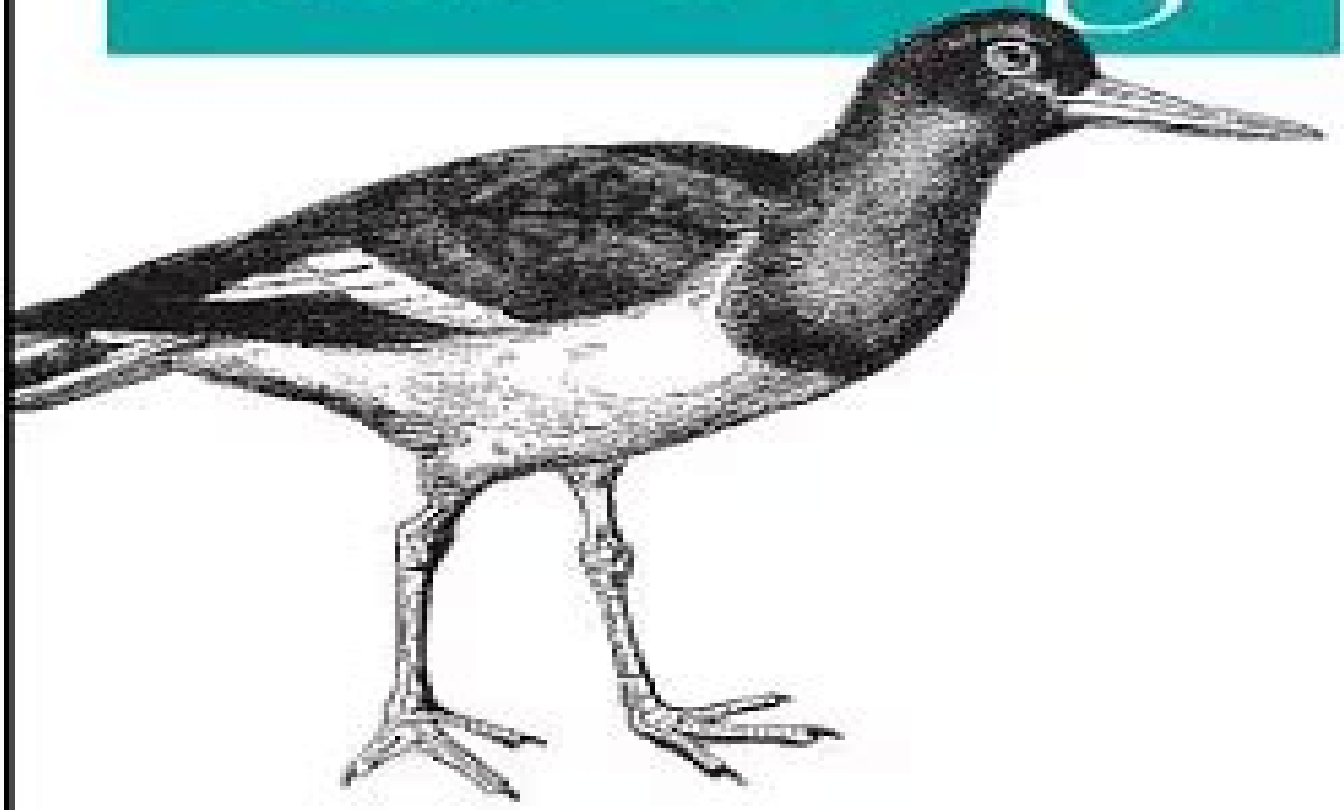
ActionScript Developer's Guide to

Robotlegs



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Joel Hooks & Stray (Lindsey Fallow)

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David Stiller,Rich Shupe,Jen deHaan,Darren Richardson

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ActionScript Developer's Guide to Robotlegs Stray,Joel Hooks,2011 Robotlegs is a standout among the ActionScript 3 development frameworks available today With it Flash Flex and AIR developers can create well architected testable and flexible Rich Internet Applications fast This concise guide shows you how the light footprint and focused scope of this open source framework not only solves your immediate coding problems it helps you gain insight into AS3 architecture on a much deeper level The authors provide a walkthrough of specific features in two applications they ve written in Robotlegs complete with code for each application as a whole You ll learn how to achieve a balance of flexibility and consistency in your own projects Solve 80% of your coding problems with 20% of the API Gain code base flexibility with automated Dependency Injection Learn the anatomy of a Robotlegs application Understand the relationships between models services control code and views in the framework s MVCS architecture See how the Robotlegs approach facilitates Test Driven Development TDD Pick up practical methods for architecting Robotlegs solutions Get expert insights to power up your existing Robotlegs code

