



# Flash生態圈 與開放原始碼

高見龍



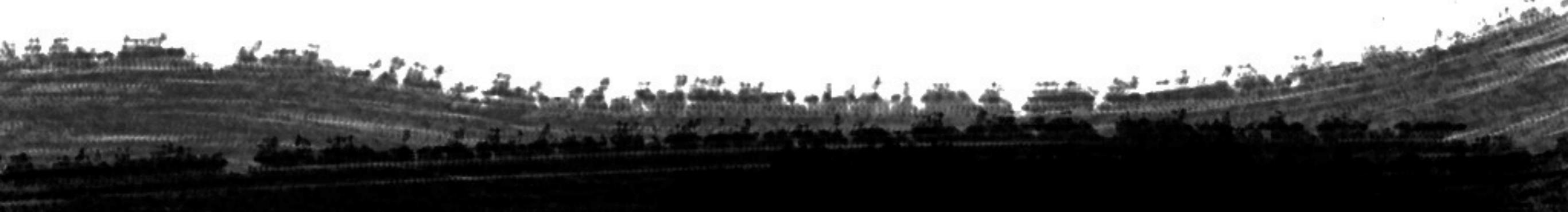
# 高見龍

a.k.a Eddie or Aquarianboy

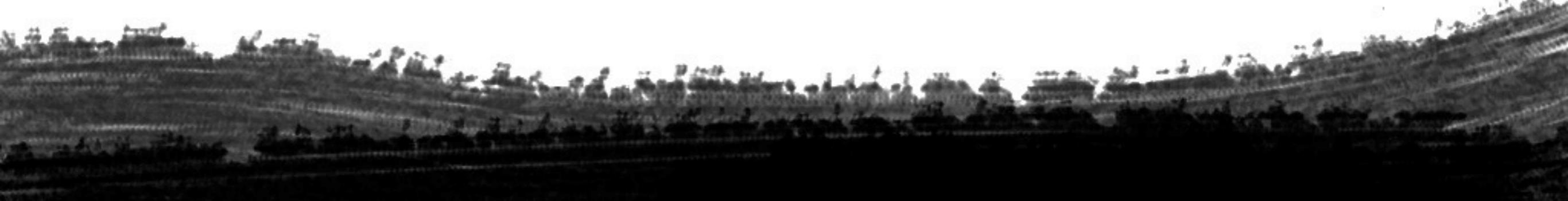
- Live and work in Taipei, Taiwan.
- Serving in my own little tiny company.
- Flash / AS3 / Ruby / Rails / Python programming for living.
- Objective-C for personal interests.
- Technical Education and Consultant.
- PTT Flash BM (since 2007/4).
- Ruby Certified Programmer (Since 2012/1).
- Adobe Certified Flash Developer (Since 2006/7).
- Linux Professional Institute Certification (Since 2005/3).



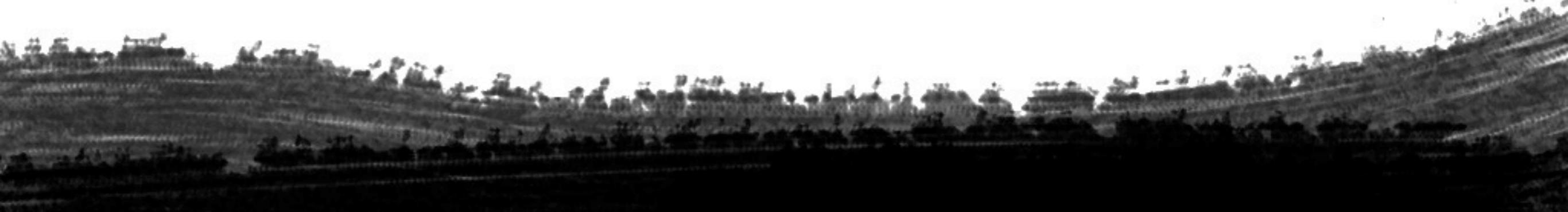
傳教士



說書



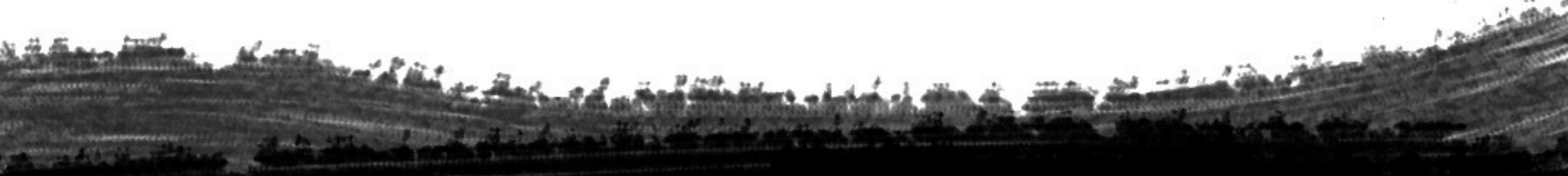
# 開放原始碼



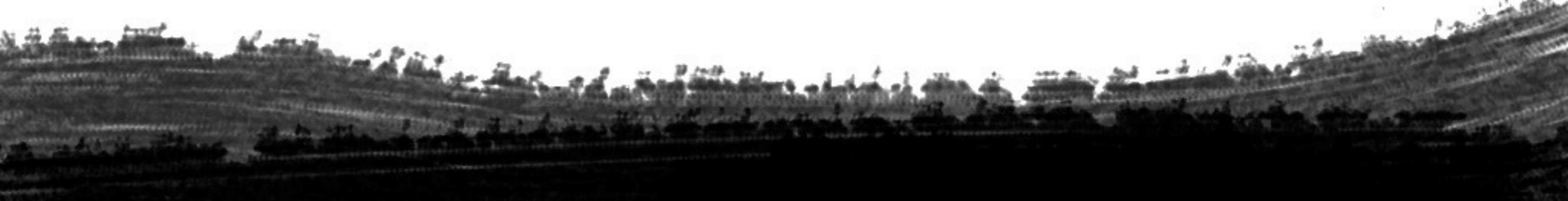
除之而後快



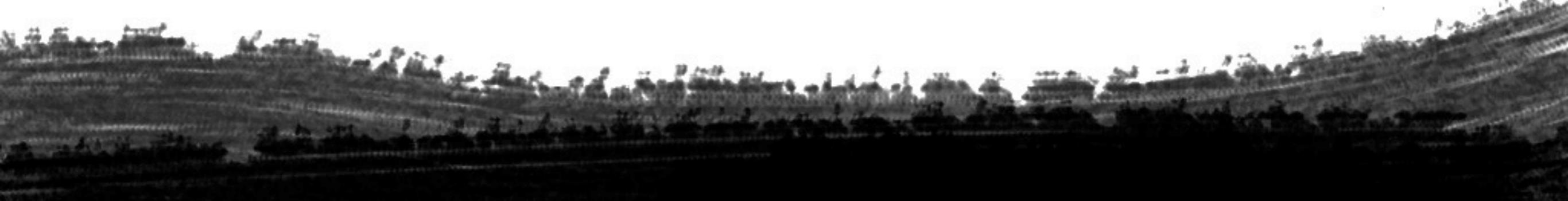
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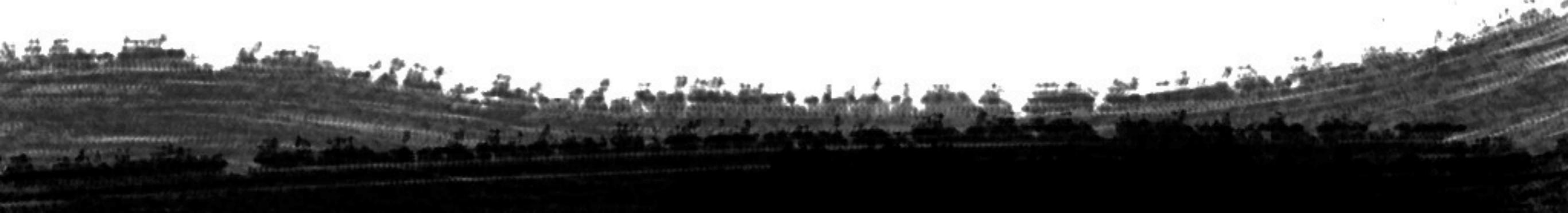
# 不完美



