# Flash Catalyst CS5 Bible

Huddleston


## Table of Contents

- Foreword.
- Preface.
- Acknowledgments.
- Introduction.
- Quick Start: Dive Into Flash Catalyst CS5.

**Part I: Rich Internet Applications and the Flash Platform.**

- Chapter 1: Understanding Rich Internet Applications.
- Chapter 2: Introducing Flash Catalyst.
- Chapter 3: Working with Other Applications.

**Part II: Designing the Application.**

- Chapter 4: Wireframing an Application in Flash Catalyst.
- Chapter 5: Creating an Application Comp in Illustrator.
- Chapter 6: Creating Assets in Photoshop.
- Chapter 7: Using Fireworks with Flash Catalyst.

**Part III: Creating the Application in Catalyst.**

- Chapter 8: Converting Illustrator and Photoshop Artwork into Catalyst Projects.
- Chapter 9: Converting Artwork to Components.
- Chapter 10: Creating View States.
- Chapter 11: Adding Animation.
- Chapter 12: Working with Design-time Data.
- Chapter 13: Adding Multimedia.

**Part IV: Exporting Projects into Flash Builder 4.**

- Chapter 14: Flash Builder 4 and the Flex Framework.
- Chapter 15: Export a Flash Catalyst Project to Flash Builder.
- Chapter 16: Returning a Project to Flash Catalyst.
- Chapter 17: Exporting Catalyst Projects Directly to Flash Player.
- Chapter 18: Creating a Project for AIR.

**Part V: Build a Complete Project.**

- Chapter 19: Creating a Design Comp in Illustrator.
- Chapter 20: Importing the Design into Catalyst.
- Chapter 21: Importing Additional Artwork from Illustrator and Photoshop.
- Chapter 22: Converting Artwork to Components in Your Project.
- Chapter 23: Creating View States in Your Project.
Chapter 23: Creating View States in Your Project.

Chapter 24: Adding Data Lists.

Chapter 25: Importing Your Project into Flash Builder.

Chapter 26: Connecting Your Project to Live Data.

Part VI: Appendixes.

Appendix A: Keyboard Shortcuts.

Appendix B: Best Practices.

Appendix C: What’s on the Book’s Web Site.

Index.