

# TOTAL TRAINING™ FOR ADOBE® FLASH® LITE™ 2.1

## Creating Mobile Applications QUICK REFERENCE GUIDE

### Part 1 – Basics & Best Practices

#### 1 FLASH LITE DEVELOPMENT FUNDAMENTALS 18:38

- 1 The Flash IDE & Mobile Emulator
- 2 Moving .SWF Files to a Mobile Device
- 3 Comparing Vector & Bitmap Images
- 4 Comparing Movie Clip & Graphic Symbols

#### 2 CODING WELL ARCHITECTED APPLICATIONS 16:56

- 1 Assigning Data Type to an Object
- 2 Using System Capabilities
- 3 Writing User Defined Functions
- 4 Returning Data from Functions
- 5 Final Comments

### Part 2 – Developing the User Interface

#### 1 CONTROLLING VISUAL OBJECTS 37:50

- 1 Setting Text Field Object Properties
- 2 Setting Movie Clip Object Properties
- 3 Referencing Objects & Timelines
- 4 Customizing the Focus Rectangle
- 5 Organizing Visual Content with ActionScript
- 6 Dynamically Attaching Movie Clips

#### 2 HANDLING DEVICE KEY PRESS EVENTS 13:29

- 1 Adding ActionScript to Control Soft Keys
- 2 Creating a Global Key Listener
- 3 Defining Key Functions
- 4 Changing Visual Content on Key Events

#### 3 ACTIONSCRIPT IN MOBILE GAME CONCEPTS 40:21

- 1 Using ActionScript for Animation
- 2 Creating Methods to Animate Movie Clips
- 3 Initializing Game Setup
- 4 Detecting Stage Boundaries
- 5 Detecting Object Collisions
- 6 Updating the Score
- 7 Ending the Game

#### 4 CLASS-BASED DEVELOPMENT 21:01

- 1 Creating & Using ActionScript Classes
- 2 Linking a Class to an Object
- 3 Adding Methods & Properties to a Class
- 4 Extending the Movie Clip Class
- 5 Managing Scoping with the Delegate Class

#### 5 WORKING WITH ASYNCHRONOUS XML DATA 38:30

- 1 Preparing for XML
- 2 Creating the Object
- 3 Loading XML
- 4 Parsing XML
- 5 Storing XML in Arrays
- 6 Displaying XML Data from Arrays
- 7 Validating User Entered Values

#### 6 SYNCHRONOUS XML DATA WITH XML SOCKETS 45:17

- 1 Setting Up a Jabber Server Account
- 2 Creating an XML Socket Connection
- 3 Handling the Socket Connection
- 4 Sending & Receiving XML Data
- 5 Creating XML for the Server Login
- 6 Logging into the Jabber Server
- 7 Creating an XML Node Message
- 8 Sending an XML Node Message
- 9 Receiving & Displaying XML Messages

#### 7 PERSISTENT DATA & DISPATCHING EVENTS 25:12

- 1 Creating a Shared Object
- 2 Combining Listeners with Shared Objects
- 3 Writing & Displaying Shared Object Data
- 4 Creating Dispatch Events
- 5 Listening & Reacting to Dispatched Events
- 6 Final Comments

### Part 3 – Working with External Media

#### 1 WORKING WITH SOUND IN FLASH LITE 18:03

- 1 Importing Sounds into Flash
- 2 Loading Sound through ActionScript
- 3 Controlling Sound through ActionScript

#### 2 WORKING WITH VIDEO IN FLASH LITE 15:07

- 1 Creating Bundled Device Video
- 2 Testing for Video Capabilities
- 3 Using External Device Video
- 4 Final Comments

#### 3 BEST PRACTICES USING EXCEPTION HANDLING 22:49

- 1 Handling Exceptions
- 2 Working with the Exception Assistant
- 3 Enabling Offline Mode
- 4 Working with When Clauses
- 5 Customizing Your Debugging Options
- 6 Publishing a Release Build

### Part 4 – BREW™ & Other Resources

#### 1 CREATING FLASH LITE CONTENT FOR BREW™ 11:14

- 1 Publishing Content & the BREW Simulator
- 2 Uploading Applications to BREW Enabled Devices

#### 2 NEW SECURITY FEATURES IN ASP.NET 2.0 06:18

- 1 Deploying Flash Lite Content
- 2 Flash Lite on Other Devices
- 3 Final Comments & Credits