

298 – Flex3: Extending & Styling Components

Embedding Images and Fonts

- Embedding Images at Compile-Time
- Layering Content Using Absolute Layout
- Creating a Reusable Embedded Image
- Creating Instances of an Embedded Image Class
- Understanding Device Font Limitations
- Embedding Fonts with Absolute File Paths
- Embedding Fonts using Adobe Flash

Modifying the Look and Feel of Flex Components

- Exploring Filters
- Applying Blends
- Modifying the Look-and-Feel of Flex Components using MXML Styles
- Modifying Graphical Skins using Flex Skin Design Extensions for CS3
- Installing the Flex Skin Design Extensions for Flash
- Selecting which component to modify in Flash
- Importing the Flex skins artwork

Creating Popups

- Creating a Popup Window
- Passing Data to the Popup Window

Extending Flex Components

- Exploring Display Object Basics
- Extending Flex Components
- Implementing the createChildren() Method