

Flash Advanced

Duration: 2 days

This two-day instructor-led course is intended for delegates who have used Flash and have the equivalent experience to someone who has completed the Introduction to Flash course.

This course is intended for intermediate web developers using Macromedia Flash.

Course aims

To promote understanding of the possibilities of using Action Scripting in Flash, enabling the candidate to:

- Incorporate scripting ideas into Flash Movies and develop a broad understanding of the interactive possibilities that Action Scripting can provide.
- Liaise more effectively with specialist programmers
- Use the course as a platform for further development in Flash programming

Course Content

The course will use the following examples:

- Manipulation of numbers, strings and boolean variables, using data input and output. Testing of conditions by creating a password testing program.
- Control of graphics, both numerically and with the cursor.
- Movie interaction – altering movie behavior using scripting to create an interactive game in which animated graphics are employed to fire at a target and keep score.
- Creation of a trailing cursor using movie clip duplication and other common software controls.
- Introduction of a random element in the control of graphics.

- Examination of sound handling. Control of sound by creating a mini mixer.
- Creation of an advanced pre-loader and an examination of common streaming issues.
- Updating graphical data, on the fly, using an external text file.

Course Prerequisites

Delegates are required to meet the following prerequisites:

- Completion of Introduction to Macromedia Flash, or equivalent knowledge.