

**Read Book The
Essential Guide
To Flash Cs4**

The

Essential
Guide To
Flash Cs4

The Essential Guide to Flash Games is a unique tool for Flash game developers.

Rather than focusing on a bunch of low-level how-to

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material, this book dives straight into building games. The book is divided into specific game genre projects, covering everything from old classics such as a Missile Command-style game, to hot new genres such as retro evolved. The chapters build in complexity through

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the book, and new tools are introduced along the way that can be reused for other games. The game projects covered start simple and increase in complexity as more and more tools are added to your tool chest. Ten full game projects are discussed in detail.

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Each solves a very different game development problem and builds on the knowledge gained from the previous project. Many advanced game development techniques are covered, including particle systems, advanced controls, artificial intelligence,

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blitting, scrolling,
and more.

No Marketing Blurb
Macromedia's Flash
8 is the world's
premier program for
adding animation to
websites. And with
the latest version,
this popular
program becomes
more versatile,
letting beginning
webmasters and

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expert developers alike create sophisticated web content. But Flash isn't intuitive. And it doesn't come with a manual. Whether you want to learn the basics or unleash the program's true power, *Flash 8: The Missing Manual* is the ideal instructor.

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This hands-on guide to today's hottest web design tool is aimed at nondevelopers, and it teaches you how to translate your ideas into great web content. It begins with a solid primer on animation, which helps you get comfortable with the Flash interface.

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Once you have these basics under your belt, Flash 8: The Missing Manual moves on to advanced animations, including adding special effects and audio, video, and interactivity to your presentations. When you're really feeling steady, the book

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shows how to use a dollop of ActionScript to customize your content. It then teaches you how to publish your Flash creations for web surfers everywhere to enjoy. Along the way, the book shows you good design principles and helps you avoid

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elements that can distract or annoy an audience. Author Emily Vander Veer has more than a dozen books to her credit, including titles on web design and scripting--most written for non-technical readers. Her background makes her the perfect author for a

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straightforward book on a complex subject. She takes Flash 8: The Missing Manual from the basics to the advanced, yet avoids a hasty jump into tough topics that can leave readers confused. Not only will Flash 8: The Missing Manual help you

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turn a concept into unique, dynamic content, but it will continue to serve as a reference as you develop your website.

An essential guide to the principles of and current major issues relating to herbal medicine safety, this volume also contains

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comprehensive
reviews of the safety
data for 125
common herbs.

Argues that post-
crisis Wall Street
continues to be
controlled by large
banks and explains
how a small, diverse
group of Wall Street
men have banded
together to reform
the financial

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markets.

The Essential Guide to Semiconductors is a complete guide to the business and technology of semiconductor design and manufacturing. Conceptual enough for laypeople and nontechnical investors, yet detailed enough for

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technical professionals, Jim Turley explains exactly how silicon chips are designed and built, illuminates key markets and opportunities, and shows how the entire industry "fits together."
You can build everything from

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Simple animations to full-fledged iPhone, iPad, and Android apps with Flash CS6, but learning this complex program can be difficult—unless you have this fully updated, bestselling guide. Learn how to create gorgeous Flash effects even if

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you have no programming experience. With Flash CS6: The Missing Manual, you'll move from the basics to power-user tools with ease. The important stuff you need to know: Learn animation basics. Turn simple ideas into stunning animations—in the

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very first chapter. Master Flash's tools. Learn the animation and effects tools with clear explanations and hands-on examples. Use 3D effects. Rotate objects and make them move in three dimensions. Create lifelike motion. Use the IK Bones tool to

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simulate realistic body movements and other linked motions. Build apps that work anywhere. Create apps just for iOS or Android devices—or one app that works on mobile devices and desktops. Add multimedia. Incorporate your own audio and video

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files into Flash.

Create rich interactive animations. Dive into advanced interactivity with easy-to-learn ActionScript examples.

