

ONLINE RESOURCES FOR ACTIONSCRIPT AND FLEX*

R.G. (Dick) Baldwin

This work is produced by OpenStax-CNX and licensed under the
Creative Commons Attribution License 3.0[†]

Abstract

The purpose of this module is to provide a list of links to online ActionScript and Flex resources to supplement the other lessons in the series.

1 Table of Contents

- Preface (p. 1)
- Resources (p. 1)
- Miscellaneous (p. 3)

2 Preface

This document is part of a series of lessons dedicated to object-oriented programming (*OOP*) with ActionScript.

The purpose of this document is to provide a list of links to online ActionScript and Flex resources to supplement the other lessons in the series.

3 Resources

- Baldwin's Flex programming website ¹
- Baldwin's ActionScript programming website ²
- Adobe Flex Home ³
- Download free open-source Adobe Flex 3.5 SDK ⁴
 - Adobe Flex SDK Installation and Release Notes ⁵
 - Application Deployment ⁶

*Version 1.1: May 31, 2010 2:51 pm -0500

[†]<http://creativecommons.org/licenses/by/3.0/>

¹<http://www.dickbaldwin.com/tocFlex.htm>

²<http://www.dickbaldwin.com/tocActionScript.htm>

³<http://www.adobe.com/products/flex/?promoid=BPDEQ>

⁴<http://www.adobe.com/cfusion/entitlement/index.cfm?e=flex3sdk>

⁵http://www.adobe.com/support/documentation/en/flex/3/releasenotes_flex3_sdk.html#installation

⁶http://livedocs.adobe.com/flex/3/html/help.html?content=Part3_deploy_1.html

- Download free open-source Adobe Flex 4 SDK ⁷
- Download free FlashDevelop IDE ⁸
 - Getting Started with FlashDevelop ⁹
- Download Adobe Flash Builder 4 Standard for students ¹⁰
- Download Adobe Flash Player ¹¹
- Download Adobe Flash Player Uninstallers ¹²
- Download Adobe Air ¹³
- Download various Adobe products ¹⁴
- Flex Developer Center ¹⁵
- Flex in a Week video training ¹⁶
- Adobe Flex Builder 3 - Getting Started ¹⁷
- Getting Started with Flex 3 - online O'Reilly book by Jack Herrington and Emily Kim ¹⁸
- Adobe Flex 3 Help ¹⁹
 - Adobe Flex 3.5 Language Reference ²⁰
 - Building and Deploying Flex 3 Applications ²¹
 - Programming ActionScript 3.0 ²²
 - ActionScript language and syntax ²³
- Flex.org ²⁴
- Wikipedia on MXML ²⁵
- ActionScript 3 guides, tutorials, and samples ²⁶
- ActionScript.org ²⁷
- ActionScript 3: The Language of Flex ²⁸
- ActionScript Custom Components ²⁹
- ActionScript language and syntax ³⁰
- Comparing, including, and importing ActionScript code ³¹
- Programming ActionScript 3.0 ³²
- Getting Started with ActionScript 3.0 ³³

⁷<http://opensource.adobe.com/wiki/display/flexsdk/Download+Flex+4>

⁸http://www.flashdevelop.org/wikidocs/index.php?title=Main_Page

⁹http://www.flashdevelop.org/wikidocs/index.php?title=Getting_Started

¹⁰<https://freeriatools.adobe.com/flex/>

¹¹<http://www.adobe.com/support/flashplayer/downloads.html>

¹²<http://www.adobe.com/support/flashplayer/downloads.html>

¹³<http://get.adobe.com/air/>

¹⁴<http://www.adobe.com/downloads/>

¹⁵<http://www.adobe.com/devnet/flex/>

¹⁶<http://www.adobe.com/devnet/flex/videotraining/>

¹⁷<http://learn.adobe.com/wiki/display/Flex/Getting+Started>

¹⁸http://www.adobe.com/devnet/flex/pdfs/getting_started_with_Flex3.pdf

¹⁹<http://livedocs.adobe.com/flex/3/html/help.html>

²⁰<http://livedocs.adobe.com/flex/3/langref/index.html>

²¹http://livedocs.adobe.com/flex/3/html/help.html?content=Part3_Build_Deploy_1.html

