

The Actionscript 3 0 Quick Reference Guide

Foundation ActionScript 3.0 with Flash CS3 and Flex
 Flex 3 with Java
 Foundation Game Design with ActionScript 3.0
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 Flash Builder @ Work: Your First Information-Rich Application
 Learning ActionScript 3.0
 Advanced ActionScript 3
 Flash CS4: The Missing Manual
 Advanced ActionScript with Design Patterns
 The Essential Guide to Open Source Flash Development
 ActionScript 3.0 Cookbook
 Essential ActionScript 3.0
 Adobe Flash CS4 Professional How-Tos

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JONATHAN AUGUST

Foundation ActionScript 3.0 with Flash CS3 and Flex Apress

"An Introduction to Programming with ActionScript 3.0" provides an introduction to computer programming by employing an example-based methodology involving animation, sound, graphics, and interactivity. This text covers all key topics required for any introductory level programming course.

Flex 3 with Java Apress

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.

Foundation Game Design with ActionScript 3.0 "O'Reilly Media, Inc."

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.

Foundation Game Design with ActionScript 3.0 Apress

XML is the lingua franca of the Web. All designers and developers working in a web environment need a sound understanding of XML and its role in application development. Many software packages and organizations allow for the exchange of data using an XML format. Web services and RSS feeds are now commonplace. For those working with Flash and Flex, a thorough understanding of XML is particularly important. XML documents are one option for the data provided to SWF applications. Flash and Flex can load, display, and modify XML content. These applications can also send XML content to other applications for updating or for use in different situations. ActionScript 3.0 introduced some fundamental changes to the way in which Flash and Flex applications work with XML. One significant change is that XML is now a native data type. ActionScript 3.0 also introduced new classes and a different framework for working with external documents. These changes are based on the E4X ECMAScript standard, and they streamline and simplify the process for working with XML in Flash and Flex. In *Foundation XML and E4X for Flash and Flex*, Sas Jacobs gives you an introduction to XML and E4X. She explores the XML and XMLList classes and explains E4X expressions, providing examples for both Flash and Flex. In addition to explaining how to incorporate XML documents in Shockwave Flash applications, Sas shows you approaches specific to Flash and Flex and explores real-world usage. The book finishes with two case studies. In the first, you will learn how to consume and display information and images from Flickr using Flash. In the second, you will work with Adobe Kuler in Flex. Whether you are a designer or developer, this book will help you work with XML and make the transition from ActionScript 2.0 to ActionScript 3.0. It will also provide you with an excellent grounding if you are new to Flash and Flex.

ActionScript 3.0 for Adobe Flash CS4 Professional Classroom in a Book "O'Reilly Media, Inc."

In *Foundation Flex for Developers*, Sas Jacobs explores in detail how to create professional data-centric Flex 2 and Flex 3 applications. In the first half of the book, she starts off with a brief exploration of Flex and ActionScript 3.0, before looking at application essentials in detail, including creating custom components, user and web browser interactions, binding, formatting and validating data, debugging, and more. The second half of the book focuses on connecting Flex to data sources and covers XML, Flex Data Services, PHP, ASP.NET, and ColdFusion in detail, via a series of step-by-step case studies.

Foundation Flex for Developers Packt Publishing Ltd

Explore the world of open source Flash and discover which tools are available. Learn how to identify which tool you need and how to best fit it into your workflow. Step-by-step walk-throughs guide you through development with the most popular open source Flash tools. Written by the project leads and open source Flash aficionados. The *Essential Guide to Open Source Flash Development* is a practical development guide to creating Flash applications with open source Flash tools and workflows. You will walk away with an understanding of what tools will best suit your current situation, making your development easier and more productive, and with the knowledge of how to install and set up some of the best tools available, including the following: Papervision3D: to create 3D in Flash Red5: to stream video over the internet SWX: to build data-driven mashups and mobile apps Fuse: to make ActionScript animation a cinch Go: to build your own animation tools in ActionScript 3.0 haXe: to create Flash files and more AMFPHP: to communicate between Flash and php Open source Flash has been a revolution for Flash and has made a major impact on how people build Flash content. The open source tools available expand on Flash's existing tool set, enabling you to perform such tasks as easily create full 3D in Flash or hook up to an open source video-streaming server. Many of these useful tools are powerful yet lack documentation. This book explains in step-by-step detail how to use the most popular open source Flash tools. If you want to expand your Flash tool set and explore the open source Flash community, then this book is for you. If you already use some open source Flash tools, then you will find this book a useful documentation resource as well as an eye-opener to the other tools that are available.

