



附带光盘 包含所有案例源文件

从基础
到应用

Flash ActionScript 2.0 互动编程 从基础到应用

陈冬 编著

- 由具有多年软件开发经验的专家编写而成
- 涵盖ActionScript 2.0从基础到高级应用的所有知识
- 共设计了99个紧扣技术要点的小案例和7个应用型综合性大案例
- 全面详解事件处理机制、影片剪辑、文字、常用内置类、自定义类、全局控制、外部交互和组件



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内 容 提 要

本书是作者根据多年的软件开发经验编写而成的, 内容涵盖了从 ActionScript 编程初学者到一名卓越而高效的 Flash 应用程序开发人员所必须具备的知识。全书分为 3 篇, 共 16 章, 第一篇为 ActionScript 编程基础篇 (包括第 1 章和第 2 章), 主要介绍 ActionScript 入门知识和基本的语法; 第二篇为 ActionScript 编程提高篇 (包括第 3 章到第 9 章), 主要介绍事件处理机制、影片剪辑、文字、常用内置类、自定义类、全局控制和外部交互以及组件等内容; 第三篇为 ActionScript 编程应用篇 (包括第 10 章到第 16 章), 详细地介绍了俄罗斯方块、扫雷、连连看、对对碰、电子书翻书特效、网上投票系统以及网上相册等案例的程序设计。

本书以目前最稳定的 ActionScript 2.0 版本 (适用于 Flash MX 2004 以上版本) 为标准编写而成, 全书共设计了 99 个紧扣技术点的小案例和 7 个综合性大案例。

本书讲解清楚、案例丰富、知识系统, 适合 ActionScript 的初中级读者作为学习用书。

Flash ActionScript 2.0 互动编程从基础到应用

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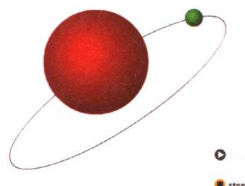
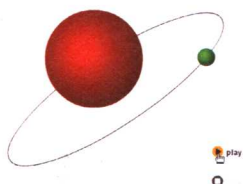
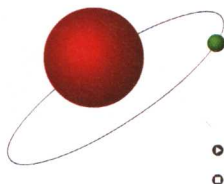
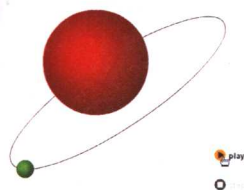
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Chapter 01

上机实战 1-1: 用 stop 和 play 命令实现地球公转

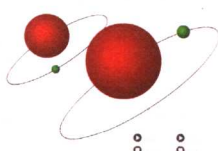
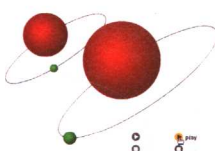
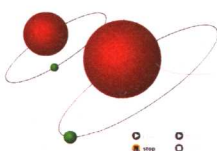
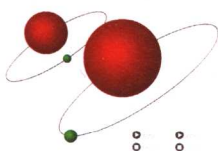
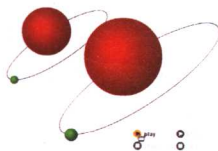


上机实战 1-3: 用 prevFrame 和 nextFrame 实现图片展示



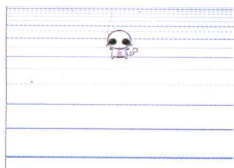
Chapter 02

上机实战 2-1: 控制动画播放: 运用实例

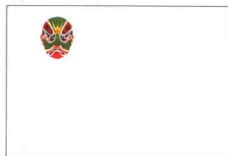


Chapter 03

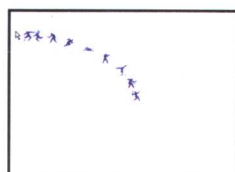
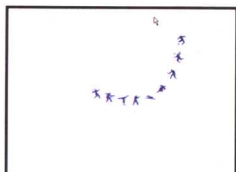
上机实战 3-1: 为按钮添加 AS



