

# evolution making sense of life 3rd edition pdf

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## **greensock.com**

Maximum number of simultaneous connections that should be used while loading child loaders that were parsed from the XML and had their "load" attribute set to "true" (like ).

## **com.greensock.text.FlexSplitTextField**

FlexSplitTextField makes it easy to break apart the TextField in a UIComponent like a Label, Text, or TextArea so that each character, word, or line is in its own TextField, making complex animation simple. When you create a FlexSplitTextField, it loops through the source's children looking for a TextField and when it finds one, it replaces it with the SplitTextField (a Sprite) containing ...

## **com.greensock.plugins.CacheAsBitmapPlugin**

[AS3/AS2 only] Forces the cacheAsBitmap property of a DisplayObject to be a certain value (true or false) during the tween and then sets it back to whatever it was before the tween was rendered for the first time. This can improve performance in certain situations, like when the DisplayObject NOT tweening its rotation, scaleX, scaleY, or similar things with its transform.matrix. See Adobe's ...

## **GreenSock Tweening Platform Language Reference**

com.greensock Summary GreenSock ActionScript API Docs All Packages All Classes Index Frames No Frames com.greensock Classes Classes

## **com.greensock.loading Summary**

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## **greensock.com**

x (value:Number, relative:Boolean) — method, class com.greensock.data.TweenLiteVars Tweens the "x" property of the target

## **greensock.com**

Finds the easing function associated with a particular name (String), like "strongEaseOut".

## **com.greensock.plugins.VolumePlugin**

Package com.greensock.plugins Class public class VolumePlugin Inheritance VolumePlugin TweenPlugin Object

## **com.greensock.plugins.TransformAroundPointPlugin**

[AS3/AS2 only] Normally, all transformations (scale, rotation, and position) are based on the DisplayObject's registration point (most often its upper left corner), but TransformAroundPoint allows you to define ANY point around which 2D transformations will occur during the tween. For example, you may have a dynamically-loaded image that you want to scale from its center or rotate around a ...