

# Contents

<i>About the Authors</i> .....	<i>xi</i>
<i>About the Technical Reviewer</i> .....	<i>xiii</i>
<i>Acknowledgments</i> .....	<i>xv</i>
<i>Introduction</i> .....	<i>xvi</i>

## **Part One Setting Up the Environment** ..... 1

### **Chapter 1 Introducing Flash MX** ..... 3

<i>Where to Get Flash MX</i> .....	4
<i>Understanding the System Requirements</i> .....	4
Authoring Requirements.....	4
Playback Requirements.....	5
<i>Understanding Panels</i> .....	6
What Are Panels?.....	6
Arranging and Saving Panels.....	6
<i>The Bare Basics of the Authoring Environment</i> .....	7
Understanding Scenes.....	7
Understanding Layers.....	8
Using the Timeline.....	10
<i>Using Flash MX's Tools</i> .....	12
Using the Arrow Tool.....	12
Using the Subselection Tool.....	13
Using the Line Tool.....	13
Using the Lasso Tool.....	13
Using the Pen Tool.....	14
Using the Text Tool.....	14
Using the Oval Tool.....	15
Using the Rectangle Tool.....	15
Using the Pencil Tool.....	16
Using the Brush Tool.....	16
Using the Free Transform Tool.....	16
Using the Fill Transform Tool.....	16
Using the Ink Bottle Tool.....	17
Using the Paint Bucket Tool.....	17
Using the Eyedropper Tool.....	18

Using the Eraser Tool .....	18
Using the Hand Tool .....	18
Using the Zoom Options .....	18
Setting the Stroke Color .....	18
Using the Fill Color Tool .....	19
<i>Getting an ActionScript Primer</i> .....	19
Using Buttons .....	20
Using Button Events .....	22
Using Variables .....	23
Using Loops .....	24
Using Arrays .....	28
Using the Date/Time Object .....	30
Using the Math Object .....	34
Using MovieClips .....	36
Using MovieClip Methods .....	36
Using MovieClip Properties .....	38
Using Movie Events .....	39
Using Targeting .....	41
Duplicating MovieClips .....	43
Drawing Shapes Using MovieClips .....	44
<i>Building Dynamic Flash Objects</i> .....	45
Creating Dynamic Variable Names .....	45
Using Dynamic Targeting .....	46
Creating Dynamic MovieClips .....	47
<i>Creating a Simple Movie</i> .....	48
<i>Summary</i> .....	52
<b>Chapter 2 Setting Up the Web Server and Database Environment</b> .....	53
<i>Picking the Right Technologies</i> .....	53
Exploring Microsoft-Based Solutions .....	54
Exploring Microsoft Alternatives .....	56
<i>Setting Up the System</i> .....	58
Preparing the Web Server Environment .....	58
Preparing the Database .....	58
Understanding Microsoft's Universal Data Access .....	59
Seeing ASP and Microsoft Access Data Access in Action .....	60
Seeing ASP.NET, Web Matrix, and SQL Server Data Access in Action .....	66
Seeing Visual Studio .NET, ASP.NET, and Microsoft SQL Server Data Access in Action .....	78
<i>Summary</i> .....	92

<b>Chapter 3</b>	<b>Creating Your First Flash Application</b>	<b>93</b>
	<i>Planning the Navigation Project</i>	94
	What Should the Flash Application Do?	94
	What Should the Application Look Like?	95
	How Will the Flash Application Fit into the Page?	96
	Understanding the Size Needs and Limitations	96
	Understanding File Size and Raster Graphics vs. Vector Graphics	96
	Choosing Fonts	98
	Using Preloaders	99
	<i>Building Your Project</i>	100
	Setting Movie Properties	100
	Creating the Buttons	101
	<i>Summary</i>	106
<b>Chapter 4</b>	<b>Adding ActionScript to Your Flash Application</b>	<b>107</b>
	<i>Doing More Planning</i>	107
	Understanding Data Vehicles	107
	Determining the Data Structure	108
	<i>Applying the Plan and Techniques</i>	110
	Setting Up the Data Parsing	110
	One Final Note	116
	<i>Summary</i>	118
<b>Part Two</b>	<b>Creating Sample Solutions</b>	<b>119</b>
<b>Chapter 5</b>	<b>Building a Flashy Online Poll Engine</b>	<b>121</b>
	<i>Building the ASP and SQL Server Foundation</i>	121
	Designing the Database	122
	Developing the Poll Engine Administrator	126
	Utilizing the Poll Engine Administrator	142
	<i>Building the Flash User Interface</i>	146
	Implementing the ASP Scripting	146
	Planning the Poll Application	153
	Setting the Movie Properties	155
	Building the Poll	156
	<i>Summary</i>	170

<b>Chapter 6 Building a Nontrivial Trivia Game</b> .....	171
<i>Creating the Trivia Game Business Rules</i> .....	171
<i>Building the ASP.NET and SQL Server Foundation</i> .....	173
Designing the Database .....	173
Developing the Trivia Game Administrator .....	181
Utilizing the Trivia Game Administrator .....	220
<i>Building the User .NET Pages</i> .....	223
<i>Building the Flash User Interface</i> .....	238
Planning the Trivia Game Interface .....	238
Building the Trivia Game Interface .....	239
<i>Playing the Game</i> .....	268
<i>Summary</i> .....	270
<b>Chapter 7 Building Calendars in a Flash</b> .....	271
<i>Creating the Calendar Business Rules</i> .....	271
<i>Building the ASP and SQL Server Foundation</i> .....	272
Designing the Database .....	273
Developing the Calendar Administrator .....	275
Utilizing the Calendar Administrator .....	317
<i>Building the Flash Calendar Interface</i> .....	324
What It Should Do .....	324
How It Should Work .....	325
How It Should Look .....	332
Designing the Flash Interface .....	333
<i>Summary</i> .....	352
<b>Chapter 8 Building Graphical Reports</b> .....	353
<i>Understanding the E-Commerce Database Requirements</i> .....	353
Designing the Database .....	353
Building Access Queries .....	357
<i>Building the ASP.NET Interface</i> .....	366
<i>Utilizing the ASP.NET Interface</i> .....	374
<i>Charting the Data in a Flash</i> .....	376
<i>Summary</i> .....	390
<b>Index</b> .....	391