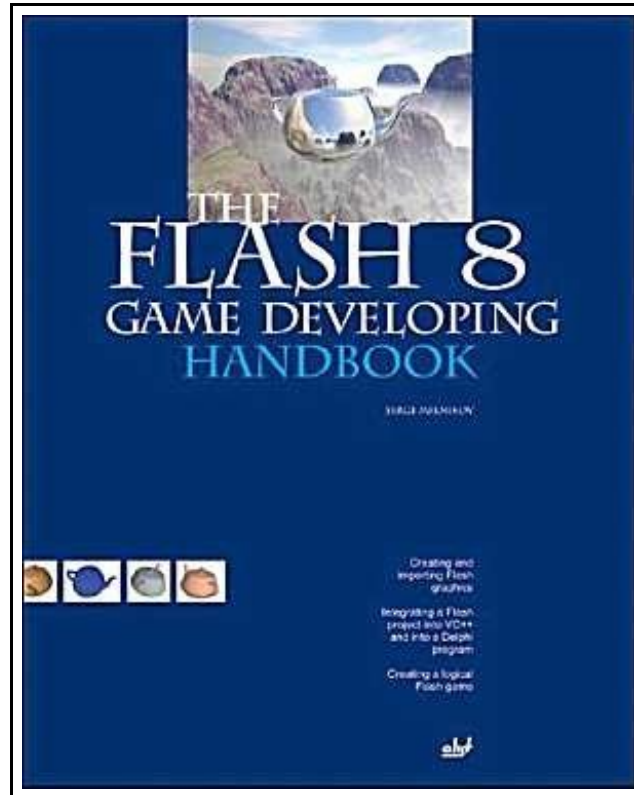


The Flash 8 Game Developing Handbook



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Reviews

Simply no terms to explain. I am quite late in start reading this one, but better then never. Its been written in an remarkably easy way and is particularly merely soon after i finished reading this book where basically changed me, affect the way i really believe.

(Prof. Jedediah Kuhic DVM)

THE FLASH 8 GAME DEVELOPING HANDBOOK

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BPB Publications, 2006. Softcover. Book Condition: New. First edition. A shareware developer`s and game programmer`s guide to creating games with Flash technology The building blocks of Flash games tools are explained in this guide for developing high-quality games with Web programming. It demonstrates the construction of these tools, the methods for importing graphics in GIF/PNG and JPEG formats, and the creation of clips, buttons, and animation effects. Motion Tween and Shape Tween animations are presented, and instructions for changing Action Script code for working with the program shell, integrating the Shockwave Flash component into the Delphi environment, and writing a C program for working with a Flash movie are provided. Practical information on an Action Script, coding the game scenario, game interaction with the server, and preparing game graphics will help the shareware developer and game programmer utilize Flash tools effectively. About the Author - Serge Melnikov is a game programmer, animator, and Web developer On the CD : The accompanying CD-ROM includes Flash project, graphic and SWF files, sever PHP scripts, executable files for the key generator in Delphi, MSVC++, and Perl, and key files for game. It also includes the fontonizer program (fontonizer1), the program for displaying all Flash animations on a Web page (saveflash_5460), powerful shareware file manager (a_Frigate3_Pro_v30), and a professional shareware icon editor with ready-to-use effects (awiconsprosetup). Table of Contents : Introduction Chapter 1: Starting Implementation Chapter 2: Importing and Creating Graphics in Flash Chapter 3: Creating Animation Chapter 4: Introduction to Action Script Chapter 5: Coding the Script of the Game Chapter 6: interaction between the Game and the Web Server Chapter 7: Integrating the Flash Project into a Program Shell Chapter 8: Creating a Key Generator Chapter 9: Integrating a Flash Movie into a Delphi Program Chapter 10: Integrating Flash Movie into a...

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