

## 1: First Flex Mobile Project in Flash Builder Tutorial

*tutorial we cover the quick process of getting Flash Builder able to create applications that This tutorial is good for beginners that (). The tutorials I'm working off are using*

We will create a simple application that displays Hello World on the mobile screen. You do not need any prior knowledge of Flash, ActionScript 3. If you are looking for an tutorial on how to create an ActionScript Mobile Project in Flash Builder then you can find that here. First of you need the program Flash Builder 4. If you do not have this program on your computer then go get it from Adobes site. You can download a 60 days free trial to get started. Install and start the program. Okay so you have the program up and running. Now it is time to create your very first Flex Mobile Project. You have a menu bar at the top left corner. Locate File and click on it. Select New in the drop down menu that opens and then select Flex Mobile Project in the menu that opens to the right of the drop down menu. Enter the name of your project in the first text field. I choose HelloWorldMobileFlex as a project name. We can leave the rest of the settings as they are. Click on Next at the bottom of the window. This screen is new to Flash Builder 4. Fist of you got Target platforms. Here you can select witch mobile platforms that you like to target with your application. Apple iOS became available in Flash Builder 4. I will leave all three selected so that we can target them all. Next is Application Template. I will leave it at its default, View-Based. For this template you get to specify the initial view title, i changed it to "Hello World View". This will be the title displayed in the first view of the app. We will not need to go in to them for this simple tutorial. At the bottom of the page we find three checkboxes. If this is checked then the application will automatically reorient itself between landscape and portrait when the user rotates the mobile device. If this is check then the app will launch in full screen mode and hide the status bar at the top of the mobile device. Automatically scale application for different screen densities. Selecting this option automatically scales the application and handles density changes when targeting your application across multiple device types with varying screen densities. To keep it simple we will leave them all at default. Click on Finish at the bottom right of the window. This will create the project and open two files for you. If we would run the app now then we would only see title bar with Hello World View in it. Lets add something else before we test the application. Lets write "Hello World" on the screen! For this we need to add the following to the code: Press the Run button. This will open the Run Configurations because this is the first time that we run this app. We will start by running the app on the desktop on an simulated mobile device. I have selected Google Android as the target platform and Google Nexus One as the mobile device to simulate. This is all we have have to do. Now press Run to test the app on the simulated mobile device. Hopefully you will see the following window open on your computer. Now you have created you very fist mobile application for an Android Phone and tested it on the desktop. But the fun has only begun. Lets test it on a real Android mobile phone. For the next part you will need an real phone or pad with Android Froyo, version 2. Now you need to prepare your Android device before we can run the app on the phone, start by enabling USB debugging. Then connect your Android phone to your computer using a USB cable. In Flash Builder click on the black down arrow next to the run button. Do not just click on the run button like before. Change the launch method to On device in the Run Configurations window that opens. Then click on the Run button in the window to run the application on our real Android device. This is my result running the application on a Samsung Galaxy S2. You also need to have the correct drivers installed on your computer to be able to connect to the phone. Learn more about ActionScript 3. I hope you found this guide to be helpful.

### 2: Compile Flex project without Flash Builder | Adobe Flex Tutorial #4

*Flex is a powerful, open source application framework that allows you to build mobile applications for iOS, Android, and BlackBerry Tablet OS devices, as well as traditional applications for browsers and desktops using the same programming model, tool, and codebase. You can build Flex applications.*

