Macromedia Flash MX Professional 2004

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First Printing: April 2005

08 07 06 05 4 3 2 1

First Printing Corrections

Pg	Error	Correction
95	Step 2, 2 nd sentence: Choose Insert, Timeline, Frame or press F5 on your keyboard.	Choose Insert, Timeline, Keyframe or press F5 on your keyboard.

277	1 st set of code, last line:	<mark>//</mark> running
	running	
309	last set of code, last line:	trace(test_mc);
	trace(test);	
363	2 nd set of code; 2 nd line:	[ic:ccc] ("fName", "IName", "age", "location",
	("fName", "IName", "age", "location", "phone", "fax", "email");	"phone", "fax", "email");
back	bulleted list along the spine, 4 th bullet point:	delete the entire bullet
cover	Creating games in Flash	
back	bulleted list along the spine, 9 th bullet point:	New Version 2 components
cover	New Flash MX components	
back	bulleted list along the spine:	Add one additional bullet:
cover		Working with JSFL

This errata sheet is intended to provide updated technical information. Spelling and grammar misprints are updated during the reprint process, but are not listed on this errata sheet.