[Flash CS6: The Missing Manual](#)
[The Essential Guide to Flash CS4 AIR Development](#)

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Storage](#)

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Maintenance](#)

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Children 2015](#)

[The Flash Book](#)

[How to Succeed at
Medical School](#)

[The Essential Guide](#)

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If you're familiar with the basics of Flash, then The Essential Guide to Flash CS4 will take you further in all aspects of the application, animation, sound, 3D, inverse

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kinematics, the
drawing tools,
ActionScript,
and much more.
This book takes
all the good
bits of Flash
CS4 and
demonstrates
them in
methodical and
intuitive
exercises full
of hints and

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tips for
streamlining the
creative
process. Jump
straight into
Flash CS4 and
start working on
real life
examples that
you can
customize to
suit your needs.
Demystifies
Flash

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CS4—explaining
new features
deep diving
through old
favorites
Streamlines the
production of
cutting-edge
Flash CS4
animations and
applications
Provides a
unique
commercial

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perspective in
compelling Flash
productions This
book is for
intermediate
Flash CS4 users
as well as the
more advanced
user who wants
to learn about
using Flash
CS4's awesome
new
capabilities,

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such as motion
tweening and
kinematics
poses. Each
chapter has a
number of
exercises that
contribute to an
overall project.
The exercises
are fun and
compelling and
allow you to
place your own

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creative stamp
on them, while
still following
the steps to
completion. The
final chapter
focuses on
bringing the
exercise output
together in an
overall campaign
consisting of a
website
featuring

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advanced flash components and advertising banners. An underlying theme of the book is marketing a website online. It discusses industry standards for banner campaigns (banner weight, frames per

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second, etc),
effective
website
marketing
techniques, and
delves into
search engine
optimization and
search engine
marketing.

Processing is a
open source
project that
bridges the gap

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between

programming and
art. Its
simplicity and
power appeal to
non-coders and
old-hands alike.

As a Flash
developer, you
already have a
firm grasp of
basic
programming
principles and

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an understanding
of creating and
controlling
visuals through
code. This book
uses your
existing
knowledge as a
springboard to
learning
Processing and
harnessing the
extra creative
power and

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control that it offers, both on and off the web. The Essential Guide to Processing for Flash Developers takes a hands-on approach to learning Processing that builds upon your familiarity with Flash, and your

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experience with
the ActionScript
language and
object-oriented
programming
concepts. The
book offers a
full series of
Processing
projects,
structured to
allow less
experienced
coders to get up

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to speed

quickly, while
leaving room for
more experienced
programmers to
take the initial
project concepts
and build more
complex
applications.

Includes a
language primer
explaining all
of the Processin

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g-specific
programming
theory you need
to know Contains
a full series of
Processing
projects and
numerous easy-to-
follow code
examples Covers
Processing's
Java mode,
providing an
easy-to-navigate

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bridge to
programming in
Java,
Processing's
underlying host
language
Explore the
world of open
source Flash and
discover which
tools are
available. Learn
how to identify
which tool you

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need and how to
best fit it into
your workflow.
Step-by-step
walk-throughs
guide you
through
development with
the most popular
open source
Flash tools.
Written by the
project leads
and open source

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Flash

aficionados. The
Essential Guide
to Open Source
Flash

Development is a
practical
development
guide to
creating Flash
applications
with open source
Flash tools and
workflows. You

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will walk away
with an
understanding of
what tools will
best suit your
current
situation,
making your
development
easier and more
productive, and
with the
knowledge of how
to install and

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set up some of
the best tools
available,
including the
following:

Papervision3D:
to create 3D in
Flash Red5: to
stream video
over the
internet SWX: to
build data-
driven mashups
and mobile apps

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Fuse: to make
ActionScript
animation a
cinch **Go:** to
build your own
animation tools
in ActionScript
3.0 **haXe:** to
create Flash
files and more
AMFPHP: to
communicate
between Flash
and php **Open**

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source Flash has
been a
revolution for
Flash and has
made a major
impact on how
people build
Flash content.
The open source
tools available
expand on
Flash's existing
tool set,
enabling you to

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perform such
tasks as easily
create full 3D
in Flash or hook
up to an open
source video-
streaming
server. Many of
these useful
tools are
powerful yet
lack
documentation.
this book

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explains in step-by-step detail how to use the most popular open source Flash tools. If you want to expand your Flash tool set and explore the open source Flash community, then this book is for you. If

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you already use
some open source
Flash tools,
then you will
find this book a
useful
documentation
resource as well
as an eye-opener
to the other
tools that are
available.