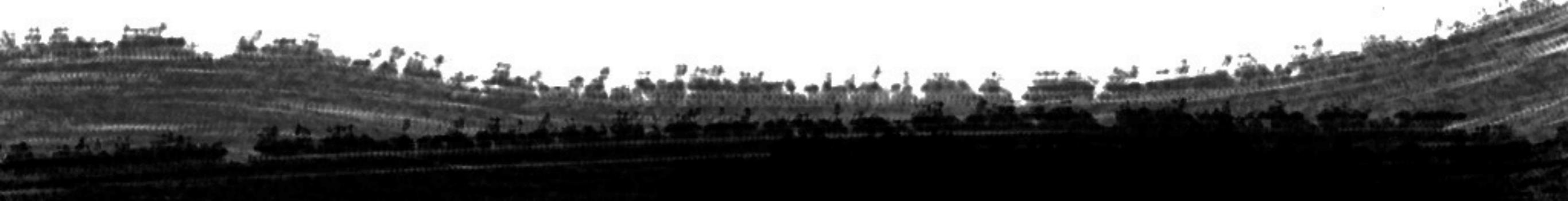
# 開源



默默耕耘



主  
題



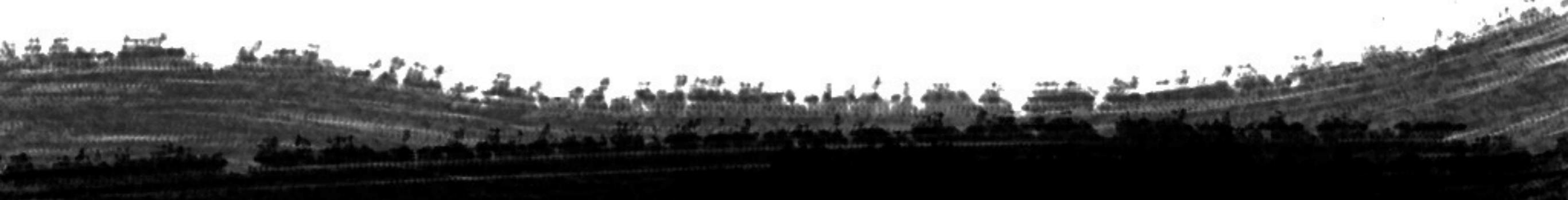
# 一、主角介紹

## 二、開放原始碼

三、生態圈，  
台灣

四、  
經驗值

本文開始

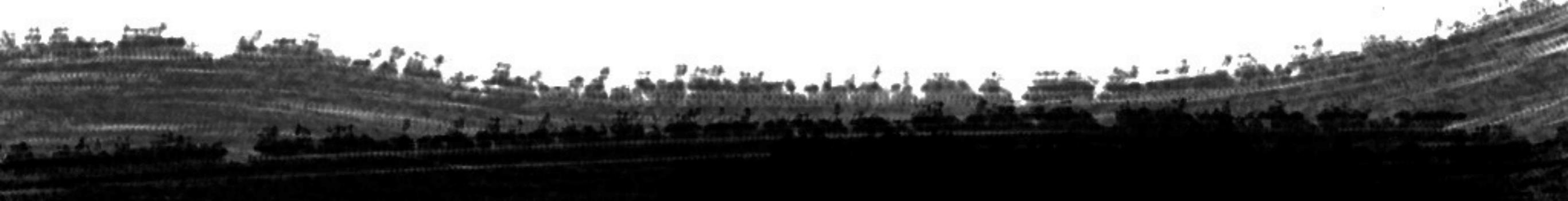


# 一、主角介紹



能力

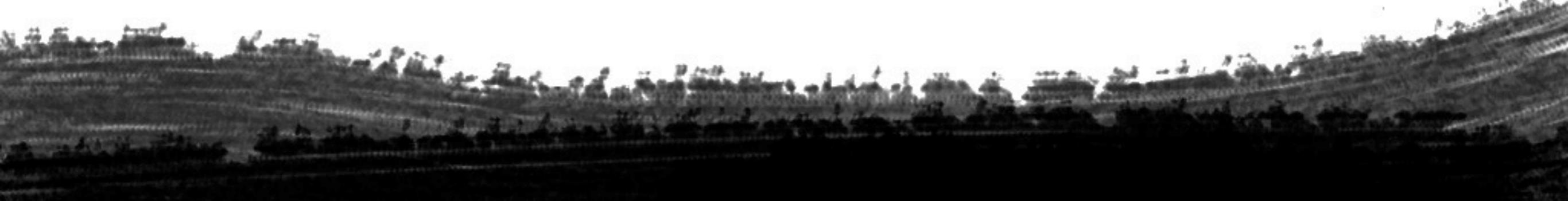
強佔山頭



首選

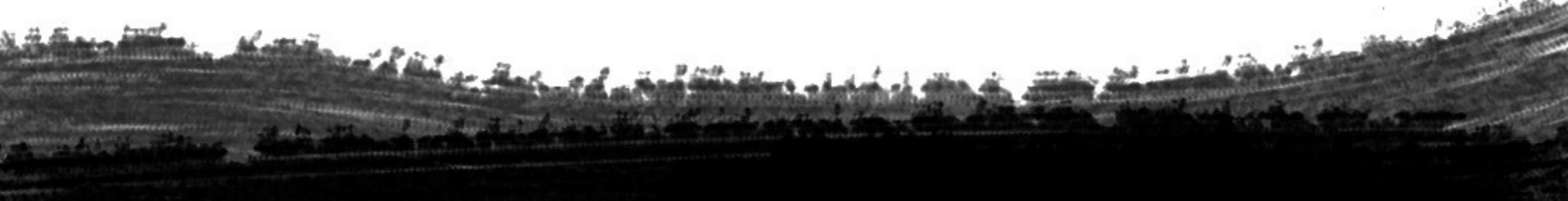
# 誤解

羅輯

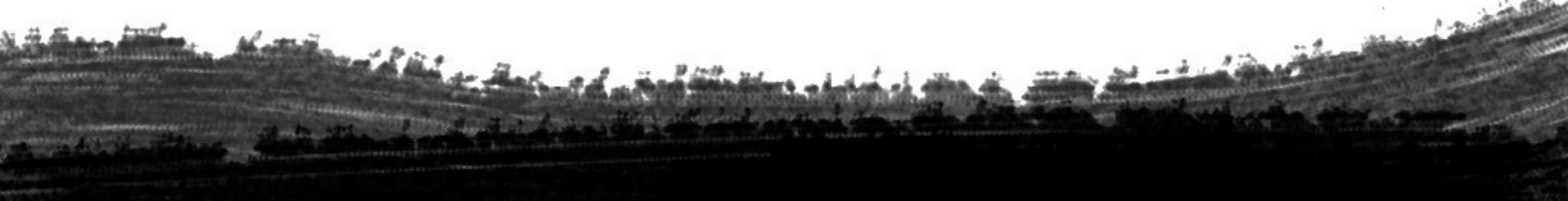


個人修養

# 歷史



改革

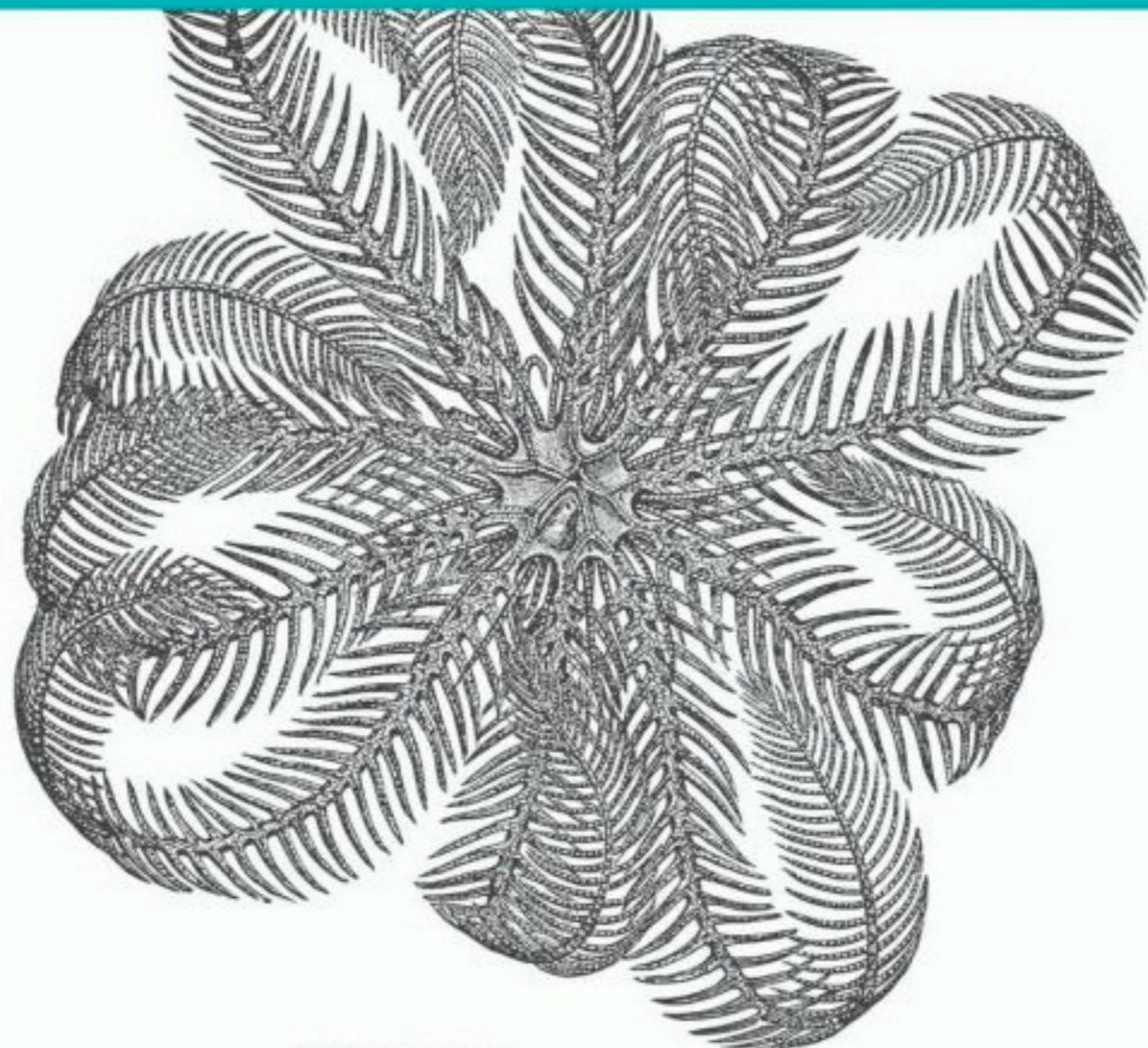


進步

## 主角介紹

```
AppData.as Main.as List.as Node.as Rule.as UserInterface.as
1 package
2 {
3     import flash.display.Bitmap;
4     import flash.display.BitmapData;
5     import flash.display.Sprite;
6     import flash.display.StageAlign;
7     import flash.display.StageScaleMode;
8     import flash.events.Event;
9     import flash.events.MouseEvent;
10    import flash.geom.ColorTransform;
11    import flash.geom.Rectangle;
12
13    public class Main extends Sprite
14    {
15        private const ATTRACTIVE_CTF:ColorTransform = new ColorTransform(0.7, 0.8, 0.96, 1.0);
16        private const REPULSIVE_CTF:ColorTransform = new ColorTransform(0.96, 0.8, 0.7, 1.0);
17
18        private var _bmp:Bitmap;
19        private var _bmd:BitmapData;
20        private var _bmp_rect:Rectangle;
21
22        private var _force:Number = 200;
23        private var _first:Node;
24        private var _maxnum:int = 100000;
25        private var _count:int = 0;
26
27        private var _color_transform:ColorTransform = ATTRACTIVE_CTF;
28
29        public function Main():void
30        {
31            if (stage)
32            {
33                init(null);
```

