

How to Contact Autodesk

2.2 Demo Usage

2.2.1 Main Menu

Once a tower has been constructed , it can be upgraded a maximum of twice. Statistics for the

The Level is responsible for the creation, destruction, and management of all entities. Generally, the entities in the game are the towers and the enemies. All entities are ticked by the level, which causes them to update (i.e. move across the map, search for enemies, attack , etc...).

Flash Professional makes it easy to bind an ActionScript class to Symbol, which is comprised of graphics, animations, and ActionScript. These symbols can then be referenced and instantiated at runtime via ActionScript. This is the method Starforce Battlement uses for instantiation of almost all