We all know what
a great tool

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Flash is for creating dynamic, engaging web content, and Adobe's CS4 release just makes it even better. Among the newer features is the ability to take all the power of Flash for the

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Web and put in
on the desktop
using AIR. AIR
capability is
built right into
the Flash CS4
integrated
development
environment,
which means you
can start
writing desktop
applications
right away. This

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book not only covers the essentials of using Flash with AIR (and AIR with Flash), but also shows you how to extend application functionality in new ways. Once you've got Flash on the desktop, you're no longer

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constrained by the limitations of running inside a web browser. You'll have access to the local desktop file system, and AIR adds SQLite functionality for native database support. And

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just as Flash
animations have
a consistent
look and feel
across browsers,
AIR allows you
to create
applications
that work
consistently
across operating
systems—Mac OS
X, Windows, and
Linux. For any

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Flash developer who wants to go from the Web to the desktop (and who doesn't?), this book is required reading. It not only tells you how to do it, but is full of practical, easy-to-follow examples that

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will have you building desktop AIR applications with Flash in no time. Expanding your existing Flash skills with the Essential Guide to Flash CS4 AIR Development will make you an even more potent and indispensable

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force on any
development
team!

Originally
published:
Center Conway,
N.H.: Whitehorse
Press, 2004.

For any
professional
designer or
developer
working in the
world of web

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technologies or
multimedia,
Flash is the
must-have
application, and
knowing how to
use it
effectively is
vital. Add in
ActionScript
3.0, and Flash
becomes an even
more powerful
tool for the

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development of
high-performance
web

applications.

The Essential
Guide to Flash
CS4 with

ActionScript
introduces and
explores the
possibilities
available to you
by using Flash
CS4. You will

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learn the basics
of Flash's
working
environment and,
using a step-by-
step approach,
work through the
features of
Flash and
ActionScript
needed to
quickly achieve
results. From
navigating the

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interface to
using graphic
tools to write
scripts and
troubleshoot,
you'll master
deploying highly
interactive
applications
with rich audio,
video, and
animation.

Written for the
beginning-to-

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intermediate

Flash user, this book uses complete examples that highlight best practices that you can apply to your daily work as a developer or designer in today's rich media world.

If you are an

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ActionScript
developer or
designer and you
would like to
work with 3D in
Flash, this book
is for you. You
will learn the
core Flash 3D
concepts, using
the open source
Away3D engine as
a primary tool.
Once you have

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mastered these skills, you will be able to realize the possibilities that the available Flash 3D engines, languages, and technologies have to offer you with Flash and 3D.

Describes 3D

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concepts in
theory and their
implementation
using Away3D
Dives right in
to show readers
how to quickly
create an
interactive,
animated 3D
scene, and
builds on that
experience
throughout the

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book Each

chapter contains
a number of
tutorials that
focus on one
specific feature
or group of
features

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Essential

ActionScript 2.0

Extending Flash

MX 2004

Jim Church's

Essential Guide

to Nikonos

Systems

The Essential

Guide to Flash

CS4 with

ActionScript

The Theory and

Practice of

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Sound for Games

The Essential

Guide to a

Nature-Rich Life

The Essential

Guide to Open

Source Flash

Development

Can you adapt to the
wide variety of
learning

environments in

medicine? Can you

show your best

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abilities in the exams at the same time as learning to be a doctor? Can you balance your studies with an enjoyable social life? Can you develop your professionalism and manage your 'digital footprint'? How to Succeed at Medical School will help you learn these vital

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skills, and much more. Written by experienced medical school teachers and packed full of case studies, illustrations, quotes from other students, tip boxes, exercises, portfolios and learning techniques to help you communicate, study and revise - it's an essential resource

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to help you thrive at medical school. This thoroughly updated second edition includes new chapters on Professionalism and Teaching, and provides invaluable insight into what to expect from the start of medical school right through to the start of your medical

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career.

Keep ahead of the game and get up to speed with Flex 3, Flex Builder 3, and ActionScript 3.0, with this comprehensive guide. Expert Flash trainer Charles Brown first takes you through the basics of installation and the Flex Builder environment. He then

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teaches you all the essentials of MXML and ActionScript 3.0, such as containers, states, and events, before moving on to more advanced topics like interfacing Flex with ColdFusion and .NET, creating Flex components with Flash, and much more. No matter what level you were

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to start with, by the end of the book you'll be creating powerful Flex applications.

