Flash Professional CS5.5 Specific Recipes

Certain recipes within this book require Flash Professional CS5.5 and at least version 2.6 of the AIR SDK. If you are using Flash Professional CS5, then you will be unable to attempt the following recipes:

Recipe	Page
Chapter 3, Writing your First App	
Handling multitasking	68
Chapter 6, Graphics and Hardware Acceleration	
Understanding GPU-Vector mode	160
Chapter 7, Working with Text and the Virtual Keyboard	
Configurable panning with virtual keyboard activation	206
Using native iOS text controls	214
Chapter 8, Screen Resolution and Orientation Changes	
Targeting the Retina display	225

Flash Professional CS5.5 Specific Recipes _____

Recipe	Page
Chapter 10, Camera and Microphone Support	
Reading from the camera roll	277
Capturing with the default camera app	282
Working with the built-in cameras	287
Recording microphone audio	291
Playing recorded audio	296
Chapter 11, Rendering Web Pages	
Rendering a web page within an app	306
Navigating the browsing history	309
Rendering a local web page	312
Dynamically generating a local web page	315
Capturing a snapshot of a web page	321
Chapter 12, Working with Video and Audio	
Playing local H.264 video	330
Chapter 14, Using Native Extensions and ADT	
Using a native extension	Provided online
Packaging a native extension	Provided online
Enabling Interpreter Mode	Provided online