The Essential Guide to Flash CS4 with ActionScript "O'Reilly Media, Inc."

Today's ActionScript-based applications require increasingly sophisticated architectures and code. This book aids intermediate and advanced ActionScript developers in learning how to plan and build applications more effectively. You'll learn how to apply design patterns as solutions to common programming scenarios. Beyond a reference, *Advanced ActionScript with Design Patterns* is a practical guide complete with sample mini-applications illustrating each design pattern. Table of Contents: Part I - Successful Projects 1. How to Design Applications 2. Programming to Interfaces Part II - Patterns 3. MVC 4. Singleton 5. Factory (Abstract Factory and Factory Method) 6. Proxy 7. Iterator 8. Composite 9. Decorator 10. Command 11. Memento 12. State Part III - Advanced ActionScript Topics 13. Working with Events 14. Sending and Loading Data 15. E4X (XML) 16. Regular Expressions

ActionScript 3.0 Bible Apress

If you're a Flash designer looking for a solid overview of Flash CS4, this book is for you. Through the use of solid and practical exercises, you will soon master the fundamentals of this fourth edition of the Adobe Flash authoring tool. Using a series of carefully developed tutorials, you will be led from basic Flash CS4 techniques to the point where you can create animations, MP3 players, and customized Flash video players in no time. Each chapter focuses on a major aspect of Flash, and then lets you take the reins in a "Your Turn" exercise to create something amazing with what you've learned. This book focuses on the core skill set you need to feel at home with Flash CS4, and also introduces you to some of the biggest names in today's Flash community through interviews and actual "How To" examples, so you can learn from the masters. You will start by studying the Flash CS4 interface, and while you're at it, you'll be guided toward mastery of the fundamentals, such as movie clips, text, and graphics, which will lead you into some of

the more fascinating aspects of Flash, including audio, video, animation, and 3D transformations. By the time you finish, you will have created an MP3 player and a Flash video player, been introduced to the basics of ActionScript 3.0, learned how to combine Flash with XML, styled Flash text with CSS, created animated scenes, and worked your way through a host of additional projects. All of these exercises are designed to give you the knowledge necessary to master Flash CS4 from the ground up. If you're already a seasoned Flash designer, this book will get you up to speed with the fourth version in relatively short order. This book covers all of the new Flash CS4 features, such as the new animation and 3D tools, the new Adobe Media Encoder, and a pair of the coolest new additions to the tools panel: a spray brush tool and a deco tool. You can discover more about this book, download source code, and more at the book's companion website: www.foundationflashcs4.com.

Learning ActionScript 3.0 John Wiley & Sons

This book teaches ActionScript to both aspiring ActionScript developers and experienced ones who want to upgrade their knowledge to the new version. It details how to use ActionScript through both Flash CS2 and Flex 2 (open source ActionScript developers should also be able to make use of the book). Coverage focuses on essential real world techniques and assumes no previous ActionScript knowledge. In addition, the book features a host of practical examples; reference sections are also included at the back of the book allowing the reader to easily look up syntax.

Adobe Animate CC Classroom in a Book (2018 release) Apress

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.

Foundation Flash CS4 for Designers Pearson Education

Build your first Flex application! Discover MXML as a great markup language to quickly create a working app. Get acquainted with the Flash Builder IDE, then get your hands dirty with some Flex basics, a few components and some data service features in Flash Builder to build an application that will load and display data from RSS. Your First Information-Rich Application is the first of five articles that will be compiled in the book, *Data Visualization with Flash Builder: Designing RIA and AIR Applications with Remote Data Sources*. Each full-color article illustrates specific aspects of Flash Builder data visualization with techniques to employ them. The book, *Data Visualization with Flash Builder*, features exclusive material in the form of a related real-world tutorial project to go alongside each article. This article is equivalent to 55 print pages.

