



Adobe Flash Advanced: Enhance With Actionscript

Web Publishing Course

Tuition: \$675

2 Day Hands-on Course

This two-day hands-on course covers the basics of learning ActionScript and provides countless tips and techniques to help you become more productive. Learn to add interactivity to Flash files using ActionScript 3.0: Control timelines and animation, write event-handling functions, and control loading of and interaction with data, text, video, sound, and images.

PREREQUISITES: Flash Essentials or equivalent knowledge is required for this course.

WHO SHOULD ATTEND: This course is for Flash developers who wish to further their knowledge and gain more control over their Flash timelines.

INTRODUCTION TO ACTIONSCRIPT

Overview

NAVIGATING FLASH TIMELINES

Placing Code in the Timeline
Tips and Tricks

EVENTS AND FUNCTIONS

Event listeners and handling instructions
Navigation With a Button Click

CREATING ANIMATIONS

Controlling MovieClip Properties
ActionScript Tweens

CREATING EXTERNAL ACTIONSCRIPT FILES

Creating an Actionscript File
Instances of a Class File in Flash

USING ACTIONSCRIPT TO LOAD CONTENT

Instances
CHANGE Event Listener
Loading SWF files into ULoader
Creating a Gallery File
Adding Scroll Bar to the Text Field

CREATING PRELOADERS

Tools in the Testing Environment
Creating Progress Trackers

USING ARRAYS AND LOOPS

MovieClip Instances
From Stage to Library
Multiple Instances for a Loop
Event Listeners to Block Instances
ENTER_FRAME
testDone() Function

CREATING A RADIO BUTTON QUIZ IN ACTIONSCRIPT

Set up
Variables
Functionality
Formatting Text With ActionScript
Creation
checkAnswer()
Integration

CONTROLLING SOUND WITH ACTIONSCRIPT

Adding Sliders
Sound, SoundChannel, and SoundTransform classes
Setting the Song Titles
Controlling Visibility
Programming Buttons

WORKING WITH XML PLAYLIST

XML Structure
Replacing Array With Instances
Creating Hyperlinks

USING ACTIONSCRIPT TO CONTROL VIDEO

FLVPlayback
Working With Color
Playing Multiple Video Files From XML
Full-screen publishing

DEEP GRAPHICS AND ANIMATION

Inverse Kinematics
Using Bitmap and Bitmap Data Classes
Pixel Bender Toolkit

PRINT AND SEND EMAIL

ADOBE AIR APPLICATIONS
Overview

