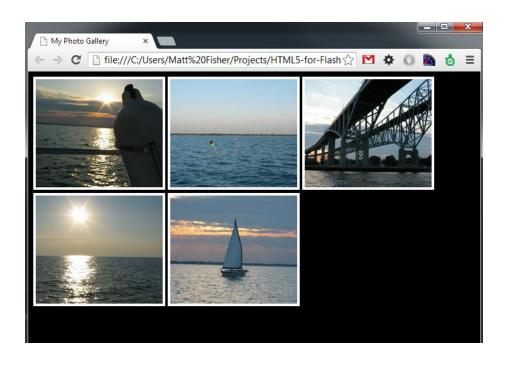
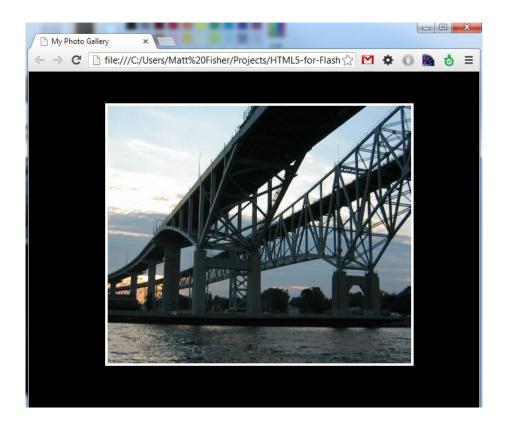
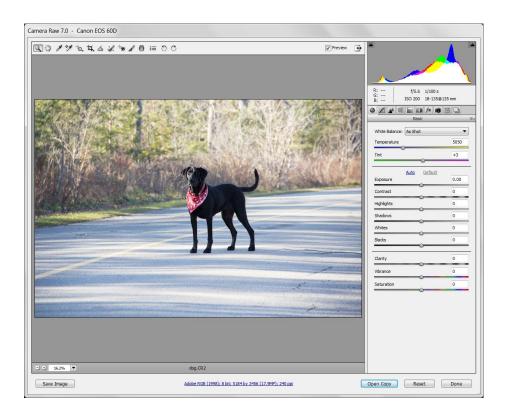
Chapter 1: Why HTML5?

