

Building Web Sites with Macromedia StudioMX  
0735712727

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| <b>Misprint</b>  | <b>Correction</b>  |
|--|--|
| <b>Page 46</b><br>Here is how to add, rename, or remove an asset from the panel. | Here is how to add or remove an asset from the panel.  |
| <b>Page 166</b><br>Figure 7.1  | Univers Light<br><i>Univers Light Oblique</i><br>Univers 55 Roman<br><i>Univers 55 Oblique</i><br><b>Univers 65 Bold</b><br><i>Univers 65 Bold Oblique</i><br><b>Univers 75 Black</b><br><i>Univers 75 Black Oblique</i> |
| <b>Page 167</b><br>Figure 7.2 and Figures 7.3                                    | ah ha<br><br><i>ah</i> <b>ha</b>   |

**Page 169**  
Figure 7.6 and Figure 7.7

OQFE

oqfe

univers 55 60-point roman

HOW WOULD YOU LIKE TO READ SOMETHING THAT WAS SET IN UPPER CASE LETTERS? IT IS VERY DIFFICULT TO READ AND TAKES UP A GREATER AMOUNT OF SPACE THAN HAD ALL OF THE LETTERS BEEN SET IN LOWER CASE. SOMETIMES YOU CAN USE UP TO 35 PER CENT MORE SPACE ON THE PAGE WHEN YOU USE CAPTIAL LETTERS. ALL OF THE WORDS HAVE EQUAL WEIGHT AND THE VISUAL CLUES AND CUES THAT DISTINGUISH THE LETTERS FROM EACH OTHER ARE OMITTED. THE END RESULT IS A BLOCK OF TEXT THAT IS VERY CLOSE TO BEING ALMOST IMPOSSIBLE TO READ. NOW YOU KNOW WHY THE SMALL PRINT IN CERTAIN ADS IS RARELY READABLE. THE DESIGNER DOES WANT YOU TO READ IT THUS THE PIECE IS HARD TO READ.

**Page 170**  
Figure 7.8

The space between letters and words is an important consideration. Notice how difficult this sentence is to read because the letter spacing has been reduced. Increasing the space can also make it difficult to read.

**Page 191**  
The MX Studio, in fact, uses the Hex values as its default for all of the applications.

The MX Studio, in fact, uses the Hex values as its default for all of the applications—except for Freehand.

**Page 213**  
Figure 8.1



**Page 244**  
Fireworks MX launches Export Special menu, as shown in Figure 9.12, and you can export the selection in any of the Fireworks MX's formats.

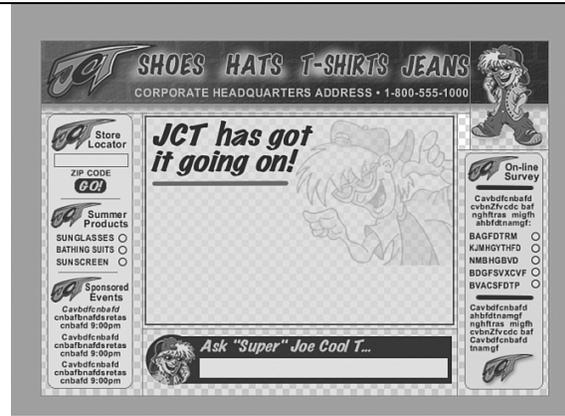
Fireworks MX launches Export Preview menu, as shown in Figure 9.12, and you can export the selection in any of the Fireworks MX's formats.

**Page 261**

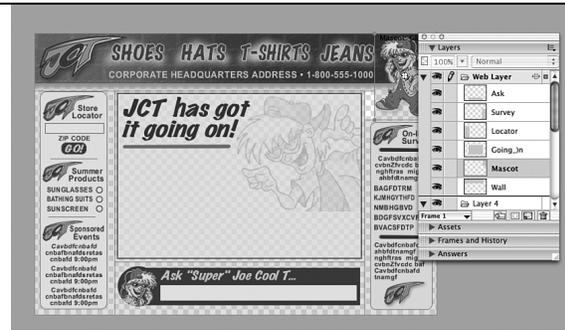
Rollovers are used for providing tactile effects to a user, such as changing colors when you position your mouse pointer over a button.

Rollovers are used for providing feedback to a user, such as changing colors when you position your mouse pointer over a button.

