

Macromedia Flash MX - Level II

Instructor: Gabino Travassos, Mote Interactive

SATURDAY

9:15 **Motion Tweening, Easing In/Out**

9:30 **Moving an Object with the setProperty()
function**

9:45 **Data Types**

string
number
boolean
null

10:00 coffee break

10:15 **Variables**

Changing variables to move an Object
Using an array to plot a course

Simple Math Operators

- + -- ++ * /

Incrementing variables to change position
Using Math to plot a course
Math.random, Math.round, Math.floor

12:00 lunch

1:00 **Function: startDrag()**

Function: array push(), pop()

Comparison Operators

if() == != === > < <= >=

Program Looping with for()

3:00 coffee break

**Putting actionscript on a movieClip with
onClipEvent()**

Function: duplicateMovieClip()

Function: trace()

Dynamic Text Fields

Input Text Fields

SUNDAY

9:00 **ActionScript and Javascript**

Displaying a random image from an array in
Javascript, then doing the same in Flash

Function loadMovie() to load dynamic jpegs

10:00 coffee break

**Using loadVariables() to move the array
outside of Flash**

Splitting text using split()

12:00 lunch

1:00 **Size Reports**

optimizing for the web

Dynamic and Random

Lunar Lander

Function hittest()

3:00 coffee break

3:15 **Object Oriented**

creating an object
targeting the object
object parameters

the Sound Object
the Text Object
the Date Object
Forms
Components

Visit: www.moteinteractive.com/tutorials/flash2/