# ActionScript 3.0 Design Patterns



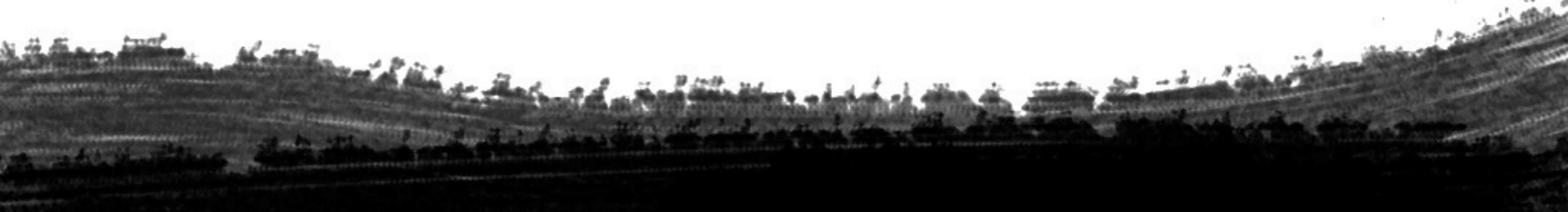
O'REILLY®



Adobe  
Developer  
Library

William Sanders &  
Chandima Cumaranatunge

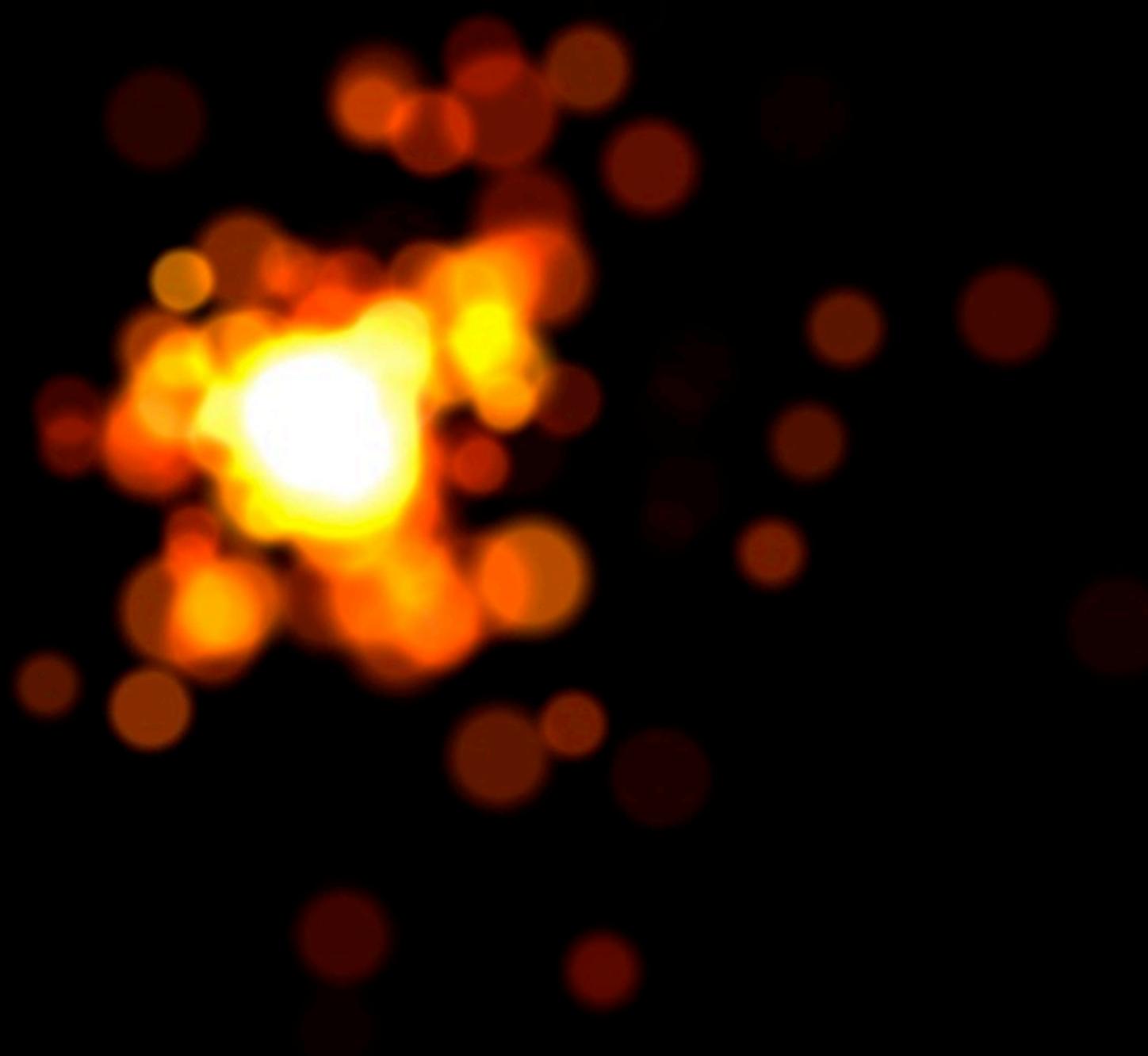
華而不實



安全乎？

封閉乎？

效能



some examples

**1 2 3 4 5 6**



bounce speed

number of particles

size & random

lifespan & random

blending mode

spread X & Y

sharpness &  
random

lifespan & random

speed & random

angle & random

gravity & direction

start colour - rgba

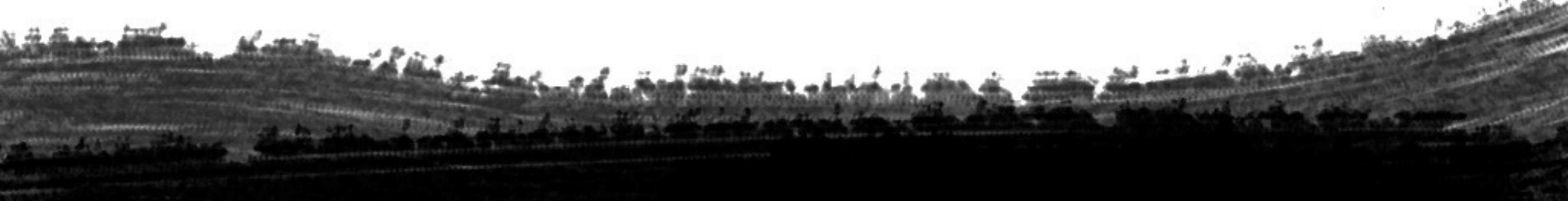
start random - rgba

end colour - rgba

end random - rgba

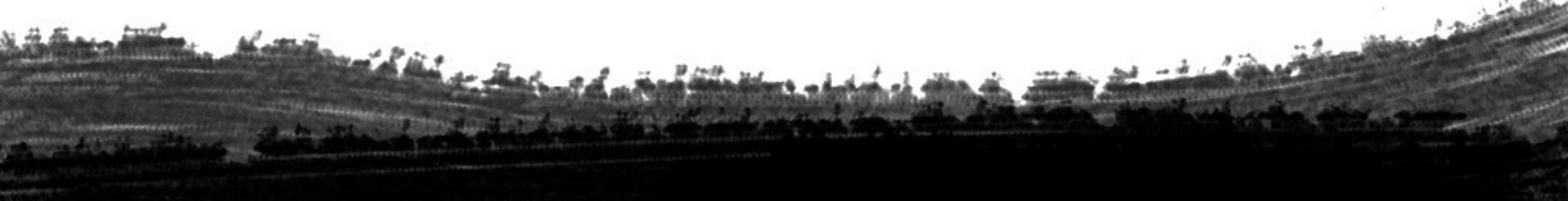
非戰之罪

佳作



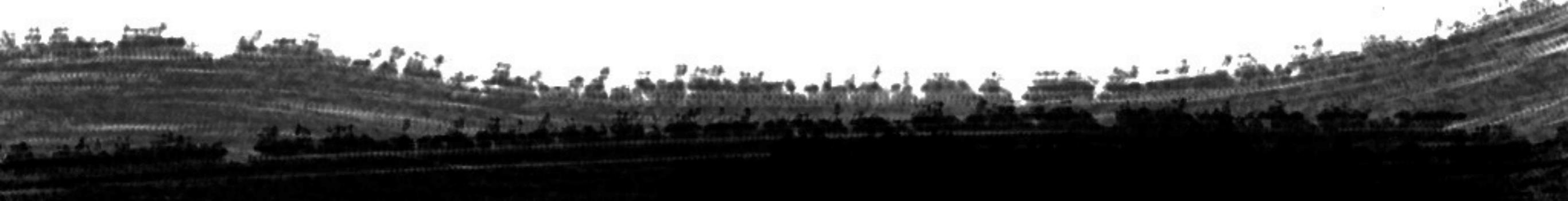
硬體加速

吳下阿蒙



競爭對手

# 銀光

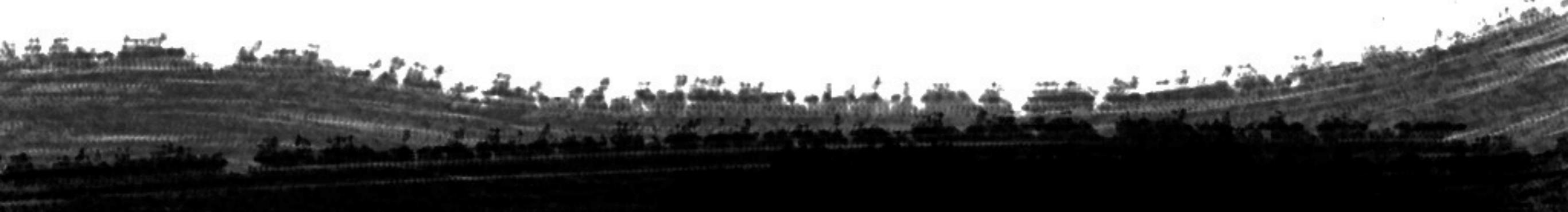


# HTML5

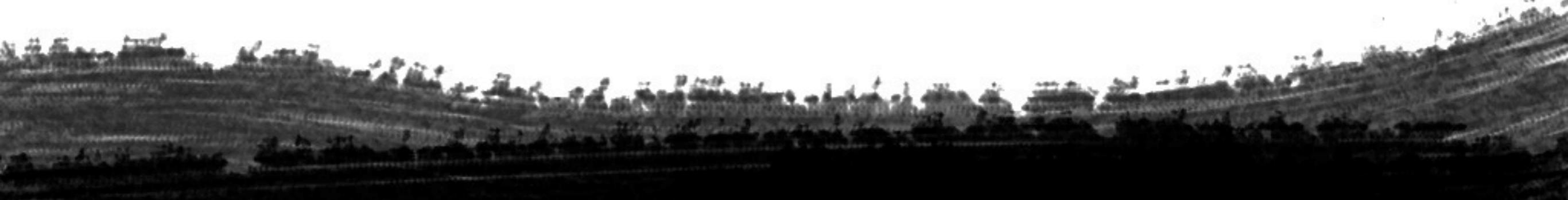
# 殺手

開發人員

共榮共存



適者生存



這，  
就是江湖

亮點

# Adobe AIR 3

[總覽](#) [功能](#) [技術規格](#) [FAQ](#) [Showcase](#)



## 什麼是 Adobe AIR?

Adobe® AIR® 執行時期可讓開發人員在多種平台及裝置上 — 包括個人電腦、電視以及 Android™、BlackBerry® 和 iOS 裝置 — 部署使用 HTML、JavaScript、ActionScript®、Flex、Adobe Flash® Professional 和 Adobe Flash Builder® 建立的獨立應用程式。

AIR 中的主要創新功能

[更多資訊](#)



**Flash Builder 4.5 Premium**  
Rapidly develop high-performing  
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applications



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★ Includes complimentary Flash  
Builder 4.6 update

### 其他購買方式

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針對家庭和家庭辦公室

[企業採購](#)  
大量授權選項

[尋找經銷商](#)  
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### 下載

 [Adobe AIR](#)

 [Adobe AIR SDK](#)

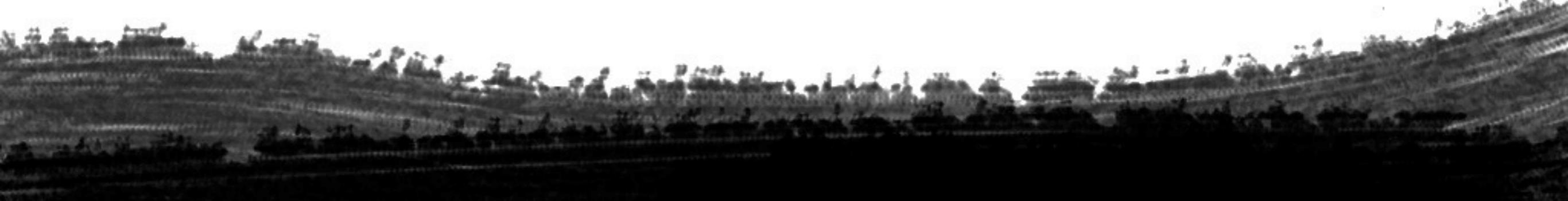
## 主角介紹

人

互動

# 行動裝置

# 願景



## ONE TOOLCHAIN, ONE LANGUAGE, ONE CODEBASE, ONE CLIENT

### TOOLING/FRAMEWORK



Creative Suite



Flash Builder



Flex

### RUNTIMES



Adobe Flash Player



Adobe AIR

### CLIENTS



Desktop



Smartphones, Tablets  
(others OSs coming soon)



