

Flash Mx Avec Cd Rom

Flash Remoting: The Definitive Guide Tom Muck.2003-09-23 Flash Remoting MX lets developers easily integrate rich Macromedia Flash content with applications that are built using Macromedia ColdFusion MX, Microsoft .NET, Java, PHP, or SOAP-based web services. The result is complex client/server applications that more closely resemble desktop applications than traditional web pages. Gone is the click/wait/reload approach of HTML. Your web application uses Flash as the front end while Flash Remoting handles the communication behind the scenes with the application server. All the end user knows is that it's fast and flexible.The potential uses for Flash Remoting are endless. Flash Remoting: The Definitive Guide will help you understand this breakthrough technology and use it to build your own Rich Internet Applications (RIAs). Build applications that connect to a database, file system, or other server-side technologies. Or, use Flash Remoting to create: online stores that feature catalogs and shopping cart systems sound and video clip libraries banner ads with built-in shopping carts, click-through tracking, and site search capabilities new controls that can be used in place of HTML extensions to Flash, Dreamweaver, Fireworks, and more front-ends to databases for administrators The book begins with Flash Remoting basics: setup, installation and an introduction to its underlying concepts. Next, you'll explore the Flash's User Interface components as they relate to Flash Remoting. Then, you'll gain insights into Flash Remoting internals and the Remoting API. The book is rich with examples that you will be able to run on your own system.The next section focuses on the server-side environment that you'll use for your applications. Individual chapters cover Flash Remoting with ColdFusion, Server-Side ActionScript, Java, ASP.NET, and PHP.The last section covers more advanced Flash Remoting techniques, such as calling web services from Flash Remoting, extending objects and UI controls, best practices, and debugging. Plus there is a detailed chapter demonstrating a real-world application. The book concludes with a Flash Remoting API reference.Developers who are looking to create Rich Internet Applications with Flash will find Flash Remoting: The Definitive Guide indispensable.

Sams Teach Yourself Flash MX ActionScript in 24 Hours Gary Rosenzweig.2002 Macromedia Flash delivers sound, interactivity, graphics, and animations across multiple browsers and platforms. It enables developers to create interactive interfaces and distinctive Web applications. ActionScript is the behind-the-scenes programming language that offers greater control and functionality in Flash programming. Sams Teach Yourself Flash ActionScript in 24 Hours offers a clearly written, well organized introduction to programming Flash with ActionScript. The reader will be taught basic programming techniques while creating their own interactive Flash movies.

Flash MX 3D Graphics Bible Matthew David.2003-05-09 * Macromedia Flash MX is the world's hottest Web development tool, with more than 500 million users and one million designer/developers * Covers essential information for Flash developers who are developing games, marketing materials, training materials, and more * Shows how to create 3D Flash applications using Flash's built-in tools, plug-ins, Swift 3D, Plazma 3D, Discrete 3D, and other leading products that export to the Flash format * CD-ROM includes scores of examples from the book, plus tryouts of Flash and leading Flash 3D applications

Animating with Flash MX Alex Michael.2012-10-02 If you are a professional animator and want to learn to use the Flash environment as a vehicle for your creative work then this is the book for you. It gets you up to speed fast with the basics of how to use Flash MX to animate, so you can start concentrating on how best to translate your animation skills to this medium. The techniques shown throughout the book build up in skill level quickly, showing you clearly and concisely the most effective way to translate your animations into Flash with the focus remaining on the importance of

creative animation techniques. Benefit from Sprite Interactive's wealth of tips and tricks from their wide range of professional Flash animation work and successful training courses. Learn how to apply these techniques to your own work, how to make your characters run in Flash, speed them up and slow them down, make them stumble as they walk, show their anger or fear, make them come to life. Alex Michael, Lead Animator and MD of Sprite Interactive (www.sprite.net), shows you how to achieve all the creative skills of traditional animation using Flash so you can create work for a wide variety of new and innovative platforms, including PocketPCs and interactive TV, as well as video and the web. The free CD includes all the files you need to try everything in the book for yourself, as well as invaluable time and money saving animation processes and tools. Make sure you are at the cutting edge of animation and push your creative skills to the edge, if you want to animate successfully in Flash, buy this book.

