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BlackBerry Tablet OS

Updating AIR ApplicationsRetrieving Details from the Application Descriptor File; Using the Version Number; Summary; Chapter 4: Touch, Multitouch, and Gestures; Multitouch Interactions; Determining Touch Input Support; Creating a Multitouch and Gestures App Example; Touch Event Handling; Registering Touch Events on Interactive Objects; Determining the Supported Touch Points; Gesture Interactions; Determining Which Gestures Are Supported on a Device; Gesture Events and Event Handling; Registering Gesture Events on Interactive Objects; Handling Gesture Events

Utilizing the Multitouch Panel in Device CentralSummary; Chapter 5: Developing for Multiple Screen Sizes; Considerations for Multiple Screen Sizes; Pixel Density; Utilizing Device DPI; Adapting Content to Stage Size; Using the StageScaleMode and StageAlign Classes; Handling Stage Resize Events; Creating the Sprite Layout App Example; Handling Device Orientation; Using the StageOrientation Class; Using the StageOrientationEvent Class; Using Layouts in Flex; Aligning Items in Group Containers; Summary; Chapter 6: Debugging Applications; Setting Breakpoints; Global Error Handling

Handling Uncaught ErrorsTry...Catch Statements; Stepping through Code; Summary; Chapter 7: Working with The Filesystem; Reading from the Filesystem; The File and FileStream Classes; Creating a Files Explorer App Example; Modifying Files and Filesystems; Creating New Files and Directories; Utilizing Browse Dialogs; Opening a Single File; Opening Multiple Files; Saving a Single File to a Location; Summary; Chapter 8: Working with Data; Detecting Changes in Network Availability; Retrieving Data with URLRequest; Monitoring the URLRequest Object; Creating the Maintaining Data App Example Using SQLite for Storing Data

Sommario/riassunto

Easily create cross-platform, standalone native applications for mobile devices using AIR AIR allows you to develop the rich, creative, interactive media experiences for mobile applications. This easy-to-follow guide covers everything you need to know to create rich mobile applications using Adobe Flash Builder. Packed with examples, this book shows you how to build applications for mobile devices using a combination of ActionScript, the Flex framework and AIR. You'll discover how these applications are able to run across multiple mobile and tablet devices, targeting Google Android, A