



Flash MX 2004 ActionScript Bible

Robert Reinhardt, Joey Lott

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- Provides in-depth information to the more than one million Flash developers who want to take their animations to the next level using sophisticated interaction and data-driven content
- Flash ActionScript is an object-oriented scripting language used with Flash that allows the designer to control a movie in non-linear fashion, create sophisticated interactivity, control elements on the stage, collect and track input from the movie viewer, and exchange and manipulate data from external sources
- The most comprehensive Flash ActionScript guide available, cowritten by Robert Reinhardt, coauthor of *Macromedia Flash MX 2004 Bible* (0-7645-4303-2)
- Published to coincide with the release of Flash "X," the newest version of this widely used Web development tool

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