

Development environment

- Flex 3 SDK
 - <http://opensource.adobe.com/wiki/display/flexsdk/Download+Flex+3>
- FlashDevelop
 - [http:// www.flashdevelop.org/](http://www.flashdevelop.org/)
- Flixel
 - <http://flixel.org/>

Tutorial Information

- <http://wiki.github.com/AdamAtomic/flixel/>
- <http://wiki.github.com/AdamAtomic/flixel/seifer-tims-tutorial>

FlashDevelop

The screenshot displays the FlashDevelop IDE interface. The main editor window shows the following ActionScript code:

```
1 package
2 {
3     import flash.display.Sprite;
4     import flash.display.StageAlign;
5     import flash.display.StageScaleMode;
6     import org.flashdevelop.utils.FlashConnect3;
7
8     public class App extends Sprite
9     {
10        public function App()
11        {
12            init();
13        }
14
15        private function init():void
16        {
17            stage.scaleMode = StageScaleMode.NO_SCALE;
18            stage.align = StageAlign.TOP_LEFT;
19            FlashConnect3.trace("Et ça marche");
20        }
21    }
22 }
23
```

A context menu is open over the `NO_SCALE` property on line 17, showing the following options:

- EXACT_FIT
- NO_BORDER
- NO_SCALE (selected)
- SHOW_ALL

The right sidebar shows a project tree for 'App' with the following structure:

- App
 - Extends
 - flash.display.Sprite
 - Imports
 - flash.display.Sprite
 - flash.display.StageAlign
 - flash.display.StageScaleMode
 - org.flashdevelop.utils
 - Methods
 - App() : constructor
 - init() : void
 - Properties

The output window at the bottom right is empty. The status bar at the bottom shows: Line: 17 | Column: 54 | EOL: (CR+LF) | C:\as3\projets\MonProjet\src\App.as

ActionScript 3.0

```
package
{
    import org.flixel.*;

    [SWF(width="640", height="480",backgroundColor="#000000")]

    public class FooClass extends BarClass {

        override public function Baz():void {
            super();
            var x:ClassX = new ClassX();
            // do something ...
        }
    }
}
```

Flixel important classes

- FlxGame
 - `super(320, 240, MenuState, 2);`
- FlxState
 - `update()`
- FlxSprite
 - `x, y, velocity, kill(), ...`
- FlxText
 - `setFormat`



Embedding assets

```
public class Foo
{
    [Embed(source='image.png')] private var ImgFoo:Class;
    [Embed(source='sound.mp3')] private var SndFoo:Class;
    [Embed(source='bg.mp3')] private var MscFoo:Class;

    ...
}
```

Using assets

```
FlxG.play(SndFoo);
```

```
FlxG.playMusic(MscFoo);
```

```
//  
loadGraphic(ImgFoo, true, true, 8, 8);  
addAnimation("idle", [1, 1, 2, 1], 10);  
addAnimation("run", [2, 3, 4, 5], 10);  
play("idle");
```




Collision detection

```
FlxU.overlap(obj1, obj2, callback)
```

```
FlxU.collide(obj1, obj2, callback)
```

```
public function cb(obj1:FlxObject, obj2:FlxObject):Boolean  
{  
    // do something...  
    return true;  
}
```


Useful links

- Pong assets   
 - <http://www.cs.washington.edu/homes/scooper/cs/e481d/pong.zip>
- These slides
 - <http://www.cs.washington.edu/homes/scooper/cs/e481d/slides-20100330.ppt>

Useful links

- GIMP
 - <http://www.gimp.org/>
- Audacity
 - <http://audacity.sourceforge.net/>
 - <http://audacity.sourceforge.net/help/faq?s=install&item=lame-mp3>
- sfxr
 - <http://games.softpedia.com/get/Tools/sfxr.shtml>