

# TOTAL TRAINING™ FOR ADOBE® FLASH® CS3 PROFESSIONAL

## ACTIONSCRIPT 3 ESSENTIALS

### QUICK REFERENCE GUIDE

#### Part 1 –

#### 1 ACTIONSCRIPT 3 BASICS 1:09:03

- 1 Looking at Basic Preferences
- 2 Using the Actions Panel
- 3 Placing ActionScript
- 4 Writing Code
- 5 Understanding Syntax & Error Messages
- 6 Understanding Variables
- 7 Datatyping Variables
- 8 Using Functions
- 9 Adding an Argument to a Function
- 10 Creating a Return Function
- 11 Naming Stage Elements
- 12 Introducing Dot Syntax
- 13 Using Functions to Control Movie Clips

#### 2 INTRO TO OBJECT-ORIENTED PROGRAMMING 1:16

- 1 Understand the Structure of a Reusable Object
- 2 Defining a Movie Clip Object
- 3 Understanding Classes
- 4 Understanding the Inheritance Class
- 5 Using the Movie Clip Class
- 6 Using Movie Clip Properties
- 7 Using Movie Clip Methods
- 8 Working with the Button Class
- 9 Creating an Event Handler
- 10 Assigning Buttons with Reusable Functions
- 11 Setting Events to a Button Object
- 12 Using a Click Event with a Movie Clip
- 13 Working with the Text Field Class
- 14 Using the Date Class

#### 3 USING DOT SYNTAX 48:45

- 1 Basic Timeline Controls
- 2 Using Movie Clip Methods
- 3 Understanding Dot Syntax
- 4 Creating Nested Movie Clips
- 5 Unique Instance Names
- 6 Setting the Correct Path for Buttons
- 7 Setting a Path for Other Script Locations
- 8 Understanding the "This" Keyword
- 9 Use the "This" Keyword to Control Movie Clips

#### 4 BUILDING A FLASH SITE 1:24

- 1 Setting Up Buttons to Go from Black & White to Color
- 2 Building Custom Buttons Using Movie Clips
- 3 Add a gotoAndPlay Method to Move a Playhead
- 4 Adding Frame Labels
- 5 Setting Up Additional Buttons
- 6 Adding a Click Event Handler
- 7 Reusing Click Events
- 8 Adding "If" Statements
- 9 Setting Up a Function to Control Visible Properties
- 10 Adding an "Else If" Statement
- 11 Using Arrays
- 12 Using a "For Loop" Structure
- 13 Using Arrays to Set Up Thumb Clicks
- 14 Using Arrays to Set Up Thumbnails
- 15 Final Comments & Credits

#### Part 2 –

#### 1 CONTROLLING SOUND WITH ACTIONSCRIPT 1:02

- 1 Explaining the Sound Class
- 2 Loading an External Sound
- 3 Handling Errors from a Loading Sound
- 4 Using a Complete Event
- 5 Setting Up a Stop Button
- 6 Setting Up a Play Button
- 7 Setting Up a Pause Button
- 8 Setting Up a Replay Button
- 9 Setting Up a Second Sound
- 10 Adding Functions to a Second Sound
- 11 Using the Transform Class
- 12 Using the SoundMixer Class
- 13 Controlling the Volume Levels
- 14 Controlling the Volume Loader Bar

#### 2 USING VIDEO WITH ACTIONSCRIPT 58:45

- 1 Review ActionScript 2 with Flash Video Component
- 2 Flash Video Playback with ActionScript 3
- 3 Controlling Flash Video with ActionScript 3
- 4 Setting Up Our Own Controller
- 5 Applying Additional Controls
- 6 Customizing UI Elements
- 7 Creating Your Own Controls
- 8 Testing the Skin
- 9 Automatic Closed Captioning

#### 3 CREATING CUSTOM CLASSES 47:52

- 1 Creating an External ActionScript File
- 2 Adding a Constructor
- 3 Adding Properties to the New Class
- 4 Adding Arguments to the New Constructor
- 5 Adding a Method to the Class
- 6 Understanding Packages
- 7 Expanding an Existing Class
- 8 Attach a Class to a Library Item Using Linkage
- 9 Using Class to Control the Library Item
- 10 Adding a Rollover Event
- 11 Building the Event Handler into the Class

#### 4 BUILDING WITH CUSTOM CLASSES 1:03

- 1 Touring the Site
- 2 Building a Website Class
- 3 Creating a Set Up Content Method
- 4 Add a Clear Content Method to Website Class
- 5 Setting Up a Button Class
- 6 Creating a Set Up Buttons Method
- 7 Using Tween & Easing Classes
- 8 Adding Tween to Zoom Button Class
- 9 Setting Up Button Clicks
- 10 Linking the Buttons to the Content
- 11 Final Comments & Credits