

Adobe Air User Guide

We all know what a great tool Flash is for creating dynamic, engaging web content, and Adobe's CS4 release just makes it even better. Among the newer features is the ability to take all the power of Flash for the Web and put in on the desktop using AIR. AIR capability is built right into the Flash CS4 integrated development environment, which means you can start writing desktop applications right away. This book not only covers the essentials of using Flash with AIR (and AIR with Flash), but also shows you how to extend application functionality in new ways. Once you've got Flash on the desktop, you're no longer constrained by the limitations of running inside a web browser. You'll have access to the local desktop file system, and AIR adds SQLite functionality for native database support. And just as Flash animations have a consistent look and feel across browsers, AIR allows you to create applications that work consistently across operating systems—Mac OS X, Windows, and Linux. For any Flash developer who wants to go from the Web to the desktop (and who doesn't?), this book is required reading. It not only tells you how to do it, but is full of practical, easy-to-follow examples that will have you building desktop AIR applications with Flash in no time. Expanding your existing Flash skills with the Essential Guide to Flash CS4 AIR Development will make you an even more potent and indispensable force on any development team!

A guide to Flash Professional CC offers ten lessons covering such topics as creating and editing symbols, animating shapes and using masks, working with sound and video, and publishing for Flash Player, HTML5, and mobile devices.

This book and eBook is a comprehensive exploration of the popular JavaScript library

Are you a web designer who is looking for a new and quicker way to prototype and create for the web? Perhaps you are a programmer who finds most design tools to be overkill for what you need to get done. Or, maybe you're an old Fireworks pro, who wants to get up-to-date on the changes in Creative Suite 4. Either way, this book has something for you. Coverage of all that's new and powerful for the Web designer and developer in Fireworks CS4 Targets developers who want design tools that don't get in their way and designers who want development tools that don't constrain their creativity Do all your website and page prototypes and comps in one tool and learn how to take them straight to Dreamweaver to implement your designs

Make Twitter work for you—right now! Twitter! Everyone's talking about it. Its membership grew over 700% in just one year! Now, learn how to make the most of Twitter—in your personal life, your business, everywhere! All a Twitter delivers quick, smart answers to the questions everyone's asking about Twitter: What's it about? What's it good for? Is it worth your time? How do you get started? Where can you find great Twitter feeds to follow? How can you build a worldwide audience for your own Tweets? You name it, Tee Morris answers it—and shows you exactly how to do it, step-by-step, in plain English. No experience? Looking for something new to do with your Tweets? No problem: this is the Twitter book for everyone! Covers all this, and more... • Setting up your Twitter account and getting started in minutes • Creating great Tweets: making the most of the 140 characters Twitter gives you • Using Twitter to make connections, exchange great ideas, and uncover hard-to-find resources • Building a Twitter audience—and using it to build your business • Tweeting to recruit, promote, and coordinate volunteer organizations • Mastering Twitter etiquette and avoiding beginner mistakes • Swapping Tweets on your browser, on your desktop, and on your phone! • Finding tools that make Twitter even more efficient • And much more... informit.com/que/allatwitterbook.com

You can build everything from simple animations to full-fledged iOS and Android apps with Flash CS5.5, but learning this complex program can be difficult—unless you have this fully updated, bestselling guide. Learn how to create gorgeous Flash effects even if you have no programming experience. With Flash CS5.5: The Missing Manual, you'll move from the basics to power-user tools with ease. Learn animation basics. Discover how to turn simple ideas into stunning animations. Master Flash's tools. Learn the animation and effects tools with clear explanations and hands-on examples. Use 3D effects. Rotate objects and make them move in three dimensions. Create lifelike motion. Use the IK Bones tool to simulate realistic body movements and other linked motions. Build apps for tablets and smartphones. Create the next generation of iPhone, iPad, and Android apps. Add multimedia. Incorporate your own audio and video files into Flash. Create rich interactive animations. Dive into advanced interactivity with easy-to-learn ActionScript examples.