Flash CS4 Professional Bible Robert Reinhardt, Snow Dowd. 2009-02-18 A completely revised and updated edition of the all-time bestselling Flash title. Written by two of the world's leading Flash experts, this comprehensive reference provides you with undocumented techniques, tips, and tricks on the CS4 release of Flash, the popular tool that allows you to create animations and build interactive Web sites. In-depth coverage on more than one thousand pages includes something for everyone—whether you're a Web novice or an accomplished Web professional—this resource will be your guide to the inner workings and capabilities of Flash CS4. Two of the world's leading Flash experts offer more coverage than any other book on the market. The accompanying CD-ROM includes trial software, add-ons, plugins, shareware, templates, and examples. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Flash MX Video Kristian Besley, Brian Monnone, Hoss Gifford, Todd Marks. 2003-10-15 Let's make movies! Interactive movies, totally integrated into your Flash interface! With Macromedia Flash MX you have the power to import digital video and sound, and manipulate them just like any other media object. That's a whole world of design possibilities. This book hopes to take you through all you'll need to know about producing such wonderful sites. The first section will give you a thorough grounding in how best to import your video and sound into Flash and the many different ways that you can manipulate it once it's in there. Then, in the second section, we'll go through a complete real-world case study from pre-production on the video to final output on the web and CD-ROM. Finally, we'll see how you can apply use some advanced ActionScripting with video, and create a fully object-orientated sound and video playing Flash component that you'll be able to use time and time again. The inclusion of video support is the most noticeable and exciting feature in Flash MX - viewers who have the tiny Flash plug-in installed can now see video material that would otherwise necessitate the lengthy downloads and clunky interfaces of other web video plug-ins. This book is the guide you need for this exciting new universe, offering inspiration and technical guidance in equal measures. This book assumes no knowledge beyond an ability to work with Flash MX's interface, and is not intended for those with substantial digital video experience. As such, this book does not assume that the reader has access to expensive video-editing software. All you need for this book is access to Flash MX, and some imagination.

Using Macromedia Flash MX Michael Hurwicz, Laura McCabe. 2003 Annotation The only comprehensive reference to Flash that creative professionals and Flash gurus will need! Covering basic skills quickly and concisely, it allows more time to be spent on more advanced topics. Organised by topic, readers can jump in and learn only what they need to complete the task at hand. Completely updated and expanded to cover all aspects of Flash MX, including Flash's upgraded ActionScript and interface features. Concise and complete, containing the information that busy professionals need without any of the fluff. Includes contributions from several highly respected Flash professionals; they give real-world tasks and tips as well as answers to questions they've been hearing for years as trainers. Cyndy Cashman is the founder and president of Breakaway Interactive Training and Digital Media Center, located in Norman, Oklahoma. Her company is a Macromedia-authorized training center providing training and consulting services for interactive media. She has been using and teaching advanced Flash topics for many years. Michael Hurwicz has been using

Flash 5 intensively since it first came out. He has written about Macromedia Director, discreet 3d Studio Max, and eRain Swift3D for WebTools. A full-time freelance writer for 16 years, he has written books on networks and architecture. nbsp.

Flash MX ActionScript For Designers Doug Sahlin.2002-07-17 This book will teach Flash designers how to create ActionScripts that they'll refer to again and again in their design work. Projects such as Creating a Pop-Up Menu, Creating a Sound Controller, or Creating an Animated Flash Banner can be used as the starting point for readers' own customized projects. All of this is presented with lots of visual examples and a minimum of jargon and programmer-speak. ABOUT THE CD-ROM Includes source material for each project, trial versions of Macromedia software and additional third-party software.

Macromedia Flash MX Advanced for Windows and Macintosh Russell Chun.2002 Accompanying CD-ROM contains source and published files for examples in the book, demo copy of Flash MX for Windows and Macintosh, Flash Player for your browser, and web links to Flash resource sites.

Flash MX Games Nik Lever.2012-10-12 Learn the professional skills you need to make the best use of Flash for creating interactive animation and producing exciting, dynamic Internet content. Nik Lever, writing as an artist for artists, takes you through the entire process from creating the art and animation for games in Flash, to adding the interactivity using Flash's ActionScripting language. He also provides valuable extra coverage of how Flash integrates with Director 8.5 Shockwave studio and C++. As a designer using Flash you will see how you can apply your creative skills to the many stages of game production and produce your own interactive games with this versatile package. As an animator you will be able to add interactive functionality to your own animation and produce a game. As a web developer you will see how to make the best use of the sophisticated development environment Flash offers for the production of both artwork and code to create low bandwidth, animated web content that sells! The free CD-Rom includes all the code and files you need to try out each tutorial from the book so you can see exactly how each game was created. Learn from the many different types of games provided as examples, from simple quizzes to platform-based games. High score tables and multi-player games using sockets, vital to higher level online games, are also covered in detail to ensure you have the complete skill set needed to succeed in this competitive arena.