上机实战 3-2: 用 load 和 enterFrame 事件制作移动的脸谱

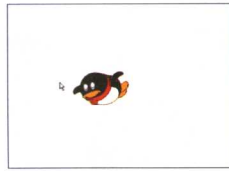
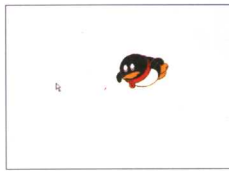
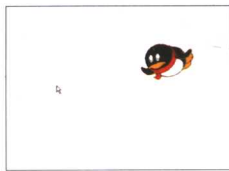
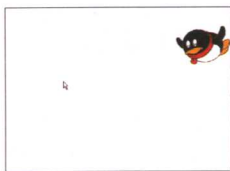


上机实战 3-3: 用 mouseMove 事件实现鼠标跟随

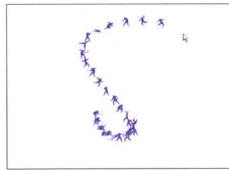
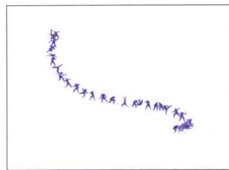
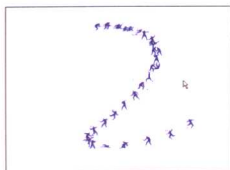




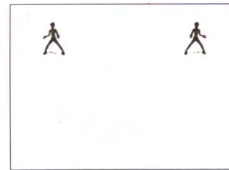
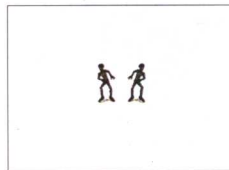
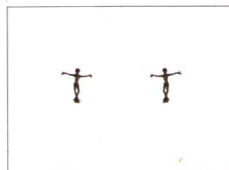
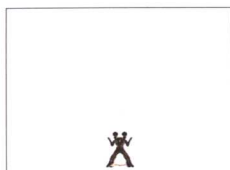
上机实战 3-4：用 mouseDown 和 mouseUp 事件实现鼠标跟随



上机实战 3-5：用 onMouseMove 函数实现鼠标跟随



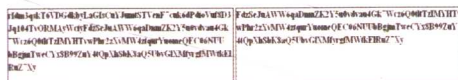
上机实战 3-7：用 getCode 方法控制游戏角色



上机实战 3-8：用 isDown 方法移动图片



上机实战 3-9：用 getAscii 方法制作打字游戏



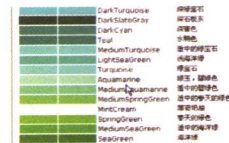
Generate a new group

Generate a new group

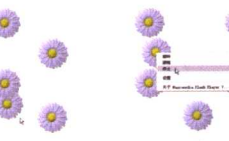
上机实战 3-10：替换鼠标



上机实战 3-11：用鼠标中键控制图片滚动

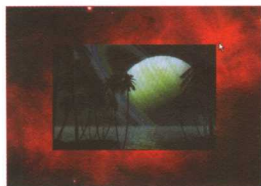


上机实战 3-12：自定义右键菜单





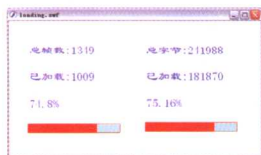
Chapter 04

上机实战 4-1: 通过 `_rotation` 属性旋转对象上机实战 4-2: 用 `_rotation` 属性制作鼠标旋转跟随上机实战 4-3: 通过 `_alpha` 属性实现图片渐入渐出上机实战 4-4: 通过 `_width` 和 `_height` 属性控制影片剪辑大小