Prototyping is a great way to communicate the intent of a design both clearly and effectively. Prototypes help you to flesh out design ideas, test assumptions, and gather real-time feedback from users. With this book, Todd Zaki Warfel shows how prototypes are more than just a design tool by demonstrating how they can help you market a product, gain internal buy-in, and test feasibility with your development team.

How do you transform user interface designs created in Photoshop or Illustrator into interactive web pages? It's easier than you think. This guide shows you how to use Adobe Flash Catalyst to create interactive UIs and website wireframes for Rich Internet Applications—without writing a single line of code. Ideal for web designers, this book introduces Flash Catalyst basics with detailed step-by-step instructions and screenshots that illustrate every part of the process. You'll learn hands-on how to turn your static design or artwork into working user interfaces that can be implemented in Flash Builder or Adobe AIR. Get an overview of Flash Catalyst's interactive components Import files from Photoshop, Illustrator, or Fireworks Convert your artwork into interactive components and apply specific actions Create animated transitions between the web pages in your project Test interactive components and transitions while you work Get optimization tips to help you create fast-loading applications Export projects to the SWF format for web use, or to Adobe AIR for desktop applications

A visual guide on how to use Adobe Captivate 5 for developing e-Learning modules. Step-by-step guide with screen shots and clear guidelines how accomplish various tasks in Captivate quickly. Topics include: * The new features in Captivate 5 * Setting project preferences and quiz settings * Using Templates, master slides and object styles * Recording * Adding Text Captions * Adding Images * Adding Interactivity * Adding Emphasis and Attracting Attention * Adding Audio & Configuring Closed Captions * Using the Text-to-Speech Feature * Adding video * Keeping it Organized & Standardized * Working with PowerPoint Projects * Adding a Table of Contents & Skins * Creating Quizzes * Creating LMS-Ready Files * Publishing for a Learning Management System * Publishing for an Autorun CD

Covers version 1.5 of Adobe AIR Written to help you hit the ground running, this book teaches you how to build state-of-the-art rich desktop applications on the breakthrough Adobe AIR

platform. Stacy Tyler Young, Michael Givens, and Dimitrios Gianninas illustrate the power of this technology through practical application examples based on the official 1.5 release of Adobe AIR. You'll discover how Adobe AIR helps you solve problems you just couldn't solve before by extending the reach of your web applications onto users' desktops. Building on your existing knowledge of Adobe Flex, HTML, JavaScript, and Ajax software, you'll master the powerful Adobe AIR platform--moving quickly from task-oriented examples to larger-scale, real-world projects. The authors don't just cover coding--they help you maximize your effectiveness throughout the entire development lifecycle via design patterns, frameworks, build process, continuous integration, and automated testing. If you're ready to build the next generation of rich hybrid desktop applications, Adobe AIR is the development platform you've been searching for...and this is the book you need to kick-start new projects using this exciting new technology.

Adobe Integrated Runtime (AIR) revolutionizes the way Rich Internet Applications (RIAs) are deployed and supports two primary technologies?Flash and HTML/Ajax?in order to make desktop development something that every web developer can do. This book walks you through eleven fully implemented AIR applications with source code that you can use as they currently exist or customize. Each project begins with a discussion of architecture and design, followed by code implementation. You'll get hands-on knowledge of AIR application design and development that you can then use to build dynamic RIAs.