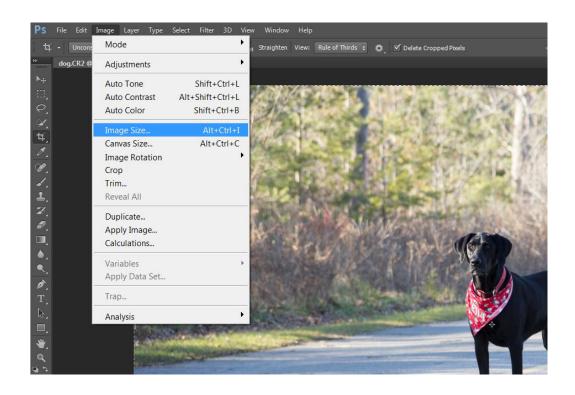


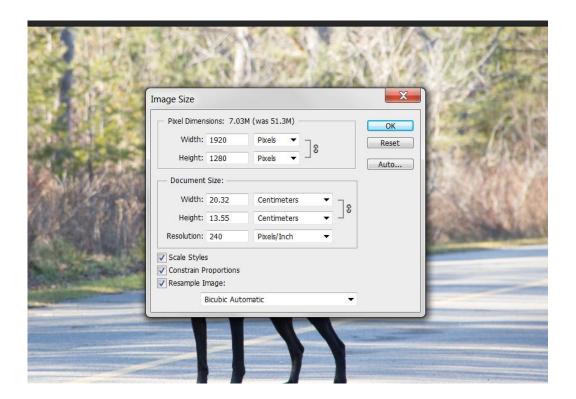


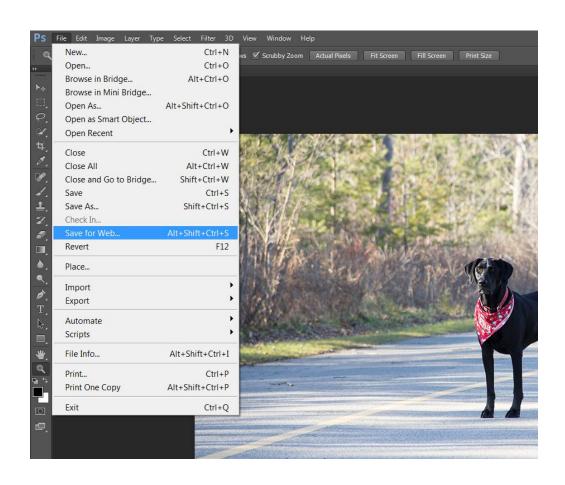
Chapter 2: Preparing for the Battle

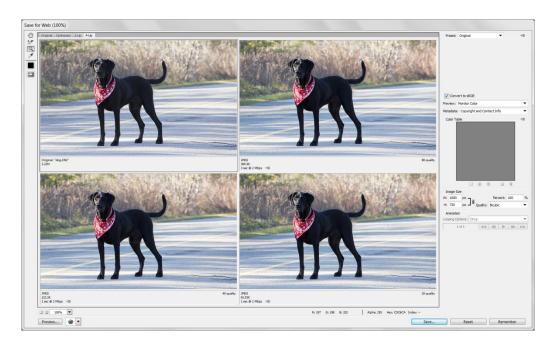








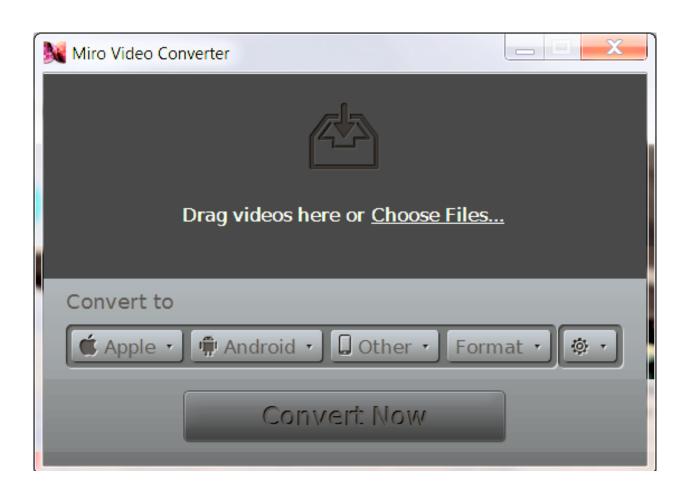


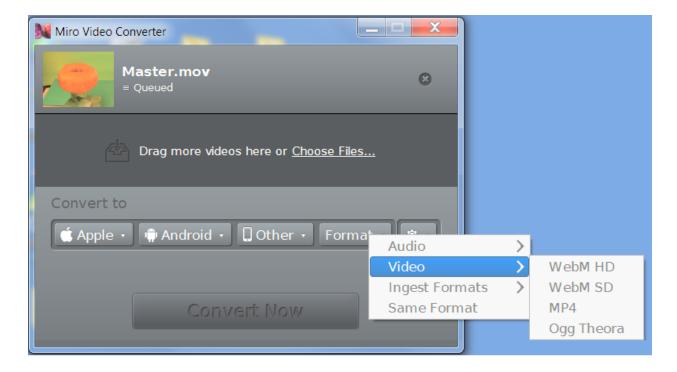


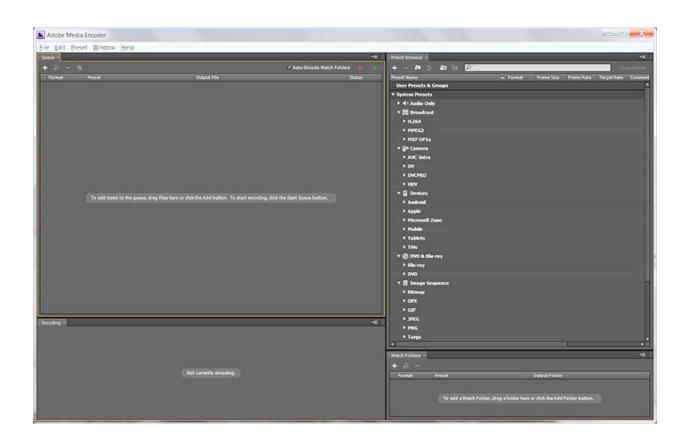
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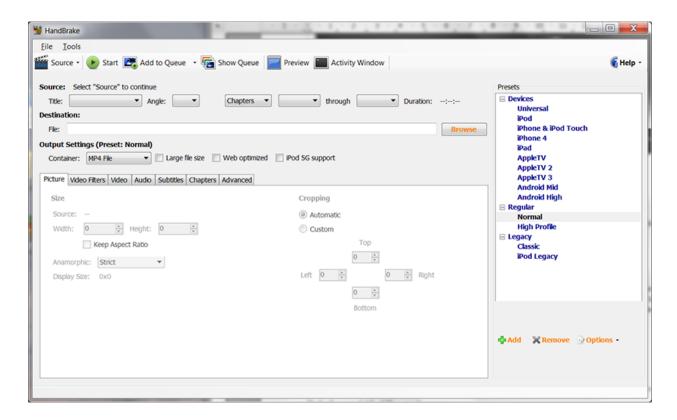


