

[Topics

- Taking flash on the road (portable development)
- Gearing up for final projects
- Odds and Ends

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[Mobile development

- New player (Flash Lite)
 - Update for Flash 8

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[Gearing up for final projects

- Organizing the timeline
 - Minimize instances
 - Keep related layers near each other
- Collaborating or “parsing out” work
 - Single frame model

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[Odds and ends

- setVolume() function
- Registration point of draggables
- When do frame actions get run?

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