上机实战 4-6: 马赛克效果的导航条



上机实战 4-7: 制作 loading 动画

上机实战 4-8: 用 `duplicateMovieClip` 动态复制影片剪辑上机实战 4-9: 用 `attachMovie` 方法制作雪花飞舞

上机实战 4-10: 跟随鼠标游动的鱼

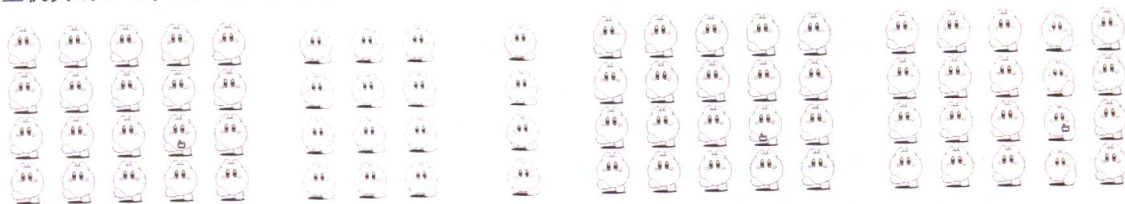


上机实战 4-11: 打蜜蜂游戏





上机实战 4-12: 用 createEmptyMovieClip 方法创建影片剪辑



上机实战 4-13: 用 loadMovie 制作图片展示



上机实战 4-14: 鼠标跟随的下雪效果



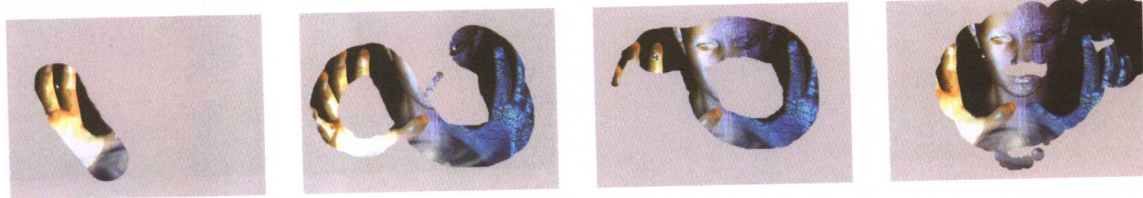
上机实战 4-15: 用 swapDepths 方法实现立体旋转特效



上机实战 4-16: 制作放大镜



上机实战 4-17: 用遮罩实现橡皮擦特效



上机实战 4-18: 用碰撞测试实现粘附特效

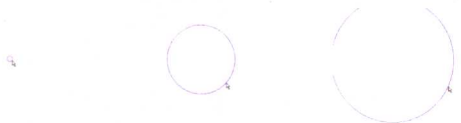




上机实战 4-19：用绘画方法画直线



上机实战 4-21：用绘画方法画圆



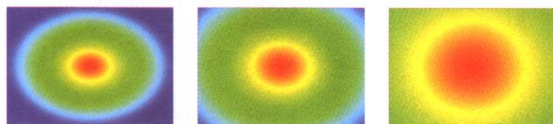
上机实战 4-20：用绘画方法画曲线



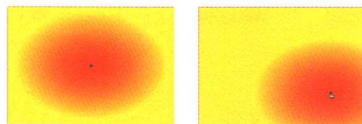
上机实战 4-22：用填充方法画填充图形



上机实战 4-23：用填充方法画渐变填充图形



上机实战 4-24：交互式填充图形



Chapter 05

上机实战 5-1：动态文本展示



上机实战 5-2：文字淡入淡出



上机实战 5-3：随机文字特效



上机实战 5-4：可指定倍数的放大镜



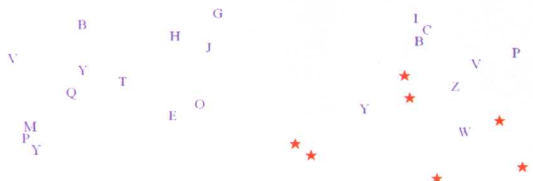
上机实战 5-5：用侦听器实现累加运算



上机实战 5-6：打字游戏



上机实战 5-7：设置了文本格式的打字游戏





Webdings



上机实战 5-10：用 HTML 标签制作图片的鼠标跟随



上机实战 5-12：为文本应用 CSS 样式

```

texts
  text-decoration underline
  color #0033FF
  font-size 18px
  font-family Verdana, Arial, Helvetica, sans-serif

titles
  color #FF0000
  text-transform uppercase
  font-weight bold
  font-size 36px
  font-family Georgia, "Times New Roman", Times, serif

```

The World Is Too Much With Us
The world is too much with us; late and soon,
Getting and spending, we lay waste our powers;
Little we see in Nature that is ours;
We have given our hearts away, a sordid boon!
This sea that bares her bosom to the moon;
The winds that will howl at full tide, at our command;
And the tiny, growing, white, pure, wondrous flowers,
And the pale green leaves, thinning as they fall;
For this, for everything, we are out of tune;
It moves us not – Great God! I'd rather be
A Pagan suckled in a creed outworn;
So might I, standing on this pleasant lea,
Have glimpses that would make me less forlorn;
Have sight of Proteus rising from the sea;
Or hear old Triton blow his wreathèd horn;

Find: w 10 found.