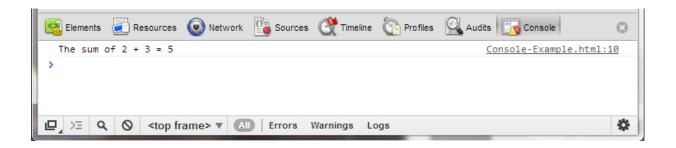


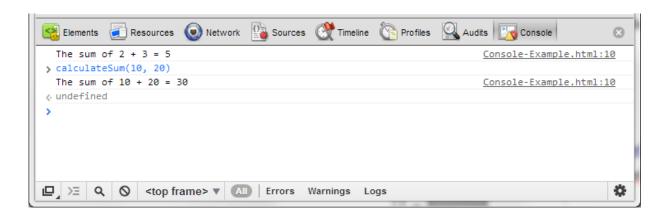


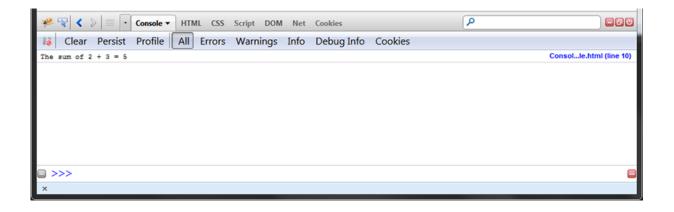


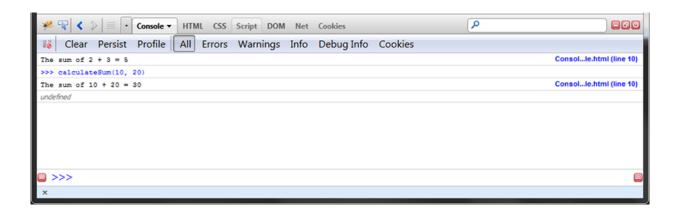






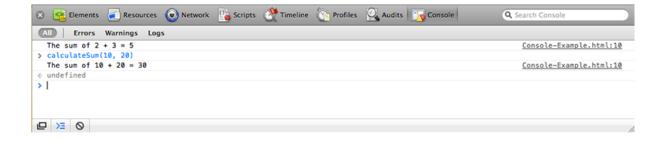




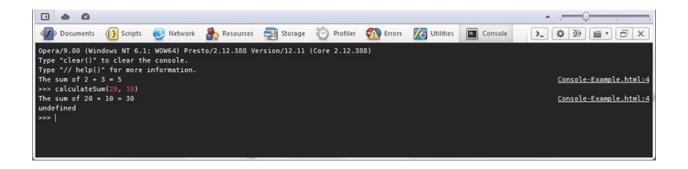


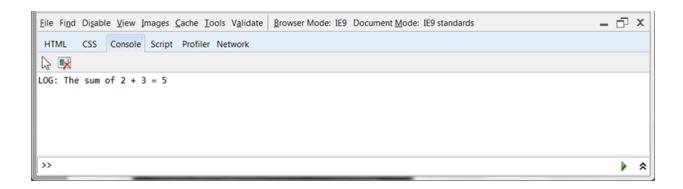


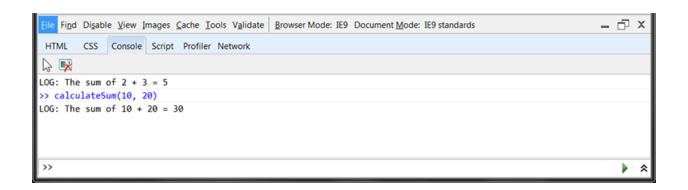




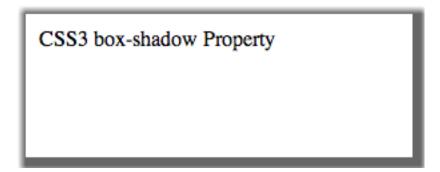








Chapter 3: Scalability, Limitations, and Effects



Inset CSS3 box-shadow.

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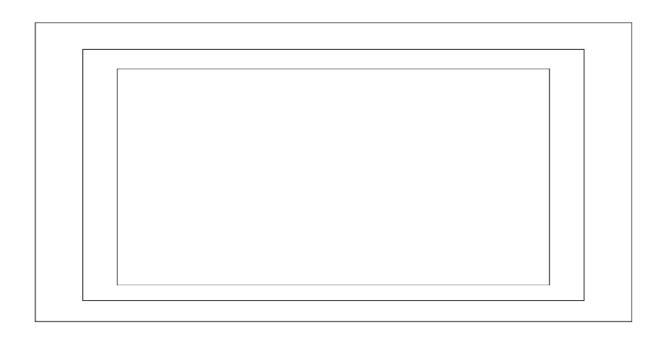
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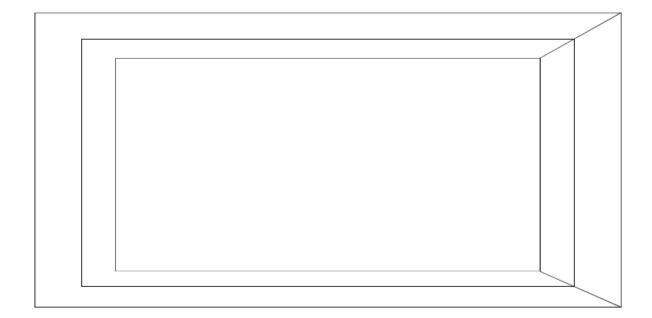
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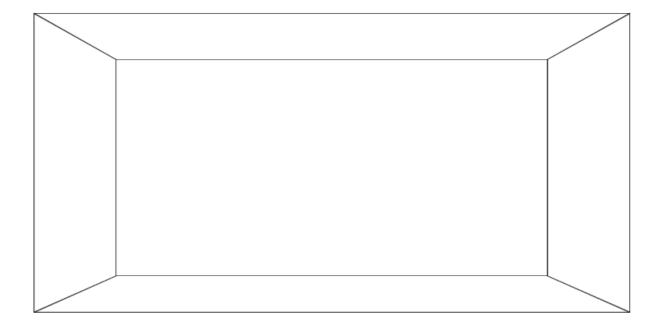














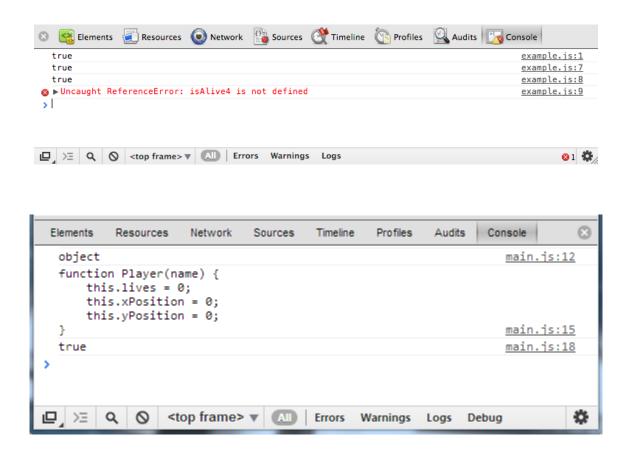


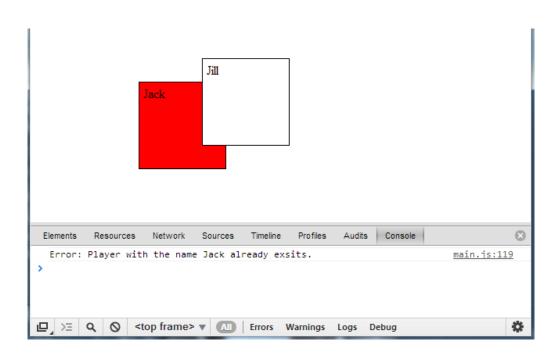
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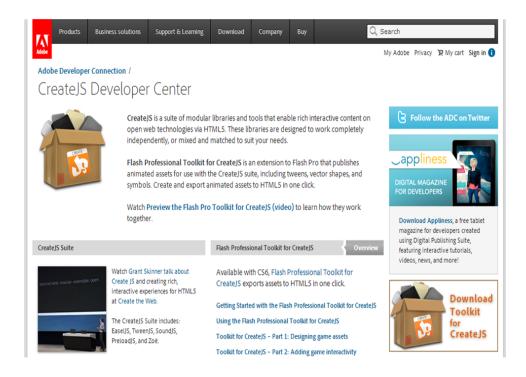
APP!