Google TV



Televisions



## ONE TOOLCHAIN, ONE LANGUAGE, ONE CODEBASE, ONE CLIENT

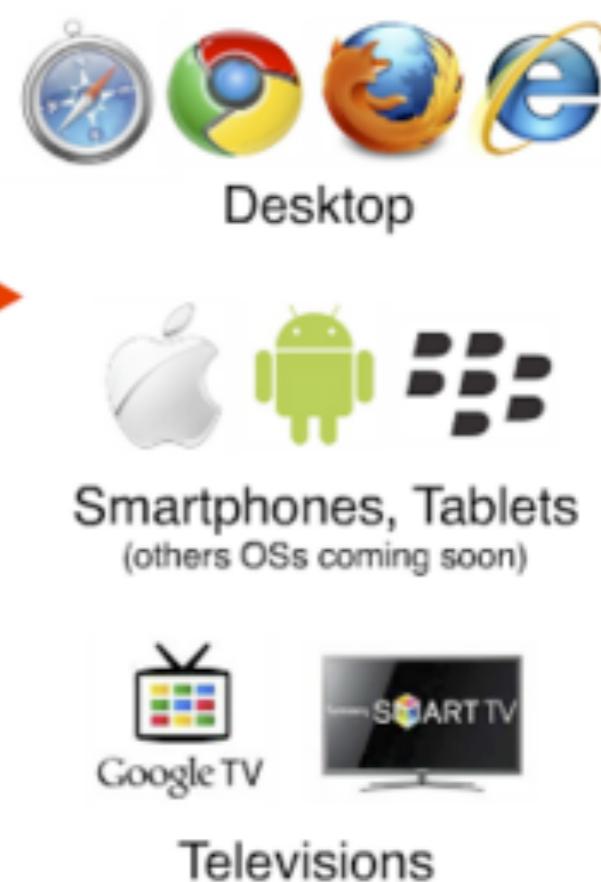
### TOOLING/FRAMEWORK



### RUNTIMES



### CLIENTS



一招半式闖江湖



二、開放原始碼



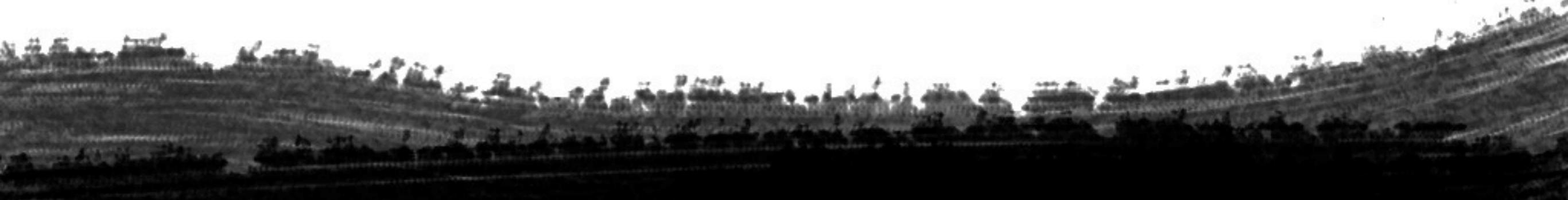
商人

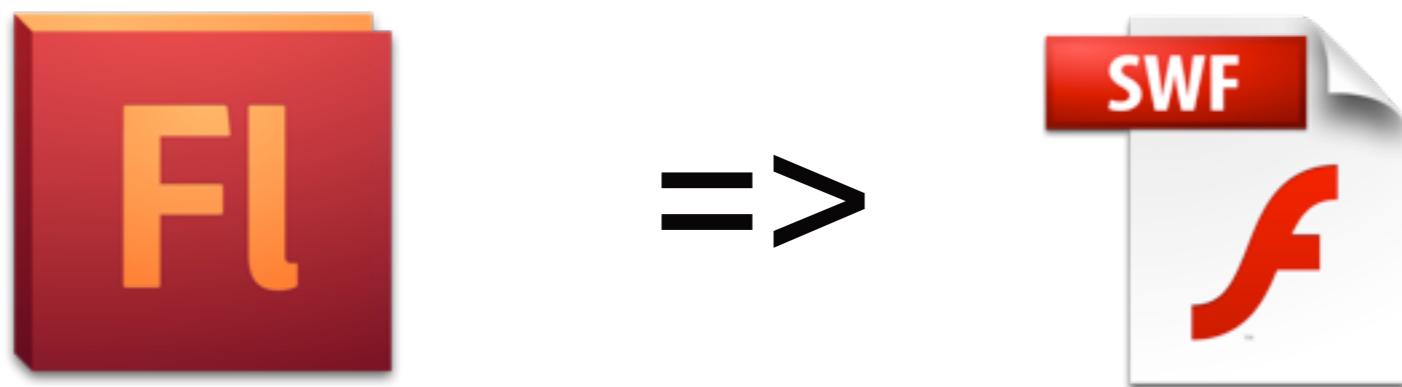
工欲善其事

必先利其器

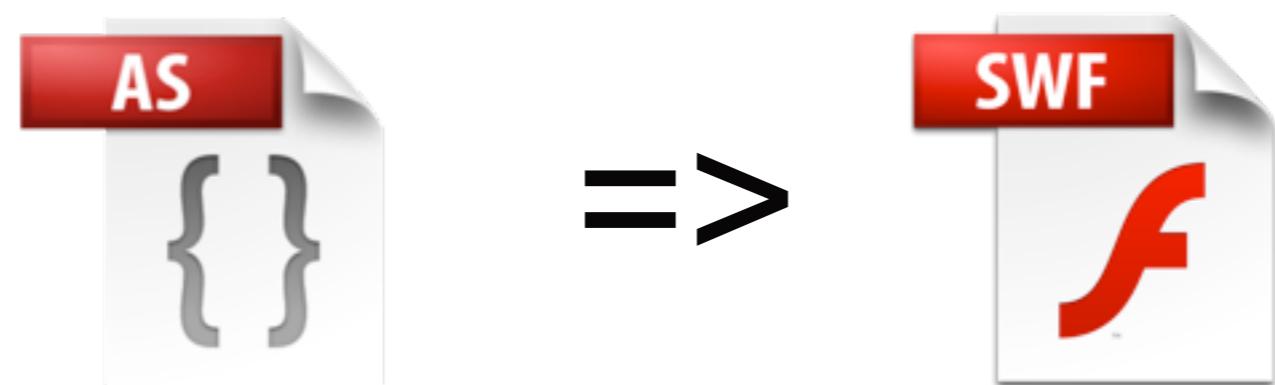
開放原始碼

# 生產流程



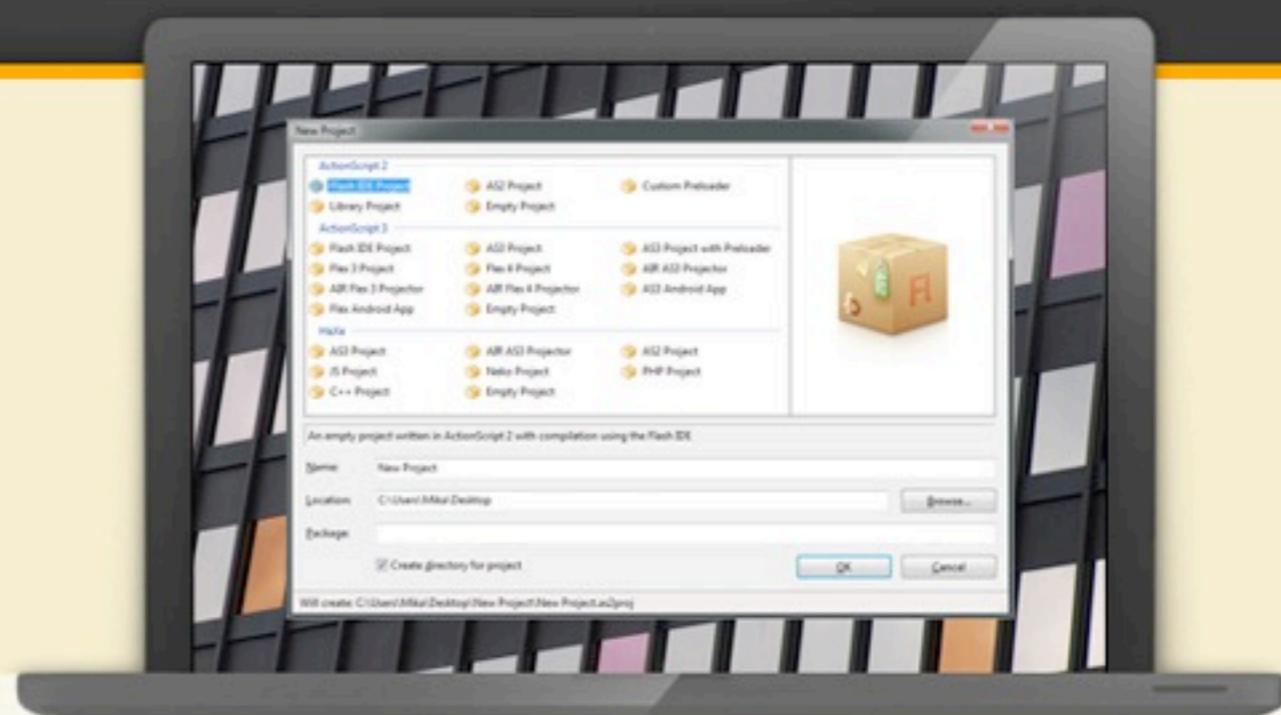






## FlashDevelop is a free and open source code editor for every Flash developer

FlashDevelop offers first class support for ActionScript (2 & 3) and HaXe development. Great completion & code generation, projects compilation & debugging, plenty of project templates, SWF/SWC exploration etc. FlashDevelop is also a great web developer IDE with source-control support (svn, git, mercurial), tasks/todo, snippets, XML/HTML completion and zen-coding for HTML.



## Open source community feeds FlashDevelop

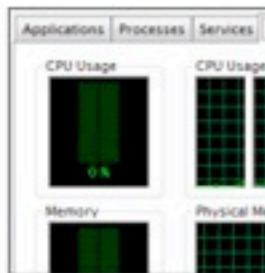
FlashDevelop is an open source story; it was created in 2005 by passionate Flash developers, for Flash developers. It is the product of many contributors which created what is today the best open source Flash development environment. We've received numerous features, bug fixes, feature ideas and even full plugins from community members and it just gets bigger. Be part of this great community and help us in whatever way you can. Open C# Express and code features, send us bug fixes, help us improve the documentation, donate or just spread the word. [Get active and join the community »](#)

**DOWNLOAD**  
**FlashDevelop 4.0.2 RTM**

EN, JP, DE, EU (~16Mb, WIN)

[All downloads & release notes »](#)

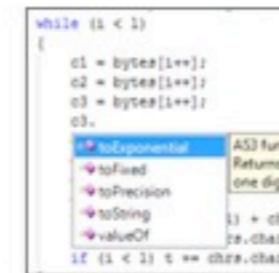
## Enjoy a lighter and smarter IDE for your Flash development



### FAST & LIGHTWEIGHT

FlashDevelop was created to be a fast and lightweight IDE and to be fast even on slower computers.

[READ MORE](#)



### COMPLETION & GENERATION

Enjoy an amazing code completion which helps you also generate and document your valuable code.

[READ MORE](#)



*FlashDevelop gives me comfort and features of a full-blown IDE without the bulk & learning curve. Fantastic!*

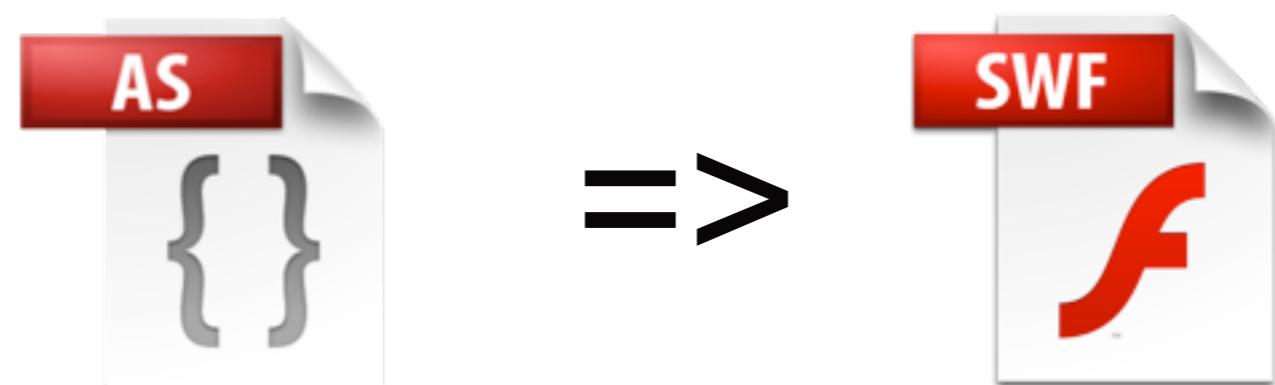
Steve Harvey on Twitter #loveFD

*FlashDevelop is like the skinny supermodel girlfriend that still cleans the house and makes you breakfast.*

Peter Gardner on Twitter #loveFD

```
37 public var lottery_items:ComboBox;
38 public var lottery_list:LotteryList;
39 public var running_ball:RunningBall;
40 public var lottery_board:LotteryBoard;
41 public var message:Message;
42
43 private var _config:XML;
44 private var _xml_loader:URLLoader;
45 private var _banner_loader:URLLoader;
46 private var _background_loader:URLLoader;
47 private var _banner_image:String;
48 private var _background_image:String;
49 private var _ball_number:uint = 8;
50 private var _background_music:BGMusic;
51 private var _lottery_user:Array = [];
52 private var _current_lottery_item:Object;
53 private var _current_lottery_user:Object;
54 private var _lottery_num:String = '';
55 private var _temp_lottery_user:Array = [];
56 private var _available_amount:uint = 0;
57 private var _items:Array = [];
58
59 public function Lottery()
60 {
61     if (stage) init();
62     else addEventListener(Event.ADDED_TO_STAGE, added_to_stage);
63 }
64
65 private function added_to_stage(e:Event):void
66 {
```

其它





## Flex SDK

[Wiki Home](#)[Browse Pages](#)[Browse Labels](#)[Formatting Help](#)

# Flex SDK

## Overview

Flex is a highly productive, open source framework for building and maintaining expressive web applications that deploy consistently on all major browsers, desktops and operating systems.