Who has seen the wind?
Neither I nor you;
But when the leaves hang trembling,
The wind is passing through.
Who has seen the wind?
Neither you nor I;
But when the trees bow down their heads,
The wind is passing by.

Find: **wh** 4 found

Who has seen the wind?
Neither I nor you;
But when the leaves hang trembling,
The wind is passing through.
Who has seen the wind?
Neither you nor I;
But when the trees bow down their heads,
The wind is passing by.

Find: whel 2 found.

Who has seen the wind?
Neither I nor you;
But when the leaves hang trembling,
The wind is passing through.
Who has seen the wind?
Neither you nor I;
But when the trees bow down their heads,
The wind is passing by.

Find: when 2 found.

Who has seen the wind?
Neither I nor you;
But when the leaves hang trembling,
The wind is passing through.
Who has seen the wind?
Neither you nor I;
But when the trees bow down their heads,
The wind is passing by.

Chapter 06

Diagram illustrating a 32-bit register structure with three 10-bit fields. The left field is labeled `0x6B47FF`. The middle field is labeled `107` and `RED`. The right field is labeled `71` and `GREEN`. The far right field is labeled `255` and `BLUE`.





上机实战 6-3: 用 setTransform 制作变色宠物

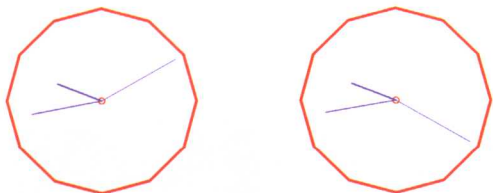


上机实战 6-4: 用 Date 类显示时间

AUG / 07 / 2006 MON

21: 41: 51: 51

上机实战 6-5: 用 Date 对象制作简单时钟



上机实战 6-6: 用 getTime 方法制作倒计时牌

距2008年奥运会还有

732

天

上机实战 6-7: 用 getTimezoneOffset 查询时区时刻

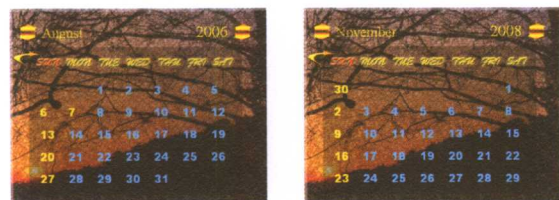
北京 08 / 07 / 2006
21:46:01

北京 08 / 07 / 2006
21:46:16

夏威夷 08 / 07 / 2006
03:46:23

格林尼治 08 / 07 / 2006
13:46:31

上机实战 6-8: 日历

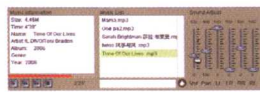
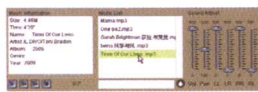


上机实战 6-10: 带进度条的 MP3 播放器

F:\music\Rusia\Vitas1pa2.mp3

F:\music\Rusia\Vitas1pa2.mp3

上机实战 6-11: 多功能 MP3 播放器



上机实战 6-12: 彩票选号器

Generate

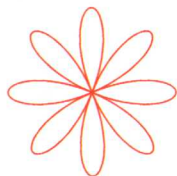
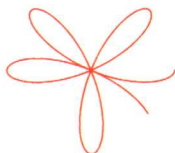
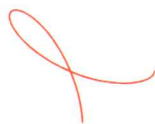
1,5,12,16,18,19,26

