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The ActionScript®3.0 Reference for the Adobe®Flash®Platform contains the ActionScript language elements, core libraries, and component packages and classes for the tools, runtimes, services and servers in the Flash Platform. Filter by product using the preset filters.

Adobe ActionScript® 3 (AS3) API Reference

The ActionScript 3.0 for Adobe Flash Professional CS5 book is the perfect book for both beginners in using ActionScript 3.0 in Flash,

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as well as for beginners in programming in general. All of the lessons are simple to follow, and they take the time to point out small things that beginners normally miss.

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In ActionScript 3.0, the Number data type can represent all types of numbers—integers, unsigned integers, and floating point numbers. It is the most flexible of numeric data types in ActionScript 3.0.

Adobe Flash Platform * ActionScript 3.0 language fundamentals

This is the Rough Cut version of the printed 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

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Language Version: ActionScript 3.0. Runtime Versions: Flash Player 10, AIR 1.5, Flash Lite 4. Converts a Vector into a rectangular region of pixel data. For each pixel, a Vector element is read and written into the BitmapData pixel. The data in the Vector is expected to be 32-bit ARGB pixel values.

BitmapData - Adobe ActionScript® 3 (AS3) API Reference
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Indicates the database page size (in bytes) that was specified when the current database was originally created (the value that was specified for the `pageSize` parameter in the `open ()` or `openAsync ()` call that created the database). If the connected property is false, this property's value is 0.

SQLConnection - Adobe ActionScript® 3 (AS3) API Reference

ActionScript 3.0 executes fast. This version requires more familiarity with object-oriented programming concepts than the other ActionScript versions. ActionScript 3.0 is fully compliant with the ECMAScript specification, offers better XML processing, an improved event model, and an improved architecture for working with onscreen elements.

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How to use ActionScript with Animate - Adobe Inc.

The ActionScript 3.0 for Adobe Flash Professional CS5 book is the perfect book for both beginners in using ActionScript 3.0 in Flash, as well as for beginners in programming in general. All of the lessons are simple to follow, and they take the time to point out small things that beginners normally miss.

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2006 – 2020: ActionScript 3.0 In June 2006, ActionScript 3.0 debuted with Adobe Flex 2.0 and its corresponding player, Flash Player 9. ActionScript 3.0 was a fundamental restructuring of the language, so much so that it uses an entirely different virtual machine.

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ActionScript - Wikipedia

A curated list of awesome libraries and components for ActionScript 3 and Adobe AIR. Adobe AIR provides a single set of APIs to build cross-platform d. Monday, December 14 2020 Breaking News.
Awesome ActionScript 3 – Massive Collection of Resources;

Awesome ActionScript 3 – Massive Collection of Resources ...

In the Advanced ActionScript 3.0 Settings dialog box, click the Config Constants tab. To add a constant, click the Add button. Type the name of the constant you want to add. The default config namespace is CONFIG and the default constant name is CONFIG_CONST.

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ActionScript publish settings in Adobe Animate

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.

ActionScript 3.0 for Adobe Flash CS4 Professional ...

ActionScript ® 3.0 Reference for the Adobe ® Flash ® Platform Home Show Packages and Classes List Hide Packages and Classes List Packages Classes What's New Index Appendixes. This tutorial consist of: - Button creation using Oval Tool - Duplicate and edit object - Page navigate - Go to and Play Frame Navigation - Quit button script.

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ActionScript 3 can be used by installing the Adobe AIR SDK or Apache Flex SDK or as part Adobe's Animate CC product (formerly known as Flash Professional). Adobe Animate CC is a professional software solution that can be used to create AS3 projects using visual tools - once installed, no further steps are necessary to begin creating AS3 projects.

ActionScript 3 - Getting started with ActionScript 3 ...

Hi, I was wondering: I made the game Mastermind in actionscript 1.0. But since I have Flash CS3, I've made a MP3 Player in Actionscript 3.0. I want to combine those 2 files. But they have both different Actionscripts, and that makes it impossible for me to combine them. Does anybody know how to mak...

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