

TOTAL TRAINING™ FOR ADOBE® FLEX™ 2

ADVANCED VISUAL PROGRAMMING

QUICK REFERENCE GUIDE

Part 1 – Creating Great Interfaces via Flex 2

1 SETTING UP & OVERVIEW 27:29

- 1 Installing the Poetica Font
- 2 Preparing the Workspace
- 3 Repair Broken Links & Improve Performance
- 4 Looking at the Natural Experiences Application
- 5 Reviewing the Drag & Drop Application

2 ENHANCEMENTS WITH IMAGERY & LAYERING 56:43

- 1 Reviewing the Main Application File
- 2 Reviewing the Gallery Custom Component File
- 3 Add Images & Animations to the Background
- 4 Reviewing the Processing Effect of Animations
- 5 Embedding an Image into the Project
- 6 Placing Content in Correct Order
- 7 Creating a Reusable Embedded Image
- 8 Randomizing the Displayed Background Image
- 9 Declaring Variables
- 10 Calculating the Variable
- 11 Creating Simple Pop Up Functionality
- 12 Closing & Opening the Pop Up

3 WORKING WITH FONTS, FILTERS, & BLENDS 52:32

- 1 Learning the Limitations of Device Fonts
- 2 Adding an Embedded Font
- 3 Using the Embedded Font in a Class Selector
- 4 Embedding Fonts Using FlashType
- 5 Exploring FlashType Advance Anti-Aliasing Setting
- 6 Exploring Filters
- 7 Creating a Drop Shadow & Applying Glow Filters
- 8 Reviewing Available Blends
- 9 Applying Blends

4 CUSTOMIZING FLEX COMPONENTS 30:52

- 1 Exploring 9-Slice Scaling
- 2 Adding 9-Slice Scaling to PNG Images
- 3 Modify the Natural Experiences Welcome Panel
- 4 Modify Graphical Skins Using Adobe Flash® Templates
- 5 Modify the Natural Experiences ComboBox Skin

5 EXTENDING FLEX COMPONENTS USING ACTIONSCRIPT 3 59:49

- 1 Creating an Extended Component
- 2 Extend & Customize Pre-existing Flex Components
- 3 Add Custom Buttons to Scroll Window Extended Panel
- 4 Applying Images to Button States
- 5 Assign Event Handlers in an ActionScript Component
- 6 Adding Button Children to the Panel
- 7 Positioning the Custom Buttons in the Scroll Window
- 8 Create Variables, Change Button Size, & Calculate X & Y Positions
- 9 Optimizing the Application with Style Sheets
- 10 Final Comments & Credits

Part 2 – Web 2.0 Interfaces Using Flex 2

1 DRAWING SHAPES & MODIFYING FLEX COMPONENTS 50:32

- 1 Using the Display List Objects & Graphics Class
- 2 Calling the clear() Method
- 3 Using lineStyle() to Style Star Points
- 4 Drawing a Shape in an ActionScript Class
- 5 Creating the ExpandButton
- 6 Drawing a Round Cornered Rectangle
- 7 Drawing a Line & Arrow
- 8 Applying Drawn Buttons to an Application
- 9 Reskinning Panels with a Programmatic Skin
- 10 Setting Variables for Drawing the Skin
- 11 Creating a Drawing Using the Graphics Class Method
- 12 Applying the Panel Skin

2 ANIMATING COMPONENTS & STATE CHANGES 58:27

- 1 Creating Fly-In Pop Up Components
- 2 Creating Parallel Effects Using MXML
- 3 Creating Parallel Effects Using ActionScript
- 4 Comparing MXML & ActionScript
- 5 Expanding & Restoring the Scroll Window Panel
- 6 Triggering the State Change
- 7 Smoothing Transitions
- 8 Detecting the Scroll Window's Panel Width
- 9 Creating Bindable Variables
- 10 Using a Rollover Effect with a Thumbnail

3 LOOSE DATA COUPLING WITH BINDING & EVENTS 1:42

- 1 Displaying XML Data in an Array Collection
- 2 Passing Data between Components
- 3 Passing Thumbnail Sizes between Components
- 4 Using a Repeater to Generate Thumbnails
- 5 Displaying Data with the Thumbnails
- 6 Creating a Pop Up Event Class
- 7 Displaying the Correct Data in the Pop Up
- 8 Reviewing Code in the Main Application
- 9 Looking at the Filter Function
- 10 Exploring the Thumbnail Gallery Properties
- 11 Configuring the Thumbnail Gallery Layout
- 12 Calculating the Thumbnail Width & Height
- 13 Explaining Thumbnail Positioning
- 14 Exploring the Code that Defines Thumbnail Position
- 15 Positioning the Thumbnails in the Gallery
- 16 Repairing the Scroll Window Display
- 17 Refreshing the Gallery Based on Category

4 CREATING MOUSE-AWARE APPLICATION FEATURES 57:58

- 1 Moving the Pop Up to the Mouse Position
- 2 Constraining the Pop Up within the Content Area
- 3 Modifying Pop Up Locations
- 4 Continuing Modification of the Pop Up Location
- 5 Creating the Timer Object
- 6 Creating Auto-Scroll Functionality
- 7 Timer Instance & ReducingValue Variable
- 8 Timer Instance Basic Functionality
- 9 Calculating Scrolling Functionality
- 10 Controlling Animation Functionality
- 11 Activate & Deactivate Scrolling Functionality

5 DATA-BOUND DRAG & DROP FOR ANY FLEX CONTROL 1:01

- 1 Enabling the Drag Function on the Drag Source
- 2 Enabling the Drop Function on the Drop Target
- 3 Enabling the Drag Move Function on the Source
- 4 Enable Drag & Drop Functionality on Components
- 5 Limiting Data Display in the List Control
- 6 Drag Enabling the Source Image
- 7 Adding a Format to the DataSource Objects
- 8 Accepting the Data in the Drop Target
- 9 Creating a Proxy Image
- 10 Drop Enabling the Target List Control
- 11 Final Comments & Credits