

Title: Adobe Flash Professional CS6: CLASSROOM IN A BOOK

Author: Adobe Press

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The purpose of this review is to give readers an overview of the book entitled “Adobe Flash Professional CS6: CLASSROOM IN A BOOK”

This updated version of the **Classroom In A Book** series covers a few new features of Flash Professional CS6. In the Getting Started section, Adobe highlights some of the new features and enhancements to this version. Some of these features include:

- An updated Document panel
- Additional controls for managing layers
- Ability to resize Stage so that content scales proportionally
- New Auto-Save and Auto-Recovery functionality
- Ability to output animation as a Sprite Sheet or PNG sequences
- New Pinning feature for Inverse Kinematics
- Code Snippets enhancements
- A simulator for Mobile Device Interactions for testing gesturing
- More incremental feature improvement and better performance.

If you have been following the Flash’s Classroom In A Book series, this book is similar to the previous version (Flash Professional CS5.5) except for chapter 10. In this chapter, some additional topics are cover:

- Publishing for Desktop Application and Mobile Devices
- Keeping Organized with Projects
- Next Steps

Also, in this chapter there is mention of publishing for HTML 5 using a free extension called Toolkit for CreateJS.

If you have a previous version, it may not be worth purchasing this book as the new information can be found in the online help and on the internet.