

TOTAL TRAINING™ FOR ADOBE® FLASH® CS3 PROFESSIONAL

ACTIONSCRIPT 3 UI/DATA

QUICK REFERENCE GUIDE

1 THE TEXT FIELD CLASS 49:20

- 1 Using Dynamic Text
- 2 Building a Scroll Bar
- 3 Setting Up the Drag Slider
- 4 Using the enterFrame Event
- 5 Attaching the Slider to the Text Field
- 6 Using the Scroll Bar
- 7 Introducing Components

2 FORMATTING TEXT IN FLASH 59:09

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- 2 Creating a New Text Field
- 3 Setting Up Text Field Properties
- 4 Using the htmlText Property
- 5 Using the TextFormat Object
- 6 Creating a Second TextFormat Object
- 7 Embedding Custom Fonts
- 8 Introducing CSS Styles
- 9 Loading CSS Files

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- 2 Using the URLLoader Class
- 3 Handling IO Errors
- 4 Building a Loader into a Button
- 5 Setting Up the Menu Buttons
- 6 Loading Variables
- 7 Creating a TimerEvent
- 8 Adding a UI Scroll Bar Component

4 INTRO TO XML & COMPONENTS 58:46

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- 2 Loading XML
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- 5 Adding Items to the Combo Box
- 6 Setting Up a Combo Box Selection
- 7 Using the Text Area Component
- 8 Setting Up Another Text Area
- 9 Using the Loader Component
- 10 Setting Component Styles
- 11 Modifying Component Skins

5 MAKING A SHOPPING APPLICATION 59:57

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- 3 Using the TileList Component
- 4 Finishing the TileList Component
- 5 Loading Up Product Feedback on Select
- 6 Using the Button Component
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- 9 Finishing the Component Skins

6 MAKING A CATALOG IMAGE VIEWER 53:37

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- 4 Setting the ScrollPane Properties
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7 THE DATA GRID COMPONENT 48:45

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- 2 Loading Up the Cart Array
- 3 Building the Data Grid Component
- 4 Configuring the Data Grid
- 5 Calculating Totals
- 6 Adding More Items to the Cart
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- 4 Plotting the Data Points
- 5 Completing the Data Points
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9 USING RSS DATA 27:36

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- 2 Reading in RSS Data
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- 4 Loading Up the List Component
- 5 Setting Up the List Selection
- 6 Handling the Link Data
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- 3 Adding the Graph Labels
- 4 Setting Up the Graph
- 5 Plotting the First Point
- 6 Plotting the Remaining Points
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- 8 Drawing a Bar Graph
- 9 Final Comments & Credits