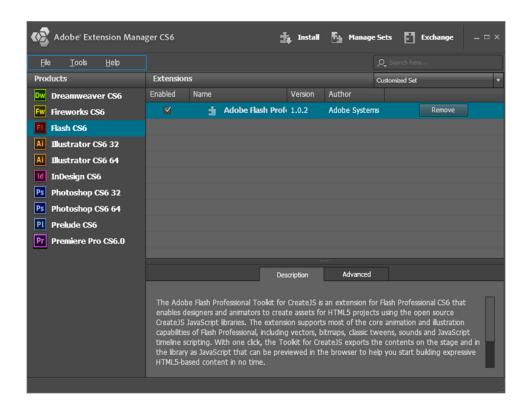
Chapter 4: Building Robust Applications with HTML5

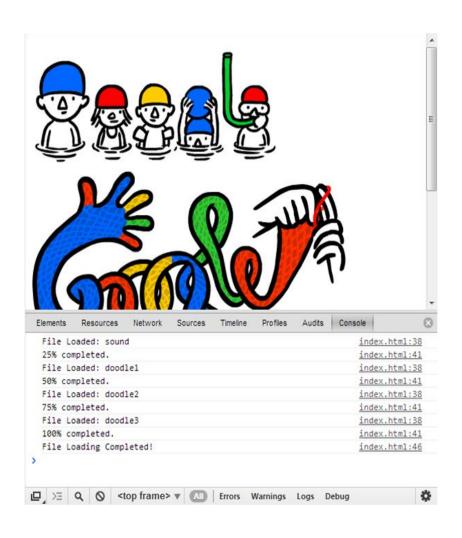


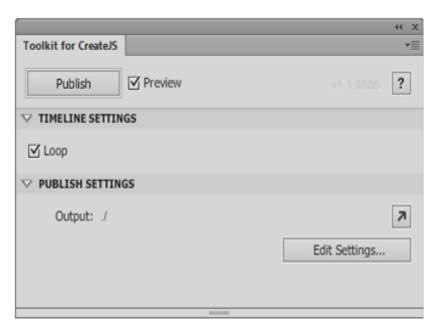


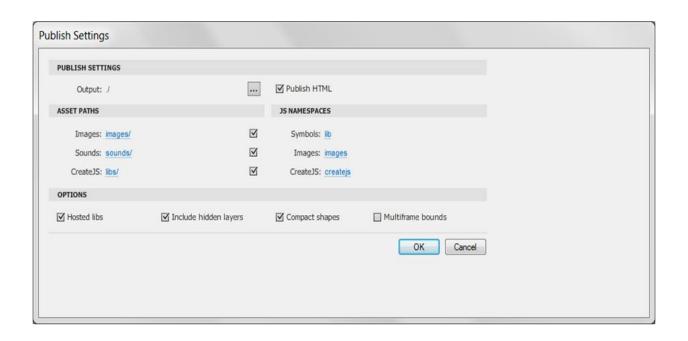
Chapter 5: Code Once, Release Everywhere

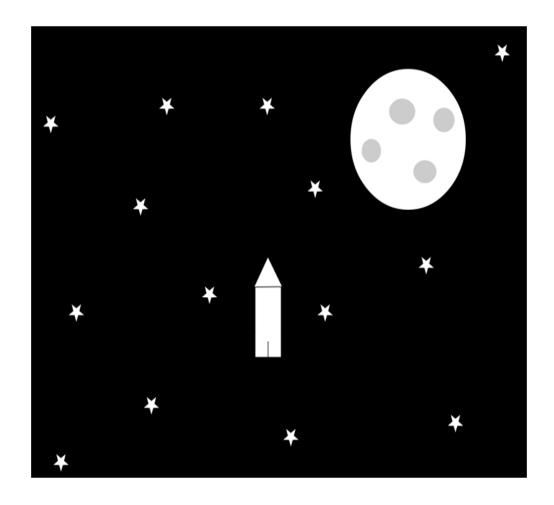












DOWNLOAD DOCUMENTATION

RESOURCES

NEWS

"An indispensable tool."

- Bruce Bowman, sr. product manager, Edge Tools & Services

Modernizr is a JavaScript library that detects HTML5 and CSS3 features in the user's browser.

Why use Modernizr?

Taking advantage of cool new web technologies is great fun, until you have to support browsers that lag behind. Modernizr makes it easy for you to write conditional JavaScript and CSS to handle each situation, whether a browser supports a feature or not. It's perfect for doing progressive enhancement easily.

How it works

Modernizr runs quickly on page load to detect features; it then creates a JavaScript object with the results, and adds classes to the html element for you to key your CSS on. Modernizr

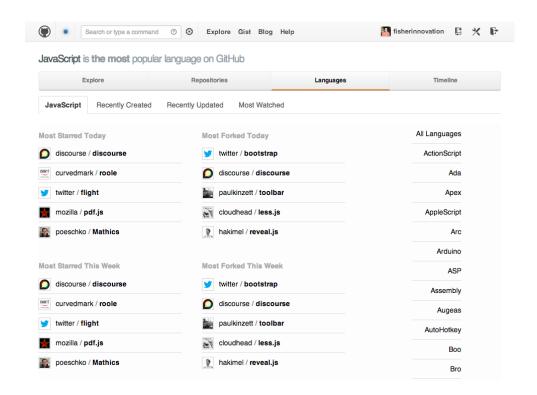
Download Modernizr 2.6.2 View documentation Use the commented, uncompressed Development version to develop with and learn from. Then, dive into the Production build tool and pick just the tests you need! PRODUCTION Configure Your Edit

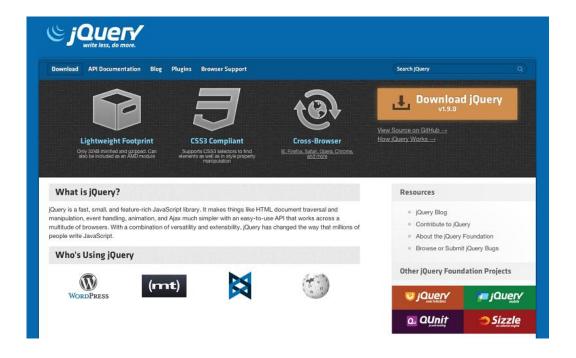
Get started with Modernizr

While Modernizr gives you finer control over the experience through JavaScript-driven feature detection, it is important to continue to use best practices throughout your development process. Use progressive enhancement wherever you can, and don't sacrifice accessibility for convenience or performance.