The Flash Usability Guide Andrew Kirkpatrick,David Doull,Dan Waters,Bob Regan,Peter Pinch,Chris McGregor.2013-11-11 What this book is about

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Flash MX for Interactive Simulation Jonathan M. Kaye,David Castillo.2003 Together with its CD-ROM and companion Web site, Flash,, MX for Interactive Product Simulation (www.FlashSim.com) is the first definitive package designed to lead readers to success in using Flash MX to deliver interactive product simulations for use in online- and CD-ROM-based training, promotion and prototyping. Flash MX for Interactive Product Simulation teaches a proven methodology for streamlining the planning, design, and implementation of realistic device simulations. Practical, step-by-step examples and working simulators demonstrate how to apply this methodology to the construction of a variety of devices, from cell phones to cranes. This tried-and-true approach will guide even the most complicated simulation project to a successful conclusion. Readers will find that their simulations are easier to program, maintain, and upgrade. The book even includes an extensive starter toolkit of interfaces objects (such as dials, gauges, timers, and knobs), implemented as Flash MX Components, that can be reused by readers in their own simulation projects.

Macromedia Flash MX Magic Matthew David.2002 The CD that accompanies this book contains various resources including project files, Macromedia software demos, and finished files of completed Flash projects.

Flash MX 2004 Games Nik Lever.2012-11-12 As a designer using Flash you will see how you can apply your creative skills to the many stages of game production and produce your own interactive games with this versatile package. Creating games for mobile devices is now also covered! As an animator you will be able to add interactive functionality to your own animation and produce a game. As a web developer you will see how to make the best use of the sophisticated development environment Flash offers for the production of both artwork and code to create low bandwidth, animated web content that sells! The free CD-Rom includes all the code and files you need to try out each tutorial from the book so you can see exactly how each game was created. Learn from the many different types of games provided as examples, from simple quizzes to platform-based games. High score tables and multi-player games using sockets, vital to higher level online games, are also covered in detail to ensure you have the complete skill set needed to succeed in this competitive arena.

Flash MX Gurdy Leete, Ellen Finkelstein.2002

Macromedia?Flash?MX 2004 Bible Robert Reinhardt, Snow Dowd.2004-02-20 Internet and web site design using Flash MX 2004.

Macromedia(R) Flash MX Hands-on-Training Kymberlee Weil.2003 There's no better way for you to get your feet wet using Macromedia Flash MX than with a H.O.T. tutorial, Lynda Weinman's well-loved and unique style of instruction. With Macromedia Flash MX Hands-On Training, you'll learn core Macromedia Flash MX principles and techniques in a real-world Web design environment. The step-by-step projects build successively, teaching you not only the various features of Macromedia Flash MX, but also how to actually work with the program to achieve results. Each lesson is chock-full of background information, tips, and insight aimed at helping you understand the process as much as the exercise itself. And the accompanying CD-ROM includes both starter files and finished files for each lesson, as well as QuickTime instructional movies, so that you can learn by watching and doing. Macromedia Flash MX H.O.T. covers all of the most important new features of Macromedia Flash MX, beginning with projects that focus

on the MX interface, drawing and color tools, animation basics, tweening, symbols and instances, bitmaps, and more. As the projects progress, you'll tackle more complex techniques, such as working with movie clips, text, sound, and video. The latter part of the book addresses publishing and managing Macromedia Flash MX content, as well as how to create content by integrating other software into Macromedia Flash MX. If you're looking for an intelligent, approachable guide for learning Macromedia's latest version of Flash, you'll find lynda.com's Hands-On Training your e-ticket to Macromedia Flash MX expertise!

