

ERRATA

Macromedia Flash MX 2004 Certified Designer Study Guide
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Page 11, in between the two Notes:

To load a JPG image into a movie clip, use the following syntax:

```
MovieClipInstance.loadMovie ("pathToJpg");
```

Should read:

To load a JPG image into a movie clip, use the following syntax:

```
loadMovie("pathToImage",instanceOfMovieClip);
```

Top of page 12, it now reads:

Alternatively, you can load a JPG into a movie clip using

```
this.loadMovie ("pathToJPG","targetMovieClip");
```

Should read:

And alternatively:

```
instanceOfMovieClip("pathToImage");
```

Page 21 - last line in 3rd paragraph

Modify>Properties

Should read

Modify>Document

Page 27 - 3rd paragraph

"...organizational method the chunks the timeline up into logical content..."

Should read

"...organizational method that chunks the timeline up into logical content..."

Page 27 - Sample Questions, Question 1, Option B

The Settings button on the Property Inspector

Should read

The Size button on the Property Inspector

Page 50 - 3rd Tip Box

Commands>Edit Command List

Should read

Commands>Managed Saved Commands

Page 59 - top of page

"Quality settings can be set at Publish > Char > Time ..."

That line should be

"...File>Publish Settings; select the HTML tab and change the quality in the Quality pull down menu. The end user can control the quality with the Flash Player context menu, retrieved by right or control clicking an SWF playing on a web page."

Page 113 - first paragraph

"...you have to click the Character's button ..."

Should be

"...you have to click the Character button ..."

Page 136 - last paragraph

"Positive X values extend to the right, positive Y values down. Negative X extends right, negative Y, up."

Should read

"Positive X values extend to the right, positive Y values down. Negative X extends left, negative Y, up."

Page 185 - bottom paragraph

The steps to insert a Motion Guide using the Insert menu are incorrect.

They should read

"...Insert>Timeline>Motion Guide."

Page 197 - first code clip

There is an unnecessary space in the line, delete this. onEnterFrame;

There should be no space between the words in "this.onEnterFrame."

Page 197 Code examples

Note: Indentation makes the script easier to read, but is not required. If this is confusing, the line that reads "delete this.onEnterFrame;" should be indented to line up with the line "this._x+=10", and the second to last "}" should line up with the "{" under the word "else." There should be no space between the words in "this.onEnterFrame."

Page 198 - first tip

"...but maybe not such a good idea to use all three in a single SWF."

Should read

"...maybe not such a good idea to use both in a single SWF."

Page 209 - third piece of code

mySound.stopAllSound();

Should be

stopAllSounds();

Page 240 - last sentence before the tip

"...string information - literally one and two - ..."

Should read

four and two

Page 271 - Answers from questions in chapter 6, Question 1

The explanation refers to the Color Mixer panel

Should be

the Color Swatches panel

Page 272 - Answers from the questions in chapter 10, Question 1

Selecting the layer in the Timeline and clicking the Trashcan icon in The Layers pane deletes Layers. Layers can also be dragged into the Trashcan icon as well.

Should read

Selecting a layer in the Timeline and clicking the Delete Layer icon will delete the selected layer. You can also drag the layer onto the Delete Layer icon for the same result.

Page 273 - Answers from questions in chapter 11, Question 4

B and C

Should be

B

Page 274 - Chapter 14, Question 4

B and C

Should be

B and D

Page 279 - Chapter 29, Answer 2

C

Should be

B