



Flash MX 2004 ActionScript Bible

By Robert Reinhardt, Joey Lott

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- 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, coauthor of *Macromedia Flash MX 2004 Bible* (0-7645-4303-2)
- Published to coincide with the release of Flash "X," the newest version of this widely used Web development tool

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Flash MX 2004 ActionScript Bible By Robert Reinhardt, Joey Lott Bibliography

- Sales Rank: #4432202 in Books
- Published on: 2004-05-07
- Original language: English
- Number of items: 1
- Dimensions: 9.20" h x 2.13" w x 7.56" l, 3.10 pounds
- Binding: Paperback
- 984 pages

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Editorial Review

From the Back Cover

If Flash MX 2004 ActionScript can do it, you can do it too...

ActionScript gives you exacting control in Flash applications. This comprehensive volume gives you a complete education in ActionScript 2.0, a new feature of Flash MX 2004. You'll explore ActionScript syntax, best practices, and beginning, intermediate, and advanced topics. And since the best way to learn ActionScript is to practice writing it, you'll find dozens of exercises that let you apply the concepts. Whether you're a beginning programmer or a veteran of previous ActionScript incarnations, you'll find a new world of possibilities within these pages.

Inside, you'll find complete coverage of Flash MX 2004 ActionScript

- Understand basic ActionScript syntax and use the built-in commands, functions, and classes
- Explore how ActionScript works with related technologies, including Flash Remoting
- Gain more control over the print function
- Apply CSS formatting to HTML displays
- Discover how to create sophisticated interactivity in Flash applications, control elements on the Stage, and manipulate data from external sources
- Collect and track input from viewers of Flash movies
- Learn to use the MovieClip and Button classes and the Drawing API
- Make the most of user interface components included with Flash, and learn to create your own components
- Optimize and manage the download and presentation of content

Value-packed CD-ROM includes

- Trial versions of Macromedia Flash MX Professional 2004, Flash Remoting MX, Flash Communication Server MX, and ColdFusion® MX Enterprise
- Complete ActionScripts and databases you can customize for your own use
- Completed files demonstrating the exercises found in the book

About the Author

Robert Reinhardt, Director of Multimedia Applications for The Content Project

(www.contentproject.com), is internationally regarded as an expert on multimedia application development, particularly in Macromedia Flash. Robert is the lead author of the *Flash Bible* series and *Flash ActionScript Bible* (Wiley), as well as *Macromedia MX: Building Rich Internet Applications* (Macromedia Press). He has developed multimedia courses for educational facilities in Canada and the United States and has been a featured speaker at several Web conferences. Robert also provides multimedia consulting through his company, [theMAKERS].

Joey Lott has written several books on Flash and ActionScript. He lives in Los Angeles.

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