



# **Flash MX ActionScript For Designers: The Non-Programmer's Guide to Maximum Flash (Flash (Wiley))**

*Doug Sahlin*

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This book will teach Flash designers how to create ActionScripts that they'll refer to again and again in their design work. Projects such as Creating a Pop-Up Menu, Creating a Sound Controller, or Creating an Animated Flash Banner can be used as the starting point for readers' own customized projects. All of this is presented with lots of visual examples and a minimum of jargon and "programmer-speak."

**ABOUT THE CD-ROM**

Includes source material for each project, trial versions of Macromedia software and additional third-party software.



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