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Actionscript 3.0 Tutorial 1-Classes Actionscript 3.0 Game Programming
ActionScript 3.0 game programming. University. Rosenzweig, Gary. Written by a real-world Flash developer, this book presents readers with 10 projects that get them creating games quickly. The code can be used as it is, or modified for entertainment, education, or training applications.

Actionscript 3.0 game programming - University by Gary Rosenzweig's ActionScript 3.0 Game Programming University shows you how to use ActionScript, the programming language behind Flash CS3 Professional. The lessons teach you all the basics of ActionScript programming through game examples, but the code can be easily adapted to non-game-oriented projects, such as web training and advertising.

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Actionscript 3.0 Game Programming University by Gary

ActionScript 3.0 game programming university / Gary Rosenzweig. p. cm. ISBN 0-7897-3702-7 1. Computer games-Programming. 2. Computer animation. 3. ActionScript (Computer program language) I. Title. QA76.76.C672R73 2007 794.8'1526-dc22 2007028659 Printed in the United States of America First Printing: August 2007

Actionscript 3.0 Game Programming - HAPADOC.COM

?This is the eBook version of the printed book. Learn ActionScript 3.0 the fun way, by creating 16 great games: real, robust games - not just "web toys"! Highly-rated ActionScript tutorial, now with seven new 3D and card games! Code and techniques easily adaptable to training..

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ActionScript 3.0 Game Programming University: ACTIONSCRIPT 3.0 GAME_P2 eBook: Rosenzweig, Gary: Amazon.co.uk: Kindle Store

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