Head over to the Unreal Engine website and click the Get Unreal button at the top-right corner. You will need to create an account before you can download the launcher. After you have created an account, download the launcher for your operating system. Once you have downloaded and installed the launcher, open it. The following window will appear: Enter the email and password you used to download the launcher and click Sign In. Once signed in, this window will appear: At the top-left corner, click Install Engine. The launcher will take you to a screen where you can select which components to install. Epic Games is constantly updating Unreal Engine, so your engine version may be slightly different than this. For example, since I wrote the first draft of this tutorial, the version has already updated to 4. As long as you have at least version 4. It is a good idea to leave these checked. This is a collection of assets that you can use for free in your projects. It includes content such as models and materials. You can use these as placeholder assets or in your final game. Templates and Feature Packs: Templates set up basic functionality relating to your chosen genre. For example, picking the Side Scroller template will create a project with a character, basic movement and a fixed plane camera. Epic provides source code access, which means anyone can make changes to the engine. For example, if you want to add custom features to the editor, you can do it by changing the source code. Scrolling down the list, there are different platforms available. Once you have selected your components, click Install. When the installation completes, the engine will appear in your library. Once it opens, click the New Project tab. Click the Blueprint tab. Here, you can use one of the templates. However, since you are starting from scratch, select the Blank template. Further below, you will find additional settings. It will also enable using the mouse as a touch input. Selecting Scalable 3D or 2D will disable some post processing effects. Set this to Maximum Quality. You can enable this option to include Starter Content. For the sake of simplicity, set this to No Starter Content. Finally, there is a section to specify the location of your project folder and the name of your project. You can change the location of your project folder by clicking the three dots at the end of the Folder field. Select the text in the Name field and type in BananaTurntable. Finally, click Create Project. Navigating the Interface Once you have created the project, the editor will open. The editor is split into multiple panels: This panel displays all your project files. Use this to create folders and organize your files. You can search for your files by using the search bar or by using filters. This panel lets you select between tools such as the Landscape Tool and the Foliage Tool. The Place Tool is the default tool. It allows you to place many different types of objects into your level such as lights and cameras. Displays all the objects in the current level. You can organize the list by putting related items into folders. Also has the ability to search and filter by type. Any object you select will have its properties displayed here. Use this panel to edit the settings of the object. Changes made will only affect that instance of the object. For example, if you have two spheres and change the size of one, you will only affect the selected object. Contains a variety of different functions. The one you will use the most is Play. This is the view of your level. You can look around by holding right-click and moving your mouse. To move, hold right-click and use the WASD keys. Download this model of a banana. Inside are two files: Alternatively, you could use your own model but why would you when you have this badass banana? Before Unreal can use any files, you need to import them. Navigate to the Content Browser and click Import. Drag-select both of the files and click Open. Unreal will give you some import options for the. Make sure Import Materials is unchecked as you will be creating your own material. You can leave the other settings alone. The two files will now appear in your Content Browser. When you import a file, it is not actually saved into your project until you explicitly do so. You can save files by right-clicking the file and selecting Save. Make sure you save often! Note that in Unreal, models are called meshes. Releasing left-click will place the mesh. Objects in a level can be moved, rotated and scaled. The keyboard shortcuts for these are W, E and R. You can then use the manipulator like so: In fact, it almost looks gray. To give the banana some

color and detail, you need to create a material. What is a Material? A material determines how the surface of something looks. At a basic level, a material defines four things: The color or texture of a surface. Used to add detail and color variations. Generally, a pure metal will have the maximum Metallic value whereas fabric will have a value of zero. Controls the shininess of non-metallic surfaces. For example, ceramic would have a high Specular value but clay would not. A surface with maximum roughness will not have any shininess. Used for surfaces such as rock and wood. Below is an example of three different materials. They have the same color but different attributes. Each material has a high value for their respective attribute. The other attributes are set to zero. A menu will appear with a list of assets you can create. The Material Editor The material editor is composed of five main panels: This panel will contain all your nodes and the Result node. Pan by holding right-click and moving your mouse. Zoom by scrolling your mouse wheel. Any node that you select will have its properties displayed here. Contains a preview mesh that will display your material.

