

Macromedia Flash Communication Server MX

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Misprint	Correction
Page 12 If you installed the server using development mode <i>with</i> a web server, you can browse directly to the console by using this URL: <code>http://localhost/flashcomm/admin/</code> , where localhost is the name or IP address of your server.	If you installed the server using development mode <i>with</i> a web server, you can browse directly to the console by using this URL: <code>http://localhost/flashcom/admin/</code> , where localhost is the name or IP address of your server.
Page 64 4. Click the First Frame in the first layer of your movie (or a specific Actions layer that you may have set up) and enter the following line of code in the Actions panel: <code>#include "NetDebug.as";</code>	4. Click the First Frame in the first layer of your movie (or a specific Actions layer that you may have set up) and enter the following line of code in the Actions panel: <code>#include "NetDebug.as"</code>
Page 102 6. Rename the MySecondApp.fla file to VideoStream.fla.	6. Rename the Step2-MultiConnect.fla file to VideoStream.fla
Page 111 16. Create the stopPublish() function at the bottom of all ActionScript: <code>startPublish = function(){ //Code will go here };</code>	16. Create the stopPublish() function at the bottom of all ActionScript: <code>stopPublish = function() { //code will go here };</code>
Page 115 3. Use Figure 7.21 for a guide to the layout.	3. Use Figure 7.20 for a guide to the layout.
Page 116 12. Issue the play command to plan_ns NetStream.	12. Issue the play command to play_ns NetStream.
Page 131- Listing 8.2 <code>myChat_mc.connect (myConnection_nc);</code>	<code>chat_mc.connect (myConnection_nc);</code>
Page 133 6. Name the instance of the th input fields in the Properties panel as follows: <code>ifl_rotation_mc ifl_width_mc ifl_height_mc ifl_alpha_mc</code>	6. Name the instance of the th input fields in the Properties panel as follows: <code>ifl_rotation_txt ifl_width_txt ifl_height_txt ifl_alpha_txt</code>
Page 134 <code>initSharedObjects = function () {</code>	<code>initSharedObject = function () {</code>
Page 137 1. Access the name parameter of the code object in the first array position.	1. Access the name parameter of the info object in the first array position.
Page 138 <code>_root["lf1"+property+"_txt"].text = newValue;</code>	<code>root["lf1"+property+"_txt"].text = newValue;</code>
Page 139-Listing 8.3 <code>var property = info[0].name;</code>	<code>var property = info[name].name;</code>
Page 139-Listing 8.3 <code>root["lf1"+property+"_txt"].text = newValue;</code>	<code>root["lf1"+property+"_txt"].text = newValue;</code>

newValue;	
Page 150 myConnection_nc.connect ("rtmp://localhost/mySimpleCotnroller/myInstance");	myConnection_nc.connect ("rtmp://localhost/mySimpleCotnroller/myInstance");
Page 158 Ensure you have selected the text box as input.	Ensure you have selected the text type "Input text" for the next box..
Page 159 5. ClickHandler: appLogin	5. ClickHandler: enableChat
Page 160 Missing text from 1.	The following ActionScript will be placed on Frame 1, in the "Actions" layer.
Page 162 FlashCustom.as	FlashcomCustom.as
Page 162 FlashComCustom.as	FlashcomCustom.as
Page 162 root.gotoAndPlay(returnVar);	_root.gotoAndPlay(returnVar);
Page 164 peopleList_mc["visible"] = false	peopleList_mc["visible"] = false
Page 165 speaker_ns.loadSWF = function(SWFtoLoad) { presentation_mc.loadSWF = SWFtoLoad; };	speaker_ns.loadSWFControl = function(SWFtoLoad) { //presentation_mc.loadSWF = SWFtoLoad; //or presentation_mc.loadSWF(SWFtoLoad); }
Page 165 This script also connects the presenter's microphone and camera to the speakerStream.	This script also connects the presenter's microphone and camera to the NetStream instance, "speakerStream".
Page 166 Set the global speaker mode to false, and connect the UI components.	Set the global speaker mode to true, and connect the UI components.
Page 166 chatControl_pb.setLabel("Enable Audio Chat")	chatControl_pb.setLabel("Disable Audio Chat")

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.