

From ActionScript 2.0 to 3.0

4.semester workshop and FlashJam

Versions of ActionScript

AS1: Resample's Javascript, very tolerant, Lose typed, not Case sensitive, runs on AVM1.0

AS2: Standard in Flash8, Strong typed, Case Sensitiv, runs on AVM1.0

AS3: Standard in Flash 9, in general 10 times faster than AS2, more Strict.

Candy for the developers:

- Better Performans (Runs on AVM2.0 =Actionscript Virtual Machine)
- Better for Application development . (Rich Internet Applications, FLEX, AIR)
- Follow ECMAScript 4 (easier for Java and C# developers)
- More Object oriented (Class, Constructors, Package, Private, Public, extends,...)

Ref:

Demo Flash player 8/9:

<http://www.adobe.com/dk/products/flashplayer/productinfo/features/#as30>

Adobe site to Actionscript: <http://www.adobe.com/devnet/actionscript/>

Performance tests: <http://oddhammer.com/actionscriptperformance/set4/>

Migration

Fra AS1=>AS2 : http://www.adobe.com/devnet/flash/articles/astfts_excerpt_03.html

Fra AS2=>AS3: <http://livedocs.adobe.com/flex/201/langref/migration.html> ,

Java vs. AS3: <http://flexblog.faratasystems.com/?p=115>

Advanced: 50 reasons ActionScript kicks ass: <http://www.gskinner.com/talks/50reasonsAS3/>

Basic elements in ActionScript

Variable:

AS1 Loose typed

```
var startPosX = 0; var name = "Katrine";
```

AS2 Strong typed

```
var startPosX:Number = 0;
```

```
Var name:String = "Katrine";
```

AS3 Strong typed with more narrow data types

```
var startPosX:int= 0;  
for(var count: uint = 1; count<= 100; count++){ .....}
```

Functions

As1 (like in Javascript)

```
function myFunc(var1, var2){ };
```

AS2 (specify parameter type and return type)

//Void means that the functions down have a return value

```
function myFunc(var1:Number, var2:String):Void
```

AS3 (void instead of Void)

```
function myFunc(var1:uint, var2:String):void
```

Events

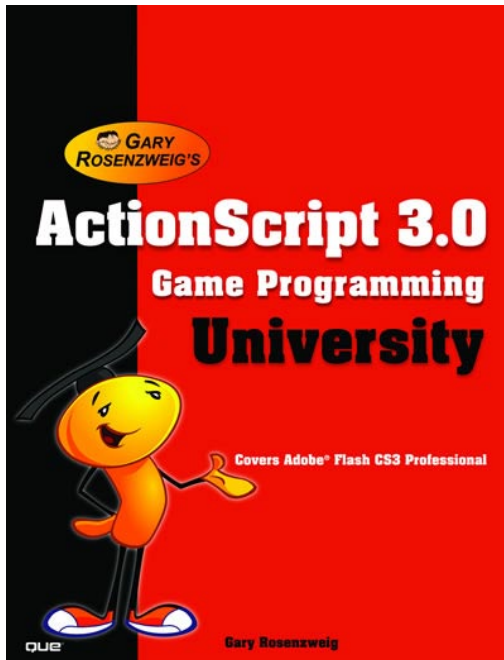
Basic buttons with as 3.0

```
blue.addEventListener(MouseEvent.CLICK,clickHandler);  
  
function clickHandler (event:Event):void{  
    trace("You clicked the blue button");  
}
```

Code example: basic_button_as3 fla

http://www.adobe.com/designcenter/video_workshop/?id=vid0130

Recommended Book (2.sem Game Development)



<http://flashgameu.com>

http://flashgameu.com/book_game_demos.html#

<http://blip.tv/file/366309>

code example

Gameelements (sprite, addChild to display list),

MatchingGame 1 (matchinggame1.fla, matchinggame1.as, card.as,)

Nice video tutorials

Good video tutorials that shows new Actionscript 3.0 features

<http://www.gotoandlearn.com/>

I will recommend XML import and the Tweeners video tutorial