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# Flash ActionScript

**Duration: 4 Days**

## Overview:

ActionScript is the powerful, easy-to-learn language used within Adobe Flash. If you're building an online shopping cart, an e-learning application, or another Flash project that requires sophisticated features, ActionScript is the language you need to learn.

This ActionScript training class teaches you all the core ActionScript skills you need in order to successfully build your first ActionScript-powered Flash applications.

## Prerequisites:

Aspect Training's Adobe Flash Introduction / Intermediate training course or equivalent experience.

This course can be customized to all levels of prior programming experience.

## Course Topics:

### **Navigating the Flash Timeline**

Getting started

Placing code on the Flash timeline

### **Working with Events and Functions**

Creating event listeners and event handling functions

Creating navigation with a button click

### **Creating Animation with ActionScript**

Controlling MovieClip properties with ActionScript

Creating animation using ActionScript tweens

### **Creating ActionScript in External Files**

Creating an ActionScript file

Creating instances of a class file in Flash

### **Using ActionScript and Components to Load Content**

Creating an instance of the List component and setting its parameters

Adding an instance of the UI Loader component

Adding a CHANGE event listener to the List component

Loading SWF files into a UI Loader component

Creating the gallery file

Adding a scroll bar to the text field

### **Creating Preloaders in ActionScript 3.0**

Tools in the testing environment

Creating a text field and progress bar to track loading

Inserting ActionScript to track progress of the UI Loader component



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Controlling the frames of a MovieClip to reflect loading progress

#### **Using Arrays and Loops in ActionScript 3.0**

Adding MovieClip instances to the stage from the Library

Generating multiple instances with a for loop

Adding event listeners to the Block instances

Creating animation using ENTER\_FRAME

Adding the testDone() function

#### **Creating a Radio Button Quiz in an ActionScript File**

Creating a new ActionScript file

Setting up the RadioButtonQuiz class

Adding variables to the RadioButtonQuiz class

Creating the quiz functionality

Formatting text with ActionScript

Creating the quiz

Creating checkAnswer()-the final function

Integrating your new class into the Flash project

#### **Controlling Sound with ActionScript**

Adding sliders to the project

The Sound, SoundChannel, and SoundTransform classes

Setting the song titles using a for loop

Making the sliders invisible until needed

Programming the buttons to select songs

Controlling the visibility of the volume and pan controls

Adding a listener for the ID3 tags of an MP3 file

Adding a text format object

Adding the slider controls

#### **Working with an XML Playlist**

Understanding the basic structure of an XML file

Replacing the songList array with an XML instance

Loading an external playlist using the URLLoader class

Responding to COMPLETE and IO\_ERROR events

Moving the event listeners into the xmlLoaded() function

Updating the chooseSong() function

Creating hyperlinks using XML data

Navigating through the song list

#### **Using ActionScript and Components to Control Video**

Adding the FLVPlayback component

Setting FLVPlayback properties in Flash

Adding ActionScript control of FLVPlayback properties

Working with color

Adding the FLVCaptioning component

Playing multiple video files from an XML playlist

Using the full-screen publish settings

#### **Delving Deeper into Graphics and Animation with ActionScript**

Inverse kinematics in Flash CS4

Working with IK animation in ActionScript

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