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systems as adobe flash the first three versions of the flash authoring tool provided limited interactivity features robert penner s programming flash mx gives flash developers the foundational best practice oop examples they ve been craving for years new and experienced oop programmers alike will appreciate penner s reassuring hand destined to become a classic for visual programming in macromedia flash flash is a popular authoring tool that allows users to create animated works and flash file may be saved as flv files it was firstly released by macromedia in 1996 which create vector graphics based animation programs flash samples you can find many additional sample source files that install with flash 8 in the samples folder on your hard disk in windows browse to boot drive program files macromedia flash 8 samples and tutorials samples on the macintosh browse to macintosh hd applications macromedia flash 8 samples and tutorials samples learning actionscript 2 0 for macromedia flash 8 shows you how to write proper actionscript syntax to create useful and interactive flash applications this book includes examples of object oriented programming and teaches you how to write custom classes for your flash applications robert penner s programming macromedia flash mx by penner robert publication date 2002 topics flash computer file computer animation sites publisher new york mcgraw hill osborne this tutorial guides you through the process of using the tweening tools in macromedia flash basic 8 and macromedia flash professional 8 tweening is the process of animating a ~~2008 versa~~

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properties and letting flash calculate the values
in between the term tween comes from in between

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