

Quick Start Guide

for **BitmapTiler**

Version 1.0

Last update: 05/2011



I am very happy*

Thank you for using **BitmapTiler**!

*I hope you are happy too.

Overview.

With this single ActionScript class you can easily add a pattern image to your websites, applications, games, or widgets.

The **BitmapTiler** class is now available in **AS2** and also in **AS3** so there are no limits with using it. You can use it with the **Flash IDE**, **FlashDevelop**, **Flex Builder** and all the other nice ActionScript editors out there.

Let's start.

ActionScript 3.0 version

Classpath:

AS3\src\com\robertpataki\heartcode\

Example source:

AS3\src

Example binary:

AS3\bin

Documentation:

AS3\doc\index.html

ActionScript 2.0 version

Classpath:

AS2\src\com\robertpataki\heartcode\

Example source:

AS2\src

Example binary:

AS2\bin

Documentation:

AS2\doc\index.html



CODE