

# Reference Books

- *Essential ActionScript 3.0*
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  - Quick manual, classic sample code

# Actionscript Reference Manual

**SJ Ball**

## Actionscript Reference Manual:

*The ActionScript 3.0 Quick Reference Guide: For Developers and Designers Using Flash* David Stiller, Rich Shupe, Jen deHaan, Darren Richardson, 2008-10-17 No matter what your background the pages that follow will provide you with some excellent knowledge insight and even a little bit of wisdom in the realm of Flash and ActionScript Happy learning Branden Hall from the Foreword Written by Flash insiders with extensive knowledge of the technology this guide is designed specifically to help Flash designers and developers make the leap from ActionScript 2.0 to the new object oriented ActionScript 3.0 quickly and painlessly Formatted so you can find any topic easily ActionScript 3.0 Quick Reference Guide explains Object oriented programming OOP concepts such as packages and classes ActionScript 3.0 features and player enhancements that improve performance Workflow differences between ActionScript 2.0 and ActionScript 3.0 including tools code editing component sets and image and font rendering Where did it go A guide to help you find familiar features in ActionScript 3.0 such as global functions operators properties and statements How do I Step by step solutions for performing tasks with ActionScript 3.0 including input sound video display events text and more Also included are overviews of Flash and ActionScript features and workflows ActionScript 3.0 is a huge upgrade to Flash's programming language and this guide helps you upgrade your skills to match it

**Flash CS4: The Missing Manual** Chris Grover, 2008-11-25 Unlock the power of Flash and bring gorgeous animations to life onscreen It's easy with Flash CS4 The Missing Manual You'll start creating animations in the first chapter and will learn to produce effective well planned visuals that get your message across This entertaining new edition includes a complete primer on animation a guided tour of the program's tools lots of new illustrations and more details on working with video Beginners will learn to use the software in no time and experienced Flash designers will improve their skills Expanded and revised to cover the new version of Flash every chapter in this book provides step by step tutorials to help you Learn to draw objects animate them and integrate your own audio and video files Add interactivity use special effects learn morphing and much more Check your work with the book's online example files and completed animations Discover new Flash toolkits and features such as Frameless Animation Use every timesaving aspect of Flash CS4 such as Library objects and Symbols Learn how to automate your drawings and animations with ActionScript 3.0 With this book absolutely no programming is necessary to get started with Flash CS4 Flash CS4 The Missing Manual explains in jargon free English exactly what you need to know to use Flash effectively while avoiding common pitfalls right from the start

ActionScript 2.0 Language Reference for Macromedia® Flash® 8 Francis Cheng, Jen DeHaan, Robert Dixon, Shimul Rahim, 2005 The ActionScript 2.0 Language Reference for Macromedia Flash 8 is a comprehensive reference manual that describes the application programming interface API for Macromedia Flash Player the most pervasive client runtime environment in the world It includes valuable syntax and usage information detailed descriptions of classes functions properties and events and copy and paste code samples for every element in the ActionScript language The ActionScript 2.0

Language Reference for Macromedia Flash 8 will help you Learn how to use specific APIs efficiently and effectively Understand the range and variety of functionality ActionScript offers Repurpose Macromedia tested code in your own applications Powerful development and design tools require thorough and authoritative technical advice and documentation When it comes to Macromedia Flash no one is more authoritative than Macromedia Development and writing teams Now their official documentation is available to you in printed book form As you work keep this guide by your side for ready access to valuable information on using Flash We ve designed it so that it s easy to annotate as you progress [ActionScript 2.0 Language Reference for Macromedia Flash 8](#) Francis Cheng,2006 The ActionScript 2 0 Language Reference for Macromedia Flash 8 is a comprehensive reference manual that describes the application programming interface API for Macromedia Flash Player the most pervasive client runtime environment in the world It includes valuable syntax and usage information detailed descriptions of classes functions properties and events and copy and paste code samples for every element in the ActionScript language The ActionScript 2 0 Language Reference for Macromedia Flash 8 will help you Learn how to use specific APIs efficiently and effectively Understand the range and variety of functionality ActionScript offers Repurpose Macromedia tested code in your own applications Powerful development and design tools require thorough and authoritative technical advice and documentation When it comes to Macromedia Flash no one is more authoritative than Macromedia Development and writing teams Now their official documentation is available to you in printed book form As you work keep this guide by your side for ready access to valuable information on using Flash We ve designed it so that it s easy to annotate as you progress [Flash CS5.5: The Missing Manual](#) Chris Grover,2011-06-22 A guide to Flash CS5 covers the basics of animation ways to create movement between images adding audio and video creating reusable elements and testing and publishing Web sites [Learning ActionScript 3.0](#) Rich Shupe,Zevan Rosser,2007-12-13 In this book authors Rich Shupe and Zevan Rosser share the knowledge they ve gained from their years as multimedia developers designers and teachers Learning ActionScript 3 0 gives you a solid foundation in the language of Flash and demonstrates how you can use it for practical everyday projects The authors do more than just give you a collection of sample scripts Written for those of you new to ActionScript 3 0 the book describes how ActionScript and Flash work giving you a clear look into essential topics such as logic event handling displaying content migrating legacy projects to ActionScript 3 0 classes and much more You will learn important techniques through hands on exercises and then build on those skills as chapters progress ActionScript 3 0 represents a significant change for many Flash users and a steeper learning curve for the uninitiated This book will help guide you through a variety of scripting scenarios Rather than relying heavily on prior knowledge of object oriented programming OOP topics are explained in focused examples that originate in the timeline with optional companion classes for those already comfortable with their use As chapters progress the book introduces more and more OOP techniques allowing you to choose which scripting approach you prefer Learning ActionScript 3 0 reveals New ways to harness the