Learning ActionScript 3.0 Rich Shupe,Zevan Rosser,2010-10-18 If you re new to ActionScript 3 0 or want to enhance your skill set this bestselling book is the ideal guide Designers developers and programmers alike will find Learning ActionScript 3 0 invaluable for navigating ActionScript 3 0 s learning curve You ll learn the language by getting a clear look at essential topics such as logic event handling displaying content classes and much more Updated for Flash Professional CS5 this revised and expanded edition delivers hands on exercises and full color code samples to help you increase your abilities as you progress through the book Topics are introduced with basic syntax and class based examples so you can set your own pace for learning object oriented programming Harness the power and performance of ActionScript 3 0 Control sound and video including new access to microphone data Create art with code by drawing vectors and pixels at runtime Manipulate text with unprecedented typographic control Animate graphics create particle systems and apply simple physics Avoid common coding mistakes and reuse code for improved productivity Load SWF image text HTML CSS and XML file formats and more Authors Rich Shupe and Zevan Rosser draw on their experience as Flash developers and instructors to give you a solid ActionScript foundation revealing ways you can use code for practical everyday projects *ActionScript Developer's Guide to PureMVC* Cliff Hall,2011 Annotation Gain hands on experience with PureMVC the popular open source framework for developing maintainable applications with a Model View Controller architecture In this concise guide PureMVC creator Cliff Hall teaches the fundamentals of PureMVC development by walking you through the construction of a complete non trivial Adobe AIR application Through clear explanations and numerous ActionScript code examples youll learn best practices for using the frameworks classes in your day to day work Discover how PureMVC enables you to focus on the purpose and scope of your application while the framework takes care of the plumbing in a maintainable and portable way Get a detailed overview of the PureMVC process for developing your applicationModel the domain by designing the schema

and creating framework agnostic value objectsImplement framework agnostic View components that expose an API of events and propertiesUse the Proxy pattern to keep track of value objects and hide service interactionFacilitate two way communication between a View component and the rest of the applicationStitch the Model and View tiers together with command objects in the ControllerManage problematic View component life cycles and learn how to reuse the Model tier

The ActionScript 3.0 Quick Reference Guide: For Developers and Designers Using Flash David Stiller,Rich Shupe,Jen deHaan,Darren Richardson,2008-12-08 No matter what your background the pages that follow will provide you with some excellent knowledge insight and even a little bit of wisdom in the realm of Flash and ActionScript Happy learning Branden Hall from the Foreword Written by Flash insiders with extensive knowledge of the technology this guide is designed specifically to help Flash designers and developers make the leap from ActionScript 2 0 to the new object oriented ActionScript 3 0 quickly and painlessly Formatted so you can find any topic easily ActionScript 3 0 Quick Reference Guide explains Object oriented programming OOP concepts such as packages and classes ActionScript 3 0 features and player enhancements that improve performance Workflow differences between ActionScript 2 0 and ActionScript 3 0 including tools code editing component sets and image and font rendering Where did it go A guide to help you find familiar features in ActionScript 3 0 such as global functions operators properties and statements How do I Step by step solutions for performing tasks with ActionScript 3 0 including input sound video display events text and more Also included are overviews of Flash and ActionScript features and workflows ActionScript 3 0 is a huge upgrade to Flash s programming language and this guide helps you upgrade your skills to match it **Learning ActionScript 3.0** Rich Shupe,Zevan Rosser,2007-12-13 In this book authors Rich Shupe and Zevan Rosser share the knowledge they ve gained from their years as multimedia developers designers and teachers Learning ActionScript 3 0 gives you a solid foundation in the language of Flash and demonstrates how you can use it for practical everyday projects The authors do more than just give you a collection of sample scripts Written for those of you new to ActionScript 3 0 the book describes how ActionScript and Flash work giving you a clear look into essential topics such as logic event handling displaying content migrating legacy projects to ActionScript 3 0 classes and much more You will learn important techniques through hands on exercises and then build on those skills as chapters progress ActionScript 3 0 represents a significant change for many Flash users and a steeper learning curve for the uninitiated This book will help guide you through a variety of scripting scenarios Rather than relying heavily on prior knowledge of object oriented programming OOP topics are explained in focused examples that originate in the timeline with optional companion classes for those already comfortable with their use As chapters progress the book introduces more and more OOP techniques allowing you to choose which scripting approach you prefer Learning ActionScript 3 0 reveals New ways to harness the power and performance of AS3 Common mistakes that people make with the language Essential coverage of text sound video XML drawing with code and more Migration issues from AS1 and AS2 to AS3 Simultaneous

