FUNDAMENTAL OF MULTIMEDIA
MULTIMEDIA SCRIPTING

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Chapter Description

- **Expected Outcomes**

At the end of this lesson you will understand:

- What is multimedia scripting

- Syntax of action script

- Be able to form the action script programming

- **References**

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- Khalid Sayood. Introduction to Data Compression, Fourth Edition (The Morgan Kaufmann Series in Multimedia Information and Systems) 4th Edition. Elsevier. 2012 ISBN-13: 978-0124157965.

- Savage, T.M., Vogel, K.E. An Introduction to Digital Multimedia 2nd ed.. 2013. Jones & Bartlett Learning ASIN: B00LZM6ESY.

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INTRODUCTION TO SCRIPTING LANGUANGE : ACTION SCRIPT

*Object-oriented programming language
*Used to power Flash Player

*Similar to JavaScript
*Can be embedded in a Flash project (.fla) file
*Written as a stand-alone ActionScript (.as) file, or created in Flex Builder (new tool built on Adobe's Flex framework – creating RIAs (Rich Internet Applications)

*ActionScript help a Flash designer
 to leap the
 hurdle and create fully
 interactive applications , dynamic
 Web applications and interactive
 video games

- *History of ActionScript
- *ActionScript 1.0
- *ActionScript 2.0
- *ActionScript 3.0

Action Script 1.0/2.0 vs 3.0

ActionScript 1.0/2.0

Class   method   Instance Name   Properties

myMovieClip.createTextField("thickness_text", 10, 0, 0, Stage .width, 22);

ActionScript 3.0

Instance Name   Class   Method

var myText:TextField = new TextField();

Action Script 3.0 new feature

Feature	Description
Package	AS 3.0 classes are organized into packages, folders that hold similar AS class files.
Document class	Introduced by Flash CS3. Allowed to create own custom class for the main Timeline
AS tools	Help to learn how to write and organize code more effective
Scripting improvements	Provide new AS debugger that offers improved flexibility and feedback and is consistent with Flex 2 debugger. Can convert animations directly to AS Copy and paste AS animation propertise from one object to another
Language consistency	More consistent in syntax

Benefits of Action Script 3.0

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* fast downloading speed
* precise visual control
* advanced interactivity
* capable to combine bitmap and vector gaphics
* include video and animation
* scalable and streaming content

Communitising Technology

ActionScript 3.0 elements

- Varibles

- Instances and instance Name

- Properties

- Function and Methods

- Event, event handlers, and event listeners

- Classes

- Conditional Statements