

Flash CS3: Advanced ActionScript 3 - Key Features

1 Day Course

This course is designed to teach delegates about the key features in ActionScript 3 - display model, event model, loading content and handling XML. These features exist in ActionScript 2 but have radically changed in ActionScript 3 and demand complete re-learning! Following on from the previous course, Introduction to ActionScript 3, this course revisits some topics touched on there (but in more depth) and goes on to examine other key features which act as the underpinning of most ActionScript 3 applications. Class scripting rather than frame (timeline) scripting is also covered in depth on the course. This approach allows you to create more structured code which is ultimately easier to manage as the code grows. Class scripting also opens up a new level of coding options not available to frame scripting.

Note: The course uses Flash CS3 as the authoring tool although most of what is taught can easily be used within Flex developments.

Who should attend

- Basic/intermediate level ActionScript 3 coders who are comfortable creating simple navigation and interaction with ActionScript but have a limited understanding of (or much anxiety with) controlling visuals, managing user interaction, loading external content and working with XML.
- Intermediate/advanced level ActionScript 2 coders needing to master the changes in how ActionScript 3 handles visuals, manages user interaction, loads external content and works with XML.
- ActionScript 2 and ActionScript 3 coders wanting to embrace class scripting over frame scripting.

Prerequisites

- Competence with the Flash CS3 authoring tool is essential. Delegates should be comfortable working with graphic tools, the stage, timelines, symbols (graphic, button, movie clip) and the library. Completion of a 2 day Flash CS3 introduction course or equivalent experience is ideal.
- Competence with ActionScript 2 at an intermedia/advanced level or ActionScript 3 at a basic/intermediate level. Delegates should be comfortable coding visual interactivity with the display model (createEmptyMovieClip, swapDepth or addChild, removeChild, Sprite, etc.) and the events model (onPress, onRelease or addEventListener, removeEventListener, event objects) and should also be comfortable creating and using objects from built-in classes. Completion of the 3 day *Flash 8.0: Introduction to ActionScript 2 course* or the 1 day *Flash CS3: Introduction to ActionScript 3* course or equivalent experience is ideal.

COURSE CONTENT

- **Display Model:** Display List, Stage Instance, Stage Owner, Display Objects & Containers, addChild, removeChild, reparenting, Sprite, MovieClip, and TextField.
- **Event Model:** addEventListener, removeEventListener, event objects and event flow (capture, target & bubble).

- **From frame scripting to classes:** externalising and organising ActionScript code.
- **Classes:** linkage classes, document class, built-in classes, custom classes.
- **Animating Without a Timeline:** onEnterFrame & Timer approaches.

- **Load & Display External Visual Content:** loading external JPGs, GIFs, PNGs & SWFs and controlling how they are displayed.
- **Load & Display External Data:** loading, processing and using external data such as raw text, url encoded and xml formatted data.