

# Errata

## Flash MX 2004 Training from the Source (0-321-21342-4)

### Errata/Clarifications

The accompanying CD-ROM of the third printing is missing two files. If you are using the CD from this third printing, contact Peachpit to obtain the files.

To determine which printing you have, go to the copyright page and look for the string of numbers at the bottom of the page. The lowest number at the end of the string is the print number.

#### Chapter 10

The file named "featuredbook.xml" is not in the "media" folder as the book states. It can be found in the Lesson 10 folder. This has been

corrected in the 5th printing of this title.

### Lesson 2 > Page 59 > Step 2

Text should be changed from:

With the rectangle still selected,

To:

With the rectangle selected,

### Lesson 2 > Page 65 > Step 3

Add the following *Note* at the end of step 3:

If you experience problems optimizing the image files directly from the CD-ROM, you might need to save the image files on your hard drive, and then re-import the image. Then you should be able to click the Properties button without seeing an error.

If you continue to encounter errors when you import files directly from your hard drive, try right-clicking (or control-click) the image in the Library, and then choose Properties from the contextual menu. Also make sure you have the 7.2 updater installed for Flash.

## Lesson 6 > Page 169 > Step 3

We need to change the **first paragraph** to the following:

Double-click the rectangle that you created, and then press F8 to convert it into a symbol. Name the symbol **mmpresslogo\_mc** and then click the Movie clip radio button. Set the registration point for the symbol to the upper-left corner (click the upper-left black square in the grid), and click OK. Move the rectangle near the lower-right corner of the Stage, similar to the following figure.

## Lesson 7, page 213.

## Lesson 9 > Page 276 > Step 8

Need to **modify text in bold** to say the following (change a “frame” to “layer”):

Insert a new layer above the form layer and call it labels. Then insert a new layer above labels and rename it to actions. ...

## Lesson 9 > Page 278 > Step 9

**Replace the last sentence on page** (“You will add actions for this button (and more) in the following lesson”) with the following:

Add the following ActionScript directly onto the Back button instance:

```
on (click) {  
    this._parent.gotoAndStop("form");  
}
```

## Lesson 9 > Page 286 > Step 10

Need to add another small bit of text in the second paragraph (one beginning with “when you’re finished, open the Components panel...”). Add the following text at the end of that paragraph:

Add the following code directly onto the Back button instance:

```
on (click) {  
    this._parent.gotoAndStop("form");  
}
```

## Lesson 10 > Page 294 > Step 2

Replace the URL ([www.forta.com/...](http://www.forta.com/)) with the following URL instead:

<http://www.flash-mx.com/ws/email.wSDL>

Also, **add a Note** after the Tip in step 2 saying the following:

Due to bandwidth issues, we ask that you use this Web service for testing only and not for your own personal web sites.

### Lesson 10 > Page 303 > Step 3

Need to modify the code snippet in this step to reflect a new URL...  
Replace existing URL ([www.forta.com/...](http://www.forta.com/)) with the following URL instead:

[http://www.flash-mx.com/ws/submit\\_feedback.cfm](http://www.flash-mx.com/ws/submit_feedback.cfm)

Also, on following page (304) change the top paragraph to:

The following line of code is where Flash posts the values within the myLoadVars object to your server-side script:

```
myLoadVars.sendAndLoad("http://www.flash-mx.com/ws/submit_feedback.cfm",  
targetLoadVars, "POST");
```

The values in the LoadVars object are sent to [http://www.flash-mx.com/ws/submit\\_feedback.cfm](http://www.flash-mx.com/ws/submit_feedback.cfm). Any results sent from the server-side script will be saved into the targetLoadVars object.

### Lesson 10 > Page 309 > Step 2

Replace existing URL in code snippet from Forta.com to the following URL:

[http://www.flash-mx.com/ws/submit\\_survey.cfm](http://www.flash-mx.com/ws/submit_survey.cfm)

### Lesson 12 > Page 396 > Step 7

Replace the existing code with the following:

```
loader_mc.bar_mc._xscale = 0;  
var myLoader_mcl:MovieClipLoader = new MovieClipLoader();  
var mclListener:Object = new Object();  
mclListener.onLoadProgress = function(target_mc:MovieClip) {  
    var prog:Object = myLoader_mcl.getProgress(target_mc);  
    var pctLoaded:Number =  
    Math.round((prog.bytesLoaded/prog.bytesTotal)*100);  
    loader_mc.bar_mc._xscale = pctLoaded;  
    loader_mc.pctLoaded_txt.text = pctLoaded+"% loaded";  
};  
myLoader_mcl.addListener(mclListener);  
myLoader_mcl.loadClip("bookstore14.swf",  
    this.createEmptyMovieClip("holder", 2));
```