power and performance of AS3 Common mistakes that people make with the language Essential coverage of text sound video XML drawing with code and more Migration issues from AS1 and AS2 to AS3 Simultaneous development of procedural and object oriented techniques Tips that go beyond simple script collections including how to approach a project and which resources can help you along the way The companion web site contains material for all the exercises in the book as well as short quizzes to make sure you're up to speed with key concepts ActionScript 3.0 is a different animal from previous versions and Learning ActionScript 3.0 teaches everything that web designers GUI based Flash developers and those new to ActionScript need to start using the language **Flash CS6: The Missing Manual** Chris Grover, 2012-06-19 You can build everything from simple animations to full fledged iPhone iPad and Android apps with Flash CS6 but learning this complex program can be difficult unless you have this fully updated bestselling guide Learn how to create gorgeous Flash effects even if you have no programming experience With Flash CS6 The Missing Manual you'll move from the basics to power user tools with ease The important stuff you need to know Learn animation basics Turn simple ideas into stunning animations in the very first chapter Master Flash's tools Learn the animation and effects tools with clear explanations and hands on examples Use 3D effects Rotate objects and make them move in three dimensions Create lifelike motion Use the IK Bones tool to simulate realistic body movements and other linked motions Build apps that work anywhere Create apps just for iOS or Android devices or one app that works on mobile devices and desktops Add multimedia Incorporate your own audio and video files into Flash Create rich interactive animations Dive into advanced interactivity with easy to learn ActionScript examples

*MACROMEDIA FLASH 5 ACTIONSCRIPT REFERENCE GUIDE*, 2000 **ACTIONSCRIPT Z**, DEHAAN, 2002-11-05 The ActionScript language is becoming an increasingly vital part of every Flash designer's toolkit but it can seem like a scary prospect for the non programmer This title shows how easy it is to create interesting interactive movies in Flash MX through visual metaphors and worked examples It shows how to add extra functionality and control to Flash movies and explains the core ActionScript concepts and techniques Flash MX interface and even the most code phobic reader should find the learning curve to be smooth and easy **How to Do Everything with Macromedia Flash** Bonnie Blake, Doug Sahlin, 2006-01-11 Bring new life to your graphics and easily create and publish movies sound files presentations interactive web content and much more with help from this step by step guide How to Do Everything with Flash 8 shows you how to get the most from this tremendously powerful multimedia design tool through easy to follow and well organized bits of information Fully updated to cover all the new and existing Flash features including advanced interactivity with ActionScript this valuable resource will help you discover why Flash is the world's most popular web graphics application **ActionScripting in Flash** Phillip Kerman, 2001 Tap into the full power of Flash 5 by learning how and when to employ ActionScripting The book begins with foundation knowledge and builds on that knowledge with practical workshops **Macromedia Flash MX ActionScript for Fun & Games** Gary Rosenzweig, 2002 Anyone with moderate Macromedia Flash experience who is looking to