Airbrushing is a versatile and exciting art. The technique has been used for some 150 years, and is now finding ever more applications.

This beautiful book explains how to use an airbrush. It looks

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at the fundamentals of how to get started, advises on maintenance of the tool and then gives step-by-step examples of a range of projects. With troubleshooting tips throughout, it enables you to get the most from your airbrush and create beautiful pieces with

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a professional finish. Topics covered include: Technical illustration; Watercolour landscapes; Portraits; Painting scale models; Cake decorating; T-shirts and leather; Custom painting vehicles. 'To those who airbrush the joys are well known, as well of

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course, as the trials and tribulations of managing the instrument itself. The airbrush student has to learn significant new skills - to master not only colour and shade, but also air pressure, paint consistency and the diverse ways of masking and shading that can help to

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achieve such wonderful results.' Professor Andy Penaluna. This step-by-step guide to techniques and maintenance explains how to run and maintain an airbrush and gives step-by-step examples of a range of projects. Every art or decorating form

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can use airbrushing including fine art, fabric printing, leatherwork and much, much more. Superbly illustrated with 399 colour photographs. Fred Crellin runs not only his own airbrushing company specializing in custom painting, portraits and cartoons but also the

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Artimagination
Airbrush School.

The Essential Guide to Game Audio: The Theory and Practice of Sound for Games is a first of its kind textbook and must-have reference guide for everything you ever wanted to know about sound for games. This book provides a basic

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overview of game audio, how it has developed over time, and how you can make a career in this industry. Each chapter gives you the background and context you will need to understand the unique workflow associated with interactive media. The practical, easy to

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understand

interactive examples
provide hands-on
experience applying
the concepts in real
world situations.

This book provides an
introduction to digital
storage for consumer
electronics. It
discusses the various
types of digital
storage, including
emerging non-volatile

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solid-state storage technologies and their advantages and disadvantages. It discusses the best practices for selecting, integrating, and using storage devices for various applications. It explores the networking of devices into an overall organization that

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results in always-available home storage combined with digital storage in the cloud to create an infrastructure to support emerging consumer applications and the Internet of Things. It also looks at the role of digital storage devices in creating security and privacy

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in consumer
products.

An overview of the industry covers the history of computing technology, state of the art hardware, software development, and network communications infrastructures, protocols, and applications.

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* Learn the new, powerful features in the new release of Flash. Covers all new areas of extensibility: commands, tools, timeline effects, behaviors, and advanced topics. This book will allow you to streamline day-to-day development by showing you how to custom-build your

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own commands and tools. Plenty of useful examples are included throughout to demonstrate each area. * Two books in one: first part will actually get the person to understand and be able to use the Extensibility features, not just copy and paste the code in the book, but

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have a conceptual understanding of how it works and be able to create their own extensions. The second part of the book will be a complete reference guide, that one will want to keep around to look up commands, syntax, parameters, etc. * At this time, it's the only

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book covering the subject, and this book actually covers extensibility in both Flash MX 2004 and Flash MX Professional 2004. * The reference content and example files will be available from the book's companion site, www.flashextensibility.com - this site aims to be the premier site

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for designers and developers to go to for Flash extensibility material.

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[Digital Storage in Consumer Electronics](#)

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Flash Developers](#)
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Building Interactive
Entertainment with
ActionScript](#)

Dreamweaver CS4
is a massive step

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forward in terms of integration with the rest of the CS4 suite (Flash, Fireworks, Photoshop, etc.), and also includes whole host of exciting features of its own. The Essential Guide to Dreamweaver CS4 with CSS, Ajax, and PHP concentrates

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on getting the most out of Dreamweaver CS4, rather than going into every menu item and toolbar icon. The emphasis is on developing websites compliant with the latest web standards, using CSS, JavaScript libraries (with

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particular emphasis on Spry, Adobe's implementation of Ajax), and PHP. The book covers all aspects of the new user interface, including workspace layouts, iconic panels, the related documents feature, Live View, Code Navigator, and

