



# Introduction to Adobe Flash ActionScript 3 Course Overview

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### Course Duration:

14 Hours / 2 Days

#### 1 Navigating the Flash Timeline

- Getting started
- Placing code on the Flash timeline
- Looping playback with ActionScript
- Keeping track of the number of loops
- Using a conditional statement to control the timeline

#### 2 Working with Events and Functions

- Creating event listeners and event handling functions
- Creating navigation with a button click
- Adding to the dynamic text field

#### 3 Creating Animation with ActionScript

- Controlling MovieClip properties with ActionScript
- Using an ENTER\_FRAME event to animate a MovieClip property
- Creating a variable to store a MovieClip reference
- Changing MovieClip properties with buttons
- Creating animation using ActionScript tweens

#### 4 Creating ActionScript in External Files

- Creating an ActionScript file
- Creating instances of a class file in Flash
- Turning the makeShapes() function on and off
- Randomizing the color of the ellipses

#### 5 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
- Loading text from an external file
- Adding a scroll bar to the text field

#### 6 Creating Preloaders in ActionScript 3.0

- Tools in the testing environment
- Simulate Download
- Creating a text field and progress bar to track loading
- Inserting ActionScript to track progress of the UI Loader component
- Adding event listeners for PROGRESS and COMPLETE
- Adding the completeHandler() function

- Controlling the frames of a MovieClip to reflect loading progress
- Adding ActionScript for the loadAnimation clip

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

- Examining the starting file
- Adding MovieClip instances to the stage from the Library
- Generating multiple instances with a for loop
- Modifying a for loop's behavior with variables
- Adding event listeners to the Block instances
- Creating animation using ENTER\_FRAME
- Adding the testDone() function
- Using the push() method
- Checking the properties of elements in the rArray

#### 8 Controlling Sound with ActionScript

- Adding sliders to the project
- The Sound, SoundChannel, and SoundTransform classes
- Creating the songList array
- Setting the song titles using a for loop
- Modifying text fields with the replace() method
- Making the sliders invisible until needed
- Programming the buttons to select songs
- Creating the SoundChannel and SoundTransform

- instances
- 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