



Adobe Flash Lite

Introduction to Mobile Development

Duration: 3 days

Overview:

Flash Lite: Mobile Application Development provides students the knowledge to produce and deliver high-quality animations, interfaces, games and applications specifically designed to take advantage of mobile device capabilities. The course allows a developer with no Flash experience to quickly start improving their mobile workflow using Flash Lite, and to develop applications much faster than with other technologies.

Pre Requisites:

To be fully prepared to understand all the learning points in this course you must come in with the knowledge of mobile terminology and Knowledge of a scripting language. You are not required to have any knowledge of authoring Flash applications.

Introducing the Course

- Understanding the Course Objectives
- Understanding the Course Prerequisites
- Understanding the Mobile Landscape
- Understanding Mobile Terminology
- Collaborating Mobile Content

Getting Started

- Introducing Flash Lite
- Installing the Flash Lite Player
- Working with the Flash Interface
- Using the Mobile Templates
- Publishing Mobile Documents
- Using the Mobile Emulator
- Using FSCommand()
- Comparing Mobile Specific Issues with the Desktop Flash Player

Optimizing Image and Graphical Objects

- Organizing Mobile Applications
- Working with Images
- Creating Vector Images
- Understanding Movie Clips
- Creating Mask Effects

Adobe® Flash Lite

Working with Text Assets

- Working with Text Assets
- Understanding Font Issues
- Optimizing Text for Mobile Devices
- Attaching ActionScript to Objects
- Using Variables

Creating Animations

- Creating Animations
- Creating Motion Tweens
- Controlling the Timeline
- Creating Frame-by-Frame Animations
- Balancing Quality and Performance
- Animation Best Practices

Working with Buttons and Movie Clips

- Understanding Buttons
- Using Movie Clip Timelines
- Using Movie Clips to Build Different States
- Understanding Loading of Movie Clip Content
- Using ActionScript with Movie Clips
- Targeting Movie Clips

Accessing Phone Functionality from Flash Lite

- Interacting with Users
- Remapping Soft Keys

Adding Interactive Animation

- Using ActionScript for Animation
- Using the Timeline for Looping
- Creating Movie Clips Dynamically
- Cleaning Up Animations
- Detecting Movie Clip Collisions
- Using getTimer()

Incorporating Sounds in Mobile Applications

- Incorporating Sound
- Adding Sound to a Flash Lite Document
- Controlling Sound on the Timeline
- Testing for Sound Capabilities

Using Dynamic Data

- Using Dynamic Data in Mobile Devices
- Accessing the Server in Flash Lite
- Sending Data from Flash Lite
- Integrating Non-English Characters