

FlashDersi.com – Özel ActionScript 3.0 ders içeriği

Kursun süresi tamamen öğrenciye göre ayarlanacaktır. Anlaşılmayan konu veya bölüm kalmayacaktır.

1 USING CODE SNIPPETS AND NAVIGATING THE FLASH TIMELINE

Ders Özeti
Adding ActionScript using code snippets
Placing code on the Flash Timeline
Tavsiyeler

2 WORKING WITH EVENTS AND FUNCTIONS

Ders Özeti
Working with event-handling functions
Using code snippets to create navigation
Creating event listeners
Tavsiyeler

3 CREATING ANIMATION WITH ACTIONSSCRIPT

Ders Özeti
Reviewing the starting file
Controlling movie clip properties with ActionScript
Creating animation using ActionScript tweens
Tavsiyeler

4 CREATING ACTIONSSCRIPT IN EXTERNAL FILES

Ders Özeti
Creating an ActionScript file
Creating instances of a class file in Flash
Tavsiyeler

5 USING ACTIONSSCRIPT AND COMPONENTS TO LOAD CONTENT

Ders Özeti
Creating a List component instance and setting its parameters
Adding an instance of the UILoader component
Adding a CHANGE event listener to the List component
Loading SWF files into a UILoader component
Creating the gallery file
Adding a scroll bar to the text field
Tavsiyeler

6 CREATING PRELOADERS IN ACTIONSSCRIPT 3.0

Ders Özeti
Tools in the testing environment
Creating a text field and progress bar to track loading
Inserting ActionScript to track progress of the UILoader component
Controlling the frames of a movie clip to reflect loading progress
Tavsiyeler

7 USING ARRAYS AND LOOPS IN ACTIONSSCRIPT 3.0

Ders Özeti
Examining the starting file
Adding MovieClip instances to the Stage from the Flash Library
Adding the initial variables
Generating multiple instances with a for loop
Generating drag-and-drop functionality
Creating the game play in an ENTER_FRAME listener
Using hitTestObject() to check for collisions
Tavsiyeler

8 CREATING AND FORMATTING TEXT WITH ACTIONSSCRIPT

Ders Özeti

Examining the starting file
Creating a TLF text field with ActionScript
Loading an external text file into a TLF text field
Using the TextFormat class
Giving the user a custom panel to format text
Creating a scroll bar using ActionScript
Tavsiyeler

9 CONTROLLING SOUND WITH ACTIONSRIPT

Ders Özeti
Examining the starting file
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
Tavsiyeler

10 WORKING WITH AN XML PLAYLIST

Ders Özeti
Understanding the basic structure of an XML file
Examining the starting 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
Tavsiyeler

11 USING ACTIONSRIPT AND COMPONENTS TO CONTROL VIDEO

Ders Özeti
Examining the Lesson11 folder contents
Adding the FLVPlayback component
Setting FLVPlayback properties in Flash
Adding ActionScript control of FLVPlayback properties
Working with color
Using cue points with Flash video
Adding the FLVPlaybackCaptioning component
Playing multiple video files from an XML playlist
Using the full-screen publish settings
Tavsiyeler

12 GRAPHICS AND ANIMATION WITH ACTIONSRIPT

Ders Özeti
Inverse kinematics in Flash CS5
Examining the starting files
Working with IK animation in ActionScript
Creating Sound and SoundChannel instances
Accessing the user's webcam or video camera using ActionScript
Using the Bitmap and BitmapData classes
Examining the Pixel Bender Toolkit
Suggestions to try on your own

13 PRINTING AND SENDING EMAIL WITH ACTIONSRIPT 3.0

Ders Özeti
Examining the starting file
Adding a simple email link

Sending email from Flash
Adding printing capabilities with the PrintJob class
Tavsiyeler

14 CREATING ADOBE AIR APPLICATIONS WITH FLASH AND ACTIONSCRIPT

Ders Özeti
Using AIR-specific ActionScript
Specifying Flash publish settings for an AIR project
Creating an AIR application
Examining the starting file
Controlling printing with AIR
Listening for drag events
Tavsiyeler

15 USING THIRD- PARTY LIBRARIES TO EXTEND ACTIONSCRIPT

Ders Özeti
Downloading and installing third-party ActionScript libraries
Examining the starting files
Using the Papervision3D BasicView class
Creating the constructor function for the Cube3D class
Creating and modifying a 3D cube
Animating the 3D cube
Adding a movie clip as a material on a 3D object
Adding video as a material on a 3D object
Tavsiyeler

Not: Bölüm 13-14 ve 15 ekstra bölümlerdir, istek üzerine yapılacaktır.

Bölüm 12 'deki Inverse kinematics konusu özel konudur, yapılmayabilir.