This site is focused on the development of the Flex SDK. If you are looking for more information on how to use Flex, you may wish to visit the [Flex Developer Center](#).

[Flex 4.6](#) is the latest production quality release. ([Download](#))

[Flex 4](#) is the prior version ([Download](#))

[[Flex 3](#)] ([Download](#))

[More information](#)

## Download

Flex SDK version [4.6.0.23201](#) is the latest production quality release.

Flex SDK version [3.6.0.16995](#) is the most recent update to the Flex 3 code-base.

Please review the [Downloads](#) page for an explanation of the different downloads available.

Adobe also offers these Flex-related products:

[Free Adobe Flex SDK \(Download\)](#)/[Adobe Flex Builder \(Download\)](#)

開放原始碼

玩樂

開放原始碼

# 遊戲引擎

An open source game-making library...



...free for personal or commercial use.

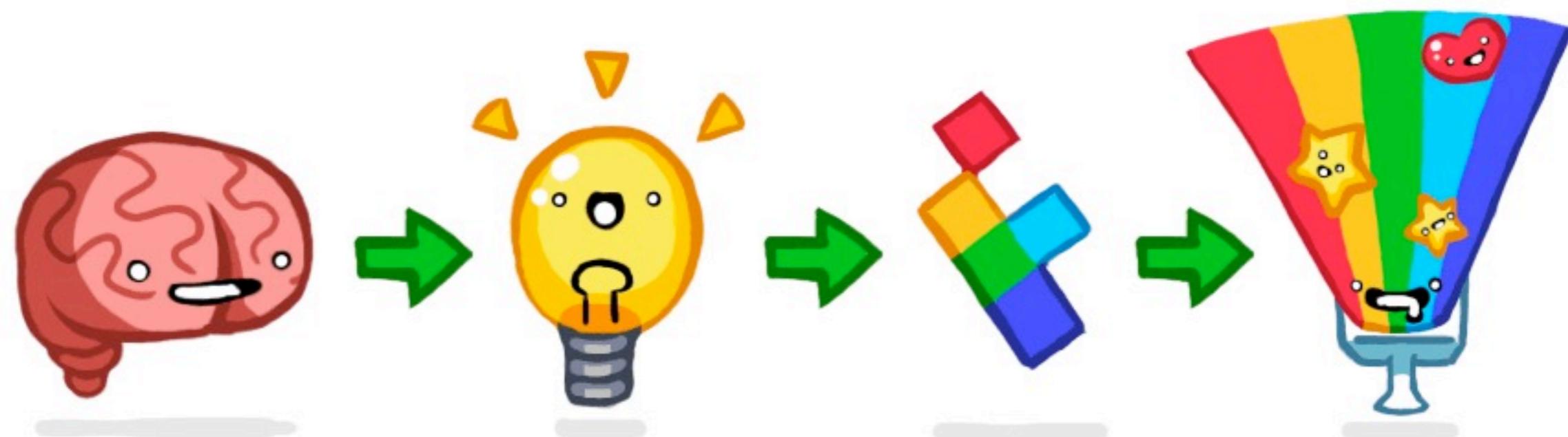
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Flixel is an open source game-making library that is completely free for personal or commercial use. Written entirely in Actionscript 3, and designed to be used with free development tools, Flixel is easy to learn, extend and customize.

## featured games

[more ➔](#)  
[submit ➔](#)

## updates



### Canabalt

by Adam Atomic and  
Danny Baranowsky

"The game that, for  
better or worse,



### Mode

by Adam Atomic  
"Silly demo game  
created for the first  
public release of

## ★ showcase

Showcase of projects using the as3isolib

Updated Jan 25, 2011 by [jwopitz](#)

### Zex Lex Duel

This is a facebook game which you can check out here - [http://apps.facebook.com/cp\\_zexlexduel/](http://apps.facebook.com/cp_zexlexduel/)



# 物理碰撞

# Box2DFlashAS3 2.0.1



Drag objects with the mouse. 'Left'/'Right' arrows to go to previous/next example. 'R' to reset.

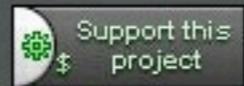
Update: Version 2.0.1 released!.

Box2DFlashAS3 is an open source port of Erin Catto's powerful c++ physics library [Box2D](#).  
Cycle through the demos above to see some of the features.

Full source code for the engine and examples can be downloaded from the project's sourceforge page found [Here](#).

For further information check the ReadMe included with the download, post on the [Box2D forums](#), or contact me at skatehead [at] gmail [dot] com

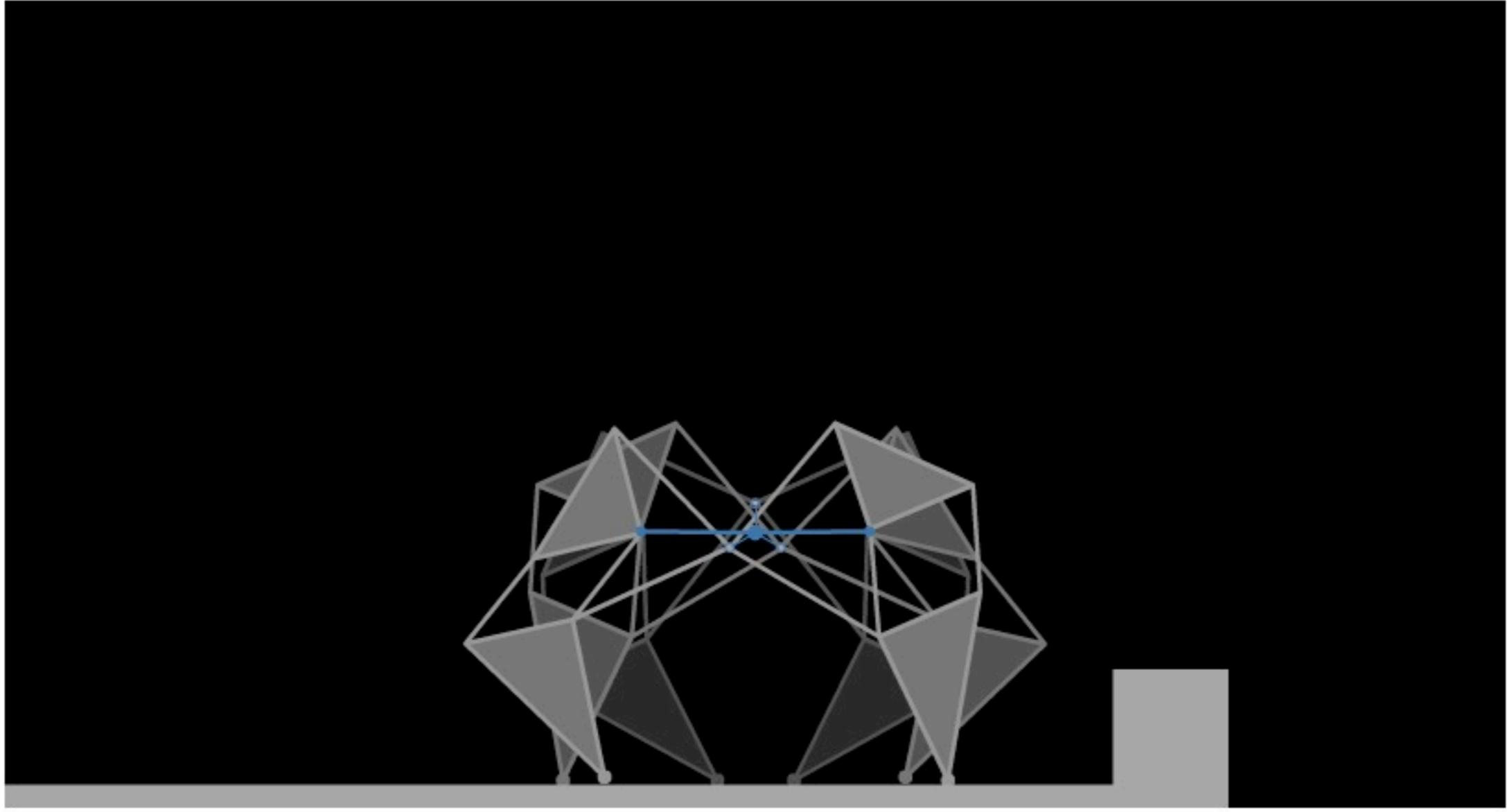
SOURCEFORGE.NET®



Huge thanks to those who have supported this project with their generous donations:

# APE

ACTIONSCRIPT PHYSICS ENGINE



Click inside the demo, then use:

- P** key to toggle power
- R** key to reverse direction
- H** key to toggle hiding the back legs

The robot design is based on sculptures by the great Dutch artist [Theo Jansen](#).

[<back](#)

**Project Information**

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[Show all »](#)**Links** **Blogs**  
[CJ's Blog](#) **External links**  
[Manual \(PDF\)](#)  
[Documentation](#)  
[FlashDevelop Templates](#)**Stardust is now version 1.3****Migrating to Stardust 1.3**

You can grab the latest revision from the SVN repository using [TortoiseSVN](#).

Read the [manual](#) first. You'll have a far better understanding of the API.

A playlist of [video tutorials](#) is also available.

You can support this project by donating.

[Donate](#)

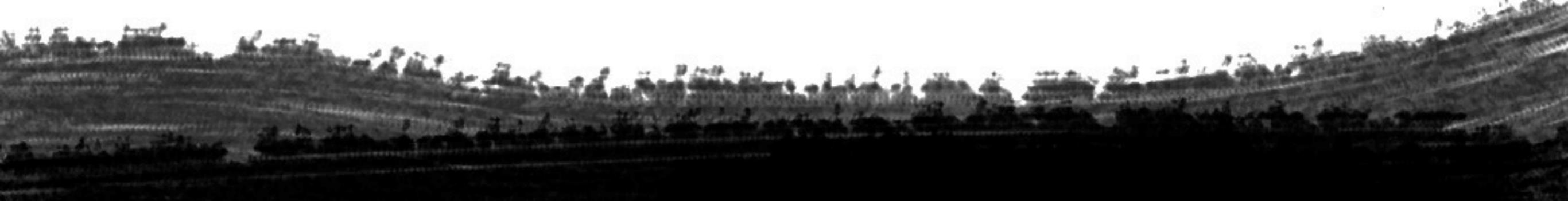
If you've made anything using Stardust, be it a website, game, or even just a simple demo, you can [email the link to me](#). I'd really love to see Stardust being used on other projects.

<a href="#">TortoiseSVN Tutorial</a>	<a href="#">Downloads</a>	<a href="#">Manual (PDF)</a>	<a href="#">Video Tutorials</a>	<a href="#">ActiveTuts+ Tutorials</a>
<a href="#">Documentation</a>	<a href="#">FlashDevelop Templates</a>	<a href="#">Blog</a>	<a href="#">Forum</a>	<a href="#">Facebook Group</a>
<a href="#">Books</a>	<a href="#">Update Feed (Atom)</a>	<a href="#">Downloads Feed (Atom)</a>	<a href="#">Issues Feed (Atom)</a>	

Stardust depends on and includes the compiled SWC file of [CJSignals](#), included in the *libs* folder.

The core class structure was inspired by [Flint Particle System](#).

# 立體世界





## Flash. 3D. Realtime. Multiplayer.

Technology for creating multiplayer browser games, virtual worlds, demos and promotional projects

### alternativa3d

Free Flash 3D engine!

OPEN  
SOURCE!

### alternativagui

It is easy to create an integrated interface!

### alternativaphysics

Flash-based physics engine!

Try Alternativa3D right now!

### alternativaplayer

Upload your models to online viewer and meet real 3D in the browser!

