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Comprehending as

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documentation |
Adobe Developer ...
In ActionScript 3,
an array's index
begins at 0,
meaning the first
element of the
array is the 0th
element. Individual
values of the array
are accessed by

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using the name of
the array, followed
by square brackets

and the index you
wish to retrieve.

How to use

ActionScript with

Animate - Adobe

ActionScript 3 is

also used with

Adobe AIR system

for the

development of

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desktop and mobile applications. The language itself is open-source in that its specification is offered free of charge and both an open source compiler (as part of Apache Flex) and open source virtual machine (Mozilla Tamarin) are available.

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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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Adobe
ActionScript® 3
(AS3) API
Reference
The ActionScript
3.0 Reference for
the Adobe Flash
Platform is a
platform-wide
reference
combining the
ActionScript
language elements,
core libraries, and

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Classes for all Flash
Platform tools,
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Filtering
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and versions in
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Solved: Standalone
ActionScript 3.0

Language

Reference dis ...

To use an

ActionScript class
that you've

defined, Animate
must locate the
external

ActionScript files
that contain the
class definition.

The list of folders in

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which Animate searches for class definitions is called the classpath for ActionScript 2.0 and the source path for ActionScript 3.0. Classpaths and source paths exist at the application (global) and document level.

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Adobe Flash
ActionScript 3.0 -
Simple Navigation
Copy the
properties that
define a motion
tween in the
Timeline as
ActionScript 3.0
and apply that
motion to another
symbol. Apply the
motion either in
the Actions panel

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or in the source files (such as class files) that uses

ActionScript 3.0..

Use the fl.motion classes to

customize the

Animate-generated

ActionScript for

your specific

project.

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edition to use for a
class, but can't get
access to the
lesson...

ActionScript
publish settings in
Adobe Animate
FLA files that use
ActionScript 3.0
cannot include
earlier versions of
ActionScript.

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(Deprecated with
Animate only)

ActionScript 2.0 is simpler to learn than ActionScript 3.0. Although Flash Player runs compiled ActionScript 2.0 code slower than compiled ActionScript 3.0 code, ActionScript 2.0 is still useful for

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many kinds of
projects.

ActionScript 3.0 for
Adobe Flash
Professional CS5 ...
The ActionScript ®
3.0 Reference for
the Adobe ® Flash
® Platform
contains the
ActionScript
language elements,
core libraries, and

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component packages and classes for the tools, runtimes, services and servers in the Flash Platform. Filter by product using the preset filters

ActionScript 3.0
overview | Adobe
Developer
Connection

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ActionScript 3.0 code supports two types of comments: single-line comments and multiline comments. The compiler ignores text that is marked as a comment. Single-line comments begin with two forward slash characters

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(//) and continue
until the end of the
line.

Motion tween and
ActionScript 3.0 -
Adobe
when i create a
new document in
Flash CS3 with
choosing
"ActionScript 3.0", i
cannot edit the
action script for

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any clips/buttons i made and when i pressed F9, it showed "current selection cannot have actions applied to it". however, when i created a flash file with selecting ActionScript 2.0, I ha...

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Adobe
ActionScript® 3
(AS3) API

Reference

ActionScript 3 is the programming language for the Adobe Flash Player and Adobe AIR runtime environments.

Programmers of all levels—beginner, intermediate, and

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advanced—will find
useful content on
this page. Explore
the language's
object-oriented
programming
model and its
fundamental
building ...

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ActionScript 3.0

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brings the core language aspects of ActionScript 2.0 into compliance with the ECMAScript standard and introduces some areas of new or enhanced functionality. All of these features are discussed in comprehensive

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detail in the
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Language
Reference,
available in beta
version on Adobe
Labs.

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Platform *
ActionScript 3.0
language
fundamentals
ActionScript 3 is

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the programming language for the Adobe Flash Player and Adobe AIR runtime

environments.

Understand what you can do with ActionScript 3 and get a head start by creating your first ActionScript 3 class. Learn step by step the object-

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great book in the
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series with 15

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to clarify

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which explains all
aspects of

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lesson form, and
has an

accompanying CD
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that are written,

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ActionScript 3.0 vs
2.0 - Adobe
Support
Community
Solved: I am
unable to view the
majority of the
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standalone
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Language

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