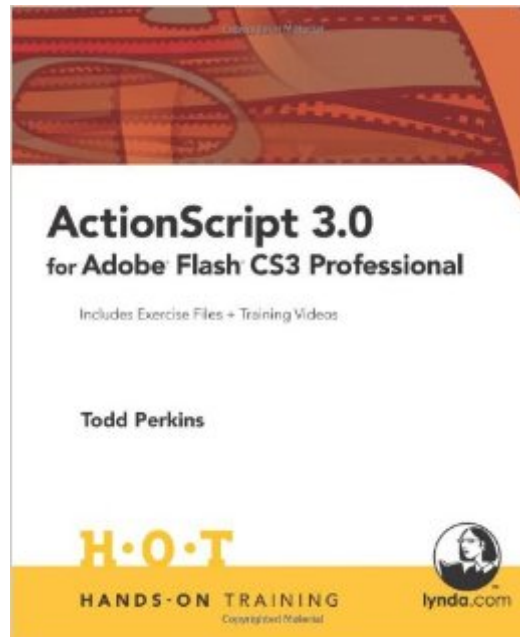# ActionScript 3.0 For Adobe Flash CS3 Professional Hands-On Training

## Synopsis

When Flash Player 9 released in June 2006, it introduced the new scripting language, ActionScript 3, which has already taken hold in the Adobe Flex application development community. In its latest release, Flash CS3 incorporates this new and much improved upon language into its development environment, giving Flash authors more flexibility than ever before. Now, they just need to learn how to use it and get started quickly. For the first time, the Flash experts at Lynda.com have poured their training expertise into this exciting book release. ActionScript 3 in Adobe Flash CS3 Professional Hands-On Training teaches readers all they need to know to get up and running with ActionScript 3 in Flash. It covers all the essentials and new features, including the brand new ActionScript debugger that allows users to step through a wide variety of properties in their code at runtime, with greater flexibility and feedback. Readers will also learn modern Web design and workflow techniques for developing their projects successfully with Flash using ActionScript 3. Accompanied by a CD-ROM loaded with classroom-proven exercises and QuickTime training videos, this book ensures readers will master the key features of ActionScript 3 in no time. Now that Flash is an integral part of the Adobe Creative Suite 3 Web Premium, Web Standard, and Design Premium packages, there is an even greater need for the clear, step-by-step approach this book offers.

## Book Information

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## Customer Reviews

What this book does, it does very well. It illustrates the new syntax and methods of AS3, and shows you exactly how to use them. It is illustrated and organized so efficiently that it can function as a

"cookbook" reference.It's a deceptively compact book, very handsomely bound and thoroughly illustrated with color screenshot examples. It is much better printed than earlier lynda-dot-com H-O-T Flash books (cleaner typography, opaque paper for color printing), though inside there's a superficial family resemblance. You get a series of step-by-step, read-and-type exercises, as well as a few supporting video tutorials. It even uses the old "snowboarder" example that the H-O-T books have used for the last three versions of Flash.As I say, the resemblance is only superficial. The tutorials are much more concentrated than is usual. The chapters and subsections are short--a key concept may be covered and demonstrated in just two or three pages--but this concentration of material can make it very slow-going, requiring two or three re-reads. The few videos provided seem to be there merely for tradition's sake and add little to the tutorials.I recommend this book but do not recommend attempting to learn AS3 from this book alone. Its virtue is its limitation: the author covers all the basics, seldom digressing from his lessons, so you may feel cramped and distracted if you try to cover more than one chapter at time. What you're missing is commentary and elbow room, a sense of overall context and practical application. For this you should get the Shupe/Rosser book (Learning ActionScript 3.0) and two or three others.You might also get Todd Perkins's follow-on to this book, '...Beyond the Basics,' also from lynda.

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