Generate

5,10,14,15,16,21,22

Generate

上机实战 6-13: 用三角函数绘制花朵





上机实战 6-15: 编辑 XML 对象

Name:

Name:

Name:

Addr:

Addr:

Addr:

Phone:

Phone:

Phone:

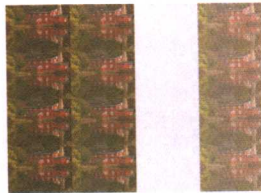


Chapter 07

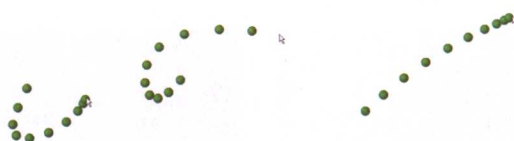
上机实战 7-1: 用自定义类实现图片淡入淡出



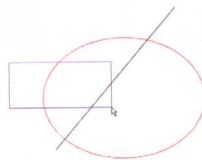
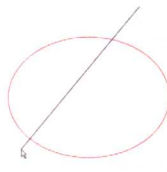
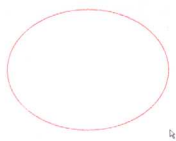
上机实战 7-2: 用继承类实现图片特效



上机实战 7-3: 用继承类实现鼠标跟随



上机实战 7-4: 通过接口实现画图板



Chapter 08

上机实战 8-1: 在两个 SWF 文件之间实现通信

ROTATE

DROP

STOP

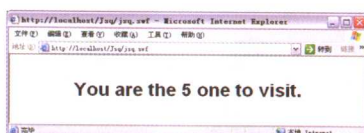
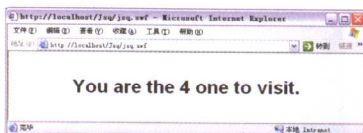
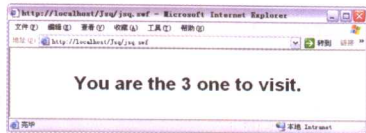


上机实战 8-3: 用 loadVariables 方法实现鼠标跟随

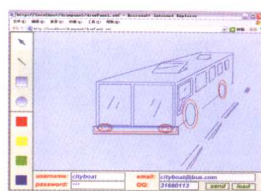
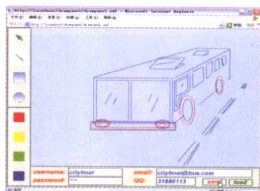
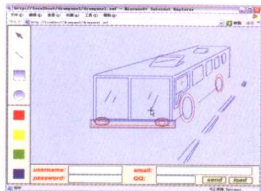




上机实战 8-4: 和 ASP 结合的网站计数器



上机实战 8-5: 和 ASP 结合可保存图形的画板



Chapter 09

上机实战 9-1: 动态添加组件

加载按钮

加载按钮



上机实战 9-2: 用事件侦听器处理组件事件

时间

时间

时间 Mon Aug 7 22:32:36 GMT+0800 2006

上机实战 9-3: Label 和 TextInput 组件

UserName thymecd Password *****

上机实战 9-4: Button 组件



上机实战 9-5: RadioButton 组件

Male
Female
Red
Green
BlueMale
Female
Red
Green
BlueMale
Female
Red
Green
BlueMale
Female
Red
Green
Blue

上机实战 9-6: List 组件

Spring
Summer
Autumn
WinterSpring
Autumn
Summer
WinterSpring
Autumn
Summer
Winter