We created [Alternativa3D](#), a 3D engine that allows developers to work with 3D graphics and physics in Adobe Flash. Also available is our [high-performance server](#) that developers can use to create real-time multiplayer games.

Our solutions are used in several browser games, such as [Tanki Online](#), and in dozens of



09.04.2012

[AlternativaGUI 5.21.0 update](#)

03.04.2012

[New AlternativaPlayer features](#)



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GET AWAY3D  
DOWNLOAD IT FOR  
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COMMUNITY

UPDATES  
WE'RE ALWAYS  
BUSY. VERY.

BLOG.PAPERVISION3D.ORG



## Papervision3D training in the UK

July 13, 2010 by sebstar55

Although my Lynda.com video tutorial is now live, I appreciate that some of you may prefer the live interactive experience! There are still a few spaces left for my training course in Birmingham at the end of this month.



[Papervision3D and Flash games training – sign up and information](#)

I'll also be running a [Flash games workshop in FITC San Francisco](#) in August.

Posted in [Training](#) | [1 Comment »](#)

## Papervision3D video tutorials on Lynda.com

July 12, 2010 by sebstar55

### Papervision3D.org

- » [Official site](#)
- » [Developers Blog](#)
- » [Project home](#)
- » [Mailing list](#)
- » [Mailing list archive](#)
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- » [Submit Job Offer](#)
- » [PapervisionShowcase.com](#)
- » [Daily Showcase](#)
- » [Documentation](#)
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### Development



High-End Interactive 3D  
for the Web and mobile

### Downloads

- » [Subversion](#)  
([subversion client](#) required)
- » [ZIP or SWC](#)

# 設計模式

## O'Reilly PureMVC Book



## PureMVC TV

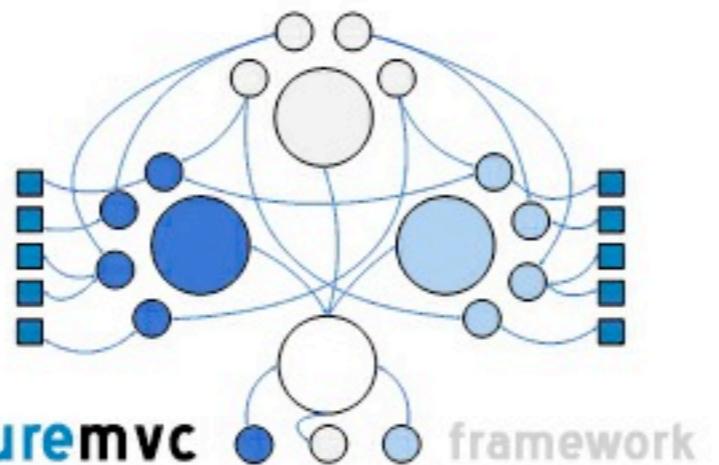


## PureMVC on the Web



## About

SATURDAY, 19 APRIL 2008



Beyond that, the **MultiCore Version** allows multiple PureMVC applications to run within the same virtual machine; modular programming.

Though the two versions are very similar they are maintained separately, because for applications that don't need modular functionality (or on development platforms that lack support for it), the Standard Version is adequate.

### Standard Version

The Model, View and Controller application tiers are represented by three Singletons (a class where only one instance may be created).

The MVC Singletons maintain named caches of Proxies, Mediators and Commands, respectively. The Façade, also a Singleton, provides a single interface for communications throughout the application. These four Singletons are referred to as the Core Actors.

- Data objects, be they local or remote, are managed by Proxies.
- The View Components that make up the User Interface are managed by Mediators.
- Commands may interact with Proxies, Mediators, as well as trigger or execute other Commands.

All actors discover and communicate with each other via the Façade, rather than work directly with Model, View and Controller.

PureMVC is a lightweight framework for creating applications based upon the classic [Model, View and Controller](#) concept.

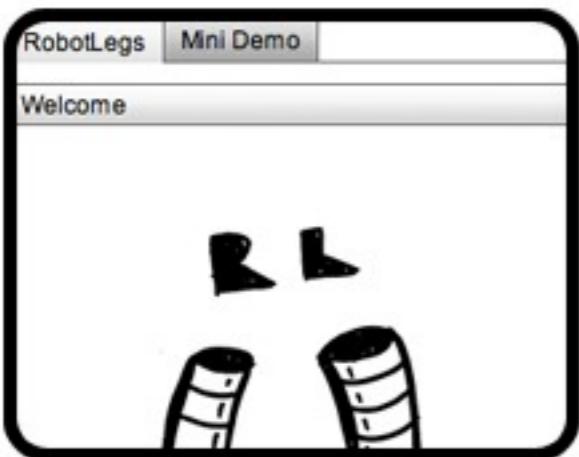
Based upon proven design patterns, this free, open source framework which was originally implemented in the ActionScript 3 language for use with Adobe Flex, Flash and AIR, is now being ported to all major development platforms.

Two versions of the framework are supported with reference implementations; Standard and MultiCore.

In short, the **Standard Version** provides a simple methodology for separating your coding interests according to the **MVC** concept.



These examples are part of the **Robotlegs Demo Bundle** which can be downloaded from [Github](#).



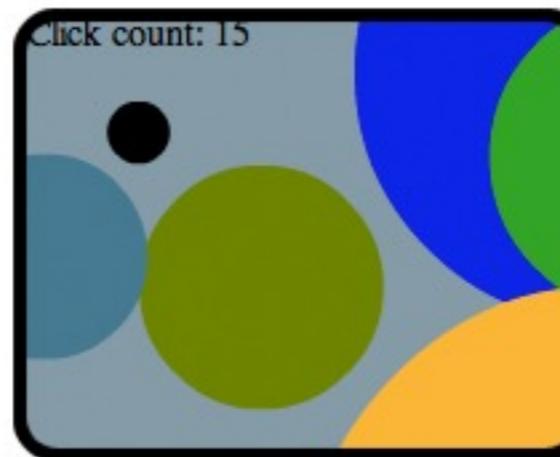
Hello Flex

This example demonstrates a minimal Flex application.

**Concepts Covered:**

- Core Framework

**Platform:** Flex 3



Hello Flash

This example demonstrates a minimal Flash/AS3 application.

**Concepts Covered:**

- CoreFramework

**Platform:** Flash/AS3



Lazy Stack

This example demonstrates deferred instantiation in a Flex application.

**Concepts Covered:**

- Core Framework
- Deferred instantiation

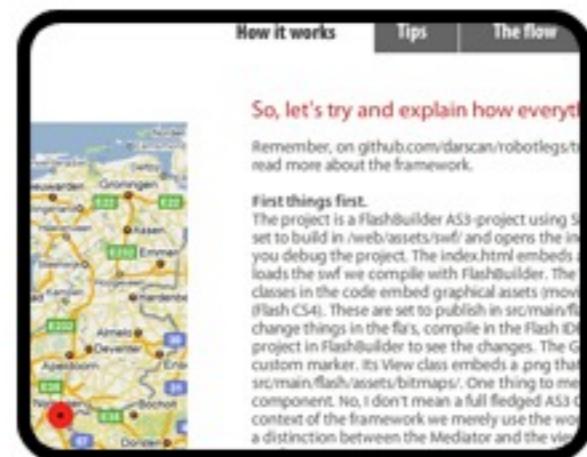
**Platform:** Flex 3



Flickr Image Gallery



Widget Factory

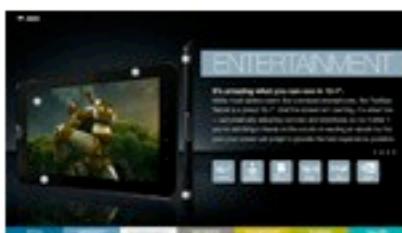


Google Maps





## Gallery



Toshiba Tablet



Mercedes-Benz AMG



Keith Urban



Midtown Miami

## Download Gaia

### Version 3.2.6 - Release Date 04.12.2011

Gaia 3.2.6 switches to using Greensock's swc, Pages class now uses ids not titles, you can now exit a project without saving, cleans up the AS3 code via FDT, fixes a bug where site-wide ApplicationDomain wasn't working, Demonster Debugger native support has been removed, and Gaia is now under MIT License. 3.2.6 also fixes the errors thrown about DemonsterDebugger, and with GaiaSWFAddress.as



### What is the Gaia Framework for Adobe Flash?

### Speed Up Your Workflow

Gaia is an open-source front-end Flash Framework for AS3 and AS2 designed to dramatically reduce development time.

With Gaia's revolutionary scaffolding engine, you can build a fully functional Flash site in less than 10 minutes without writing a single line of Actionscript!

### Code Less, Do More

Gaia is packed with features and provides a simple way to do all the things you do on every Flash site including:

- Navigation
- Transitions
- Preloading

## Learn Gaia

English

Deutsch

Español

Italiano

Português

日本語

## Watch the Demo



Steven Sacks, author of Gaia, provides an in-depth introduction to the Gaia Framework.

## Who's Online

13 Guests, 0 Users

## Recent Posts

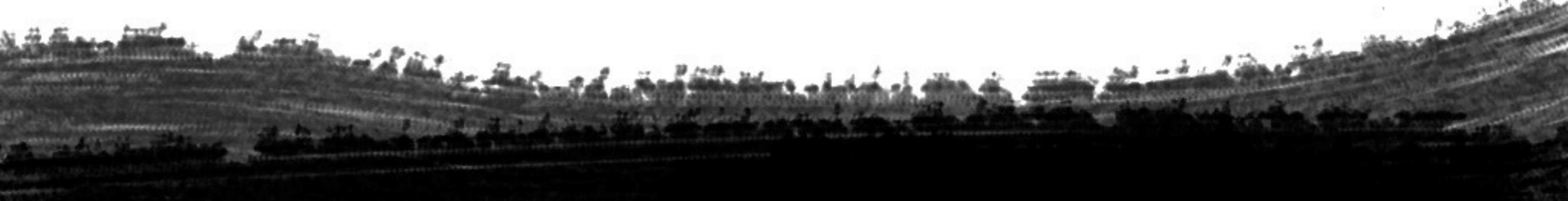
New version ( for steven ...

by rschalch [May 26, 2012, 07:39:29 AM]

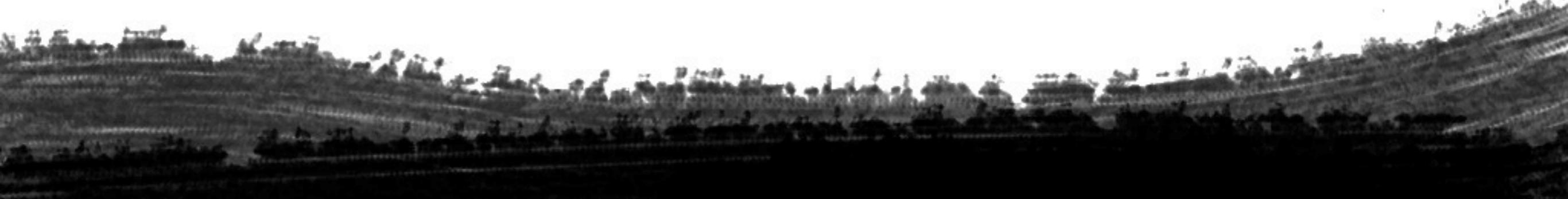


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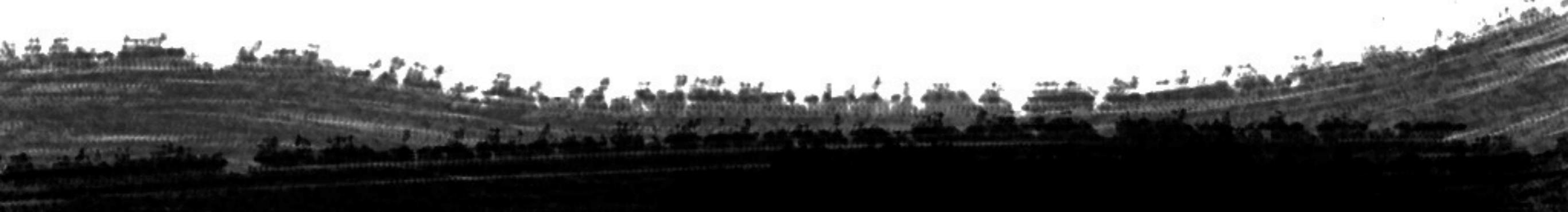