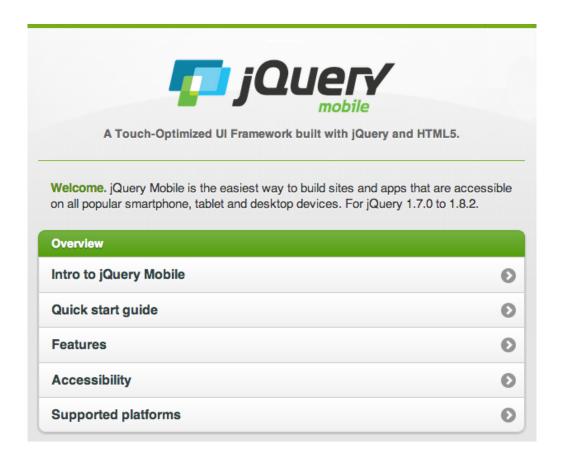
- · Documentation: Getting started
- <u>Taking Advantage of HTML5 and CSS3 with Modernizr</u>,
 Faruk Ates

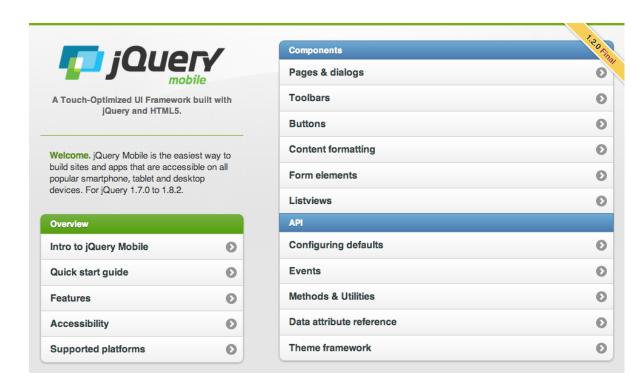
Chapter 6: HTML5 Frameworks and Libraries















Introducing Bootstrap.

Need reasons to love Bootstrap? Look no further.









By nerds, for nerds.

Built at Twitter by @mdo and @fat, Bootstrap utilizes LESS CSS, is compiled via Node, and is managed through GitHub to help nerds do awesome stuff on the web.

Made for everyone.

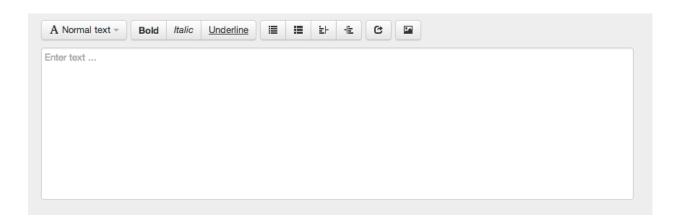
Bootstrap was made to not only look and behave great in the latest desktop browsers (as well as IE7!), but in tablet and smartphone browsers via responsive CSS as well.

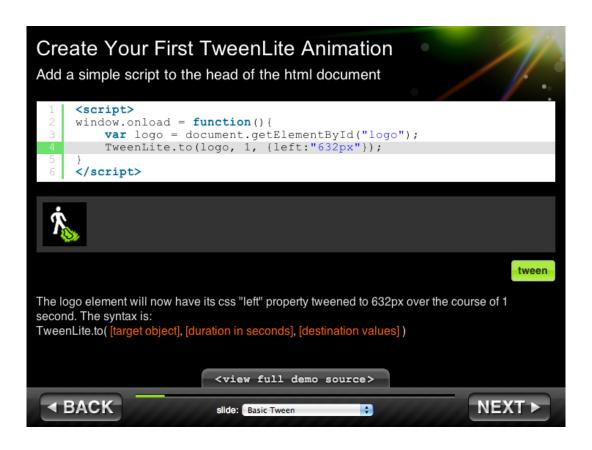
Packed with features.

A 12-column responsive grid, dozens of components, JavaScript plugins, typography, form controls, and even a web-based Customizer to make Bootstrap your own.

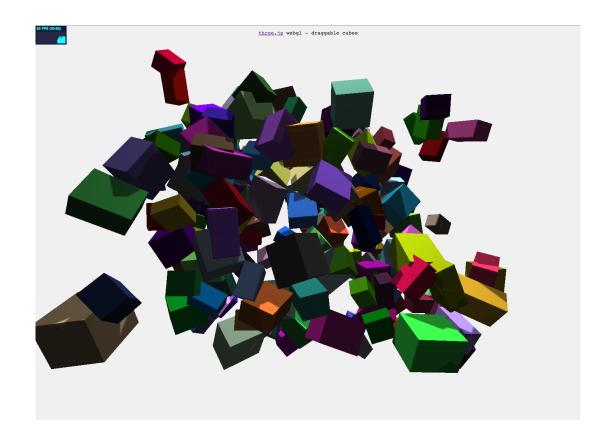
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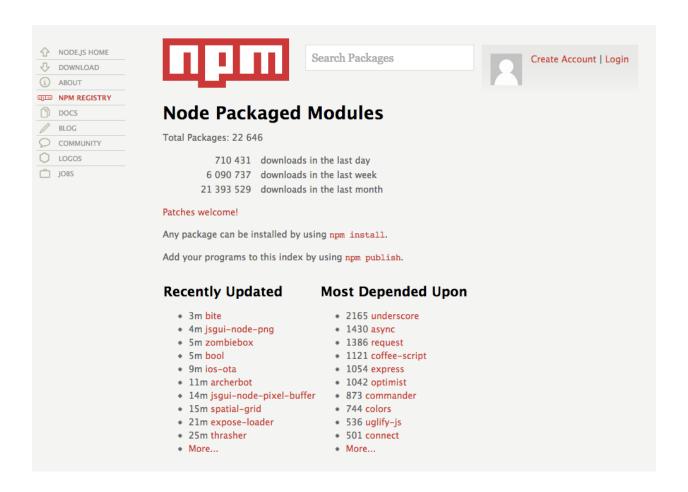








Hello World

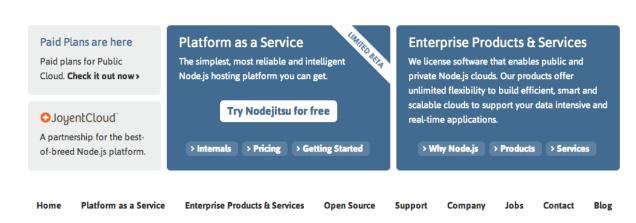






nodejitsu

Node.js clouds. Simple. Scalable. Enterprise-ready.