Adobe AIR is one of the hottest topics in rich application development. This exciting new technology is still in beta, but it's already being adopted by such web giants as eBay. With AIR, Web developers use their existing skills to build rich applications that flow seamlessly between the internet and the desktop. Adobe AIR in Action introduces AIR to developers familiar with Flex and JavaScript, showing them how to build solid AIR-driven desktop and hybrid applications. Using small examples, the expert authors walk web developers through the new topics they will need to develop AIR applications for the desktop. Readers will learn the essential features of the AIR API with examples and code samples that web professionals can use to get up and running in AIR quickly. The book describes how to create and customize native windows, read and write files and folders on the local file system. Web developers who read this book will be able to take instant advantage of the increased resources available to desktop applications. Sometimes-connected, web-enabled applications are gaining in popularity, and web developers of all stripes will want to add these skills to their toolbox. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. Flex your development muscles with this hefty guide Write programs using familiar workflows, deliver rich applications for Web or desktop, and integrate with a variety of application servers using ColdFusion, PHP, and others-all with the new Flex Builder 3 toolkit and the comprehensive tutorials in this packed reference. You'll learn the basics of Flex 3, then quickly start using MXML, ActionScript, CSS, and other tools to create applications that can run on any browser or operating system. Install and learn how to use Flex Builder 3 Explore MXML, ActionScript 3, and the anatomy of a Flex application Lay out Flex controls and containers, and use Cascading Style Sheets (CSS) to create look and feel Incorporate Advanced List controls, Flex charting components, and data entry forms Integrate your Flex applications with a variety of application servers Create cross-operating system desktop applications with Adobe Integrated Runtime (AIR) Companion Web Site Visit www.wiley.com/go/flex3 to access code files for the projects in the book.

This project-based guide from Adobe will teach readers all they need to know to create engaging interactive content with ActionScript 3.0 for Flash Professional CS5. Using step-by-step instructions with projects that build on the knowledge acquired in each lesson, readers will learn the fundamentals of adding interactivity to Flash files using ActionScript, starting with using prewritten Code Snippets, but progressing to customizing and writing their own ActionScript code. The tutorials start with simple navigation and timeline control and progress through controlling animation with ActionScript; using Event Listeners and writing event-handling functions; and controlling loading of and interaction with data, text, video, sound, and images. Readers will also learn to use third-party libraries and create Adobe Air applications. This Classroom in a Book also covers the improved text-handling tools that are new to Flash Professional CS5. The companion CD provides users with all the sample files they need to complete all the projects. Note from the publisher: FREE Adobe Flash Professional CS5.5 updates are available for this title. Simply register your product at www.peachpit.com/register and you will receive the updates when they become available.

Learn Adobe Flex 4 in a fun and engaging way with this book's unique, hands-on approach. Using clear examples and step-by-step coaching from two experts, you'll create four applications that demonstrate fundamental Flex programming concepts. Throughout the course of this book, you'll learn how to enhance user interaction with ActionScript, and create and skin a user interface with Flex's UI components (MXML) and Adobe's new FXG graphics format. You'll also be trained to manage dynamic data, connect to a database using server-side script, and deploy applications to both the Web and the desktop. Learning Flex 4 offers tips and tricks the authors have collected from years of real-world experience, and straightforward explanations of object-oriented programming concepts to help you understand how Flex 4 works. Work with Flash Builder 4 and the Eclipse IDE Learn the basics of ActionScript, MXML, and FXG Design a Flex application layout Build an engaging user interface Add interactivity with ActionScript Handle user input with rich forms Link Flex to a server with PHP and MySQL Gather and display data Style applications and add effects, filters, and transitions Deploy applications to the Web, or to the desktop using Adobe AIR

The first ever successful computer with a GUI, ability to allow users to preview a document before printing, and a mouse was the Mac. The following are the reasons why it has remained relevant all these years. Turned Icons into Art Since Mac was the first computer with a GUI, it was the first to have icons. Susan Kare designed those first icons for Mac. Macs Beg to Be Networked Back when the Mac was launched, computer networking was exotic and pricey; but even then, Macs could be easily connected to each other. HyperCard Partly Inspired the Web The HyperCard was created by Bill Atkinson in 1987. Through this app, anyone could create on-screen cards with hyperlinks, images, or texts. The Mac laptop is advanced right out of the box, it comes with many basic tools such as calendar management, email, etc. However, there is another world of powerful software for Apple Mac that will make complicated tasks easier. Although most of them are not free, they only cost a few bucks and they are well worth it. Here are some of the best.

