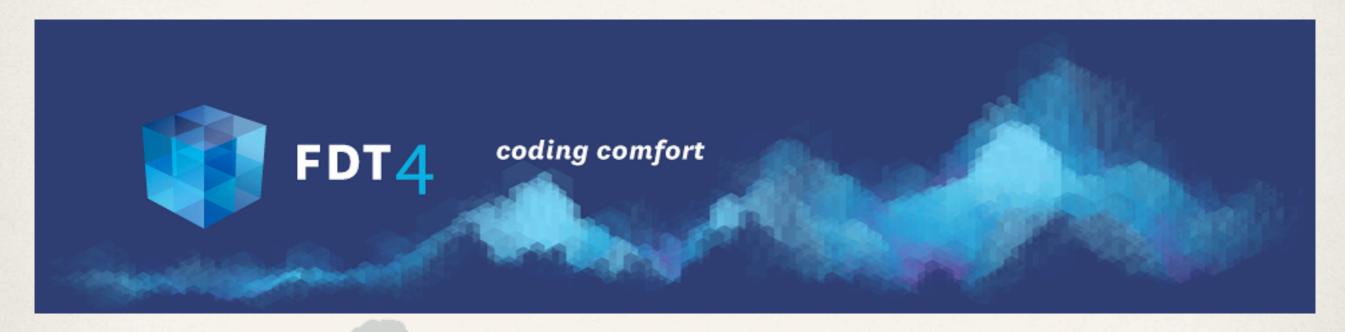
New Features in



with Michael Plank

Hawaii Flash User Group

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





Welcome Getting Started



WHAT'S NEW?
Latest Updates



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 & AIThe 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



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
- * All code & Resources will be available at HFUG at GitHub
- Videos and Tutorials <u>Here</u>
- * Be Sure to check the Hawaii Flash User Group for recording
- * Any Questions please me sure to e-mail <u>HFUG</u>

Now let's see FDT 4 with Michael