get an overview of Flash Catalyst's interactive components Import files from Photoshop, Illustrator, or Fireworks Convert your artwork into interactive components and apply specific actions Create animated transitions between the web pages in your project Test interactive components and transitions while you work Get

optimization tips to help you create fast-loading applications Export projects to the SWF format for web use, or to Adobe AIR for desktop applications

Professional Adobe Flex 3 Joseph Balderson,Peter Ent,Jun Heider,Todd Prekaski,Tom Sugden,Andrew Trice,David Hassoun,Joe Berkovitz,2011-04-06 With Professional Adobe Flex 3, put your prior experience with Flash, ActionScript and XML-based languages to good use and learn how to use the Flex 3 platform to create Rich Internet Applications and AIR applications. Understand the potential of the Flex 3 platform through practical examples and hands-on advice on topics like desktop deployment, developing applications in MXML, creating custom flex components, charting, targeting AIR, and data interconnectivity.

Developing Flex 4 Components Mike E. Jones,2011-01-10 The Complete Insider's Guide to Building State-of-the-Art Components with Adobe's Flex 4 Platform Using Adobe's Flex 4 framework, developers can build rich, immersive solutions more easily and quickly than ever. Much of Flex 4's remarkable power is based on its component-based approach. Adobe provides many components "out of the box," but you can accomplish even more by building your own. In Developing Flex 4 Components, world-renowned Flex and Flash developer Mike Jones thoroughly demystifies all facets of Flex component development, showing how to quickly create and deliver high-value components to the widest possible audience. Jones introduces the Flex 4 component architecture, reviews its built-in components, and shows how they can be extended or incorporated into new components. Next, he walks through developing components from scratch, covering issues ranging from events to skinning. Finally, he turns to distribution, introducing best practices for everything from integration to documentation. Jones draws on nearly 15 years' experience developing with Flex and Flash. You'll find extensive sample code, plus dozens of practical tips that are available nowhere else. After reading

this book, you'll be able to · Set up your Flex and Flash Builder development environment · Understand key differences between Flex 3 and Flex 4 component frameworks · Learn how Flex components are typically structured, developed, and rendered · Leverage ActionScript and MXML to quickly create components · Implement view states, transitions, effects, and events · Manipulate and store complex data collections · Use Flex 4's FXG and MXMLG to support skinning and styling · Create components with Flash Professional CS5's drawing tools · Integrate components with Flash Builder · Package components for easy distribution with or without source code · Streamline implementation with manifests, design view extensions, and metadata If you're an experienced Flash, Flex, or AIR developer, this book will help you create any component you can imagine–and deliver solutions others can only dream about.

Dreamweaver 8 Bible Joseph Lowery,2006-05-08 Build a dynamic, high-impact Web site with the remarkable power of Dreamweaver 8 and the latest version of this top-selling guide from well-known Dreamweaver guru Joseph Lowery. Packed with hands-on instruction and step-by-step tutorials, this comprehensive manual starts you on the basics of Web design and moves to advanced techniques in no time. From quick design prototyping to ongoing Web site management—plus a special focus on Dreamweaver 8's new features for CSS, Flash video, code development, and more - this professional guide is a must for Web masters and developers. Inside, you'll find complete coverage of Dreamweaver 8 Create dynamic Web pages using Cascading Style Sheets Punch up your page with progressive or streaming video Build interactive forms and client-side image maps Insert, delete, and update data in your Web pages Improve your HTML coding with the new Coding toolbar Integrate with Photoshop(r), Flash(r), Fireworks(r), ColdFusion(r), and other apps Use templates and the Library to unify and update your pages Extend Dreamweaver's power by creating your own custom tags and

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Dreamweaver MX 2004 Bible Joseph Lowery,2004-01-30 Packed with hands-on instruction and step by step tutorials, the Dreamweaver MX 2004 Bible is everything you need to harness the power of this amazing web development tool. Starting with the basics, expert author and well-known Dreamweaver guru Joe Lowery guides you through the in?s and out?s of Dreamweaver MX 2004 and will have you building your very own dynamic, data-driven sites in no time. Coverage includes: Building interactive forms Creating client-side image maps Connecting to a live database Inserting, deleting and updating data from your web pages Working with layers, Style Sheets and Dynamic HTML Integration with Flash, Fireworks and ColdFusion Designing with templates Extending Dreamweaver with your own extensions And more. The value-packed CD ROM includes the Dreamweaver MX 2004 Try-Out Edition, complete Dreamweaver web sites and databases you can customize for your own use, as well as add itional web development software.

The Fujifilm X-T10 Rico Pfirstinger,2015-11-28

Beginning Java and Flex Filippo di Pisa,2010-04-02 Over the past few years, the now-open source Adobe Flex framework has been adopted by the Java community as the preferred framework for Java rich Internet applications (RIAs) using Flash for the presentation layer. Flex helps Java developers to build and maintain expressive web/desktop applications that deploy consistently on all major browsers, desktops, and operating systems. Beginning Java and Flex describes new, simpler, and faster ways to develop enterprise RIAs. This book is not only for Java or Flex developers, but also for all web developers who want to increase their productivity and the quality of their development. The

aim of the book is to teach the new frontier of web development using open source, agile, lightweight Java frameworks with Flex. Java lightweight framework programming helps Flex developers create dynamic-looking enterprise applications. Flex and Java are becoming very popular for both business and interactive applications.

