Macromedia Flash Professional 8: Training from the Source
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Errata

Notes:
All of the media listing (.jpg, .flv and .txt) files are located in the **media** folder as per the TFTS format, and **NOT** in the lesson folder. Please refer to the media folder for all of these files.

Chapter 1
Page 17 - Step 1. Entire sentence should be replaced with "Open the test.fla file that you created earlier."

Chapter 2
Page 58 - Step 1, line of code. 'var' should not be capitalized

Chapter 3
1. **Page 78**-list of Media files. Add the following files to the top of the list:
bImage01.jpg
bImage02.jpg
bImage03.jpg
bImage04.jpg
bImage05.jpg

2. **Page 85**. Replace # and 1st sentence of 1st paragraph with the following:

> 2. Select the circle and drag it over the right edge of the rectangle. Select both the rectangle and the circle and select Modify>Combine Objects>Union.
>
> Providing both the rectangle and the circle were drawn in the Object Drawing mode, both objects will be combined into one object.

3. **Page 97**, 2nd paragraph.
The following sentence is incorrect:
If you are already using JPG images, select the Use Imported JPREG data radio button to use the compression in the image in Flash as well.

It should be changed to:
If you are already using JPG images, click the Use Imported JPEG data check box to use the compression in the image in Flash as well

3. **Page 109**, #2, first sentence. Should read "A keyframe is added by selecting the frame and pressing F6."

Chapter 4

Page 126 - Step 7: Should read "Place the arrow so that its **base** is against the right edge of the Stage (refer to the diagram below Step 7)."

Page 132 - Step 1, first sentence. Should read "Repeat the same step for the Me layer."

Page 132 - Step 2: Flash automagically creates graphic symbols when you insert a motion tween on any object (it's in the manual :-)). You need to turn them into movieclip symbols. To do this, select the symbol on the stage and in the Property Inspector, change the instance behaviour from Graphic to Movie Clip. From this point on, you can proceed to add a filter.
*No changes in the text, but add this paragraph to the errata page

Chapter 5

Page 162, Starting Files list. Feedback.fla should be added to the list.

Page 192 - Step 7: First line of code should be "} else {"

Chapter 6

Page 222 – Tip. Each mention of Lesson 4 should be Lesson 5 instead.

Page 237 - Bitmap Caching Movie Clip and Button Symbols

The following sentence is incorrect:
You may have noticed that under the blend modes in the Property inspector there is a radio button that says Use runtime bitmap caching.

It should be changed to:
You may have noticed that under the blend modes in the Property inspector there is a check box that says Use runtime bitmap caching.

Page 244 - Step 2. Should read "Press Cmd/Ctrl F8 to open a New Symbol dialog Box."

Pages 247, 248, 249, 250 – In code (NOT code figures), delete all the k's in the words 'specks'.

The code figures do not match the code entered (the 'k' is missing from the "var numberOfSpecks"). Regardless of how you type the variable, the code should work as long as you are consistent with your variable naming. The code in the code text has been verified, so there shouldn't be any problems in this part of the lesson.

Chapter 7

Page 282 - Step 2. First bullet should read: "Instance name: myVid"

Chapter 8
No errata listed.

Chapter 9
Page 328 - The cuepoints.fla file use betinaq.flv, for the video contentPath in the FLVPlayback component. Use the betina.flv video in order to add in cue points through the property inspector.

Chapter 10
1. Just about the time when this book was released, Macromedia released an update to the Flash Communication Server 1.5. The new version is named Flash Media Server 2 and you can download a developer edition of the server www.macromedia.com/software/flashmediaserver/

2. LawnChairLarry.flv is misspelled in the book - LawnChairLaryy.flv. All instances should be changed.

Chapter 11- Chapter 13
No errata listed