

```
// Constructor Method  
public function SimpleSquare( x:Number, y:Number, size:Number,  
    target:MovieClip) {  
    coords = new Object();  
    coords.x = x;  
    coords.y = y;  
    this.size = size;  
    movieClipTarget = target;  
}  
  
// draw method  
public function draw():Void {  
    mc.beginFill( 0x0022CC, 80 );  
    mc.lineStyle( 2, 0xFF9900, 100 );  
    mc.moveTo( 0, 0 );  
    mc.lineTo( size, 0 );  
    mc.lineTo( size, size );  
    mc.lineTo( 0, size );  
    mc.lineTo( 0, 0 );  
    mc.endFill();  
}
```

Understanding Macromedia Flash 8 ActionScript 2

Basic techniques for creatives

**ANDREW RAPO
ALEX MICHAEL**



Understanding Macromedia Flash 8 Actionscript 2 Basic Techniques For Creatives

Rose Army



Understanding Macromedia Flash 8 Actionscript 2 Basic Techniques For Creatives:

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 knowledgably 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

Understanding Macromedia Flash 8 ActionScript 2 Andrew Rapo,Alex Michael,2006 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 knowledgably 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 *American Book Publishing Record* ,2003

Understanding Flash MX 2004 ActionScript 2 Alex Michael,2003 Step by step techniques illustrated with highly visual examples throughout the book show you how to build up your ActionScripting skills quickly and effectively A support website www.sprite.net/understanding provides all the content you need to try out the techniques shown in the book for yourself Ideal for those studying multimedia and information technology and anyone who wants to produce highly effective online interactive content This guide gives you all you need to ensure you have a firm foundation of knowledge on how to use ActionScript creatively so you can produce professional results

FLASH 5 ACTSCR, BEARD,2001-06-04 The pressure on web designers using Flash has been seriously stepped up Flash 5 is a major revision over Flash 4 and the difference between the two is most apparent in the broader deeper scope of ActionScript To use the features of Flash 5 effectively therefore a thorough understanding of ActionScript is required The desire to learn ActionScript at the basic level is addressed in the friends of ED Foundation series Flash 5 ActionScript Studio takes this basic level of knowledge up towards commercial best practices thanks to the

contributions of a range of leading talents who present abundant real world examples of their techniques This book is recommended for web designers who realize that coding is the way ahead at the top end of the industry Flash movie creators who need urgently to get deeper into interactivity and those who are competent in ActionScript but still need guidance from the experts The book is split broadly into three sections The first of these serves as a quick lesson refresher in ActionScript syntax and technique focusing on the notation in Flash 5 ActionScript and its relationship with object oriented programming Flash 5 ActionScript presents all of its functionality in the form of objects and each of these is dissected with examples of its purpose and use Section Two consists of a set of self contained examples that each demonstrate a particular use of ActionScript including topics such as interface design real time 3D processing interaction with JavaScript and using data in XML files Finally the third section comprises worked case studies that involve ideas from all the preceding chapters along with insights into the design processes used by the authors as they put together their ActionScript rich movies What you ll learnWho this book is for Flash 5 ActionScript Studio assumes a readership that already has a reasonable understanding of ActionScript and some HTML Readers will likely be existing web design professionals with 4 to 6 months of experience with Flash 5 or considerable experience with Flash 4

Flash?MX ActionScript J. Scott Hamlin,Jennifer S. Hall,2002-10-22 Get the Edge on Flash ActionScript from the Designer s Perspective As a professional web designer you want to use ActionScript to add interactivity to your Flash creations But previous books on ActionScript have assumed you have a programming background leaving out key details in order to cover a lot of ground In the process many designers and other professionals new to programming have been left behind Flash MX ActionScript The Designer s Edge fills these gaps using a consistently visual approach that emphasizes conceptual illustrations and color charts These are complemented by interactive tutorials on the book s companion website Best selling author J Scott Hamlin and multimedia instructor Jennifer S Hall make everything from fundamentals to high end techniques accessible by truly teaching you how ActionScript works not just presenting code Key topics you ll learn about include The Flash MX interface to ActionScript Programming mouse interactivity Writing and reusing ActionScript Coding core animation techniques Working with text fields Doing the math Creating curving paths with trig functions Handling object collisions and other gaming techniques ActionScript drawing techniques Encapsulating reusable code with ActionScript components Debugging and troubleshooting your ActionScript

The British National Bibliography Arthur James Wells,2006 *Computer Arts* ,2004 *Forthcoming Books* Rose Army,2002-02 [Animating with Flash 8](#) Alex Michael,2006 Create quality professional animation with Flash Create professional animations and discover the capabilities of Flash with this comprehensive guide Stay ahead of the pack with gaming code and graphics functions from five PC commercial games and 7 Flash Lite II games Take advantage of free files on the accompanying CD ROM and put into practice everything you learnt in the book a great quick way to learn back cover

