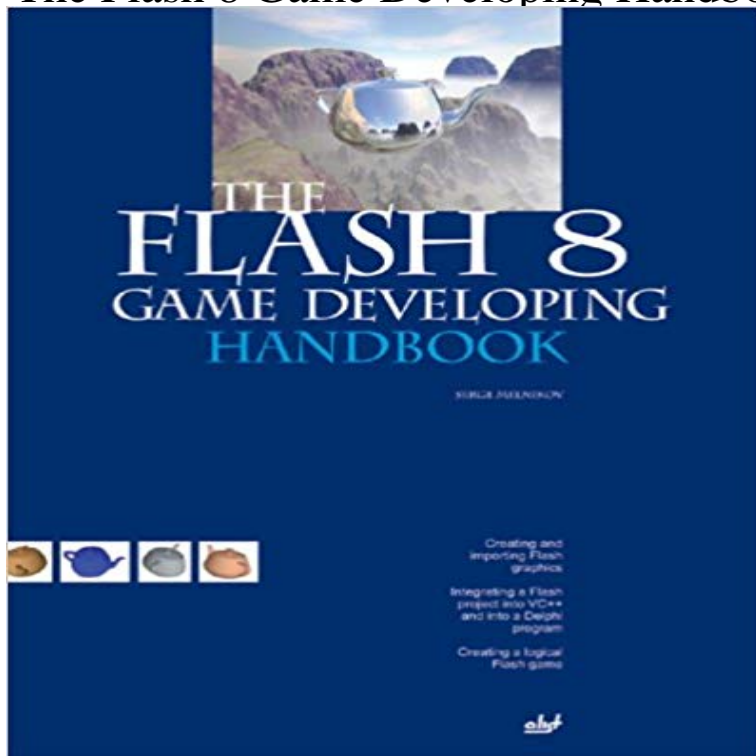


The Flash 8 Game Developing Handbook



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 ActionScript code for working with the program shell, integrating the Shockwave Flash component into the Delphi environment, and writing a C program for working with a Flash movie are provided. Practical information on an ActionScript, coding the game scenario, game interaction with the server, and preparing game graphics will help the shareware developer and game programmer utilize Flash tools effectively.

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