Flash MX 2004 ActionScript Bible Robert Reinhardt,Joey Lott.2004-04-28 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

Macromedia Flash MX ActionScript Bible Robert Reinhardt,Joey Lott.2002-08-01 What the book covers: This is a 100% comprehensive book on the most powerful feature of Macromedia Flash, and an essential tool for interactive Web development. It provides definitive, authoritative information on all aspects of ActionScript, addressing both the beginning, intermediate and advanced scripter. It is packed with real-world insights and examples, and includes a CD-ROM loaded with a library of powerful ActionScripts, sample scripts and Flash pages from the book, and more. ABOUT THE CD-ROM Loaded CD-ROM includes... * Extensive ActionScript libraries from the book * Sample Web pages and templates using advanced ActionScript * Flash and Flash ActionScript Utilities * Additional related software tryouts

Advanced Macromedia Flash MX Dan Livingston,Carlos Justiniano.2002 Give games and Web applications a professional look with powerful Flash movies and high-quality animations. Master ActionScript by watching 70 plus videos from the desktop of expert Flash author and developer Livingston on accompanying CD-ROM with code.

The Hidden Power™ of Flash™ Components J. Scott Hamlin,Jared Tarbell,Brandon Williams.2006-12-26 Flash Components: The Key to Faster Development and Sophisticated Functionality You don't have to be a programmer to achieve amazing effects with the hundreds of Flash components available from Macromedia and various third parties. Step by step, The Hidden Power of Flash Components shows you how--and the enclosed CD provides a library of powerful components ready for you to practice with, build upon, and use in your own projects. For those of you with just a little programming experience, this book also demonstrates how to build your own components to use and share with other developers. Whatever your aims, and regardless of your experience, soon all the power of this incredible Flash feature will be within your reach. Coverage includes: Determining the most effective ways to leverage components Avoiding component pitfalls Customizing external resources for use with components Building your own components Building a custom UI, Live Preview, and MXP file for a component Customizing component artwork Using components to build games Understanding the difference between components and SmartClips Troubleshooting component construction and application Using multiple components to create more complex effects Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Macromedia Flash 8 @work Phillip Kerman.2006 CD-ROM contains starting templates for each standalone project, source files for all projects and completed projects.

Macromedia Flash MX 2004 Brian Underdahl.2003 Contents of accompanying CD-ROM: Examples and Trial versions of Flash MX 2004, Canvas 9 Professional Ed., Sorenson Squeeze, Swift 3D, Toon Boom Studio.

Flash MX Sascha Wolter, Saban Ünlü. 2002 Ouvrage de référence très complet, ce manuel de plus de 400 pages, tout en couleur, détaille les notions les plus avancées du logiciel d'animation vectorielle de Macromedia. Au travers d'illustrations détaillées et légendées, vous pénétrez les secrets de l'animation dynamique et de son optimisation pour le Web. Les concepts sont expliqués clairement, de nombreux exemples à l'appui, afin de vous aider à réaliser tous vos projets d'animation, depuis le contenu de textes dynamiques jusqu'à l'importation de vidéos et de sons dans les animations. Vous abordez également l'édition de scripts, afin de vous permettre d'améliorer encore la qualité de vos créations, quelle que soit leur nature, page personnelle, site professionnel ou encore jeu en ligne.

Flash MX 2004 James L. Mohler. 2004 *Flash MX 2004: Graphics, Animation and Interactivity* provides a hands-on approach to learning the newest version of Macromedia Flash. Designed to help you understand in-detail how Flash works, the exercises and examples contained on the CD, when combined with the written material, provide the best of both worlds, not just telling you how, but showing you as well. For the beginner, there are plenty of exercises that are designed to get you up to speed quickly while intermediate to advanced Flash users will find new exercises that demonstrate the latest features, as well as some complex examples worth digesting. The book includes chapters on graphic techniques, bitmap graphic integration, typography and text, symbols, libraries, sound, animation, interactive techniques, as well as Flash's internal scripting language, ActionScript.

Macromedia Flash MX 2004 For Dummies Ellen Finkelstein, Gurdy Leete. 2003-10-24 A guide for the novice to the Flash MX 2004 computer game.

Flash 8 Ethan Watrall, Norbert Herber. 2006-04-03 Hailed as a superb resource (Computer Arts magazine) and a boon to serious users (.NET magazine), this unique guide shows intermediate designers how to harness the full potential of Flash. Organized into self-contained sections covering Flash art, interactivity, media, and delivery, the book offers easy-to-follow explanations as well as hands-on projects and tutorials. The logical organization and navigation grid at the front of the book make it easy to find information on a particular topic. The CD-ROM includes a Flash tryout, tutorial files, sample animations and ActionScripts, graphics files, and third-party tools. Now at a new value price below \$40-\$5 less than the previous edition!