The Focal Easy Guide to Macromedia Flash 8 Birgitta Hosea,2006 Flash is used by 1 5 million creative professionals worldwide *Focal Easy Guide to*

Macromedia Flash 8 Birgitta Hosea, 2012 If you need to get to grips fast with creating interactive graphics and animation in Flash then look no further Whether you are a new user or a professional this highly visual book is all you need to get up and running with the latest powerful upgrade Macromedia Flash 8 Birgitta Hosea breaks down the software into its main components and offers simple visual step by step instructions to explain the fundamental practical techniques you need to create finished projects The accessible style and structure lets you dip in and out when working on a project or work straight through to explore more of the program's capabilities and develop your skills Written by a designer for designers The Focal Easy Guide to Macromedia Flash 8 offers a thorough coverage of the basic features of Flash without going into in depth coding with ActionScript Birgitta Hosea is a motion graphics artist and Course Director of the London Animation Studio at Central Saint Martins College of Art and Design Her experience ranges from designing moving branding to art directing pop promos and short films A Volume in The Focal Easy Guide Series The Focal Easy Guide series Starting working with new software immediately regardless of your level Achieve professional results learn practical skills from industry experts Focused user friendly coverage of the key tools you need to know [Learning ActionScript 2.0 for Macromedia Flash 8](#) Jen DeHaan, Peter DeHaan, 2006 Powerful development and design tools require thorough and authoritative technical advice and documentation When it comes to Macromedia Flash no one is more authoritative than Macromedia Development and writing teams Now their official documentation is available to you in printed book form As you work keep this guide by your side for ready access to valuable information on using Flash We've designed it so that it's easy to annotate as you progress Learning ActionScript 2.0 for Macromedia Flash 8 shows you how to write proper ActionScript syntax to create useful and interactive Flash applications This book includes examples of object oriented programming and teaches you how to write custom classes for your Flash applications Learning ActionScript 2.0 for Macromedia Flash 8 also includes numerous hands on examples on how to apply expressive and interactive features to your files using ActionScript code such as file upload filter effects scripted animation and anti alias text using the FlashType font rendering engine In Learning Actionscript 2.0 for Macromedia Flash 8 learn how to Write proper ActionScript syntax using the fundamentals of the ActionScript language Use object oriented programming techniques to build Flash applications Use ActionScript classes to add interactivity and expressive features to your Flash applications Use best practices and coding conventions to optimize structure and write consistent ActionScript **Flash 8 ActionScript Bible** Joey Lott, Robert Reinhardt, 2006-04-11 To create Flash applications that sizzle you have to learn the code In this comprehensive guide to the latest version of ActionScript the object oriented scripting language for Macromedia Flash you'll get the detailed instruction and step by step tutorials you need to write robust code and create sophisticated interactive animations Work with objects and components interoperate with JavaScript create games and more it's all here in this informative book for developers programmers and designers Inside you'll find complete coverage of Flash 8 ActionScript Master the basics of ActionScript expressions functions and variables Work with numbers

arrays and strings Transform your movie clips with colors and filters Program sound and manage video Manage data with Web Services and Flash Remoting Call ActionScript functions from JavaScript Learn scripting for the Flash stand alone player Bonus Companion Web site Find code downloads and example files at www.wiley.com/go/actionscriptbible *How To Use Macromedia Flash Mx & Actionscript* Denise Tyler,2003 How to Use Macromedia Flash MX and ActionScript is the simplest and most visual way to learn to create compelling Web animation More than 100 two page spreads illustrate and clearly explain each Flash task step by step from entry level beginning concepts to advanced techniques for experienced designers The book includes expanded coverage of ActionScript so that readers can make greater use of Flash s capabilities Flash can be a somewhat intimidating program for the beginning user but How to Use Macromedia Flash MX and ActionScript with its visual step by step approach makes it simple to learn the basic techniques involved in using Flash 1 Learn how to use the new flash interface including property inspector 2 Create and configure a new movie 3 Import artworks and sounds to give your movie punch 4 Use flash s built in animation features to add interactivity 5 Hands on projects includes constructing a hierarchical menu building a preloader and creating frame by frame animation 6 Publish your movie to the web or to a standalone player *Foundation ActionScript for Flash 8* Kristian Besley,Sham Bhangal,Eric Dolecki,David Powers,2006-12-06 ActionScript is the native scripting language of Flash ActionScript knowledge is essential within the world of Flash design and development as Flash remains a leading tool for cutting edge interactive design and development ActionScript is what gives Flash its power but with that power comes a certain level of complexity which can be intimidating This beginners book significantly updated since the last edition covers all of the basics of ActionScript using version 8 of Flash The skills acquired by working through this book will enable you to move on to more advanced friends of ED books such as *Foundation PHP 5 for Flash* *Foundation ActionScript Animation* or *Foundation XML for Flash* This book contains all you need to understand and make use of ActionScript and to have some fun while learning The Foundation series teaching style is ideal if you re a non programmer who wants to learn Flash programming quickly and thoroughly The authors teach the basics and provide an all around proficiency in ActionScript as well as Flash components within Flash 8 You ll gain the practical skills to build ActionScript based Flash projects including making initial design decisions structuring code and testing An ongoing case study means that by the end of the book you ll have constructed a cutting edge Flash site to showcase your newly learned skills **EZ Flash 5** Bradley Kaldahl,2001 If you are new to Flash or an experienced Flash user you will find this book to be exciting informative and offers a wealth of creative ideas and techniques for getting the most out of Flash for web creation Learning Flash is both fun and easy This book provides over 30 short projects and over 100 experimental ideas that cover a variety of effects and techniques such as Melting Type Solar Explosions Animated Typist using ActionScript EZ Web Games MP3 Sound Controllers Dynamic Photography Fading Web Paint Motion Trails Score Keeping for Web Games Collision Detection Creating and Testing Preloaders and Interactive Web Portfolios There are also

