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Automating ActionScript Projects with Eclipse and Ant Sidney Koning, 2011-10-17 This text guides ActionScript developers through the process of using Ant and setting up the ultimate developer workflow Learn how to install and set up a versioning repository in Git or SVN and use it from Eclipse how to use Mylyn to connect to your favourite bug issue tracker Google Code Mantis and how to manage your open issues

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Introducing Starling Thibault Imbert, 2012-01-12 Starling is an ActionScript 3.0 2D framework developed on top of the Stage3D APIs available on desktop in Flash Player 11 and Adobe AIR 3 Starling is mainly designed for game development but could be used for many other use cases Starling makes it possible to write fast GPU accelerated applications without having to touch the low level Stage3D APIs Most Flash developers want to be able to leverage GPU acceleration through Stage3D without the need to write such higher level

frameworks and dig into the low level Stage3D APIs Starling is completely designed after the Flash Player APIs and abstracts the complexity of Stage3D Molehill and allows easy and intuitive programming for everyone Obviously Starling is for ActionScript 3 developers especially those involved in 2D game development of course you will need to have a basic understanding of ActionScript 3 By its design lightweight flexible and simple Starling can be used also be used for other use cases like UI programming That said everything is designed to be as intuitive as possible so any Java or Net developer will get the hang of it quickly as well

Foundation ActionScript 3.0 for Flash and Flex Darren Richardson,Paul Milbourne,2009-11-09 ActionScript 3 0 the latest version of the Flash Platform s scripting language offers many new and powerful features ActionScript is now a full fledged programming language with complete object oriented capabilities improved event handling sound and video support drawing capabilities support for regular expressions and much more Whether you are a Flash designer wishing to add to your skill set or an experienced ActionScript developer who wants to get up to speed with the latest version you ll find all you need to know in Foundation ActionScript 3 0 for Flash and Flex Starting with the fundamentals you ll learn how to add interactivity to your Flash movies by using ActionScript objects manipulating sound and video and harnessing the power of regular expressions and XML The book concludes with two case studies to consolidate what you ve learned and introduce some additional advanced techniques You ll gain a solid understanding of the new and exciting world of ActionScript 3 0 and see how everything fits together to form complete applications so you ll be able to build your own professional sites The sensible layout of the book makes it easy to find information about specific techniques It focuses on the essential skills that will enable you to get up and running quick With this book as your guide you ll be creating killer Flash applications before you know it

Foundation ActionScript 3.0 with Flash CS3 and Flex Sean McSharry,Gerald YardFace,Steve Webster,2008-07-31 If you want to create exciting dynamic web sites that will amaze your online audience then the Flash platform is a great way to go with it s many features including powerful graphical and sound and video capabilities To really harness the power of Flash though you need to make use of ActionScript to provide dynamic effects enable user interaction and manipulate data ActionScript 3 0 the Flash Platform s scripting language offers a lot of new and powerful features ActionScript is now a full fledged programming language with complete object oriented capabilities improved event handling sound and video support drawing capabilities support for regular expressions and much more Whether you are a Flash designer wishing to add to your skill set or an experienced ActionScript developer who wants to get up to speed with the latest version you ll find all you need to know in Foundation ActionScript 3 0 with Flash CS3 and Flex This book covers all the essential techniques from the ground up allowing you to get up and running quickly and easily Starting with the fundamentals you ll learn about using ActionScript objects manipulating sound and video and harnessing the power of regular expressions and XML The book concludes with two case studies to consolidate what you ve learned and to introduce some more advanced techniques This will give you some grounding in the new and exciting world of

ActionScript 3 0 and show you how it all fits together in larger applications allowing you to go on and build your own professional sites The sensible layout of the book makes it easy to find information about specific techniques It doesn't aim to be an exhaustive reference but rather focuses on the essential skills that will enable you to get up and running more quickly With this book as your guide you'll be creating killer Flash applications before you know it Foundation ActionScript 3 Paul Milbourne, Darren Richardson, 2014-12-02 ActionScript 3 is a full fledged programming language with complete object oriented capabilities event handling sound and video support drawing capabilities support for regular expressions and much more Whether you are just starting out on the road to computer programming and animation or an experienced developer who wants to learn a new language you'll find all you need to know in Foundation ActionScript 3 Starting with the fundamentals you'll learn how to add interactivity to your Flash movies by using ActionScript objects manipulating sound and video and harnessing the power of regular expressions and XML The book concludes with two case studies to consolidate what you've learned and introduce some additional advanced techniques You'll gain a solid understanding of the exciting world of ActionScript 3 and see how everything fits together so you'll be able to build your own professional applications The sensible layout of the book makes it easy to find information about specific techniques It focuses on the essential skills that will enable you to get up and running quickly With this book as your guide you'll be creating killer Flash applications before you know it *Enterprise Development with Flex* Yakov Fain, Victor Rasputnis, Anatole Tartakovsky, 2010-03-16 If you want to use Adobe Flex to build production quality Rich Internet Applications for the enterprise this groundbreaking book shows you exactly what's required You'll learn efficient techniques and best practices and compare several frameworks and tools available for RIA development well beyond anything you'll find in Flex tutorials and product documentation Through many practical examples the authors impart their considerable experience to help you overcome challenges during your project's life cycle Enterprise Development with Flex also suggests proper tools and methodologies guidelines for determining the skill sets required for the project and much more Choose among several frameworks to build Flex applications including Cairngorm PureMVC Mate and Clear Toolkit Apply selected design patterns with Flex Learn how to extend the Flex framework and build your own component library Develop a sample AIR application that automatically synchronizes local and remote databases to support your sales force Get solutions for leveraging AMF protocol and synchronizing Flex client data modifications with BlazeDS based servers Determine the actual performance of your application and improve its efficiency

Unveiling the Power of Verbal Artistry: An Emotional Sojourn through **Automating Actionscript Projects With Eclipse And Ant**

In a world inundated with screens and the cacophony of quick connection, the profound energy and mental resonance of verbal beauty usually diminish in to obscurity, eclipsed by the regular assault of sound and distractions. However, nestled within the lyrical pages of **Automating Actionscript Projects With Eclipse And Ant**, a interesting function of fictional brilliance that impulses with organic thoughts, lies an memorable journey waiting to be embarked upon. Penned by a virtuoso wordsmith, this mesmerizing opus books visitors on a mental odyssey, softly revealing the latent potential and profound affect embedded within the elaborate web of language. Within the heart-wrenching expanse with this evocative analysis, we shall embark upon an introspective exploration of the book is main themes, dissect their captivating publishing fashion, and immerse ourselves in the indelible effect it leaves upon the depths of readers souls.

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