You like Autumn

Spring
Autumn
Summer
Winter

You like Spring Autumn



上机实战 9-7: ComboBox 组件



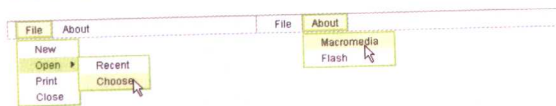
上机实战 9-8: ScrollPane 组件



上机实战 9-9: NumericStepper 组件



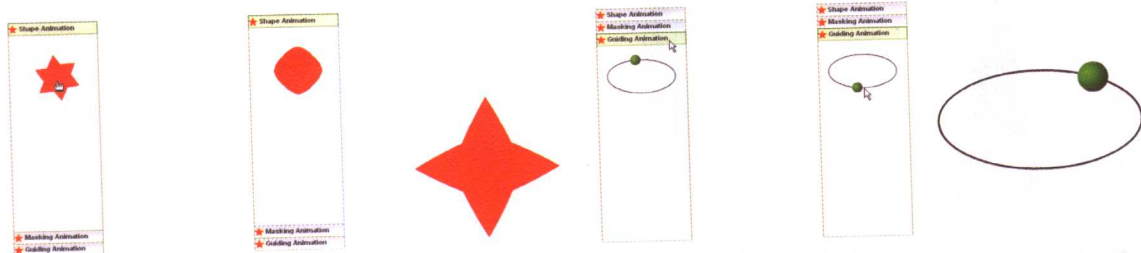
上机实战 9-10: MenuBar 组件



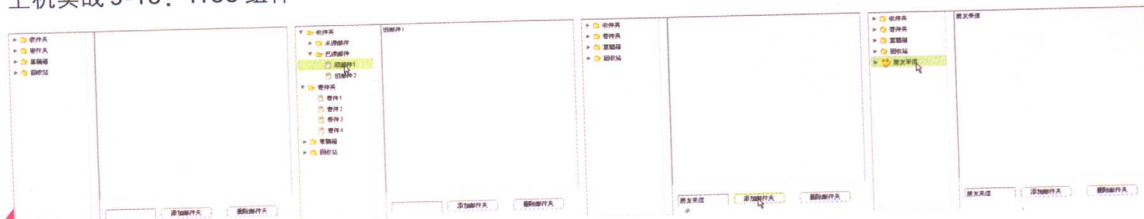
上机实战 9-11: Menu 组件



上机实战 9-12: Accordion 组件



上机实战 9-13: Tree 组件





上机实战 9-14: DateField 组件



Tue Oct 4 00:00:00 GMT+0800 2005

4 Oct 2005

上机实战 9-15: DateChooser 组件



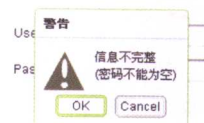
Mon Nov 7 00:00:00 GMT+0800 2005



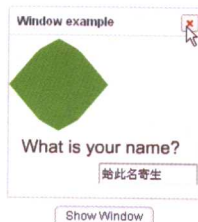
上机实战 9-16: Alert 组件

UserName

Password



上机实战 9-17: Window 组件



Hello 蛤此名寄生!

上机实战 9-18: Loader 组件



Img/4.jpg
100%



上机实战 9-20: DataGrid 组件

Name	Price	Buy
tomato	3.2	
potato	1.5	
carp fish	12.98	
rice	2	

Name:

Price:

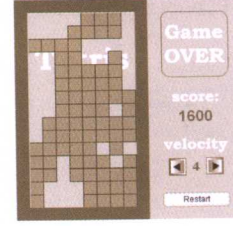
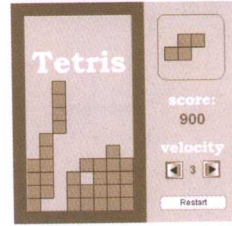
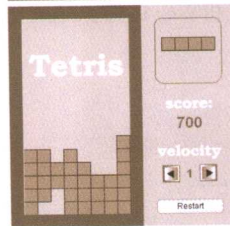
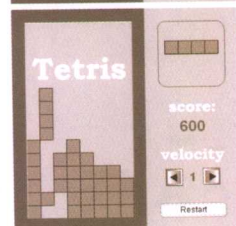
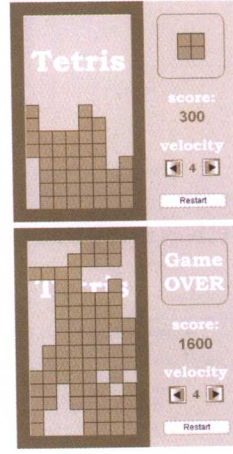
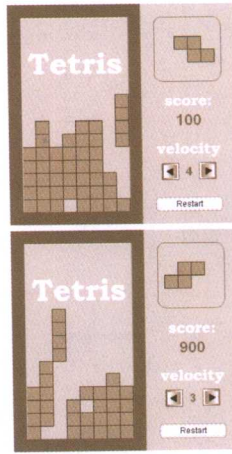
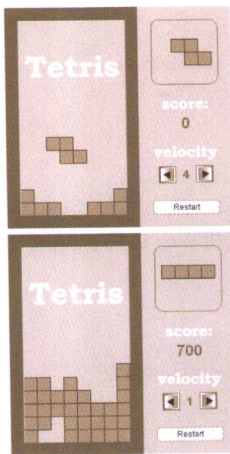
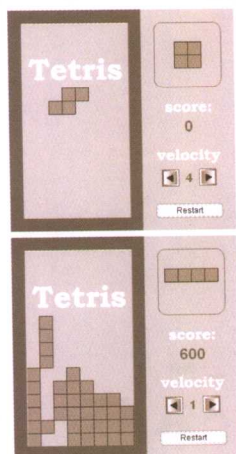
Name	Price	Buy
tomato	3.2	
potato	1.5	
carp fish	12.98	
rice	2	
water	2.4	

