Flash MX Magic
0735711607
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Misprint	Correction
Page ix Missing text.	**We're honored to acknowledge the legacy of Scott Hamlin and David Emberton, the forces behind *Flash 4 Magic* and *Flash 5 Magic*. Although Scott didn't work on this project, and David's efforts were on the front end building an outline for the book, New Riders hopes this version of *Flash Magic* will do them proud and hold a candle to the previous two bestsellers. Thanks, guys.**
Page 9 This ActionScript initializes the default values for the objects in the movie. The PushButtons placed on the stage are riggered by this ActionScript. For instance, when the PushButton named **play_button** is clicked, it sends the user to the frame labeled **animation**. When the PushButton named **Reset** is selected, it returns the user to the frame labeled info.	This ActionScript initializes the default values for the objects in the movie. The PushButtons placed on the stage are riggered by this ActionScript. For instance, when the PushButton named **play_button** is clicked, it sends the user to the frame labeled **animation**. As Flash moves through the If/Else statement, you need to assign a variable to control the Animation sequences later in the movie. This is achieved with the SetAnimation variable. When the variable is set as True, the combox options and radiobox selections can be correctly interpreted and the animation sequences will correctly play. When the PushButton named **Reset** is selected, it returns the user to the frame labeled info.
Page 98 With images by Sourface	Original concept and code by David Emberton
Page 136 Missing Note.	Note: Music contributed by aspiring artist, MissileGap (www.missilegap.net).
On the CD	Please contact us for information on Chapter 3: "Preloading."

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.