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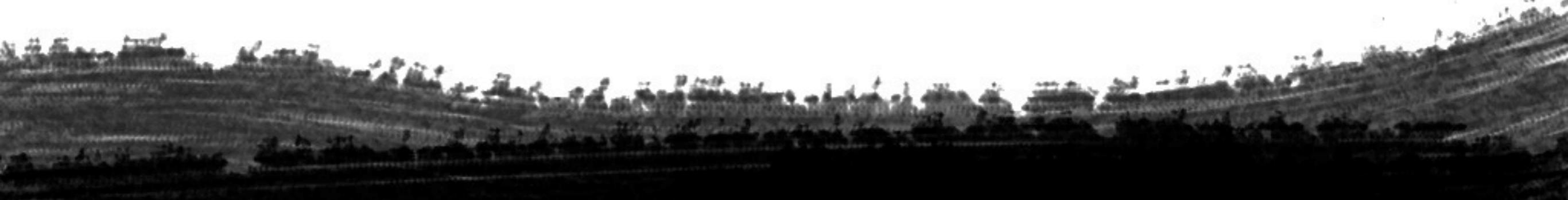


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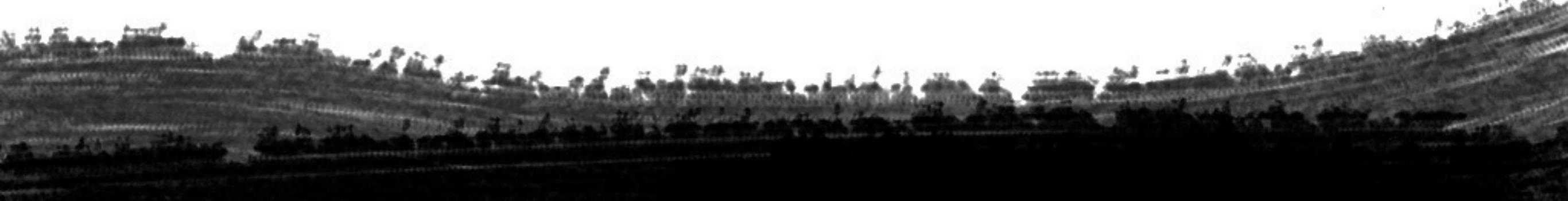
互相推諉



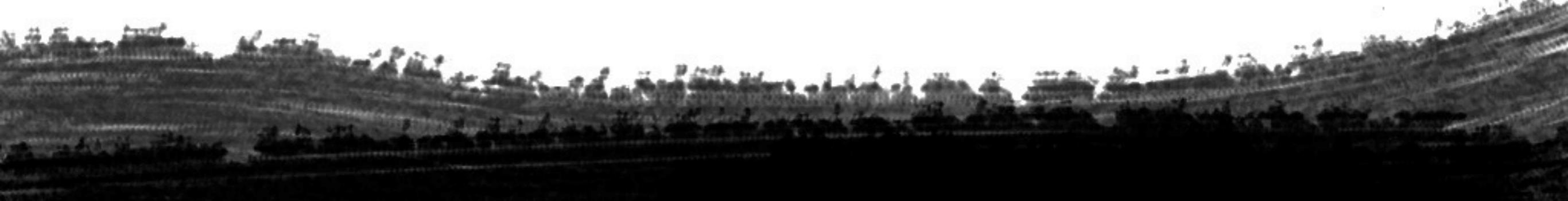
共通語言



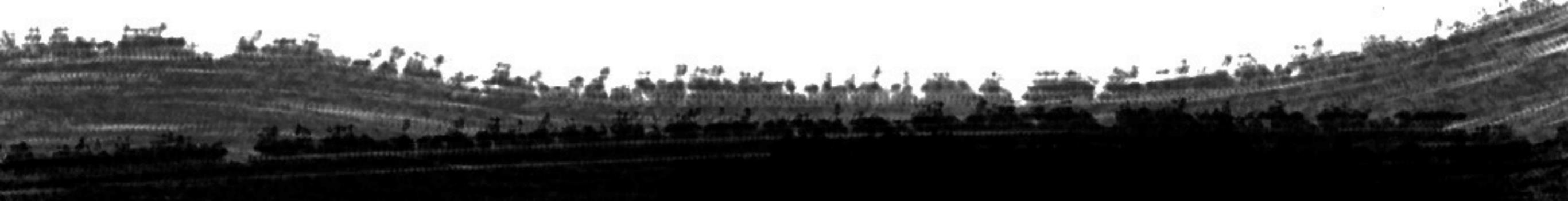
開發環境



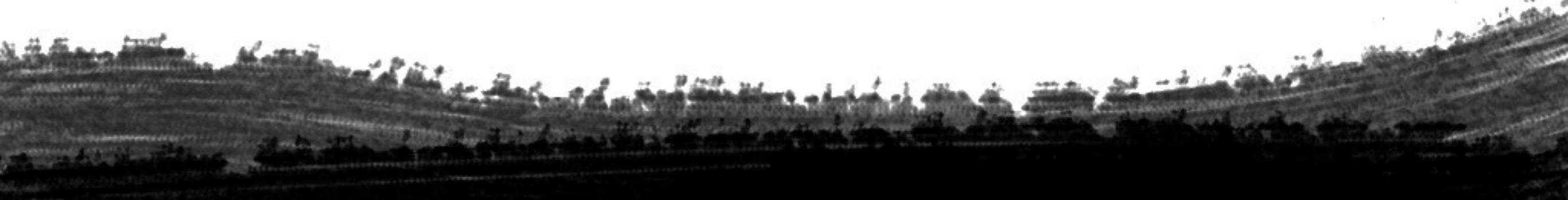
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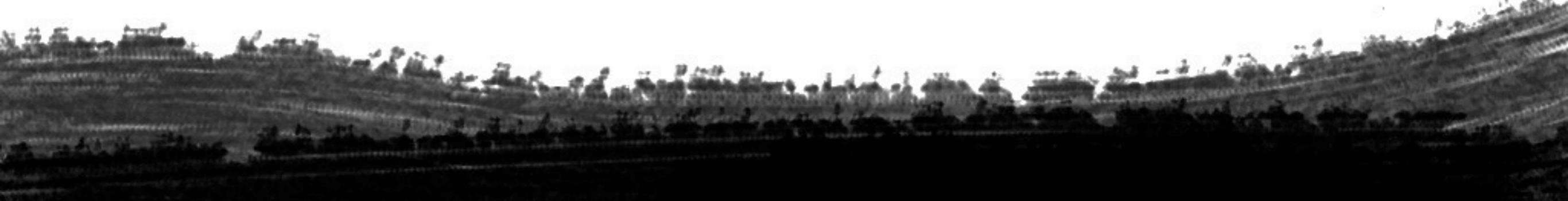
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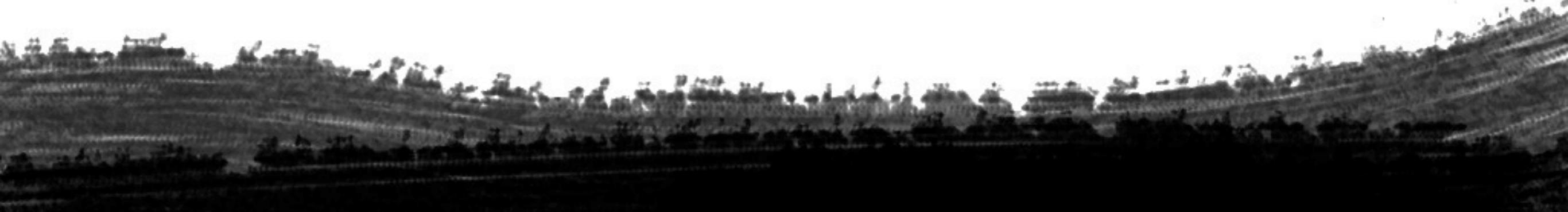
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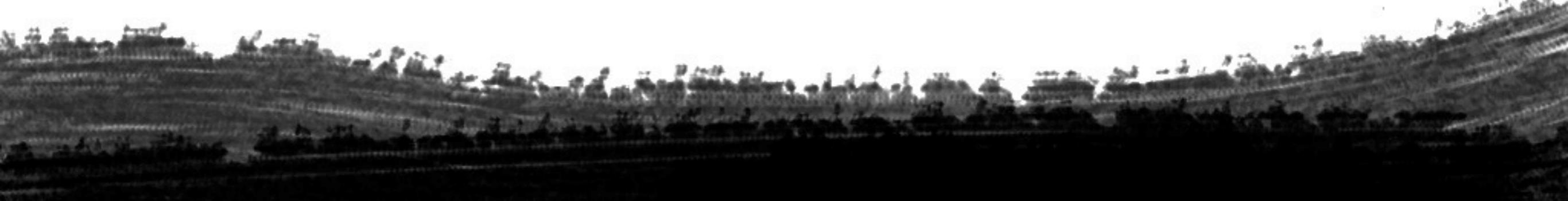
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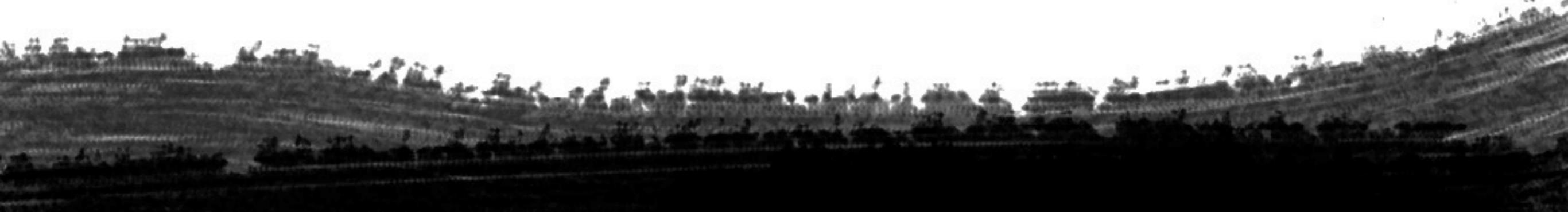
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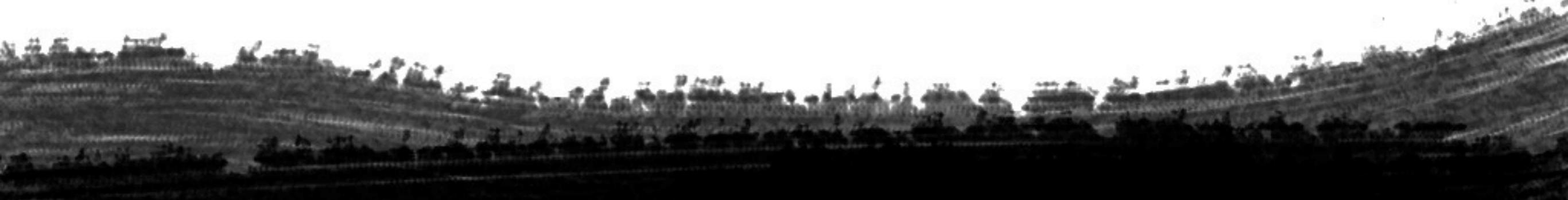
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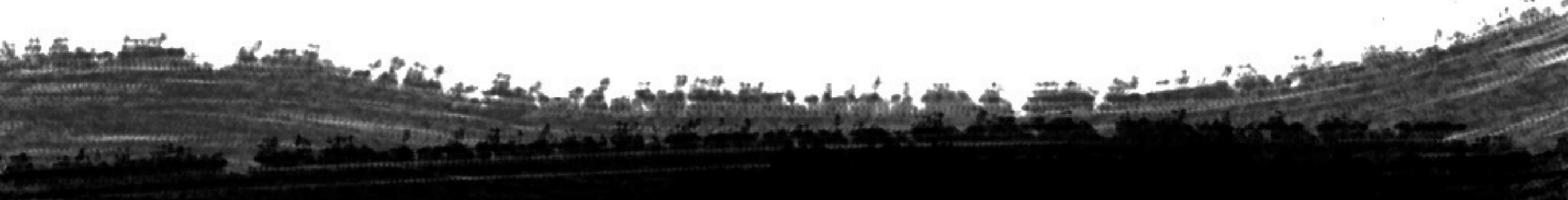




