

Adobe Flash CS3 - ActionScript

Objectives

This course is for Flash designers who have some experience with Flash design and would like to learn basic and intermediate ActionScript. Delegates will learn:

- * Variables and Properties
- * Event Handling
- * ActionScript Animation
- * Attaching MovieClip Objects at Runtime
- * ActionScript Classes
- * TextFormat Class
- * Loops and Conditions
- * Functions and Methods
- * Arrays, Objects and built-in classes

Content

Introduction to ActionScript

Objectives

Prerequisites and Format

Variables and Properties

Actions Panel

Keyframe Code and Object Code

Variables and Declaration

Data Types and Trace Function

Code Comments and Properties

Built-in Classes and Math in ActionScript

Functions and Methods

Global Functions

User Defined Functions and Methods

MovieClip. loadMovie, attachMovie, unloadMovie

Cross Domain Policy

TextField Methods

Understanding Path Names

Event Handling

General Syntax and Button Event Handlers

MovieClip RollOver and Click Effects

TextField Management

Arrays, Objects and built-in Classes

New Operators

Arrays in ActionScript

Adding Object and instance properties

Using Colour objects to Transform MovieClips

Using the Sound object

Loops and Conditions

Looping Over Array Values & Tracing Array Values

Assigning values to variables inside a loop

Assigning object properties inside a loop

Looping over Property Values

While, Do-While, For-in Loops

Using If Conditions to Toggle Visual State

Class Files

Introducing OOP

ActionScript Classes

Writing a Non-Visual Data Class

Writing a constructor function

Proper use of the this keyword

Writing getter and setter methods

Associating Class with MovieClip

Creating a Visual class

Extending the MovieClip class

Creating an init method to set initial values

ActionScript Animation

Animating MovieClips using ActionScript

Creating an onEnterFrame event handler

Modifying visual properties at runtime

Testing for conditional end state conditions

setInterval/updateAfterEvent

MovieClip Methods

Dragging and Dropping a MovieClip object

Writing onPress and onRelease event handlers

Using the startDrag and stopDrag methods

Collision Testing

Loading and Saving Data

LoadVars in ActionScript

Displaying Externally Loaded Data and Images

Writing a Flash data file

Creating a Loadvars object

Writing an onLoad event handler

Displaying loaded data

Saving & loading Local Data

Using a loaded pathname to load an external image

Creating a shared object and Assigning data

Flushing local data to disc

Testing for and using local data as movie loads

Training Method: Hands-on training in an instructor-led environment.

Prerequisites: Delegates should have some knowledge of Flash CS3 at intro level creating Flash designs and animation using the timeline, and the Mac or Windows systems.

Designed for: Flash designers who have some experience of the Flash environment and want to learn basic and intermediate ActionScript.

Duration: Two days



- * Public Courses
- * Private Courses
- * Customised Courses
- * On site training available