Essential ActionScript 3.0 Apress

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.

ActionScript 3.0 Design Patterns "O'Reilly Media, Inc."

This is the e-book version of *Adobe Flex 4: Training from the Source*, to access the files that accompany this title please refer to the URL which is listed at the end of the e-book *Adobe Flex: Training from the Source* is the best-selling and most trusted resource for learning about Adobe Flex. Written by a team of authors with practical experience as consultants, mentors and developers of courseware, this book/CD uses project-based tutorials, and is designed to teach beginning Flex developers the details of building and architecting real-world rich internet applications using Flash Builder incorporating MXML and ActionScript 3.0. The book includes a CD that contains all the files used in the lessons, plus completed projects for comparison. This latest edition includes complete coverage of New Flex 4 features such as the Spark Component model, Advanced Skinning, Component Creation, and much more. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for "Where are the lesson files?" Go to the very last page of the book and scroll backwards. You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.

Adobe Flash CS6 Revealed Taylor & Francis

A guide to ActionScript programming covers such topics as conditionals and loops, functions, datatypes, interfaces, event handling, namespaces, XML, Flash, programmatic animation, and bitmap programming.

Flash CS5.5: The Missing Manual Pearson Education

Develop rich internet applications quickly and easily using Adobe Flex 3, ActionScript 3.0 and integrate with a Java backend using BlazeDS 3.2

Flash CS6: The Missing Manual "O'Reilly Media, Inc."

This two-volume set (CCIS 201 and CCIS 202) constitutes the refereed proceedings of the International Conference on Computer Science and Education, CSE 2011, held in Qingdao, China, in July 2011. The 164 revised full papers presented in both volumes were carefully reviewed and selected from a large number of submissions. The papers address a large number of research topics and applications: from artificial intelligence to computers and information technology; from education systems to methods research and other related issues; such as: database technology, computer architecture, software engineering, computer graphics, control technology, systems engineering, network, communication, and other advanced technology, computer education, and life-long education.

The Essential Guide to Flex 2 with ActionScript 3.0 Cengage Learning

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.

ActionScript 3.0 Bible Pearson Education

ActionScript 3.0 is a huge upgrade to Flash's programming language. The enhancements to ActionScript's performance, feature set, ease of use, cleanliness, and sophistication are considerable. *Essential ActionScript 3.0* focuses on the core language and object-oriented programming, along with the Flash Player API. *Essential ActionScript* has become the #1 resource for the Flash and ActionScript development community, and the reason is the author, Colin Moock. Many people even refer to it simply as "The Colin Moock book." And for good reason: No one is better at turning ActionScript inside out, learning its nuances and capabilities, and then explaining everything in such an accessible way. Colin Moock is not just a talented programmer and technologist; he's also a gifted teacher. *Essential ActionScript 3.0* is a radically overhauled update to *Essential ActionScript 2.0*. True

to its roots, the book once again focuses on the core language and object-oriented programming, but also adds a deep look at the centerpiece of Flash Player's new API: display programming. Enjoy hundreds of brand new pages covering exciting new language features, such as the DOM-based event architecture, E4X, and namespaces—all brimming with real-world sample code. The ActionScript 3.0 revolution is here, and *Essential ActionScript 3.0's* steady hand is waiting to guide you through it. 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.

An Introduction to Programming with ActionScript 3.0 Apress

Creating Flash Widgets with Flash CS4 and ActionScript 3.0 is an introduction to developing widgets for the Internet using the features of Flash CS4 and ActionScript 3.0. Many social-networking sites, blogs, and personal home pages have adopted the use of widgets and Flash developers can create and distribute their own widgets for others to use. A step-by-step example demonstrates how to design and develop your own Flash widgets and integrate them with XML. In addition, publishing, promoting, and capitalizing on your Flash widgets is discussed.

Foundation XML and E4X for Flash and Flex "O'Reilly Media, Inc."

"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.