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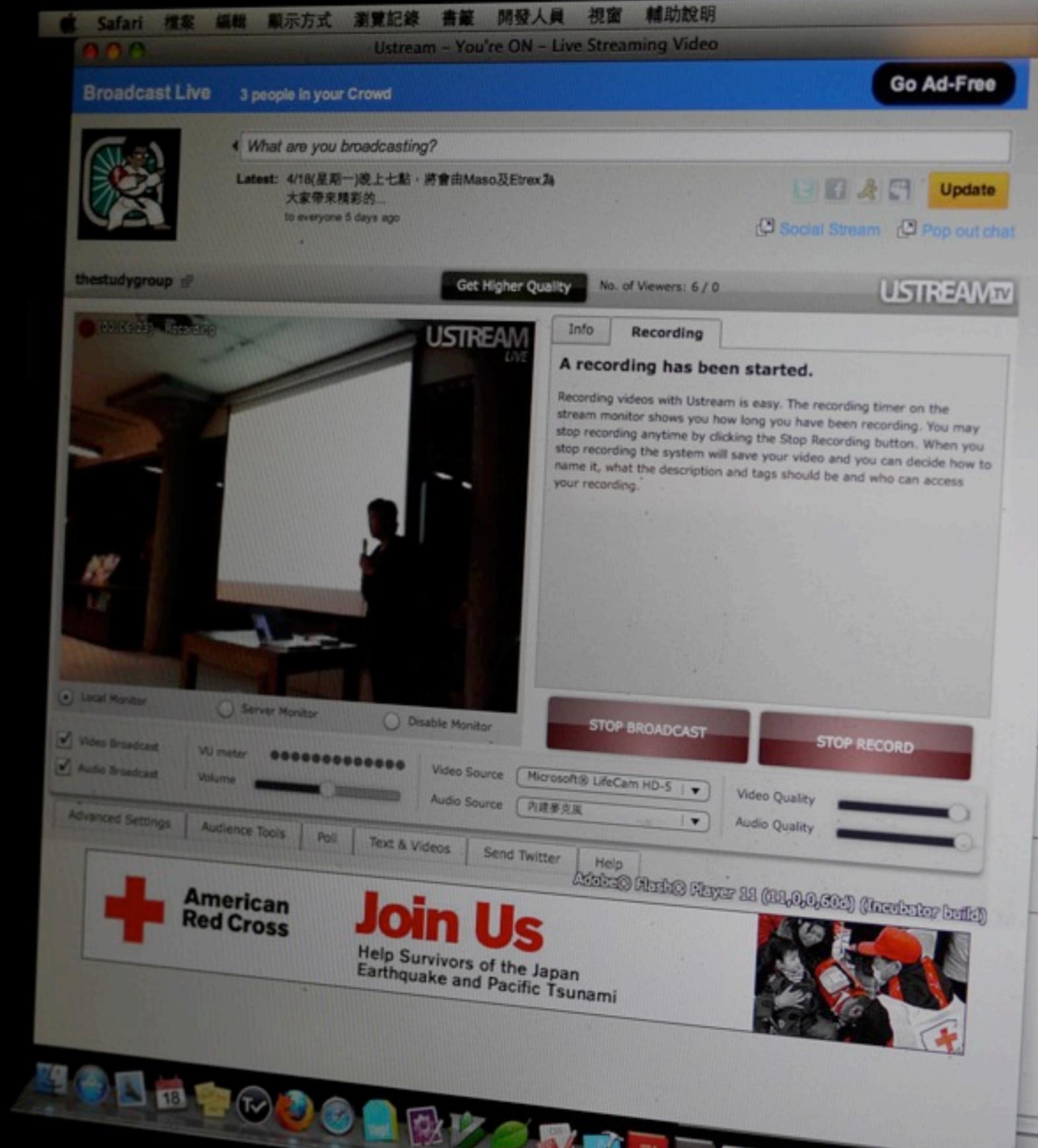
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14 何錦銘	32	何漢修
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24 吳汝貽	42	吳汝貽
25 宋芝楓	43	宋芝楓
26 李紀銘	44	李紀銘
27 翁小美	45	翁小美
28 郭靜博	46	王少東
29 羅黑權	47	羅黑權
30 潘雲志	48	潘雲志
31 張庭不容	49	張庭不容
32 黃文毅	50	MAXINE
33 WALTERFAT	51	WALTERFAT
34 何漢修	52	何漢修
35 羅爾欽	53	COFEEL
36 劉首元	54	劉首元
37 楊曉	55	楊曉
38 ETA	56	ETA
39 陳耀吉	57	林有為
40 周宇卿	58	周宇卿
41 朴平輝	59	朴平輝
42 陳曉紅	60	陳曉紅

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100 王建元	100	陳志華





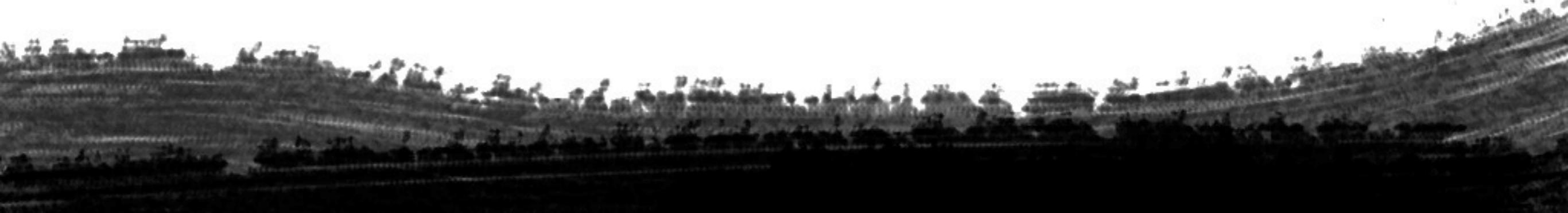
# 關於 PureMVC Command 的 那點事

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<http://labo.kneebone.com>

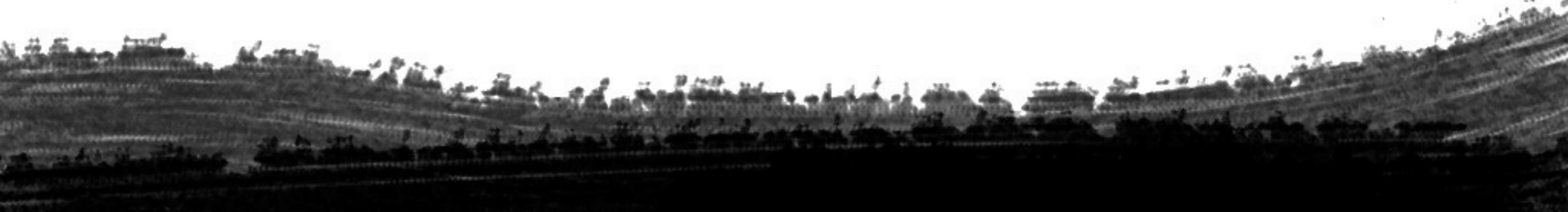


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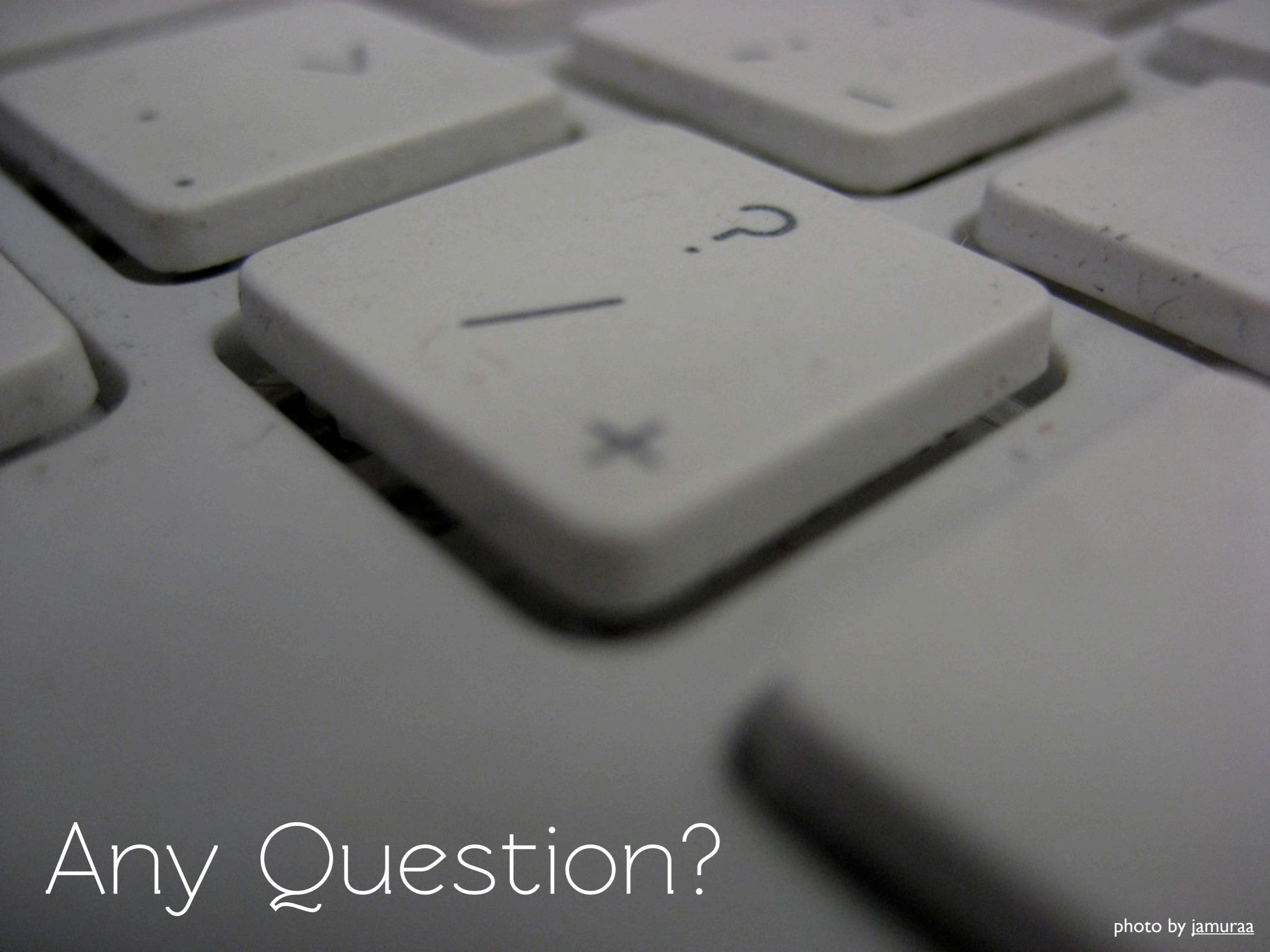
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冷暖自知

想像力是你的超能力



A close-up photograph of a light-colored computer keyboard. The focus is on the keys for question and exclamation marks, which are standard black characters on white keys. The background is dark, making the keys stand out.

Any Question?

# Contacts

高見龍

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- Plurk <http://www.plurk.com/aquarianboy>
- Facebook <http://www.facebook.com/eddiekao>
- Google Plus [http://www.eddie.com.tw/+](http://www.eddie.com.tw/)
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photo by Eddie