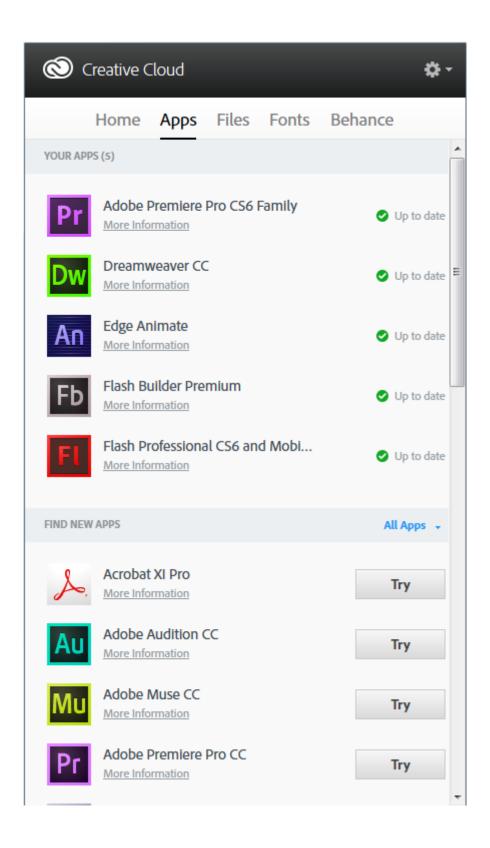


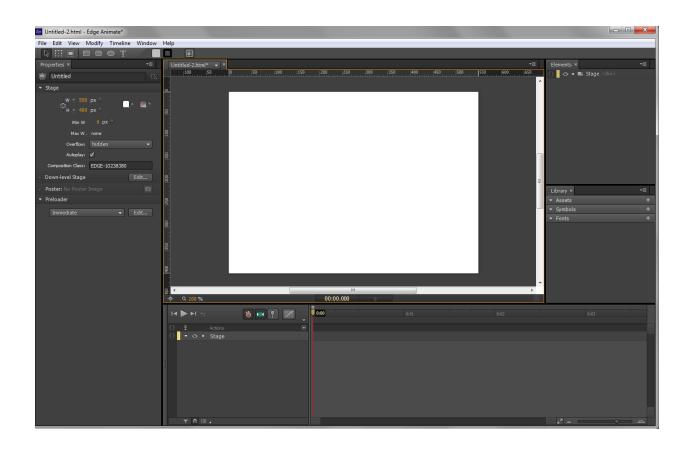
Sign up and get started!

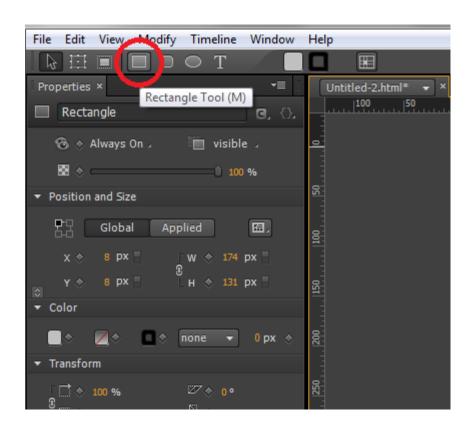
Try Nodejitsu and find out for yourself how simple it is to deploy and manage Node.js applications in the cloud.

