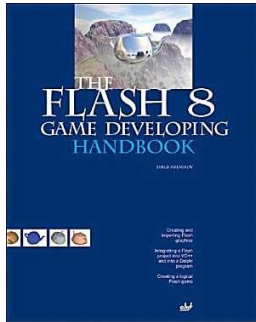


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THE FLASH 8 GAME DEVELOPING HANDBOOK



BPB Publications, 2006. Softcover. Book Condition: New. First edition. A shareware developer's and game programmer's guide to creating games with Flash technology. The building blocks of Flash games tools are explained in this guide for developing high-quality games with Web programming. It demonstrates the construction of these tools, the methods for importing graphics in GIF/PNG and JPEG formats, and the creation of clips, buttons, and animation effects. Motion Tween and Shape Tween animations are presented, and instructions for changing Action...

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