### 3: Flex | Flex Tutorial

*Ein Tutorial wie man den Spark Scroller erweitert zu einer Snap/Page Funktion.*

We will build a simple app that displays Hello World on the mobile phone or pad. No prior knowledge of Flash, ActionScript or Flash Builder is required to follow along in this tutorial. If you are looking for an tutorial on how to create a Flex Mobile Project in Flash Builder then you can find that here. You need Flash Builder 4. They offer a 60 days free trial. Install the program on your computer. The first thing we do after we have started Flash Builder 4. Then select New in the drop down menu and finally ActionScript Mobile Project in the menu that opens to the right. Enter a Project name in the first input box. Click on the Next button at the bottom of the wizard window. In this part of the wizard you select witch platforms to target. All are selected by default and we can leave it like that. There are some other settings on this page but we can leave them all as they are. I just want to mention two of them. Automatically reorient - this will help us to automatically reorient our content on the mobile screen when the user rotates the device. Full screen - this will make the app take up the full screen of the mobile device and hiding the statusbar. Proceed by clicking Finish at the bottom of the wizard window. The file has already been populated with the following code by Flash Builder. In our case Hello World. We do that with the following ActionScript code. All visual elements in ActionScript 3 need to be added to the display list to be rendered on the screen and visible to the user. We add the text field to the display with the ActionScript code below. Lets do a test run of the app on a simulated phone on the computer. Click on the run button at the top of Flash Builder. This will normally run the last used run configuration but now it will instead launch the Run Configurations wizard since we have not done any run before. We will create a new Mobile Application configuration. I have changed the Target platform to Google Android and selected the launch method to On desktop. We will run on a real device later. Then choose a device to simulate. I have chosen Motorola Droid Pro. Feel free to select any one you like. Then click on run button at the bottom of the Run Configuration wizard window. This will run the app on the simulated Android mobile phone and will look like this. Now lets test on a real Android phone. You need a real Android mobile phone to follow along in the tutorial from here on. The phone need to have Android Froyo, version 2. Now you need to prepare your Android phone before we can run the app on the device, start by enabling USB debugging. Then connect your Android phone to your computer using a USB cable. In Flash Builder 4. Do not just click on the run button like before, remember that that will launch the last used configuration. Change the Launch method to On device and then click on run at the bottom of the wizard window. This will run the app on your mobile phone or pad and it will start automatically on the phone. You also need to have the correct drivers installed on your computer to be able to connect to the phone. Learn more about ActionScript 3. I hope you found this AS3 guide to be helpful.

### 4: Flex in a Week video training | Adobe Developer Connection

*Adobe Flex Tutorial i About the Tutorial Flex is a powerful, open source application framework that allows you to build mobile applications for iOS, Android, and BlackBerry Tablet OS devices, as well as traditional.*

### 5: Flex Developer Center | Adobe Developer Connection

*Getting started. We create a new application and cover some Flash Builder changes, configuration and the desktop simulator.*

### 6: An Absolute Beginner's Tutorial On Flex 3 Article " SitePoint

*Flash Builder Tutorial For Beginners This tutorial will teach you how you can export your swc contents such as screens from Flash. adobe-captivatetutorials, Searched Term: adobe illustrator cs4 serial key Smart for unlock with.*

### 7: free solidworks tutorials-ebooks-tips

*Flex Training and Tutorials. Learn how to use Flex, from beginner basics to advanced techniques, with online video tutorials taught by industry experts.*

### 8: React Native For Beginners - The Next Big Thing?

*Adobe Flex Tutorial in Simple and Easy Steps in Adobe Flex / Framework and SDK a powerful, open source application framework that allows you to easily build mobile applications for iOS, Android, and BlackBerry Tablet OS devices.*

### 9: How would I start learning how to program in Flex? - Stack Overflow

*Flex has been such a success that Flex has been announced for release in As a developer, getting in early and learning all you can now is a good idea “ standing out in the Flex.*

Can can sheet music piano December, 1943 April, 1944, Panay. Practice under pressure What Use is Jewish History V. 2. Fable for critics, bigelow papers. unhappy lot of Mr. Knott, an oriental apologue. Mineral water business plan in india Regional development and transportation in Argentina High-speed devices and circuits with thz applications Inco Comes to Labrador Electrical engineering projects Europe in the Reformation Molly Counts (Molly Bear Board Book) Ford 4r44e 4r55e transmission rebuild manual Why the classics italo calvino Impacts on households incomes and their crisis-coping measures Vanishing Roads And Other Essays The Achaemenians (c.550-331 BC) Categories and the principle of coherence The tellers handbook Occupational health and safety act 1985 The Berenstain Bear Scouts and the Sci-Fi Pizza (The Berenstain Bear Scouts) Paintings and watercolour drawings in the Watford Museum Affairs, a guide to events in northern California Stones and stories Management of Convergence Networks and Services The Provocative Proposal Take the stress out of decisions Action focused assessment for software process improvement Friends in the ministry People That Time Forgot Laurel Burch Quilts: Kindred Creatures Hp proliant ml350 g4 manual Raymond and Graham Rule the School (Raymond and Graham, Vol. 1) The Anthropology of Christianity Systems theory applied to television station management in the competitive marketplace Abridged chronology of events related to Federal legislation for oceanography, 1956-65 Railcar Inspection Guide (RIG March 2004 A reviving middle kingdom for China: Chinese nationalism Western intellectual tradition, from Leonardo to Hegel Ciprofloxacin mechanism of action