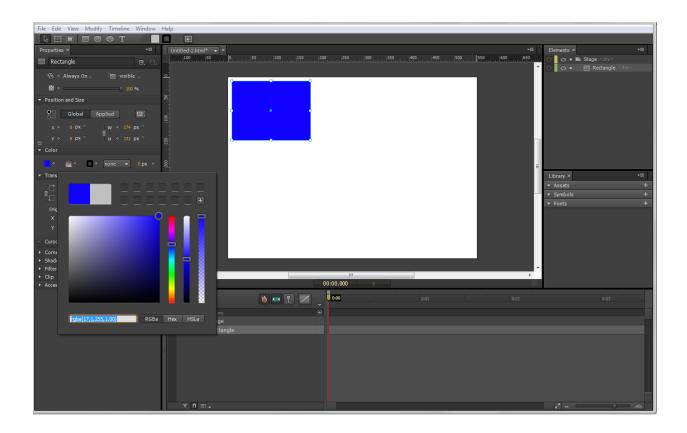
Try Nodejitsu for free

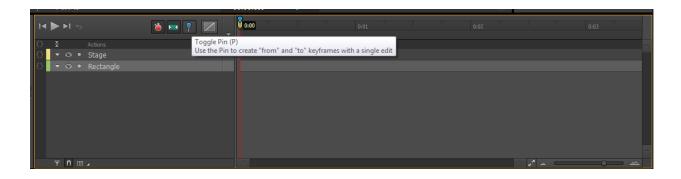
Chapter 7: Choosing How You Develop

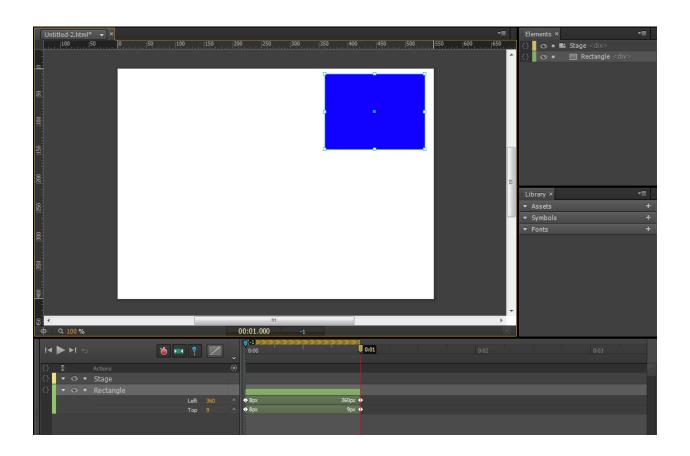


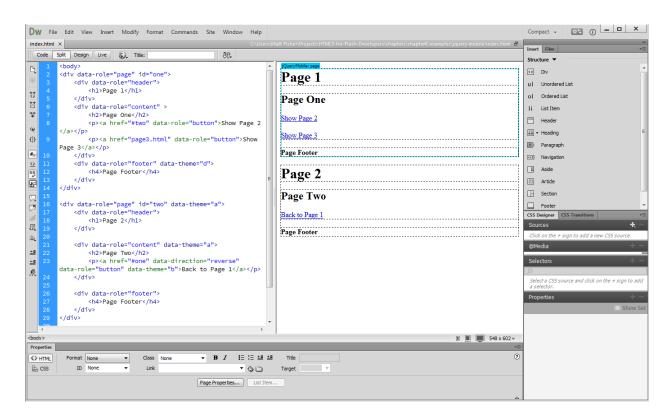


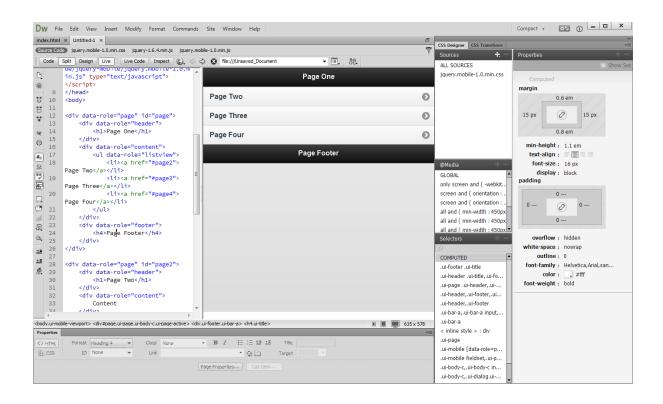


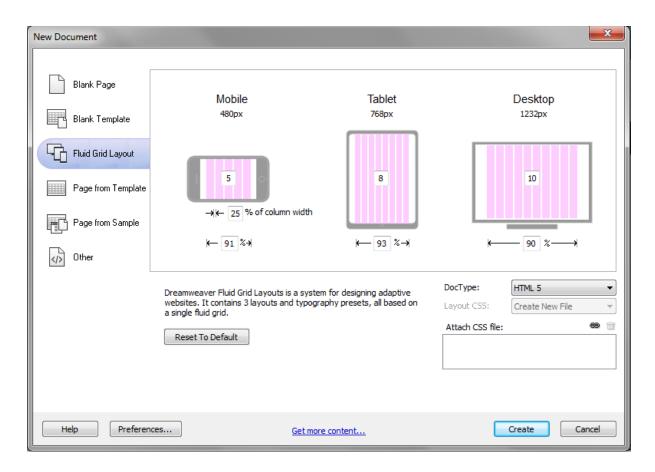


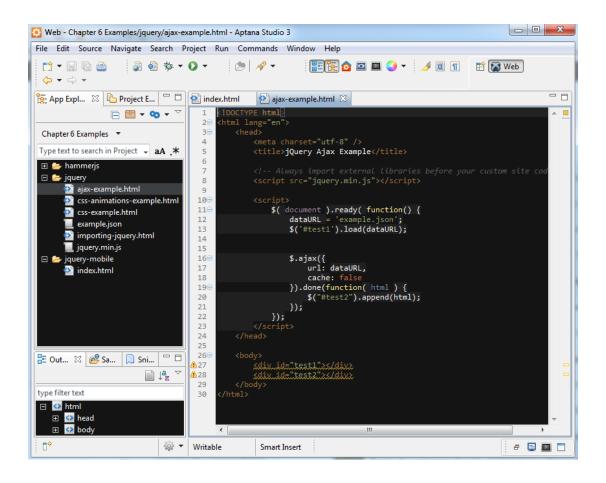








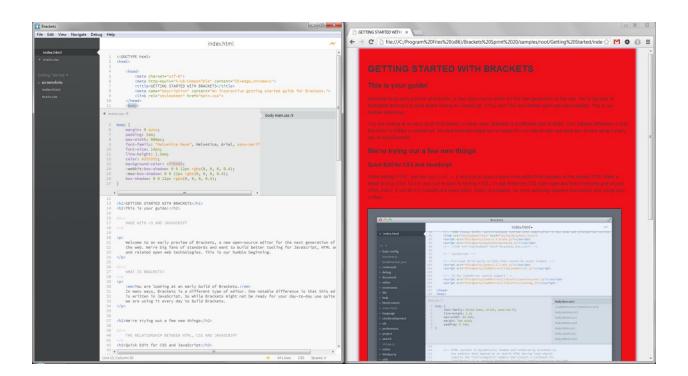




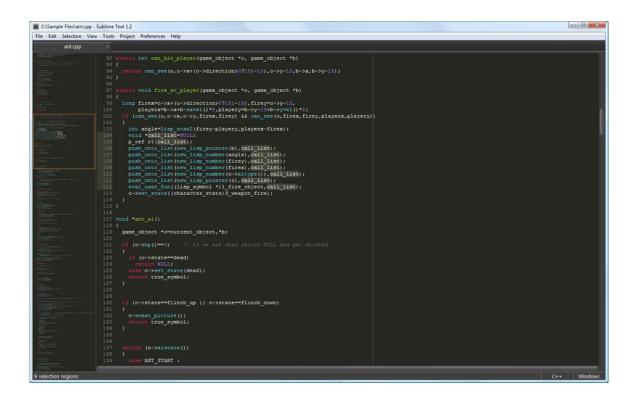
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- - X
[] Brackets
 File Edit View Navigate Debug Help
                                                                                                                                                                                                          index.html
                                                                                 <!DOCTYPE html>
                                                                                 <html>
                                                                                         <head>
     <meta charset="utf-8">
          <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">