This book is the official guide to Adobe® AIR™, written by members of the AIR team. With Adobe AIR, web developers can use technologies like HTML and JavaScript to build and deploy web applications to the desktop. Packed with examples, this book explains how AIR works and features recipes for performing common runtime tasks. Part of the Adobe Developer Library, this concise pocket guide explains: What Adobe AIR is, and the problems this runtime aims to solve How to set up your development environment

The HTML and JavaScript environments within AIR How to create your first AIR application using HTML and JavaScript Ways to perform an array of common tasks with this runtime Also included is a guide to AIR packages, classes, and command line tools. Once you understand the basics of building HTML- and JavaScript-based AIR applications, this book makes an ideal reference for tackling specific problems. It offers a quick introduction to a significant new development technology, which lets you combine the reach and ease of the Web with the power of the desktop.

A guide to the Beta release of Adobe Integrated Runtime explains how to build and deploy HTML and JavaScript-based Web applications to the desktop.

Dojo has been described as the JavaScript toolkit for programmers that's easy enough for designers to pick up. This book will introduce the foundational concepts of using Dojo to increase efficiency when developing modern websites that utilize Document Object Model (DOM) manipulation, Ajax, animations, effects, and widgets. Dojo basics Animations and effects Widgets with Dijit

AIR for Javascript Developers Pocket Guide"O'Reilly Media, Inc."

A guide to Adobe AIR explains how to build and deploy HTML and JavaScript-based Web applications to the desktop.

This is the eBook version of the printed book. If the print book includes a CD-ROM, this content is not included within the eBook version. Sams Teach Yourself Adobe® AIR™ Programming in 24 Hours Michael Givens Covers version 1.5 of Adobe AIR In just 24 sessions of one hour or less, you will be up and running with Adobe AIR 1.5. Using a straightforward, step-by-step approach, each lesson builds upon a real-world foundation allowing you to learn the essentials of Adobe AIR from the ground up. Step-by-step instructions carefully walk you through the most common Adobe AIR 1.5 tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge of Adobe AIR 1.5. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you alternative ways to do something. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Utilize the AIR SDK Write an AIR application with HTML Write an AIR application with Flash CS3 or Dreamweaver CS3 Write an AIR application with PDF integration Debug an AIR application Distribute an AIR application Use the AIR APIs Leverage server-side features for AIR Michael Givens is the CTO of U Saw It Enterprises, a Web technology consulting firm based in Spring, Texas. He is an Adobe Community Expert and an Adobe Corporate Champion known to share his experience and evangelism of all things Adobe. Certified in ColdFusion 5 and as an Advanced CFMX Developer, he has been using ColdFusion since the days of Allaire Spectra and Flex since it was known as Royale. He is the coauthor of Adobe AIR Programming Unleashed (Sams Publishing) and has written articles for the ColdFusion Developer's Journal and the Flex Developer's Journal. He also wrote a digital Short Cut titled Apollo in Flight for Sams Publishing. Michael blogs regularly at www.flexination.info. Category: Programming/Application Development Covers: Adobe AIR User Level: Beginning–Intermediate

This book will present you with a full rundown of all the new features in the upcoming AIR 3.0 runtime. Along with each feature, if applicable, will be a demonstration of how to employ the new feature. There's also be a short introduction to AIR and a chapter dedicated to providing you with additional resources.

An authoritative resource on Adobe AIR's first full release, with content created, reviewed, and critiques by Adobe's AIR team.

Alice in Wonderland (also known as Alice's Adventures in Wonderland), from 1865, is the peculiar and imaginative tale of a girl who falls down a rabbit-hole into a bizarre world of eccentric and unusual creatures. Lewis Carroll's prominent example of the genre of "literary nonsense" has endured in popularity with its clever way of playing with logic and a narrative structure that has influence generations of fiction writing.

