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Altri autori (Persone)	JanousekScott
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Nota di contenuto	Cover; Copyright; Credits; Foreword; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Getting Ready to Work with Android: Development Environment and Project Setup; Introduction; Using Flash Professional CS5.5 to develop Android applications; Targeting AIR for Android with Flash Professional CS5.5; Using Flash Builder 4.5 to develop Android applications; Enabling Flash Builder 4 or Flex Builder to access Flex Mobile SDKs; Using Flash Builder 4 and below to develop Android applications; Enabling Powerflasher FDT 4.1 to access Flex Mobile SDKs Using Powerflasher FDT 4.1 and below to develop Android applicationsConverting a standard Flex project to a Flex Mobile project; Configuring the AIR SDK to package AIR for Android applications on Windows; Configuring the AIR SDK to package AIR for Android applications on Linux or Mac OS; Chapter 2: Interaction Experience: Multitouch, Gestures, and Other Input; Introduction; Detecting supported device input types; Detecting whether or not a device supports multitouch; Verifying specific gesture support for common

interactions; Using gestures to zoom a display object
Using gestures to pan a display objectUsing gestures to swipe a display object; Using gestures to rotate a display object; Accessing raw touchpoint data; Creating a custom gesture based upon touchPoint data; Emulating the Android long-press interaction; Invoking the virtual keyboard programmatically; Responding to Android soft-key interactions; Responding to trackball and D-Pad events; Chapter 3: Movement through Space: Accelerometer and Geolocation Sensors; Introduction; Detecting whether or not an Android device supports the accelerometer; Detecting Android device movement in 3D space
Adjusting the accelerometer sensor update intervalUpdating display object position through accelerometer events; Switching between portrait and landscape based upon device tilt; Detecting whether or not a device supports a geolocation sensor; Retrieving device geolocation sensor data; Adjusting the geolocation sensor update interval; Retrieving map data through geolocation coordinates; Chapter 4: Visual and Audio Input: Camera and Microphone Access; Introduction; Detecting camera and microphone support; Using the traditional camera API to save a captured image
Using the Mobile CameraUI API to save a captured photographUsing the Mobile CameraUI API to save a captured video; Using the device microphone to monitor audio sample data; Recording Microphone Audio Sample Data; Chapter 5: Rich Media Presentation: Working with Images, Video, and Audio; Introduction; Loading photographs from the device cameraRoll; Applying Pixel Bender Shader effects to loaded images; Playing video files from the local file system or over HTTP; Playing remote video streams over RTMP; Playing audio files from the local file system or over HTTP
Generating an audio spectrum visualizer

Sommario/riassunto

Over 90 recipes to build exciting Android applications with Flash, Flex, and AIR