

Actionscript_3_0_game_programming_university_2nd_edition

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Summary:

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Book Review: ActionScript 3.0 Game Programming University I must confess a bias towards ActionScript 3.0 Game Programming University's 2nd edition, because I learned to program ActionScript (the language behind Flash) from the first edition a couple of years ago. Though he didn't know me, author Gary Rosenzweig replied to a couple of programming queries which marks him out.