

## Flash CS3 Actionscript Essentials



### PACKAGE INCLUDES

Format - 2 DVD-ROMs

Duration - 8.5 Hours of Beginner to Intermediate Training

Author - John Ulliman

Platform - Windows & Mac OS

### COURSE INTRODUCTION

Get up and running on the newest version of ActionScript, which is included with Flash CS3. If you are new to ActionScript 3.0, this series shows you how to make your Flash applications more dynamic by using the scripting language to add interactivity and control effects. If you are already familiar with ActionScript 2 from Flash 7 or 8, our video tutorials help you make the switch with minimum effort with updates about the new changes in naming, syntax and Class structure.

### Highlights

Review the Panel basics in ActionScript 3 and see how to set up the ActionScript preferences, using the Reference Library and the Script Selection panel.

Learn how to use dot syntax notation and how to write ActionScript 3 structures, and find out how to debug them when things go wrong.

Discover how to use properties and methods for ActionScript 3 built in classes for complete control of MovieClips, TextFields and Sounds.

Build event handlers for ActionScript 3 built-in classes to add interactivity and respond to both user generated events as well as program events like sounds and data loading.

Make and use your own custom classes so you can modify existing classes like custom buttons, and get more reusability from your applications and animated MovieClips.

## **COURSE OUTLINE**

### **Part 1**

#### Lesson 1: ACTIONSCRIPT 3 BASICS (69 min)

1. Looking at Basic Preferences
2. Using the Actions Panel
3. Placing ActionScript
4. Writing Code
5. Understanding Syntax & Error Messages
6. Understanding Variables
7. Datatyping Variables
8. Using Functions
9. Adding an Argument to a Function
10. Creating a Return Function
11. Naming Stage Elements
12. Introducing Dot Syntax
13. Using Functions to Control Movie Clips

#### Lesson 2: INTRO TO OBJECT-ORIENTED PROGRAMMING (76 min)

1. Understand the Structure of a Reusable Object
2. Defining a Movie Clip Object
3. Understanding Classes
4. Understanding the Inheritance Class
5. Using the Movie Clip Class
6. Using Movie Clip Properties
7. Using Movie Clip Methods
8. Working with the Button Class
9. Creating an Event Handler
10. Assigning Buttons with Reusable Functions
11. Setting Events to a Button Object
12. Using a Click Event with a Movie Clip
13. Working with the Text Field Class
14. Using the Date Class

#### Lesson 3: USING DOT SYNTAX (48 min)

1. Basic Timeline Controls
2. Using Movie Clip Methods

3. Understanding Dot Syntax
4. Creating Nested Movie Clips
5. Unique Instance Names
6. Setting the Correct Path for Buttons
7. Setting a Path for Other Script Locations
8. Understanding the "This" Keyword
9. Use the "This" Keyword to Control Movie Clips

#### Lesson 4: BUILDING A FLASH SITE (84 min)

1. Setting Up Buttons to Go from Black & White to Color
2. Building Custom Buttons Using Movie Clips
3. Add a gotoAndPlay Method to Move a Playhead
4. Adding Frame Labels
5. Setting Up Additional Buttons
6. Adding a Click Event Handler
7. Reusing Click Events
8. Adding "If" Statements
9. Setting Up a Function to Control Visible Properties
10. Adding an "Else If" Statement
11. Using Arrays
12. Using a "For Loop" Structure
13. Using Arrays to Set Up Thumb Clicks
14. Using Arrays to Set Up Thumbnails
15. Final Comments & Credits

## **Part 2**

#### Lesson 1: CONTROLLING SOUND WITH ACTIONSCRIPT (62 min)

1. Explaining the Sound Class
2. Loading an External Sound
3. Handling Errors from a Loading Sound
4. Using a Complete Event
5. Setting Up a Stop Button
6. Setting Up a Play Button
7. Setting Up a Pause Button
8. Setting Up a Replay Button
9. Setting Up a Second Sound
10. Adding Functions to a Second Sound
11. Using the Transform Class
12. Using the SoundMixer Class

13. Controlling the Volume Levels
14. Controlling the Volume Loader Bar

Lesson 2: USING VIDEO WITH ACTIONSCRIPT (58 min)

1. Review ActionScript 2 with Flash Video Component
2. Flash Video Playback with ActionScript 3
3. Controlling Flash Video with ActionScript 3
4. Setting Up Our Own Controller
5. Applying Additional Controls
6. Customizing UI Elements
7. Creating Your Own Controls
8. Testing the Skin
9. Automatic Closed Captioning

Lesson 3: CREATING CUSTOM CLASSES (48 min)

1. Creating an External ActionScript File
2. Adding a Constructor
3. Adding Properties to the New Class
4. Adding Arguments to the New Constructor
5. Adding a Method to the Class
6. Understanding Packages
7. Expanding an Existing Class
8. Attach a Class to a Library Item Using Linkage
9. Using Class to Control the Library Item
10. Building the Event Handler into the Class

Lesson 4: BUILDING WITH CUSTOM CLASSES (60 min)

1. Touring the Site
2. Building a Website Class
3. Creating a Set Up Content Method
4. Add a Clear Content Method to Website Class
5. Setting Up a Button Class
6. Creating a Set Up Buttons Method 7 Using Tween & Easing Classes
8. Adding Tween to Zoom Button Class
9. Setting Up Button Clicks
10. Linking the Buttons to the Content
11. Final Comments & Credits

Cost £100.00 sorry instalments.