[The Flash MX Project](#) Cheryl Brumbaugh-Duncan. 2002 This book is broken up into a collection of hands-on seminars that each focus on teaching a specific aspect of Flash MX. The author begins each seminar by teaching core concepts and techniques. Then, in the workshop, she takes the reader step by step through applying those concepts and techniques to an actual Flash movie. By working through the book cover to cover, you can build an entire Flash web site that includes compelling graphics and animation, audio and video, ActionScript-driven activities, games and personalization, components, and XML-driven forms.

Flash Out of the Box Robert Hoekman, Jr. 2004-11-18 If you believe the sky really is the limit when it comes to creating unparalleled user experiences and applications for the Web--then Macromedia Flash MX is sure to be your tool of choice. With Flash, you can integrate video, text, audio, and graphics into distinctive and compelling web content, stunningly interactive and expressive user interfaces, and rich applications for the Internet. Flash is all about helping you dramatically enhance the user experience. And *Flash Out of the Box* is all about helping you think outside of the box to get there--first, by diving into the Flash box and then becoming intimately acquainted with every nook and cranny of it. In *Flash Out of the Box*, you'll follow and work with a simple box through a day in the life style journey. You'll study, use, abuse, and transform the box as you move through exercises that teach you the basics of Flash, and much more, in an entertaining, unforgettable, task-oriented fashion. You'll learn to animate, work with video, load external assets, draw, mask, modularize, and many other things that will be essential as you move into more advanced techniques with other books. It's just you, Flash, and the box, mastering each technique along the way and adding others in a fashion that will let you

practice and learn simultaneously. Most Flash tutorials you've looked at are tool-centric, focusing on Flash's individual features and how to use them (an approach that can quickly become tedious), whereas this innovative, engaging, and motivating book is uniquely user-centric. That means it concentrates on you and what you want and need to learn. Each successive lesson anticipates and builds upon your needs, capabilities, and questions as you evolve from Flash beginner to Flash master. Written in a fun and conversational tone, the highly accessible *Flash Out of the Box* makes learning Flash MX 2004 intuitive, logical, and, most of all, fun.

Flash MX Bible Robert Reinhardt, Snow Dowd. 2002 Web graphics and design using Flash MX.

Flash MX 2004 Savvy Ethan Watrall, Norbert Herber. 2006-02-20 savvy n. Practical know-how Both new and experienced Flash users need plenty of help mastering these versatile, powerful applications. Whichever group you belong to, *Flash MX 2004 Savvy* gives you the resources you need to advance your skills. This means clear explanations, real-world examples, and carefully crafted tutorials in which you'll learn the full range of Flash techniques. You'll find in-depth introductions to the features new to Flash MX 2004 and Flash MX Professional 2004: Timeline Effects, the expanded components library, built-in project management tools, and more. Designed so you can work your way from front to back or focus on the topics most important to you, this book helps you understand why Flash works as it does and how to meet the demands of your Flash-based projects. Coverage includes: Content creation: painting and drawing, text manipulation, reusable content, interactive slideshow presentations, content for the Pocket PC
ActionScript: manual scripting, movie clip management and parameter control--plus a complete ActionScript Reference on the CD
Interactivity: interface elements and controllers, new Flash components, new ActionScript behaviors
Audio integration: synchronization, compression schemes, implementing interactive audio
Media integration: with Director, with CD-ROM content, with 3D animation, with full-motion and streaming video
Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Macromedia Flash Mx 2004: The Complete Reference, (With Cd) Underdahl. 2004-09-01

Macromedia Flash MX For Dummies? Gurdy Leete, Ellen Finkelstein. 2002-04-29 Covers the essentials that new Flash users need to create basic Flash animations, including creating Flash-ready graphics, animating the graphics, and adding sound and interactive elements. Series features: Includes the simple instructions targeting beginning audiences that have pushed the For Dummies series to over 100 million books in print. ABOUT THE CD-ROM CD includes a trial version of Flash as well as other Macromedia tools including Dreamweaver and Fireworks.

