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# Macromedia Flash Mx 2004 Training From The Source

**Derek Franklin, Jobe Makar**



## **Macromedia Flash Mx 2004 Training From The Source:**

**Macromedia Flash Mx 2004 - Advance Training From The Source** Jen Dehaan,2004 *Macromedia Flash MX 2004* Rebecca Ross,Jen DeHaan,2004 If you re ready to begin integrating video text audio and graphics into dynamic interactive Web sites using Macromedia s Flash MX 2004 this is the place to start As the official Macromedia guide to its motion graphics and animation powerhouse this volume uses a series of hands on projects to provide a firm foundation in every aspect of Flash MX 2004 use from graphics animation video and text to ActionScript fundamentals and dynamic data integration Simple step by step instructions peppered with plenty of visuals and a CD that includes lesson files and a trial version of Flash MX 2004 leave you with a solid understanding of basic Flash development and design In the process you ll learn about all that s new in Flash MX 2004 from its redesigned interface to its improved scripting language better text tools native support for PDF and EPS formats first ever third party extensions and more You ll even learn how to build movies that integrate with dynamic data stream video and include forms that ask for user input [Macromedia Flash MX 2004](#) Jen deHaan,Inc. Macromedia,2004-05 [Macromedia Flash MX 2004 ActionScript](#) Derek Franklin,Jobe Makar,2004 Sure you can use Flash MX 2004 without being a master programmer but as any Flash developer worth his or her salt will tell you you re not tapping all of its power unless you re taking advantage of its scripting language ActionScript 2 0 which offers a more robust programming model and better object oriented programming support than ever before Here to take the fear factor out of learning it are Flash veterans and best selling authors Derek Franklin and Jobe Makar who demonstrate that scripting is an instinctual process you already know by translating real life activities into ActionScript scripts In these pages you ll find methodologies and techniques for building over 40 real life Flash ActionScript projects including sample games applications Web sites and more New in this edition are coverage of ActionScript 2 0 Web services Components Printing Video and more On the companion CD you ll find all the project files and images you need to complete each project **How to Do Everything with Macromedia Flash MX 2004** Bonnie Blake,Doug Sahlin,2004 Whether creating Web content business presentations or publishing multimedia interactive content this results oriented resource shows you how Macromedia Flash X will bring your presentations to life **Macromedia Flash MX Professional 2004 Application Development** Jeanette Stallons,2004 Author Jeanette Stallons has spent a lot of time thinking about application development with Flash MX so that you don t have to Instead you can get right down to doing Drawing on the wealth of information Jeanette has developed as technical lead for Macromedia s Authorized Training curriculum this volume offers a series of step by step tutorials that will have you using all of Flash MX 2004 s new features in the process of developing a dynamic real world Flash application Along the way you ll learn about using ActionScript 2 0 the Flash UI component framework and dynamic data screens MovieClip objects and more In the end you ll come away with a solid grounding in Flash theory and technique that will propel your own projects to stunning results The accompanying DVD includes all of the project files required to complete the book s exercises

as well as a trial version of Flash MX 2004      *Macromedia Flash MX 2004 Game Design Demystified* Jobe Makar, Ben Winiarczyk, 2004 Flash MX 2004 Game Design Demystified Your comprehensive guide to creating games using Flash MX 2004 It will take you through the process of creating a game in Flash MX 2004 The first several chapters introduce general processes for creating games while the second section looks at the important concepts for creating realistic games Such concepts include math physics collision detection and collision reaction A third section delves into more creative concepts tile based worlds 3D visualization artificial intelligence using graphics and using sound Later chapters provide an introduction to multiplayer games creating a high score list for games and a selection games for which the authors share the development process including code The accompanying CD will provide the code for each function discussed in the book as well as working versions of the games      *Object-oriented Programming with ActionScript 2.0* Jeff Tapper, James Talbot, Robin Haffner, 2004 Updated to cover the functionality and ActionScripting changes that have come with the release of Flash MX Professional 2004 this edition brings more clarity to the use of object oriented programming for developing Flash applications Topics include object design basic patterns using components and debugging applications all covered with a backdrop of a sample application      Macromedia Flash MX 2004 Jen DEHAAN, 2004      Macromedia Flash Mx 2004 Actionscript Derek Franklin, Jobe Makar, 2003-11-01 A guide to ActionScript 2.0 provides hands on training through forty projects that demonstrate such tasks as using and manipulating data connecting to Web services creating a multi chat application and validating data

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