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Live Code. It also shows how to use the improved CSS editing features, and JavaScript code introspection. There is also coverage of other new features, such as version control through Subversion integration, and the improved support

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for Photoshop
integration through
the use of Smart
Objects. Takes you
through your
development
environment set up
Covers everything
you need to create
both standards
compliant web sites,
and dynamic web
applications

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Teaches real world techniques using a series of step by step tutorials

This is a comprehensive tutorial and reference guide to ActionScript 3, Flex, and Flexbuilder 2 that teaches readers everything they need to know about

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these new technologies, from the very beginning, right through advanced topics. Readers will need general web development experience, and ideally have Flash and ActionScripting experience, although this isn't

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essential. This book is one of the first to offer thorough coverage of these new technologies. The author, Charles E. Brown, is an acknowledged expert in Flash development and training. His in-depth knowledge of application

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development and effective teaching methods is evident on every page of this essential handbook.

Thoroughly updated to cover the new version of Macromedia Flash - Flash MX - this second edition builds on the

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strengths of the original book while incorporating changes from this major revision of the software.

From the bestselling authority on connecting children with nature, a one-of-a-kind guide chock-full of practical ideas,

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advice and
inspiration for
creating a nature-
rich life - for kids
and grown-ups. In
his groundbreaking
international
bestseller Last Child
in the Woods,
Richard Louv
spotlighted the
alienation of
children from the

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natural world,
coining the term
'nature-deficit
disorder'. Vitamin N
is the
comprehensive
practical handbook,
a complete
prescription for
enjoying the natural
world. Includes: Five
hundred activities
Scores of

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informational
websites An
abundance of down-
to-earth advice
Dozens of thought-
provoking essays.
Unlike other
guidebooks, Vitamin
N (for 'nature')
addresses the whole
family and the
wider community,
encouraging

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parents eager to share nature with their kids. It is a dose of pure inspiration, reminding us that looking up at the stars or taking a walk in the woods is as joyful as it is essential, at any age.

This book is the

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crowd gem of the Society of Children's Book Writers and Illustrators publications. It contains virtually all the information you will need about writing and illustrating for the children's book market. It will help you chart your

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creative work from inception all the way through the process of publishing and marketing. THE BOOK includes the latest market reports, articles on social media, discussions of emerging publishing options,

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and up-to-the-minute directories of everything from agents to book reviewers to relevant blog sites. Time-sensitive material contained in THE BOOK is updated regularly on our website, scbwi.org. The SCBWI staff takes

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great pride in presenting you with this invaluable tool that will optimize your career, whether you are already well published ora newcomer to the field. Use it as your primary reference and workbook. THE BOOK is available to

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Experienced Flash developers and programmers coming from other languages will enjoy the sheer depth of Moocks's coverage.

Novice programmers will appreciate the frequent, low-jargon explanations that

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are often glossed over by advanced programming books.

HTML5 opens up a plethora of new avenues for application and game development on the web. Games can now be created and interacted with directly within

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HTML, with no need for users to download extra plugins, or for developers to learn new languages. Important new features such as the Canvas tag enable drawing directly onto the web page. The Audio tag allows sounds to be

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triggered and played from within your HTML code, the WebSockets API facilitates real-time communication, and the local storage API enables data such as high scores or game preferences to be kept on a user's computer for

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retrieval next time they play. All of these features and many more are covered within The Essential Guide to HTML5. The book begins at an introductory level, teaching the essentials of HTML5 and JavaScript through

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game development. Each chapter features a familiar game type as its core example, such as hangman, rock-paper-scissors, or dice games, and uses these simple constructs to build a solid skillset of the key HTML5 concepts and

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features. By working through these hands on examples, you will gain a deep, practical knowledge of HTML5 that will enable you to build your own, more advanced games and applications. Concepts are introduced and

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motivated with easy-to-grasp, appealing examples Code is explained in detail after general explanations Reader is guided into how to make the examples 'their own'

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[Professional Digital Classroom](#)

[Disney Elena of](#)

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Yoga](#)

[From Floppy to DVD
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To Flash Cs4
to Flex 3

The Essential Guide
to Flex 2 with
ActionScript 3.0
The Essential Guide
to Computing

*Explores recent
innovations in
information and data
storage technology.
Presents postures
and total body*

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