



Course Outline

Adobe Flash CS4 ActionScript 3.0

Duration: 4 days (24 hours)

Learning Objectives:

ActionScript 3.0 is the driving force behind Flash CS4. This class is designed for the intermediate level Flash designers that would like to create powerful, compelling, and highly interactive digital content for the web with Flash and ActionScript. In this three day course the students will discover the fundamentals of the ActionScript development language.

Target Audience:

This course is for Flash designers who have some experience with Flash design and would like to learn basic and intermediate ActionScript. To gain the most from this class you should already have:

- Experience creating Flash designs and animation using the timeline
- Equivalent knowledge from the Adobe Flash CS4 intro level course

Prerequisite:

Because of the amount of material we cover in class, we do require students to be comfortable using a mouse, opening and saving files, and the general operations of computers. While we will make every reasonable effort to help, students with insufficient skills may be required to observe the class lessons or do their best to keep up without slowing down the rest of the class. We highly recommend attending the Flash CS4 Professional course before attending this course.

Topics Covered:

- Getting Started with ActionScript
- Introduction to ActionScript 3.0
- A Brief History of Flash ActionScript
- ActionScript for New Programmers
- Moving from Version 1.0 and 2.0
- Navigating the Flash Timeline
- Placing Code in the Flash Timeline
- Programming Best Practices
- Working with Events and Functions
- Creating Event Listeners and Event Handlers
- Creating Navigation with a Button
- Creating Animation with ActionScript
- Reviewing the Starting File
- Controlling MovieClip Properties
- Creating Animation with ActionScript

- Creating ActionScript in External Files
- Creating Instances of a Class File
- Using ActionScript Components to
- Load Content
- Creating an Instance of the List
- Component
- Setting Component Parameters
- Using the UI Loader Component
- Adding a CHANGE Event Listener
- Loading SWF Files into a UI Loader
- Creating the Gallery File
- Adding a Scroll Bar to the Text Field
- Creating Preloaders in ActionScript
- Tools in the Testing Environment
- Creating a Progress Bar for Loading
- UI Loader Progress Tracking
- Controlling Frames of a MovieClip
- Using Arrays and Loops in AS 3.0
- Adding MovieClip Instances to Stage
- Generating Multiple Instances with a
- Loop
- Adding Event Listeners to the Block
- Instances
- Animation Using ENTER_FRAME
- Adding the testDone() Function
- Creating a Radio Button Quiz
- Creating a New ActionScript File
- Setting Up the RadioButton Quiz
- Class
- Adding Variables
- Creating the Quiz Functionality
- Formatting Text with AS 3.0
- Creating the Quiz
- Creating the Final Function
- Integrating Your New Class in the
- Main Project File
- Controlling Sound with AS 3.0
- Adding Sliders to the Project
- Sound, SoundChannel, and Sound-
- Transform Classes
 - Setting the Song Titles Using a Loop
- Making the Sliders Visible
- Programming Buttons with AS 3.0
- Volume and Pan Controls
- ID3 Tags of an MP3 File
- Adding a Text Format Object

- Adding the Slider Controls
- Working with an XML Playlist
- Understanding XML
- Replacing the SongList Array with an XML Instance
- Loading with the URLLoader Class
- Responding to COMPLETE and IO_ERROR Events
- Moving the Event Listeners into a Function
- Creating Hyperlinks Using XML Data
- Navigating Through the Song List
- Using ActionScript and Components to Control Video in Flash
- Adding the FLVPlayback Component
- Setting the FLVPlayback Properties
- Controlling the Video Playback
- Working with Color
- FLVCaptioning Component
- Playing Multiple Video Files from an XML Playlist
- Using the Full-Screen Publish Settings
- Inverse Kinematics in Flash CS4
- Working with IK Animation in AS 3.0
- Creating Sound and SoundChannel Instances
- Playing and Stopping the Sound Effects
- Accessing the User's Webcam or Video Camera
- Using ActionScript
- Using the Bitmap and BitmapData Classes
- Examining the Pixel Bender Toolkit
- Printing and Sending Email with ActionScript
- Adding a Simple Email Link
- Sending Email from Flash
- Adding Printing Capabilities with the PrintJob Class
- Creating Adobe AIR Applications with Flash and ActionScript 3.0
- AIR-Specific ActionScript
- Flash Publish Settings for an AIR Project
- Including a File in the AIR Application
- Creating an AIR Application
- Listening for Drag Events