Name:

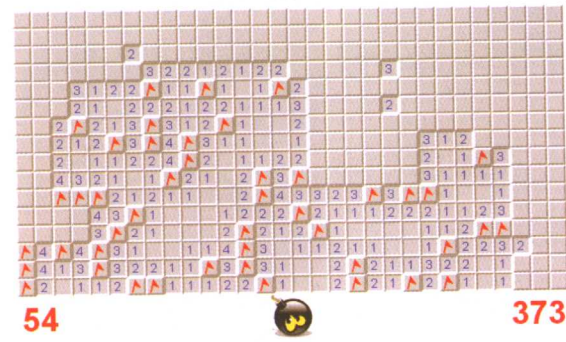
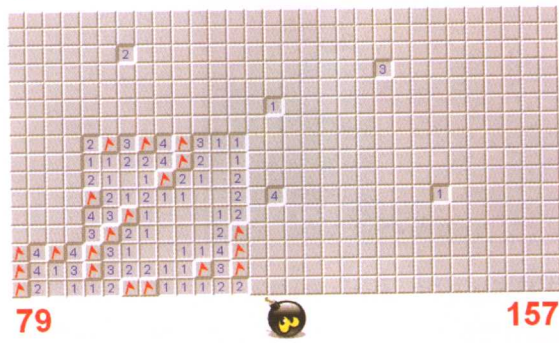
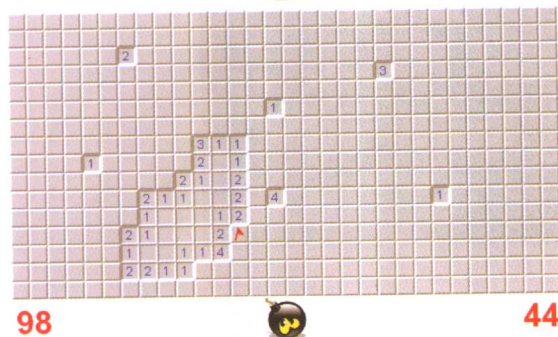
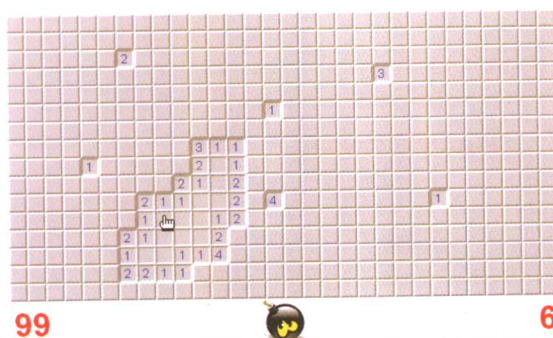
Price:

