

Flash Action Script 3.0 Outline

- 1. Introduction to ActionScript 3.0.***
- 2. Using Code Snippets and Navigating the Flash Timeline.***
- 3. Working with Events and Functions.***
- 4. Creating Animation with ActionScript.***
- 5. Creating ActionScript in External Files.***
- 6. Using ActionScript and Components to Load Content.***
- 7. Creating Preloaders in ActionScript 3.0.***
- 8. Using Arrays and Loops in ActionScript 3.0.***
- 9. Controlling Text in ActionScript 3.0.***
- 10. Controlling Sound with ActionScript.***
- 11. Working with an XML Playlist.***
- 12. Using ActionScript and Components to Control Video.***
- 13. Delving Deeper into Graphics and Animation with ActionScript.***
- 14. Printing and Sending Email with ActionScript 3.0.***
- 15. ActionScript and Adobe Air.***
- 16. Using Third-Party Libraries and Adding the Third Dimension.***