The Fujifilm X-T1 Rico Pfirstinger,2015-02-19 In this book, popular Fuji Rumors X-Pert Corner columnist Rico Pfirstinger teaches about the little-known capabilities of the X-T1, which he's discovered through months of in-depth research and experimentation with the camera. After a brief overview of the camera's basic functions, Rico cuts to the chase and provides a plethora of tips and practical instructions not found in the user's manual. With this knowledge, you will be able to fully exploit the capabilities of the X-T1. The Fujifilm X-series cameras have amazing features but may require an adjustment period for those new to using these cameras, even photographers who have been lifetime DSLR shooters. This guide will help you to quickly feel comfortable using your camera so that you can achieve excellent results. Topics covered include: Menu shortcuts Long exposures Firmware upgrades Hybrid autofocus system Auto and manual focusing Face detection Infrared imaging Film simulations Custom settings Burst mode Panoramas Movies Self-timer Flash Adapted lenses And much more... This book includes complete coverage of the camera's new firmware features that were introduced in December 2014.

Foundation Flex for Designers Greg Goralski,Lordalex Leon,2008-03-11 This book details how to customize the look and feel of Flex applications. It takes you through how to customize style and layouts using CSS; how to bring design assets into Flex from applications such as Photoshop, Illustrator, Fireworks, and Flash; how to spice up your design work with some handy ActionScript 3.0 techniques; and even a look forward to designing hybrid desktop/web applications with Flex and AIR.

It culminates with several design-oriented case studies, including a video picker application, picture gallery, customer service site, and more.

Quick Boot Pete Dice,2017 Quick Boot is designed to give developers a background in the basic architecture and details of a typical boot sequence. More specifically, this book describes the basic initialization sequence that allows developers the freedom to boot an OS without a fully featured system BIOS. Various specifications provide the basics of both the code bases and the standards. This book also provides insights into optimization techniques for more advanced developers. With proper background information, the required specifications on hand, and diligence, many developers can create quality boot solutions using this text. Pete Dice is Engineering Director of Verifone, where he manages OS Engineering teams in Dublin, Ireland and Riga Latvia. Dice successfully launched Intel(R) Quark(TM), Intel's first generation SoC as well as invented the Intel(R) Galileo(TM) development board and developed a freemium SW strategy to scale Intel IoT gateway features across product lines. He is also credited with architecting the Moon Island software stack and business model.

Yahoo! Maps Mashups Charles Freedman,2007-05-07 Written by Charles Freedman, a senior Flash developer at Yahoo!, this book provides you with all the information you'll need to know about APIs in order to build amazing map mashups. You'll find in-depth coverage of Yahoo! mapping tools and technologies and a variety of techniques for working with the APIs. Yahoo! Maps Mashups explores each API flavor, guiding you through the simple yet comprehensive sets of API calls so that you will gain a strong understanding of the capabilities of each map technology through its respective API.

Adobe CS3 Web Workflows Joseph Lowery,2008-09-02 Maximize your potential as a web designer with Adobe CS3 Web Workflows: Building Websites with Adobe Creative Suite 3, a guide to

all the tools in Adobe CS3 and how to use them together to create dynamic web pages. Understand the workflow from one product to another and learn how to use the essential techniques in each program so that you can complete your work skillfully and efficiently. Discover ways you can maximize your productivity with workflows like Photoshop to Dreamweaver, Fireworks to Dreamweaver, Flash to Dreamweaver and Photoshop to Fireworks to Bridge to Dreamweaver.

Foundation ActionScript 3 Paul Milbourne,Darren Richardson,2014-12-02 ActionScript 3 is a full-fledged programming language, with complete object-oriented capabilities, event handling, sound and video support, drawing capabilities, support for regular expressions, and much more. Whether you are just starting out on the road to computer programming and animation or an experienced developer who wants to learn a new language, you'll find all you need to know in Foundation ActionScript 3. Starting with the fundamentals, you'll learn how to add interactivity to your Flash movies by using ActionScript objects, manipulating sound and video, and harnessing the power of regular expressions and XML. The book concludes with two case studies to consolidate what you've learned and introduce some additional advanced techniques. You'll gain a solid understanding of the exciting world of ActionScript 3 and see how everything fits together, so you'll be able to build your own professional applications. The sensible layout of the book makes it easy to find information about specific techniques. It focuses on the essential skills that will enable you to get up and running quickly. With this book as your guide, you'll be creating killer Flash applications before you know it.

Rapid Prototyping of Digital Systems James O. Hamblen,Tyson S. Hall,Michael D. Furman,2006-01-16 Rapid Prototyping of Digital Systems: Quartus II Edition provides an exciting and challenging laboratory component for undergraduate digital logic and computer design courses using FPGAs and CAD tools for simulation and hardware implementation. The more advanced topics and

exercises also make this text useful for upper level courses in digital logic, programmable logic, and embedded systems. This new version of the widely used Rapid Prototyping of Digital Systems, Second Edition, now uses Altera's new Quartus II CAD tool and includes laboratory projects for Altera's UP 2 and the new UP 3 FPGA board. Rapid Prototyping of Digital Systems: Quartus II Edition includes four tutorials on the Altera Quartus II and NIOS II tool environment, an overview of programmable logic, and IP cores with several easy-to-use input and output functions. These features were developed to help students get started quickly. Early design examples use schematic capture and IP cores developed for the Altera UP FPGA boards. VHDL is used for more complex designs after a short introduction to VHDL-based synthesis. New to this edition is an overview of System-on-a-Programmable Chip (SOPC) technology and SOPC design examples for the UP3 using Altera's new NIOS II Processor hardware and C software development tools.

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