development of procedural and object oriented techniques Tips that go beyond simple script collections including how to approach a project and which resources can help you along the way The companion web site contains material for all the exercises in the book as well as short quizzes to make sure you re up to speed with key concepts ActionScript 3 0 is a different animal from previous versions and Learning ActionScript 3 0 teaches everything that web designers GUI based Flash developers and those new to ActionScript need to start using the language **The ActionScript 3.0 Migration Guide** Kris Hadlock,2008 This text shows Web designers and developers how to easily migrate from ActionScript 2 to ActionScript 3 It contrasts the differences between the two and shows how to migrate code to the new version

Foundation ActionScript 3.0 with Flash CS3 and Flex Sean McSharry,Gerald YardFace,Steve Webster,2009-01-07 This book teaches ActionScript to both aspiring ActionScript developers and experienced ones who want to upgrade their knowledge to the new version It details how to use ActionScript through both Flash CS2 and Flex 2 open source ActionScript developers should also be able to make use of the book Coverage focuses on essential real world techniques and assumes no previous ActionScript knowledge In addition the book features a host of practical examples reference sections are also included at the back of the book allowing the reader to easily look up syntax ActionScript 3.0 Migration Guide: Making the Move from ActionScript 2.0 Kris Hadlock,2008 The ActionScript 3.0 Quick Reference Guide Jen DeHaan,David Stiller,Darren Richardson,Rich Shupe,2008 No matter what your background the pages that follow will provide you with some excellent knowledge insight and even a little bit of wisdom in the realm of Flash and ActionScript Happy learning Branden Hall from the Foreword Written by Flash insiders with extensive knowledge of the technology this guide is designed specifically to help Flash designers and developers make the leap from ActionScript 2 0 to the new object oriented ActionScript 3 0 quickly and painlessly Formatted so you can find any topic easily ActionScript 3 0 Quick Reference Guide explains Object oriented programming OOP concepts such as packages and classes ActionScript 3 0 features and player enhancements that improve performance Workflow differences between ActionScript 2 0 and ActionScript 3 0 including tools code editing component sets and image and font rendering Where did it go A guide to help you find familiar features in ActionScript 3 0 such as global functions operators properties and statements How do I Step by step solutions for performing tasks with ActionScript 3 0 including input sound video display events text and more Also included are overviews of Flash and ActionScript features and workflows ActionScript 3 0 is a huge upgrade to Flash s programming language and this guide helps you upgrade your skills to match it

Unveiling the Energy of Verbal Art: An Mental Sojourn through **Actionscript Developers Guide To Robotlegsactionscript Developers Gt Rob Paperback**

In some sort of inundated with displays and the cacophony of quick transmission, the profound energy and emotional resonance of verbal beauty often diminish in to obscurity, eclipsed by the continuous assault of noise and distractions. However, situated within the lyrical pages of **Actionscript Developers Guide To Robotlegsactionscript Developers Gt Rob Paperback**, a captivating function of literary splendor that pulses with natural feelings, lies an wonderful journey waiting to be embarked upon. Composed with a virtuoso wordsmith, this interesting opus courses viewers on a psychological odyssey, gently exposing the latent possible and profound influence embedded within the intricate internet of language. Within the heart-wrenching expanse with this evocative evaluation, we can embark upon an introspective exploration of the book is main themes, dissect its interesting writing style, and immerse ourselves in the indelible impression it leaves upon the depths of readers souls.

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