

New Features in



with Michael Plank

Hawaii Flash User Group

October 29th, 2010

Tonight's Agenda

Introduction - JOHN BARRETT

- ❖ Manager Hawaii Flash User Group
- ❖ Co-Organizer for the online Flash Platform group
- ❖ Flash Developer for Digital Hawaii

Main Talk - MICHAEL PLANK

- ❖ Technology Evangelist and software developer at Powerflasher (makers of FDT)
- ❖ Teacher: Professional Flash Development at the University of Applied Sciences, Hagenberg - Austria

NEWS

TEAMED UP WITH THE ONLINE FLASH PLATFORM GROUP

- ❖ Russell Youngblood Runs this Online Flash Platform Meetup Group
- ❖ Russell Youngblood is a certified Adobe Master instructor ACI with expertise in
- ❖ Flash, Flex, ActionScript & ColdFusion
- ❖ Russell Youngblood Runs a blog <http://www.fxappdeveloper.com>
- ❖ Currently Russell works building e-learning solutions for the healthcare industry

FUTURE MEETINGS WILL BE ON-LINE ONLY

- ❖ Due to my illness the next few meeting will be on-line only

Community



- ❖ Community Tutorials from Powerflasher FDT



- ❖ Blog feed for all your FDT needs!

Documentation

FDT 4

Welcome
Getting Started

WHAT'S NEW?
Latest Updates

Documentation
Manual & Setup

FDT 4 - Coding Comfort
Fast. Lightweight. Easy.

FDT 4 is a powerful Flash/Flex development environment for ActionScript 3 and MXML. The only editor built from the ground- up to support the needs of Flash developers, built by Flash developers. With highly efficient and time-saving features, FDT enhances your workflow while increasing your productivity.

Setup

- Manage your SDKs
- Configure default Source and Output folders
- Change editor preferences (color, folding ...)
- Configure the Semantic Highlighting
- Configure the Code Assist
- Configure code style in the Formatter settings
- Add some new Code Templates
- Configure Path Variables

Tutorials

- Basic AS3 Tutorial
- Flex AIR Tutorial
- Writing code with FDT
- Navigating with FDT
- Launch Configurations
- Find more tutorials in the FDT 4 Docs

Documentation

- FDT 4 online documentation

- ❖ [FDT4 Documentation](#)
- ❖ [Video Tutorials](#)
- ❖ [Resources on GitHub](#)

What is FDT?

- ❖ The most powerful flash development coding environment for AS3, Flex & AIR
- ❖ The only editor built from the ground- up to support the needs of ActionScript developers
- ❖ Built by flash developers for Flash developers
- ❖ It contains highly efficient and time saving features
- ❖ Enhances workflows while increasing productivity

Why FDT?

- ❖ The most powerful flash development coding environment for AS3, Flex & AIRThe Powerflasher FDT team meets & talks with flash developers from around the world at work & conferences
- ❖ They listen to community& add the features that develops needs
Built by flash developers for flash developers



—————→ Makes **FDT** even better!

Making things Easier

- ❖ New SDK Management & Project Setup
- ❖ Switch SDKs or Project Types easy
- ❖ Profiler that helps to find memory leaks easily to optimize performance
- ❖ Project templates allows to choose from available templates or can create your own!
- ❖ Launcher Chain allows multiple launch configurations in any order to adapt to teamed workflows

Making things Easier

- ❖ Additional Flex Support to include FXG, Flex 4 States, as well as quick fixes for MXML and more
- ❖ Dependency Visualizer allows you to view the dependancies between classes and interfaces to discover dependency problems
- ❖ Font Library Creator allows to easily build SWF or AS based font libraries
- ❖ Faster Compiler the new compiler is lighting fast!!

THANKS

I would like to thank Everybody involved who made this event happen

- ❖ Powerflasher FDT
 - ❖ Michael Plank
 - ❖ Bruno Fonzi
 - ❖ Gabriel Peart
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- ❖ All code & Resources will be available at HFUG at GitHub
 - ❖ Videos and Tutorials Here
 - ❖ Be Sure to check the Hawaii Flash User Group for recording
 - ❖ Any Questions please me sure to e-mail HFUG

Now let's see FDT 4 with Michael