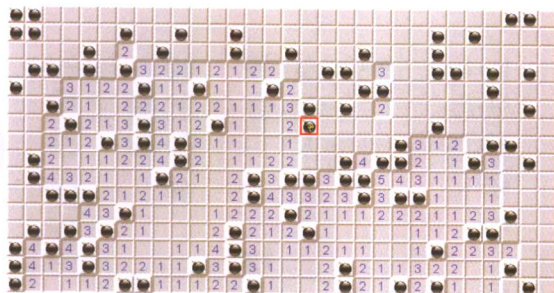


Chapter 10 俄罗斯方块



Chapter 11 扫雷

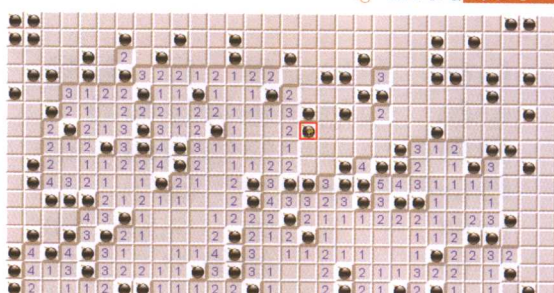




48



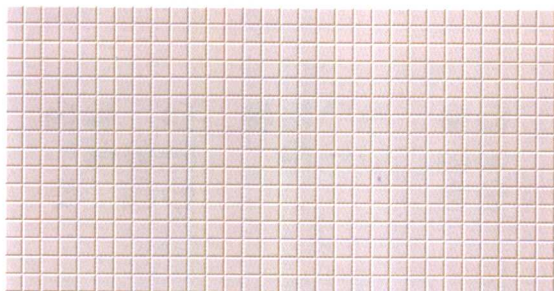
403



48



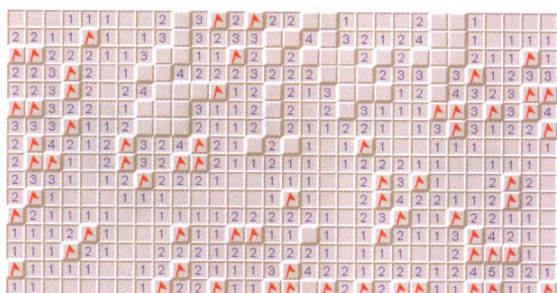
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99



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33



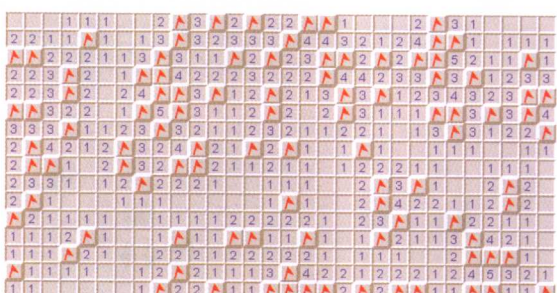
184



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266

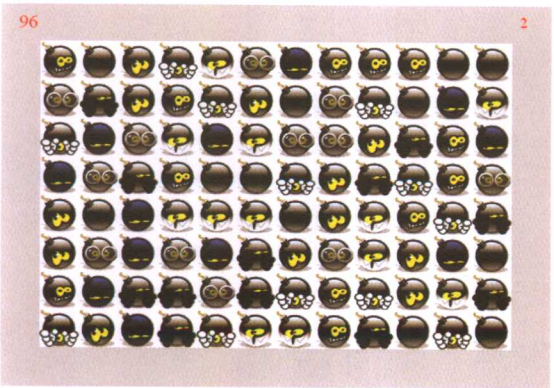


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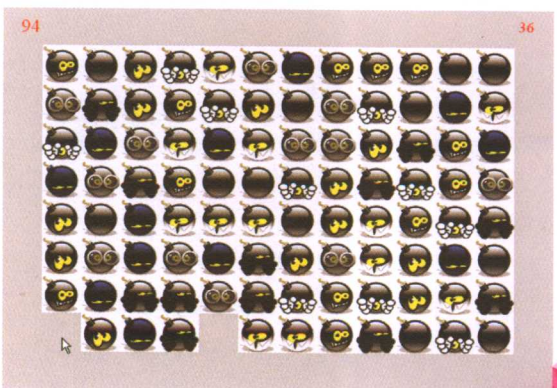
273

Chapter 12 连连看



96

2



94

36

