

TOTAL TRAINING™ FOR ADVANCED FLASH® PROFESSIONAL 8

Next Level ActionScript

QUICK REFERENCE GUIDE

Part 1 – Making Custom Classes

1 USING BUILT-IN CLASSES 1:00

- 1 Looking at the Basics
- 2 Changing the Properties of a Movie Clip
- 3 Using the On Enter Frame Event Handler
- 4 Using the Randomize Function
- 5 Creating a Placeholder for Multiple Objects
- 6 Adding a Loop
- 7 Using Variables to Make Reusable Code
- 8 Setting Up an On Release Event
- 9 Making a Tween Object
- 10 Modifying the Depth Parameter
- 11 Demonstrating the Modular Structure with Alpha

2 WORKING WITH THE LISTENER OBJECT MODEL 1:02

- 1 Looking at Built-In Classes
- 2 Working with MovieClip Event Handlers
- 3 Working with Non-Handler Classes
- 4 Creating Mouse Events
- 5 Creating Key Events
- 6 Using Switches to Detect which Keys are Pressed
- 7 Event Listeners
- 8 Practical Example of Listener Usage
- 9 Listening for Multiple Broadcasts
- 10 A Limitation of the loadMovie Method
- 11 Introducing the MovieClipLoader
- 12 Listening for Load Progress
- 13 Creating an Animated Progress Bar
- 14 Hiding Progress Bar Upon loadComplete
- 15 Loading External Bitmaps with MovieClipLoader

3 INTRODUCTION TO MAKING CLASSES 1:04

- 1 Learning the Structure of a Real Class
- 2 Declaring Variables
- 3 Introducing Constructor Functions
- 4 Testing Using a Different Stage Size
- 5 Using Methods
- 6 Using a Getter & a Setter
- 7 Showing a Dynamic Setting in the Class
- 8 Randomizing
- 9 Reusability
- 10 Setting Up a Class for a Text Type Animation
- 11 Adding a Typewriter Function to the Class
- 12 Testing the Text Type Animation

4 USING CUSTOM CLASSES FOR BUTTONS 54:13

- 1 Introducing Custom Buttons
- 2 Setting Up the Visibility of the Initial Content
- 3 Setting Up Event Handlers for the Home Button
- 4 Adding Frame Labels
- 5 Dynamically Assigning the Label for a Button
- 6 Setting Up a Generalized Function to Handle Buttons
- 7 Making Custom Buttons into a Class
- 8 Making a Class an Extension of Another Class
- 9 Assigning Event Handlers to Functions & a Class
- 10 Advanced Button Class Summary
- 11 Attaching Audio to a Toggle Button
- 12 Constructing a Class for the Toggle Button
- 13 Animate the Toggle Button Using the Tween Class
- 14 Learning where to Store Class Files

5 USING CUSTOM CLASSES FOR EFFECTS 1:09

- 1 Building Animated Effects in the Timeline
- 2 Packaging Scripts into a Function
- 3 Setting Up Letter Spacing & Text
- 4 Turning a Script into a Class, Part 1
- 5 Turning a Script into a Class, Part 2
- 6 Testing Using Syntax Checker
- 7 Animation Changes & New Effects
- 8 Making a Class More Independent
- 9 Creating Tweens inside the Class
- 10 Incorporating Tween Events & Methods into the Class
- 11 Adding More Effects
- 12 Building Effects into the Class File
- 13 Formatting Text in the Test File

6 MAKING A COMPONENT 1:08

- 1 Checking Out Graphics for the Content
- 2 Starting the Slider Movement
- 3 Measuring the Position of the Slider
- 4 Set Intervals with Check Settings Function
- 5 Changing the Interval for Smoother Control
- 6 Moving the Code into a Class
- 7 Using Check Syntax to Find Script Errors
- 8 Setting Up the Project for Testing
- 9 Adding an OnRelease Outside Event Handler
- 10 Separate the Slider Measurement from the Object
- 11 Tracking if the Slider is Active
- 12 Setting the Range of the Slider
- 13 Making the Slider into a Component
- 14 Setting Up a Rotation Slider
- 15 Adding a Start Value
- 16 Displaying the Slider in the Components Panel
- 17 Testing the Slider Component
- 18 Final Comments & Credits

Part 2 – Using Advanced ActionScript Classes

1 USING THE SOUND CLASS 1:22

- 1 Introducing the MP3 Player Project
- 2 Setting Up the External Playlist
- 3 Setting Up the Combo Box for Music Selection
- 4 Display Selected Song Title & Stylize Text
- 5 External Sound Loading & Tracking
- 6 Adding a Progress Bar for Load/Play Position
- 7 Working with ID3 Metadata
- 8 Adding Volume & Balance Sliders
- 9 Adding a Play/Pause Toggle Control
- 10 Rearrange the onLoad, onComplete & onID3 Data
- 11 Incorporating an Array Formula
- 12 Initializing the Array Data & Adding Variables
- 13 Constructing the Amplitude Meters
- 14 Controlling the Amplitude Meters with Sliders
- 15 Cleaning Up the MP3 Player Script

2 DRAWING API 31:29

- 1 Introducing Drawing Methods
- 2 Drawing Strokes with moveTo & lineTo Methods
- 3 Making Shapes with beginFill, endFill & curveTo
- 4 Introducing New Parameters in Flash 8
- 5 Animating Objects Using Drawing Methods
- 6 Using Initialization Objects to Control Animation
- 7 Connecting Animation to App Functionality

3 WORKING WITH BITMAP DATA 36:35

- 1 Introducing the Bitmap Data Class
- 2 Setting Up Bitmap Caching
- 3 Using Basic Filters
- 4 Creating a Blur Filter & Adding it to a Movie Clip
- 5 Creating a Bitmap Data Object from Scratch
- 6 Accessing Pixel Noise through Bitmap Data
- 7 Applying a Noise Method to Bitmap Data
- 8 Applying a Perlin Noise Method
- 9 Setting the MP3 Player to Control the Animations

4 APPLYING MATRIX TRANSFORMATIONS 42:42

- 1 Understanding the Matrix Class
- 2 Using the Matrix Class
- 3 Affecting Movie Clips with Matrices
- 4 Making a Placeholder Matrix
- 5 Changing Matrix Properties
- 6 Setting Up a Coordinate System
- 7 Setting Up Slider Controls
- 8 Looking at ColorTransforms
- 9 Assigning a ColorTransform Object
- 10 Understanding the Math behind ColorTransform
- 11 Applying Random Colors with ColorTransform

5 A PREVIEW OF MOBILE APPLICATIONS 43:16

- 1 Setting Up Flash Lite™ 2
- 2 Introducing the Emulator
- 3 Explaining the Screen Size for the Graphics
- 4 Setting the Output Quality
- 5 Adding Text
- 6 Enabling Buttons with ActionScript
- 7 Adding Navigation to the Number Keys
- 8 Adding Navigation to the 4-Way Keys
- 9 Adding Navigation to the Soft Keys
- 10 Discussing the Flash Development Center
- 11 Final Comments & Credits