acquire or improve their understanding of ActionScript will find this book a valuable resource For this edition the author has updated the games from the previous edition and has added several new projects **Macromedia Flash MX Designer's ActionScript Reference** John Davey,Sham Bhangal,Jen deHaan,Glen Rhodes,Scott Mebberson,2002-09-11 This book and CD package combines two elements a comprehensive and in depth reference resource for Flash MX ActionScript and a collection of practical tutorials on using ActionScript effectively in Flash movie design It contains 20 chapters of tutorials 100s of detailed reference entries and 100s of example FLAs and SWFs The CD reproduces and expands the book s Complete ActionScript Dictionary providing a comprehensive and portable reference tool **Dreamweaver MX: The Complete Reference** Ray West,Thomas Muck,2002-12-06 This book covers all of the new features of Dreamweaver MX in detail including a discussion of the .NET Platform and ASP .NET integration **Macromedia Flash MX 2004** Brian Underdahl,2003 Contents of accompanying CD ROM Examples and Trial versions of Flash MX 2004 Canvas 9 Professional Ed Sorenson Squeeze Swift 3D Toon Boom Studio **The ActionScript 3.0 Quick Reference Guide: For Developers and Designers Using Flash** David Stiller,Rich Shupe,Jen deHaan,Darren Richardson,2008-12-08 No matter what your background the pages that follow will provide you with some excellent knowledge insight and even a little bit of wisdom in the realm of Flash and ActionScript Happy learning Branden Hall from the Foreword Written by Flash insiders with extensive knowledge of the technology this guide is designed specifically to help Flash designers and developers make the leap from ActionScript 2.0 to the new object oriented ActionScript 3.0 quickly and painlessly Formatted so you can find any topic easily ActionScript 3.0 Quick Reference Guide explains Object oriented programming OOP concepts such as packages and classes ActionScript 3.0 features and player enhancements that improve performance Workflow differences between ActionScript 2.0 and ActionScript 3.0 including tools code editing component sets and image and font rendering Where did it go A guide to help you find familiar features in ActionScript 3.0 such as global functions operators properties and statements How do I Step by step solutions for performing tasks with ActionScript 3.0 including input sound video display events text and more Also included are overviews of Flash and ActionScript features and workflows ActionScript 3.0 is a huge upgrade to Flash s programming language and this guide helps you upgrade your skills to match it **Macromedia Flash MX 2004 For Dummies** Ellen Finkelstein,Gurdy Leete,2003-10-24 A guide for the novice to the Flash MX 2004 computer game **UNIX System Five Release Four User's Reference Manual System Administrator's Reference Manual (Commands A-L) for Motorola Processors** ,1992 **Reality Macromedia Flash Communication Server MX** William B. Sanders,aYo Binitie,2003 This is the only reality based guide to give readers a behind the scenes look at product development with Macromedia Flash Communication Server MX The book shows how to develop practical and usable Macromedia Flash Communication applications **UNIX System V/386, Release 4** ,1990

This book delves into Actionscript Reference Manual. Actionscript Reference Manual is a crucial topic that needs to be grasped by everyone, from students and scholars to the general public. The book will furnish comprehensive and in-depth insights into Actionscript Reference Manual, encompassing both the fundamentals and more intricate discussions.

1. The book is structured into several chapters, namely:

- Chapter 1: Introduction to Actionscript Reference Manual
- Chapter 2: Essential Elements of Actionscript Reference Manual
- Chapter 3: Actionscript Reference Manual in Everyday Life
- Chapter 4: Actionscript Reference Manual in Specific Contexts
- Chapter 5: Conclusion

2. In chapter 1, the author will provide an overview of Actionscript Reference Manual. This chapter will explore what Actionscript Reference Manual is, why Actionscript Reference Manual is vital, and how to effectively learn about Actionscript Reference Manual.

3. In chapter 2, this book will delve into the foundational concepts of Actionscript Reference Manual. This chapter will elucidate the essential principles that must be understood to grasp Actionscript Reference Manual in its entirety.

4. In chapter 3, this book will examine the practical applications of Actionscript Reference Manual in daily life. The third chapter will showcase real-world examples of how Actionscript Reference Manual can be effectively utilized in everyday scenarios.

5. In chapter 4, this book will scrutinize the relevance of Actionscript Reference Manual in specific contexts. The fourth chapter will explore how Actionscript Reference Manual is applied in specialized fields, such as education, business, and technology.

6. In chapter 5, this book will draw a conclusion about Actionscript Reference Manual. This chapter will summarize the key points that have been discussed throughout the book.

The book is crafted in an easy-to-understand language and is complemented by engaging illustrations. It is highly recommended for anyone seeking to gain a comprehensive understanding of Actionscript Reference Manual.

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