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FLASH™ MX Professional 2004 application development

jeanette stallons

training from the source

Macromedia Flash Mx Professional 2004 Application Development Training From The Source

Matt Voerman



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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 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.

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 Rosanna Yeung, Lynda Weinman, 2004 You've seen its potential, its new extensible architecture, its faster run-time performance, its redesigned interface. Now it's time to tap it. When you're ready to sit down with a trusted instructor and learn the ins and outs of Macromedia's extensive upgrade to its popular interactive tool, Flash MX 2004, this is the place to turn. Using lessons based on real-life projects, this friendly guide takes you by the hand and leads you through the world of Flash MX 2004, covering its new interface, its drawing and color tools, animation basics, symbols and instances, motion, bitmaps, buttons, movie clips, ActionScript, sound, components and forms, video and more. You can follow the book's clear step-by-step exercises at your own pace and view the techniques in action on the accompanying CD's QuickTime tutorials. The CD also includes project and sample files. In next to no time you'll be integrating video, text, audio and graphics into immersive, rich

experiences with Flash MX 2004 **Encyclopedia of Information Science and Technology, First Edition**

Khosrow-Pour, D.B.A., Mehdi, 2005-01-31 Comprehensive coverage of critical issues related to information science and technology *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

Certified Macromedia Flash MX 2004 Developer Study Guide Matt Voerman, 2004 With an organization that mimics that of the Flash MX developer certification test itself this study guide offers comprehensive coverage of the features of Flash including those new to MX 2004 CSS support predefined Behaviors Timeline effects and more Candidates will learn how to identify requirements design and code ActionScript and test deploy implement and troubleshoot Flash MX 2004 applications

Flash Out of the Box Robert Hoekman, 2004-11-18 Contains exercises from the book and trial versions of Macromedia software including Flash Dreamweaver and Fireworks CD ROM 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 *American Book Publishing Record*, 2003

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