

TOTAL TRAINING™ FOR ADVANCED FLASH® PROFESSIONAL 8

QUICK REFERENCE GUIDE- ACTIONSCRIPT

PART 1 EXPLORING ACTIONSCRIPT

1 GETTING STARTED 1:05:12

- 1 The Trace Function & Comments
- 2 ActionScript Preferences & the Check Syntax Button
- 3 The Actions Panel
- 4 Creating a Variable
- 5 Identifying & Measuring Movie Clips
- 6 Accessing the Values of Movie Clip Properties
- 7 Changing the Properties of Other Movie Clips
- 8 Adding Dynamic Text & Buttons
- 9 Using the TextField.text Property of Dynamic Text
- 10 Best Practices for Working with String & Number Variables
- 11 Using Script Assist to Attach Script to a Button
- 12 Keeping Your Script Organized
- 13 Connecting All the Actions Together

2 ACTIONSCRIPT SYNTAX & STRUCTURE 1:07:46

- 1 Changing the Position and Size of an Object
- 2 Introducing Dot Syntax
- 3 Using the Movie Explorer
- 4 Placing Objects Inside Other Objects Using Paths
- 5 Comparing Absolute vs. Relative Paths
- 6 Altering the Parent of an Object
- 7 Using the Insert a Target Path Tool
- 8 Defining Classes, Objects, Properties, Methods, & Events
- 9 Adding an Event Handler to a Movie Clip
- 10 Making Things Easier by Declaring Object Types
- 11 Building a Button
- 12 Using a Method to Add a Specific Action to a Button
- 13 Understanding the Purpose of Objects e.g. Date
- 14 Using Various Methods to Obtain Specific Date Data
- 15 Creating a Named Dynamic Text Field

3 TEXT & FORM HANDLING 54:20

- 1 Creating Dynamic Text Fields from Static Text
- 2 Using ActionScript to Insert Text into a Field
- 3 Modifying TextField Properties to Size & Wrap Text
- 4 Overview of Creating Text Fields with ActionScript
- 5 Creating New Text Fields with ActionScript
- 6 Changing Text Color with ActionScript
- 7 Changing Text Properties with a TextFormat Object
- 8 Using setNewTextFormat, Grouping Scripts & Auto Format
- 9 Embedding Fonts into a Flash Movie
- 10 Creating Input Text Fields
- 11 Retrieving Data from Input Fields
- 12 Exporting Data to a Website via URL
- 13 Adding Navigation Between the Form & Home Text

4 WORKING ON EXTERNAL DATA 1:11:43

- 1 Importing Data from a Text File Using a LoadVars Object
- 2 Accessing Variables in a Text File
- 3 Setting Up How the Data Displays on Screen
- 4 Setting up a Navigation System to Access Variables
- 5 Introducing Components
- 6 Setting Parameters & Using ActionScript to Load Labels
- 7 Using a TextArea Component
- 8 Linking the ComboBox Data to the TextArea Data
- 9 Setting up an XMLConnector to Bring in Data
- 10 Setting up a Binding in the Component Inspector
- 11 Binding an Array of Data to the ComboBox
- 12 Binding the Description to the ComboBox
- 13 Assigning the Default Value for the Selected Index
- 14 Adding Areas & Setting Up Their Bindings
- 15 Using a Loader Component to Load Graphics
- 16 Adding Image Loaders for the Sun & Water Indicators
- 17 Changing Styles with ActionScript

5 ANIMATING WITH ACTIONSCRIPT 1:19:44

- 1 Creating Simple Animations with ActionScript
- 2 Using Buttons to Play & Stop Animations
- 3 Writing Script to Control the Alpha of a Movie Clip
- 4 Using a Conditional Statement to Create Smarter Animations
- 5 Creating a Reusable Function
- 6 Adjusting the Speed of the Animation
- 7 Creating Buttons to Fade In & Out
- 8 Varying the Speed of an Animation
- 9 Creating & Using Functions
- 10 Animating with the SetInterval Function
- 11 Animating with Transitions
- 12 Animating with the Easing Parameter
- 13 Adding Tweens to an Animation
- 14 Comparing Different Methods of Tweening
- 15 Final Comments & Credits

PART 2 PUTTING ACTIONSCRIPT TO WORK

1 MAKING FLASH WEBSITE STRUCTURES 1:08:14

- 1 Setting Up a Basic Slide Presentation
- 2 Masking JPEGs to Use as Background Images
- 3 Setting Up a Reusable Text Animation
- 4 Creating New Slide Screens Using Established Layout
- 5 Adjusting the Text Background to Match the Text
- 6 Working with Form Screens
- 7 Creating Buttons Based on ActionScript
- 8 Using ActionScript to Add Styles to Buttons
- 9 Using ActionScript to Set Up Button Behaviors
- 10 Using Tween Classes to Create a Tracking Pointer
- 11 Using the Go To Slide Method

2 BUILDING A BASIC GAME 55:48

- 1 Placing the Button & the Bubble
- 2 Using the Math Function for Random Placement
- 3 Using the Duplicate Movie Clip Function
- 4 Storing the Movement of a Bubble in an "initObject"
- 5 Making the Bubbles Move Randomly
- 6 Staying Inside a Frame with Conditional Statements
- 7 Setting Up a hitTest
- 8 Rotation, Alpha & Unloading the MovieClips
- 9 Making the Pin a Dragable Element
- 10 Creating More Bubbles with "for" Statements
- 11 Adding a Sound Object
- 12 Adding the Score & Starting Position of the Pin

3 MORE GAME STRUCTURES 57:44

- 1 Setting Up the Key Command
- 2 Creating Variables & Instances to Control Motion
- 3 Creating a Function to Listen to Keyboard Commands
- 4 Using the Attach Move Method
- 5 Creating an Init Bullet to Shoot from the Gun
- 6 Removing Unused Movie Clips
- 7 Creating an Init Function for the Aliens
- 8 Setting Up the Alien Movement
- 9 Using the Hit Test Method for Movie Clip Collision
- 10 Setting Up Sounds & Explosions on Contact
- 11 Setting Up Hits & Misses

4 CONTROLLING VIDEO WITH ACTIONSCRIPT 59:42

- 1 Importing Video & Changing Parameters
- 2 Managing Video Playback Options
- 3 Accessing the Control Bar & Video Content
- 4 Building a Control Bar & Customizing Buttons
- 5 Setting Up a Video Playlist
- 6 Placing Cue Points in the Video
- 7 Using Listener Objects to Get Data from a Cue Point
- 8 Animating Movie Clips to Sync with Cue Points
- 9 Setting Up Video & XML Files for Closed Captioning
- 10 Parsing the XML File
- 11 Setting up a "for" Loop
- 12 Assigning the Caption Text to the Cue Points

5 PUTTING IT ALL TOGETHER 1:00:02

- 1 Formatting a Slideshow in ActionScript
- 2 Extracting Data from an XML File
- 3 Adding Thumbnails into a Flash Movie
- 4 Perfecting Rollovers with Nesting & Tweening
- 5 Building a Function to Generalize Script
- 6 Loading Multiple Images Using a Single Function
- 7 Arranging Thumbnail Positions in a Flash Movie
- 8 Using a SetInterval Function to Animate Images
- 9 Coordinating Animation with the User's Mouse Movement