

## Essential Guide To Flash Games

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### Essential Guide To Flash Games

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The Essential Guide to Flash Games: Building Interactive Entertainment with ActionScript 3.0. We are twin brothers who were born right at the beginning of the 1970s just about the same time the first video games were being created and marketed by people like Nolan Bushnell at Atari and Ralph Baer for Magnavox.

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The essential guide to Flash games : building interactive entertainment with ActionScript 3.0

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The package should be com.efg.games.stubgame. Do not have Flash Develop create a project folder automatically. Make sure the Create Folder For Project box is unchecked. Click the OK button to create the project. Add the class path to the framework to the project: Go to the [project]...

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Apress Source Code. This repository accompanies The Essential Guide to Flash Games by Jeff Fulton and Steve Fulton (Apress, 2010). Download the files as a zip using the green button, or clone the repository to your machine using Git.