



1). ACTIONSSCRIPT

USING ACTIONS

ActionScript Basics
Using the Actions Panel
Changing the Action Panel edit modes
Testing an Action
Editing an Action

2). FRAME ACTIONS

FRAME LABEL

Using Frame Labels
Creating Frame Labels

FRAME ACTION

Using Frame Actions
Creating Frame Actions

3). BUTTON ACTIONS

BUTTON ACTION

Using Button Actions
Creating Button Actions
Using the Go To action

4). MOVIE CLIP ACTIONS

MOVIE CLIP ACTION

Using Movie Clip Actions
Creating Movie Clip Actions
Adding more On Clip Events
Using the With action
Using the MovieClip object actions

COMPLEX MOVIE CLIP ACTIONS

Creating a complex movie clip
Creating draggable movie clips
Locking draggable movie clips
Constraining draggable movie clips

5). PROGRAMMING WITH ACTIONSSCRIPT

VARIABLES

Using Variables
Using Conditional Statements
Using Operators

PROPERTIES

Using Properties
Setting Properties
Getting Properties

INPUT AND OUTPUT

Using the Input Text
Using the Dynamic Text

DOT NOTATION

Using the Dot Notation

6). SMART CLIPS

USING SMART CLIPS

Using a Smart Clip
Using a Menu Smart Clip
Setting parameters of a Menu Smart Clip
Changing properties of a Menu Smart Clip

7). MODULAR MOVIES

SCENES

Using Scenes
Inserting scenes
Renaming scenes
Reordering scenes
Accessing scenes
Removing scenes

MULTIPLE MOVIES

Using multiple movies
Loading movies using the Load Movie action



Unloading movies using the Unload Movie action

Customizing Debug settings
Generating a size report

8). WEB INTERACTION

HYPERLINKS

Creating a hyperlink using the Get URL action
Creating a hyperlink using the Character Panel
Creating a hyperlink using the Dynamic Text

TARGETS

Targeting Windows
Targeting Frames

EMAIL

Sending an email using the Get URL action
Sending an email using the Character Panel
Sending an email using the Dynamic Text

OPTIMIZING MOVIE COMPONENTS

Optimizing Vector shapes
Optimizing Bitmap images
Optimizing Sound files

PRELOADER

Using a Preloader
Creating a Preloader

10). STANDALONE MOVIES

PROJECTOR

Using the Projector
Using FSCommand actions
Publishing the Projector

9). OPTIMIZING MOVIES

THE BANDWIDTH PROFILER

Using the Bandwidth Profiler