If you're ready to take advantage of Adobe Integrated Runtime (AIR) to build desktop-based Rich Internet Applications, then this is the book for you. After introducing you to AIR, Adobe expert Rich Tretola discusses the different programming languages and tools you can use for development. He presents multiple methods for storing data, including within the file system and embedded database as well as storage on remote servers. This guide is a perfect mix of tutorials and hands-on coding, and provides the resources you need to build AIR applications quickly. Your Adobe Creative Cloud package includes two components: 1) Online access to Adobe Creative Cloud updates on your CourseMate product, and 2) the CS6 edition of your Adobe book. CourseMate enriches your learning with thorough, chapter-by-chapter summaries of the new Adobe Creative Cloud release. Author-created video introductions cover each chapter's learning objectives, emphasizing their importance for the contemporary design professional. Flashcards, quizzes, and games are also included. Your printed book covers fundamental concepts, starting with the workspace and proceeding logically and intuitively to more advanced topics. Step-by-step tutorials and user-friendly design result in a resource that is comprehensive, clear, and effective. Contact your Learning Consultant to learn more about how CourseMate can enhance the way you teach and your students learn. The online Creative Cloud content updates are for the June 2013 release of Adobe Creative Cloud. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. Those creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Muse choose Adobe Muse CC Classroom in a Book (2014 release) from the Adobe Creative Team at Adobe Press. The 11 project-based lessons in this book show readers step-by-step the key techniques for working in Muse. (In addition to teaching the key elements of the Muse interface and workflow for creating websites using the latest web standards without writing code, this completely revised edition covers a wide range of new features including: a new workspace appearance and options, alternate layouts for mobile, scroll effects, layers, the Library panel, Button widgets, forms, 100%-width slideshows, and much more. Important Note Purchasing this book gives you access to the downloadable lesson files you need to work through the projects in the book, and to electronic book updates covering new features that Adobe releases for Creative Cloud customers. For access, go to www.peachpit.com/redeem and redeem the unique code provided inside this book.

Thoroughly vetted by Adobe's AIR development team, Adobe AIR 1.5 Cookbook addresses fundamentals, best practices, and topics that web developers and application designers inquire

about most. The hands-on recipes in this cookbook help you solve a variety of tasks and scenarios you may encounter using Adobe AIR to build Rich Internet Applications for the desktop. It's an ideal way to learn the nuances of Adobe AIR, with practical solutions you can use right away, and detailed explanations of why and how they work. These recipes will help you: Build an AIR application with Flex, Flash, or HTML and Ajax Create a database and connect it to your application Put together native menus for PCs and Macs Work with the Service Monitor Framework Utilize the Adobe AIR Update Framework Create branded desktop experiences with custom chrome and custom application icons Distribute your AIR application with the Seamless Install Badge And more. Adobe AIR 1.5 Cookbook includes dozens of recipes from rising stars in the AIR development community-David Tucker, Rich Tretola, Marco Casario, and Koen De Weggheleire-along with the best solutions posted by visitors to the Adobe AIR Cookbook community website hosted by Adobe and O'Reilly (www.adobe.com/go/air_cookbook). If you're ready to expand your skill set with Adobe AIR, this is the book you've been waiting for.

Those creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Muse choose Adobe Muse Classroom in a Book from the Adobe Creative Team at Adobe Press. The 10 project-based lessons in this book show readers step-by-step the key techniques for working in Muse. Readers will learn Muse from the ground up and create websites using the latest web standards without writing code. They will learn how to plan projects using site maps and master pages; design pages and add interactivity through buttons, links, and widgets; access 500 Typekit web fonts included with subscription to Muse; and publish a website via Business Catalyst or standard web hosting. The companion disc includes lesson files so readers can work along with the book. ****Breaking News!** Register your book at peachpit.com/register to receive a free "What's new" guide which provides a hands-on tour of the new and improved Muse features in the Second Quarter 2013 (CC) update, including a new Layers panel; parallax scrolling; in-browser editing; and improvements to forms, metadata, and plan mode viewing options. Unlike previous updates, this update will not reference the existing Classroom in a Book lessons but instead should be used in addition to the Classroom in a Book lessons. "The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students." –Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts.