tutorials for using Photoshop and Illustrator with Flash and a chapter on reverse engineering interesting Flash web sites. Additionally, this text provides a straightforward introduction to ActionScript. You will enjoy exploring new Flash ideas that are presented in a short 28-page, easy-to-follow, step-by-step format. This book allows you to learn, create, and publish a variety of Flash effects quickly and easily. If you have never worked with Flash, you will appreciate the fact that from chapter two, you are producing web content. Rather than describing each palette and menu item, you will learn by doing. The projects were designed by a professional Flash instructor, peer-reviewed, and classroom-tested to ensure that they are accurate, exciting, and most importantly, easy to understand. Extensive screen shots make it easier to learn. Short projects mean that you can gain a solid understanding of a single concept before moving onto the next. From the author: My students and I agree that the most enjoyable way to learn complex software is with short projects that provide new, interesting, and creative techniques that can be used or modified immediately for your own web creations.

Flash MX Games Nik Lever, 2012-10-12. Learn the professional skills you need to make the best use of Flash for creating interactive animation and producing exciting dynamic Internet content. Nik Lever, writing as an artist for artists, takes you through the entire process from creating the art and animation for games in Flash to adding the interactivity using Flash's ActionScripting language. He also provides valuable extra coverage of how Flash integrates with Director 8.5, Shockwave Studio, and CAs. As a designer using Flash, you will see how you can apply your creative skills to the many stages of game production and produce your own interactive games with this versatile package. As an animator, you will be able to add interactive functionality to your own animation and produce a game. As a web developer, you will see how to make the best use of the sophisticated development environment Flash offers for the production of both artwork and code to create low-bandwidth animated web content that sells. The free CD-ROM includes all the code and files you need to try out each tutorial from the book so you can see exactly how each game was created. Learn from the many different types of games provided as examples, from simple quizzes to platform-based games, high score tables, and multi-player games using sockets. Vital to higher-level online games, these are also covered in detail to ensure you have the complete skill set needed to succeed in this competitive arena.

Object-Oriented ActionScript For Flash 8 Peter Elst, Gerald YardFace, 2006-11-24. With the release of Macromedia Flash 8, Flash is the most powerful and widely used client software for the web, and it's the only one that runs on virtually every browser on every platform. It also features ActionScript, a scripting language with great object-oriented support. As such, Flash is the ideal platform for producing sophisticated object-oriented web applications. Complex applications demand a solid understanding of object-oriented programming (OOP) techniques, regardless of the language and platform used, and this book will provide all you need. Object-Oriented ActionScript For Flash 8 teaches the theory and practice of OOP with ActionScript. You do not need any extensive prior programming experience; you just need to want to go beyond the usual Flash interfaces. Authors and working Flash developers Peter Elst and Todd Yard take you through the complete development cycle of a series of related applications using numerous step-by-step instructions.

You'll be able to develop highly reusable applications and services that leverage the dynamic features in Flash. This book demonstrates professional OOP skills and techniques that are completely transferable to other programming languages and technologies including Inheritance Polymorphism managing classes component development consuming web services and much more. It also includes some cutting edge ActionScript programming techniques and animation and effects classes.

Macromedia FLASH Professional 8 Tom Green, Jordan Chilcott, 2005 Offering breakthrough video capabilities and powerful run time effects Macromedia Flash Professional 8 is poised to upend the Web video market posing a serious challenge to Microsoft RealNetworks and Apple's efforts in the process. Here to make sure you're ready for it and can start taking advantage of its creative tools authoring power flexibility and rich video capabilities immediately is the official Macromedia training for the program. Through 20 plus hours of project based instruction you'll learn how to program for the enhanced Flash Player use ActionScript to create dynamic interactivity take advantage of new Flash 8 features like the improved script editor which includes a visual interface revamped library interface and new Undo feature and more. Simple step by step instructions peppered with plenty of visual aids and a CD that includes lesson files and a trial version of Flash Professional 8 leave you with a solid understanding of Flash development and the techniques required to tap your creative potential by producing dynamic interactive content.

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