

# Flash ActionScript DUMMIES.3



# Flash Actionscript For Dummies

**Ellen Finkelstein, Gurdy Leete**



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**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. *Foundation Actionscript 3.0 Animation* Keith Peters, 2007-05-25 Flash has long been one of the most approachable user friendly tools for creating web based animations, games and applications. This has contributed to making it one of the most widely used programs for creating interactive web content. With each new version of Flash, ActionScript's built in scripting language has become more powerful and a little more complex too. ActionScript now at version 3.0 has significantly matured as a programming language bringing power and speed only previously dreamed about to Flash based animation going far beyond traditionally used keyframes and tweens. The material inside this book covers everything you need to know to harness the power of ActionScript 3.0. First all the basics of script based animation and setting up an ActionScript 3.0 project are covered. An introduction to object oriented programming follows with the new syntax, events and rendering techniques of ActionScript 3.0 explained giving you the confidence to use the language whether starting from scratch or moving up from ActionScript 2.0. The book goes on to provide information on all the relevant trigonometry you will need before moving on to physics concepts such as acceleration, velocity, easing, springs, collision detection, conservation of momentum, 3D and forward and inverse kinematics. In no time at all you'll both understand the concepts of scripted animation and have the ability to create all manner of exciting animations and games. **ActionScript Cookbook** Joey Lott, 2003 Complements ActionScript for Flash MX the definitive guide 2nd ed.

**Essential ActionScript 3.0** Colin Moock, 2007-06-22 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

**Learning ActionScript 3.0** Rich Shupe,Zevan Rosser,2007-12-13 In this book authors Rich Shupe and Zevan Rosser share the knowledge they ve gained from their years as multimedia developers designers and teachers Learning ActionScript 3 0 gives you a solid foundation in the language of Flash and demonstrates how you can use it for practical everyday projects The authors do more than just give you a collection of sample scripts Written for those of you new to ActionScript 3 0 the book describes how ActionScript and Flash work giving you a clear look into essential topics such as logic event handling displaying content migrating legacy projects to ActionScript 3 0 classes and much more You will learn important techniques through hands on exercises and then build on those skills as chapters progress ActionScript 3 0 represents a significant change for many Flash users and a steeper learning curve for the uninitiated This book will help guide you through a variety of scripting scenarios Rather than relying heavily on prior knowledge of object oriented programming OOP topics are explained in focused examples that originate in the timeline with optional companion classes for those already comfortable with their use As chapters progress the book introduces more and more OOP techniques allowing you to choose which scripting approach you prefer Learning ActionScript 3 0 reveals New ways to harness the power and performance of AS3 Common mistakes that people make with the language Essential coverage of text sound video XML drawing with code and more Migration issues from AS1 and AS2 to AS3 Simultaneous development of procedural and object oriented techniques Tips that go beyond simple script collections including how to approach a project and which resources can help you along the way The companion web site contains material for all the exercises in the book as well as short quizzes to make sure you re up to speed with key concepts ActionScript 3 0 is a different animal from previous versions and Learning ActionScript 3 0 teaches everything that web designers GUI based Flash developers and those new to ActionScript need to start using the language

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