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Titolo	Flash MX 2004 ActionScript bible / / Robert Reinhardt and Joey Lott
Pubbl/distr/stampa	Indianapolis, IN, : Wiley Pub., c2004
ISBN	1-280-35413-5 9786610354139 0-7645-7129-X
Edizione	[1st ed.]
Descrizione fisica	1 online resource (986 p.)
Collana	Bible
Altri autori (Persone)	LottJoey
Disciplina	006.7/8
Soggetti	Computer animation Web sites - Design
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Flash MX 2004 ActionScript Bible; Foreword; Preface; How to Get the Most Out of This Book; Conventions Used in the Book; How This Book Is Organized; Getting in Touch with Us; Getting in Touch with Macromedia; Acknowledgments; Contents at a Glance; Contents; Part I: Conceptualizing Flash; Chapter 1: An Introduction to Flash MX 2004; Considering Flash MX 2004 in Context; Understanding the Capabilities of Flash MX 2004; What's New in Flash MX 2004 and Flash MX Pro 2004; Understanding the Framework; Applying Flash MX 2004; Planning Flash Development; Summary Chapter 2: Working with Web Technologies and Interactive ModelsWhere Flash Fits into the Ever-Evolving Web; An Overview of Companion Technologies; Visualizing Multimedia Potential; Summary; Chapter 3: Architecture for Flash Movies; An Overview of Flash Development; Creating a Flash Plan; Considering Flash Architecture Solutions; Considering Data Architecture Solutions; Organizing Assets for Production; Using the Project Panel in Flash MX Pro 2004; Summary; Part II: Laying the ActionScript Foundation; Chapter 4: Learning ActionScript Basics; Introducing ActionScript Understanding the Actions PanelSummary; Chapter 5: Constructing ActionScript; Understanding Datatypes; Using Variables; Using Expressions; Working with Operators; Using Comments Effectively;

Working with Statements; Summary; Chapter 6: Working with Functions; Understanding Programming with Functions; Defining Custom Functions; Calling Functions; Passing Parameters; Returning a Value from a Function; Referencing Functions; Creating Function Literals; Understanding Scope; Creating Recursion; Writing for Reusability; Using Built-in Functions; Creating Interval Functions; Summary  
Chapter 7: Programming with Objects and Classes Introducing Objects; Displaying the Time with an Object; Working with MovieClip Objects; Displaying the Time Using a Movie Clip; Creating Interval Methods; Understanding the Object Class; Creating Custom Classes; Making Your First Class; Working with Advanced Class Topics; Using the CustomActions Class; Summary; Chapter 8: Error Handling and Debugging; Troubleshooting Your Flash Application; Finding Errors in Your Application; Finding Help in the Flash Community; Preventing Errors; Catching Errors Programmatically  
Debugging Your Flash Application Summary; Part III: MovieClip, Button, and Drawing API; Chapter 9: MovieClip and Button Classes; Creating MovieClip and Button Objects at Authoring Time; Addressing MovieClip and Button Objects; Handling Events; Using MovieClip Objects as Buttons; Practicing Targeting; Working with Appearance Properties; Working with Self-Describing Properties; Enabling Button-Like Behavior; Tab-Switching, Focus, and Menus; Affecting Timeline Playback; Creating MovieClip Objects Programmatically; Loading External Content; Opening Web Pages; Creating Draggable MovieClip Objects  
Checking for Overlapping

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## Sommario/riassunto

Provides in-depth information to the more than one million Flash developers who want to take their animations to the next level using sophisticated interaction and data-driven content Flash ActionScript is an object-oriented scripting language used with Flash that allows the designer to control a movie in non-linear fashion, create sophisticated interactivity, control elements on the stage, collect and track input from the movie viewer, and exchange and manipulate data from external sources The most comprehensive Flash ActionScript guide available, cowritten by Robert Reinhardt,

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