Macromedia Flash MX Developer's Guide P. S. Woods. 2002 High-demand-Flash skills and techniques are essential for anyone involved in Web motion--and this book delivers the goods Gives advanced developers everything they'll need to extend the already extensive functionality of Flash Provides intermediate to advanced users with the tools necessary to master the production process and create professional applications Ultimate resource--filled with developer's tips on managing file size and working with sound and interactivity features Includes CD-ROM featuring code from the book

Macromedia Flash MX Virtual Classroom Doug Sahlin. 2002 Text and multimedia combine to create the ultimate learning experience! This large-format, illustrated guide presents instructional material in an easy-to-follow style--and the CD-ROM features the author speaking directly to you. Using a combination of moving screenshots, animation, and audiovisual presentations, he'll teach you how to use Flash 6 in no time.

Flash MX Video Kristian Besley, Brian Monnone, Hoss Gifford, Todd Marks. 2013-11-09 Let's make movies! Interactive movies, totally integrated into your Flash interface! With Macromedia Flash MX you have the power to import digital video and sound, and manipulate them just like any other media object. That's a whole world of design possibilities. This book hopes to take you through all you'll need to know about producing such wonderful sites. The first section will give you a thorough grounding in how best to import your video and sound into Flash and the many different

ways that you can manipulate it once it's in there. Then, in the second section, we'll go through a complete real-world case study from pre-production on the video to final output on the web and CD-ROM. Finally, we'll see how you can apply use some advanced ActionScripting with video, and create a fully object-orientated sound and video playing Flash component that you'll be able to use time and time again. The inclusion of video support is the most noticeable and exciting feature in Flash MX - viewers who have the tiny Flash plug-in installed can now see video material that would otherwise necessitate the lengthy downloads and clunky interfaces of other web video plug-ins. This book is the guide you need for this exciting new universe, offering inspiration and technical guidance in equal measures. This book assumes no knowledge beyond an ability to work with Flash MX's interface, and is not intended for those with substantial digital video experience. As such, this book does not assume that the reader has access to expensive video-editing software. All you need for this book is access to Flash MX, and some imagination.

Macromedia Flash MX 2004 Rosanna Yeung, Lynda Weinman. 2004 You've seen its potential—its new extensible architecture, its faster run-time performance, its redesigned interface. Now it's time to tap it! When you're ready to sit down with a trusted instructor and learn the ins and outs of Macromedia's extensive upgrade to its popular interactive tool Flash MX 2004, this is the place to turn. Using lessons based on real-life projects, this friendly guide takes you by the hand and leads you through the world of Flash MX 2004, covering its new interface, its drawing and color tools, animation basics, symbols and instances, motion, bitmaps, buttons, movie clips, ActionScript, sound, components and forms, video, and more. You can follow the book's clear, step-by-step exercises at your own pace and view the techniques in action on the accompanying CD's QuickTime tutorials. (The CD also includes project and sample files.) In next to no time, you'll be integrating video, text, audio, and graphics into immersive, rich experiences with Flash MX 2004.

Macromedia Flash MX ActionScript for Fun & Games Gary Rosenzweig. 2002 Anyone with moderate Macromedia Flash experience who is looking to acquire or improve their understanding of ActionScript will find this book a valuable resource. For this edition, the author has updated the games from the previous edition and has added several new projects.

Flash MX ActionScript. Avec CD-ROM David Tardiveau. 2002-06-04 Cet ouvrage offre une introduction complète à la programmation ActionScript sous Flash MX. Après une présentation du langage et des actions de base, les débutants apprendront à utiliser les principales ActionScripts de Flash MX, tandis que les utilisateurs initiés feront connaissance avec ses fonctions avancées.

Macromedia Flash MX Production Techniques M. D. Dundon. 2003 Macromedia Flash MX Production Techniques, based on author MD Dundon's popular multimedia course curriculum, is for designers and developers who want a concept-based approach to learning production techniques for Macromedia Flash MX. You'll learn, for example, how to optimize and build user-friendly files that work well at any bandwidth and processor speed. Unlike many Flash books on the market today, this book is designed to teach you smart Flash work habits—from the best ways to set up your desktop and organize your libraries to the nitty gritty of reducing your file size by 50 percent to the ins and outs of syncing your sound track to the visuals. Designed to be much more than a task-based exploration of the Flash program or a quick tips and tricks handbook, Macromedia Flash MX Production Techniques emphasizes the concepts behind using Flash, accompanied by real-world projects you can use to produce a working portfolio of Macromedia Flash-based projects. By focusing on the concepts behind Macromedia Flash production, you'll learn the why behind what you're doing, so that you can begin making your own projects more quickly.

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Flash Mx Avec Cd Rom Introduction

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