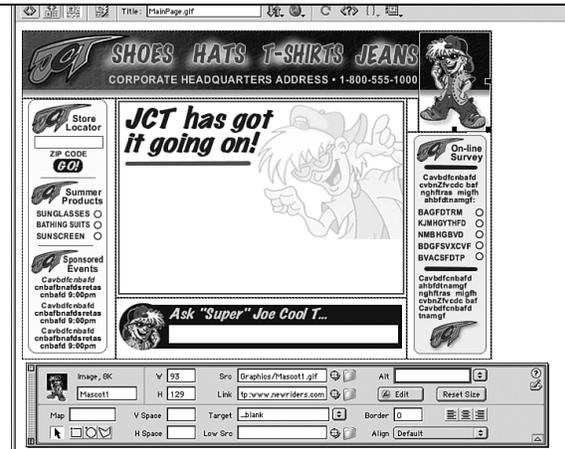
**Page 266**  
Figure 9.27



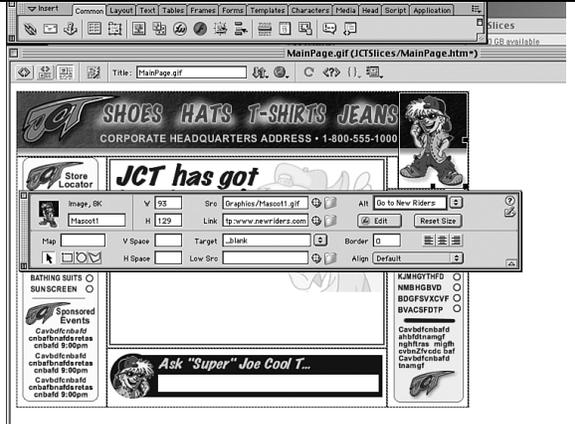
**Page 267**  
Figure 9.28



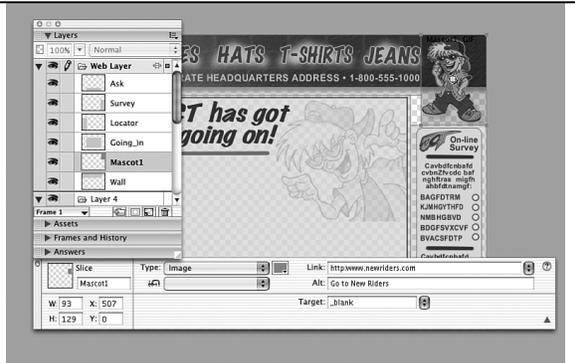
**Page 269**  
Figure 9.30



**Page 270**  
Figure 9.31



**Page 272**  
Figure 9.32



**Page 298**

If the correct number of frames has not been loaded on the main timeline, follow these steps:

If the correct number of frames has not been loaded on the main timeline, the movie should follow these steps:

**Page 299**

If the correct number of frames has been loaded on the main timeline, send the playback head to the StartMovie marker and then play the movie.

If the correct number of frames has been loaded on the main timeline, the movie should send the playback head to the StartMovie marker and then play the movie.

**Page 332**

Change the edge shape to frame 1 and set the bevel color to a sample of the color in the gradient.

Change the edge shape to “Frame 1” from the Button preset pop-down menu, and set the bevel color to a sample of the color in the gradient.

**Page 339**

The Twist and Fade command creates some interesting effects to single objects.

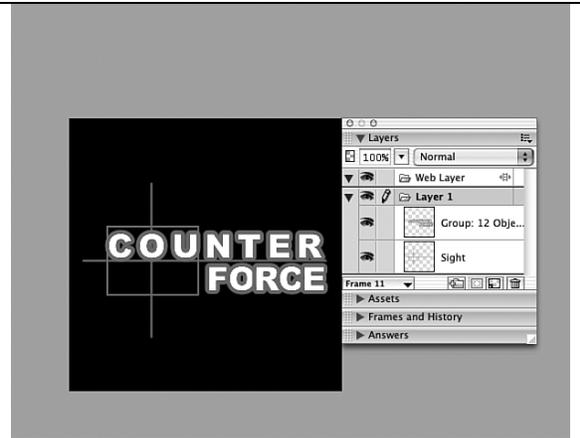
The Twist and Fade command adds some interesting effects to single objects.

**Page 404**

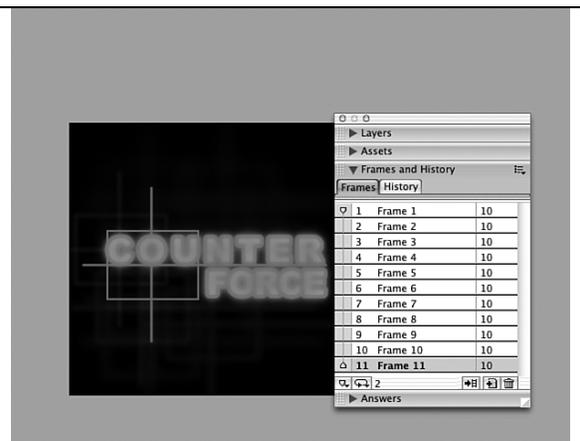
It looked cool, but it struck us that it really didn't further the brand, and that cool was giving way to ease of use.

It looked cool, but it struck us that it really didn't further the brand, and that ease of use was giving way to cool.

**Page 429**  
Figure 14.6



**Page 431**  
Figure 14.7



**Page 549**  
One of the most common errors made by those who are new to Flash MX is adding the button code to the symbol instead of to the instance on the Stage.

One of the most common errors made by those who are new to Flash MX is adding the button code to the button's frame instead of to the instance on the Stage.

**Page 626**  
5. Click the Browse button to open the Select the File Selector dialog box.

5. Click the Browse button to open the File Selector dialog box.

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.