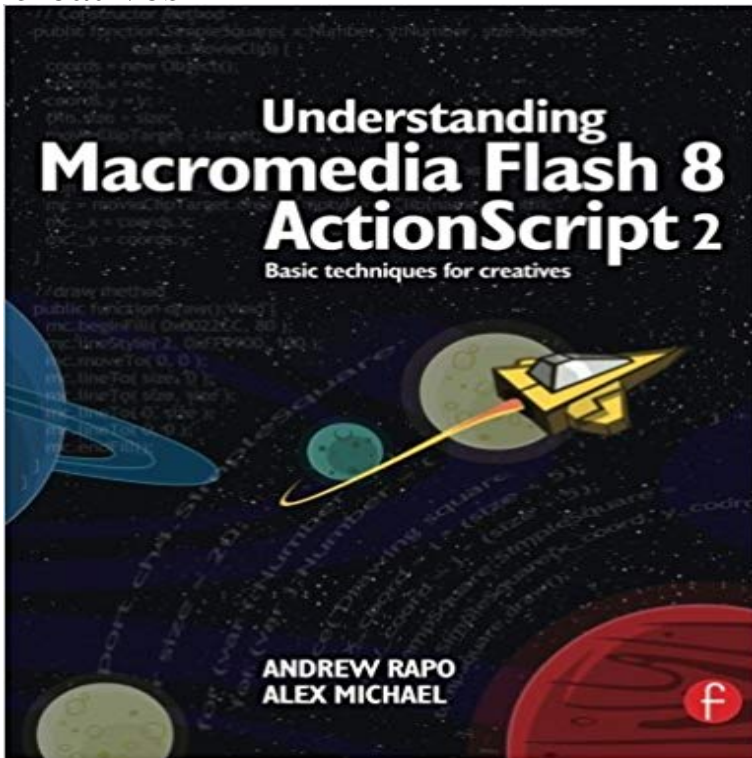


# Understanding Macromedia Flash 8 ActionScript 2: Basic techniques for creatives



Andrew Rapo and Alex Michael explain all the important programming concepts from a designers point of view, making them completely accessible to non-programmers.

Completely revised and rewritten this second edition will help you develop professional ActionScript 2 applications, and communicate knowledgeably about current, Object Oriented ActionScript 2 techniques. Divided into four sections to take you from novice to professional results:

- \* Flash Fundamentals: Introduces the Flash authoring environment and basic core Flash concepts.
- \* ActionScript 2 Fundamentals: Explains basic programming concepts and terminology, and shows how ActionScript 2 classes are constructed and used.
- \* Built-in Classes: Describes the built-in ActionScript classes that are available for use in applications, including the MovieClip class, Key class, Sound class, etc.
- \* Using ActionScript to Build a Game: Describes the development process for creating a complex Flash application and presents commercial-quality game coding examples.

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