

## Flash CS3 Level 2 / ActionScript 3 Intro

### Day 1

#### **Introduction**

- Student backgrounds
- Instructor Background
- Course Summary
- Course Objectives
- Course Outline

#### **ActionScript 3** – (discussion only)

- Flash Player compatibility
- AVM1 and AVM2
- Flash Player Penetration

#### **Controlling MovieClips** – (2 projects / embedding.fla)

- Instance names
- Listeners and Functions
- Nested Clips
- Target paths and parent
- Embedding.fla lab project

#### **Variables and Object properties** – (2 projects/ Demo and Plane.fla)

- Demo project – setting a MC property. Location vs Position
- Variable syntax and conditionals
- MC props: x,y,scaleX, scaleY, rotation
- Intermediate and Flag variables
- Equality Operator

#### **Debugging** – (loose)

- Trace
- Debugger mode
- Breakpoints
- Comments

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### Day 2

#### **Review: Object Properties** – (boots.fla)

- McBoots is manually created
- Listener and Function created to scale boots up without variables
- Operator += introduced

#### **Loader Class** – (Adventures Website project)

- What is a Constructor function? *lecture*
- Constructors: Loader and URLRequest
- What is the Display List?
- NavigateToURL method
- Use Listeners and Functions to complete multipage Flash Website

#### **Practice: Object Properties** – (boots.fla LAB)

- Duplicate Symbols in library
- Add code to Scale mcBoots down

#### **Loader Class: Phase 2 /Abstract it** – (Adventures Website/ REVISED)

- Add conditional to disable nav button if page is loaded
- Convert 6 functions to one function
- Using *target.name* property of Event Class
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#### **Classes, Packages and ClassPaths** – (discussion only)

- Custom Classes and as files
- Packages
- Classpaths – Global vs Per FLA
- Import Statements
- SWC file format?

#### **Components** – (Calendar.fla)

- TextArea vs UI Scrollbar
- Dynamic textfields
- Component packages
- Supported HTML and CSS

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### Day 3

#### **Custom Functions with Parameters** – (gearloader project)

- Listeners function = no parameters

#### **Working with external Text** – (gearloader revise)

- Textfield Object - constructor
- Textformat Object – constructor
- Loading External Text
- Dataformat and name-value pairs
- Text Area Component

#### **Dynamic Evaluation/ Square braces** – (gearloader function revise)

- Extracting specific loaded variables
- Modify function - evaluate

#### **EnterFrame / Timer** – (1 really big project)

- General rules
- Path considerations
- Coding assembly of multiple swf's

#### **More Components**

- Slider
- Color Picker
- Advanced Sound control?

#### **Color Sprite graphics Shape** – (2 projects)

- Flash Player Detection
- Projectors