PoC or GTFO, Volume 2 follows-up the wildly popular first volume with issues 9-13 of the eponymous hacker zine. Contributions range from humorous poems to deeply technical essays. The International Journal of Proof-of-Concept or Get The Fuck Out is a celebrated magazine of reverse engineering, retro-computing, and systems internals. This second collected volume holds all of the articles from releases nine to thirteen. Learn how to patch the firmware of a handheld amateur radio, then emulate that radio's proprietary audio code under Linux. How to slow the Windows kernel when exploiting a race condition and how to make a PDF file that is also an Android app, an audio file, or a Gameboy speedrun. How to hack a Wacom pen table with voltage glitching, then hack it again by pure software to read RDID tags from its surface. How to disassemble every last byte of an Atari game and how to bypass every classic form of copy protection on Apple][. But above all else, beyond the nifty tricks and silly songs, this book exists to remind you what a clever engineer can build from a box of parts with a bit of free time. Not to show you what others have done, but to show you how they did it so that you can do the same.

Put your ActionScript 3 skills to work building mobile apps. This book shows you how to develop native applications for Android-based smartphones and tablets from the ground up, using Adobe AIR. You learn the entire development process hands-on, from coding specific functions to options for getting your app published. Start by building a sample app with step-by-step instructions, using either Flash Professional or Flash Builder. Then learn how to use ActionScript libraries for typical device features, such as the camera and the accelerometer. This book includes ready-to-run example code and a case study that demonstrates how to bring all of the elements together into a full-scale working app. Create functionality and content that works on multiple Android devices Choose from several data storage options Create view and navigation components, including a back button Get tips for designing user experience with touch and gestures Build a location-aware app, or one that makes use of motion Explore ways to use audio, video, and photos in your application Learn best practices for asset management and development

With Adobe Flash CS4 For Dummies as your guide, you can unleash your creativity and contribute to the "Flash"-iest showcase of dynamic content: the Web! You'll become acquainted with Flash CS4 and learn when to use this popular Web development tool. Plus, you'll discover what you can create, from animation to games to presentations. This full color edition gives you the opportunity to get acquainted with Flash CS4, discover all the possibilities, and become familiar with the new tools. You'll be able to create dynamic content, adapt the program's features to suit your development needs, publish your Flash files to the Web, and showcase your creativity and newly acquired skills. You'll discover how to create graphics, text, and layers, make animations, add sound and video, and optimize your files for download. Find out how to: Draw and edit images, create effects, and use layers Building layers, manipulate objects, and add buttons Animate figures and add interactive features Understand the basics of colors, frame rates, and graphics Incorporate video and sound files Publish your files to the Web Complete with lists of ten frequently asked questions about Flash, ten best resources for Flash, and samples of work from ten fabulous Flash designers, Adobe Flash CS4For Dummies is your one-stop guide designing dynamic and interactive content.

AIR (Adobe Integrated Runtime) is Adobe's open-source technology that lets Web developers and programmers create Rich Internet Applications that run outside of any Web browser. This Visual QuickPro Guide teaches everything you need to know to begin creating applications that combine the rich experience of a traditional desktop application with the power and reach of the Internet. The book uses a visual, step-by-step approach and covers all the fundamental AIR concepts, without the fluff, confusing segues, and technical jargon that bog down so many other computer books. Author Larry Ullman has a well-earned reputation for writing books that are accessible, easy-to-follow, and, above all, useful. This book focuses solely on developing AIR applications using HTML and JavaScript, although formal knowledge of JavaScript is not required.

Learning styles are highly relevant for students in the online environment. Designing Effective Library Tutorials provides examples of, and steps for, how to create tutorials that match learning styles, based on usability studies of students from various cultural groups and styles of learning. The book presents studies, practical suggestions, and examples to assist librarians and faculty as they develop online programs for students from diverse learning styles. Research on learning style preferences in the online environment emphasizes the need to provide a variety of methods that include text, aural, visual, and kinesthetic examples. Geared for the practitioner working in online learning, the book summarizes current literature, and presents best practices for designing effective online tools for diverse learners, including suggestions for assessment of learning objects. This title is structured into twelve chapters, covering: The learning style debate: do we need to match up learning styles with presentation styles? Overview of learning style theories and learning style results from various studies; The intersection of culture and learning styles; The need for learning object development; Current practice: categories and features of library tutorials; Effective design of learning objects; Pedagogical considerations for tutorials; Interactivity options for tutorials; Assessment of learning objects; The value and process of usability studies; Marketing learning objects for broad visibility; and a section on resources. Provides results from usability studies conducted with students that assess learning style and the resulting effectiveness of tutorials based on their preferred style Compares approaches and software used by librarians and educators to create tutorials, along with examples of pitfalls and benefits of each for various learning styles Incorporates examples of ways to use software while including learning objects to match learning style