²²http://livedocs.adobe.com/flex/3/html/help.html?content=Part6_ProgAS_1.html

²³http://livedocs.adobe.com/flex/3/html/help.html?content=03_Language_and_Syntax_01.html

²⁴<http://flex.org/>

²⁵<http://en.wikipedia.org/wiki/MXML>

²⁶<http://www.adobe.com/devnet/actionsript/as3.html>

²⁷<http://www.actionscript.org/index.php>

²⁸<http://www.artima.com/lejava/articles/actionscript.html>

²⁹http://livedocs.adobe.com/flex/3/html/help.html?content=Part3_as_components_1.html

³⁰http://livedocs.adobe.com/flex/3/html/help.html?content=03_Language_and_Syntax_01.html

³¹http://livedocs.adobe.com/flex/3/html/help.html?content=usingas_4.html

³²http://livedocs.adobe.com/flex/3/html/help.html?content=Part6_ProgAS_1.html

³³<http://bauhouse.wordpress.com/2008/07/06/getting-started-with-actionscript-30/>

- Modular applications overview ³⁴
- ActionScript 3 Language Specification ³⁵
- Beginners Guide to Getting Started with AS33 ³⁶ (*Running the compiler from the command line.*)
- Tips for learning ActionScript 3.0 ³⁷
- ActionScript Technology Center ³⁸
- Adobe Flash Platform ³⁹
- Adobe Flash Player ⁴⁰
- Adobe Air ⁴¹
- ActionScript language references ⁴²
- Class property attributes ⁴³
- Embedding Resources with AS3 ⁴⁴
- ActionScript 3.0 Bible ⁴⁵ by Braunstein
- Basics of working with sound ⁴⁶

4 Miscellaneous

This section contains a variety of miscellaneous materials.

NOTE: **Housekeeping material**

- Module name: Online resources for ActionScript and Flex
- Files:
 - ActionScript0180\ActionScript0180.htm
 - ActionScript0180\Connexions\ActionScriptXhtml0180.htm

NOTE: **PDF disclaimer:** Although the Connexions site makes it possible for you to download a PDF file for this module at no charge, and also makes it possible for you to purchase a pre-printed version of the PDF file, you should be aware that some of the HTML elements in this module may not translate well into PDF.

-end-

³⁴http://livedocs.adobe.com/flex/3/html/help.html?content=modular_2.html

³⁵http://livedocs.adobe.com/specs/actionscript/3/wwhelp/wwhimpl/js/html/wwhelp.htm?href=as3_specification.html

³⁶<http://www.senocular.com/flash/tutorials/as3withmxmcl/>

³⁷http://www.adobe.com/devnet/actionscript/articles/actionscript_tips.html

³⁸<http://www.adobe.com/devnet/actionscript/>

³⁹<http://www.adobe.com/flashplatform/>

⁴⁰<http://www.adobe.com/products/flashplayer/?promoid=DJDWD>

⁴¹<http://www.adobe.com/products/air/?promoid=DJDTL>

⁴²<http://www.adobe.com/devnet/actionscript/references/>

⁴³http://livedocs.adobe.com/flex/3/html/help.html?content=04_OO_Programming_05.html

⁴⁴<http://www.bit-101.com/blog/?p=853>

⁴⁵<http://www.wiley.com/WileyCDA/WileyTitle/productCd-0470135603.html>

⁴⁶http://help.adobe.com/en_US/ActionScript/3.0_ProgrammingAS3/WS5b3ccc516d4fbf351e63e3d118a9b90204-7d27.html