The fastest, easiest, most comprehensive way to learn ActionScript® 3.0 for Adobe Flash CS4 Professional ActionScript® 3.0 for Adobe Flash CS4 Professional Classroom in a Book contains 14 lessons. The book covers the basics of learning ActionScript and provides countless tips and techniques to help you become more productive. You can follow the book from start to finish or choose only those lessons that interest you. Learn to add interactivity to Flash files using ActionScript 3.0: Control timelines and animation, write event-handling functions, and control loading of and interaction with data, text, video, sound, and images. "The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students." —Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: · If you are able to search the book, search for "Where are the lesson files?" · Go to the very last page of the book and scroll backwards. · You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. · Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.

"No matter what your background, the pages that follow will provide you with some excellent knowledge, insight, and even a little bit of wisdom in the realm of Flash and ActionScript. Happy learning!"-- Branden Hall, from the Foreword Written by Flash insiders with extensive knowledge of the technology, this guide is designed specifically to help Flash designers and developers make the leap from ActionScript 2.0 to the new object-oriented ActionScript 3.0 quickly and painlessly. Formatted so you can find any topic easily, ActionScript 3.0 Quick Reference Guide explains: Object-oriented programming (OOP) concepts, such as packages and classes ActionScript 3.0 features and player enhancements that improve performance Workflow differences between ActionScript 2.0 and ActionScript 3.0 including tools, code editing, component sets, and image and font rendering Where did it go? A guide to help you find familiar features in ActionScript 3.0, such as global functions, operators, properties, and statements How do I? Step-by-step solutions for performing tasks with ActionScript 3.0, including input, sound, video, display, events, text, and more Also included are overviews of Flash and ActionScript features and workflows. ActionScript 3.0 is a huge upgrade to Flash's programming language -- and this guide helps you upgrade your skills to match it.

The Handbook of Air Pollution Prevention and Control provides a concise overview of the latest technologies for managing industrial air pollution in petrochemical, oil and gas, and allied industries. Detailed material on equipment selection, sizing, and troubleshooting operations is provided along with practical design methodology. Unique to this volume are discussions and information on energy-efficient technologies and approaches to implementing environmental cost accounting measures. Included in the text are sidebar discussions, questions for thinking and discussing, recommended resources for the reader (including Web sites), and a comprehensive glossary. The Handbook of Air Pollution Prevention and Control also includes free access to US EPA's air dispersion model SCREEN3. Detailed examples on the application of this important software to analyzing air dispersion from industrial processes and point sources are provided in the Handbook, along with approaches to applying this important tool in developing approaches to pollution prevention and in selecting control technologies. By applying SCREEN3, along with the examples given in the Handbook, the user can: evaluate the impact of processes and operations to air quality, and apply the model to assess emergency scenarios to help in planning, to develop environmental impact assessments, to select pollution control technologies, and to develop strategies for pollution prevention. Two companion books by Cheremisinoff are available: Handbook of Water and Wastewater Treatment Technologies, and Handbook of Solid Waste Management and Waste Minimization Technologies. Uniquely combines prevention and control concepts while covering the practices and technologies that are applied to the prevention of air pollution in the chemicals manufacturing, oil and gas, iron and steel, and pharmaceutical industries, and to the

cleaning and control of industrial air emissions. Provides a bridge for today's environmental manager by focusing on an integrated approach to managing air pollution problems within industrial operations. Shows you how to calculate financial returns from pollution prevention projects.

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