     > screenshots

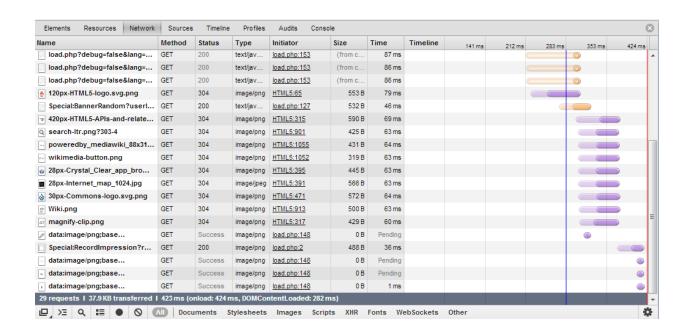
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                                                                                          <body>
                                                                     main.css:5
                                                                                                                                                                                                                                                                                                body main.css:5
                                                                                      dy {
    margin: 0 auto;
    padding: 2em;
    max-width: 800px;
    font-family: "Helvetica Neue", Helvetica, Arial, sans-serif;
    font-size: 14px;
    line-height: 1.5em;
    color: #33333;
    background-color: #ffffff;
    -webkit-box-shadow: 0 0 12px rgba(0, 0, 0, 0.4);
    -moz-box-shadow: 0 0 12px rgba(0, 0, 0, 0.4);
    box-shadow: 0 0 12px rgba(0, 0, 0, 0.4);
                                                                         5 body {
                                                                     Welcome to an early preview of Brackets, a new open-source editor for the next generation of
the web. We're big fans of standards and want to build better tooling for JavaScript, HTML and CSS
and related open web technologies. This is our humble beginning.
                                                                        24 
                                                                     Line 5, Column 1
                                                                                                                                                                                                                                                                                                  ★ 38 Lines CSS Spaces 4
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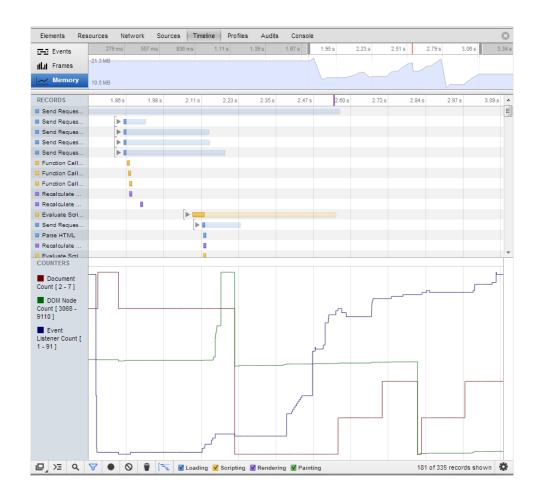


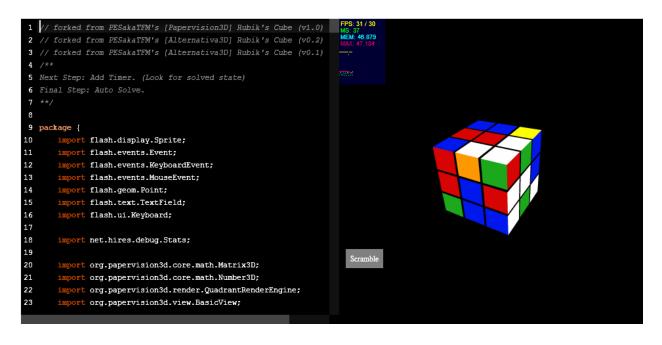
```
<u>File Edit Selection Find View Goto Tools Project Preferences Help</u>
    JetPackMan.js
          var JetPackMan = function() {
               var _jetPackSound = document.getElementById("jetpack");
               _jetPackSound.addEventListener("ended", handleSoundComplete, false);
               var _explosionSound = document.getElementById("explosion");
var _soundPlaying = false;
               var _animationData = Array();
var _imageSource = 'imgs/JetPackMan.png';
var _currentFrame = 0;
               var _canvas = document.getElementById("player");
var _context = _canvas.getContext("2d");
              var _imageObj = new Image();
_imageObj.src = _imageSource;
              var _currentY = 0;
var _jetPackOn = false;
               var _explode = false;
var _interval;
               var _xVal = 0;
var _yVal = 0;
var _widthVal = 0;
               var _heightVal = 0;
                // Append the Sprite Sheet JSON to a local Array.
$.each(JetPackManData['frames'], function(key, val) {
                   _animationData.push(val);
                _widthVal = _animationData[_currentFrame]['frame']['w'];
                                                                                                               Tab Size: 4
                                                                                                                                   JavaScript
```



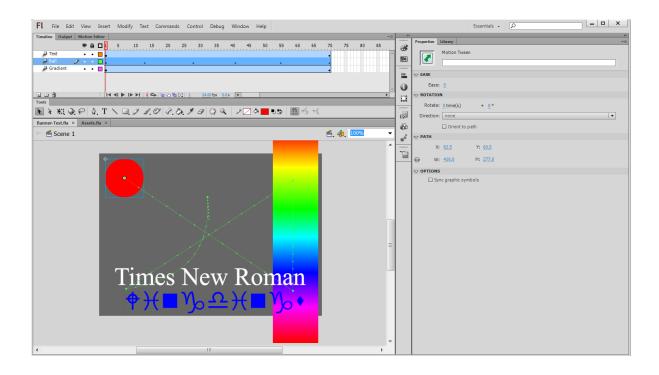






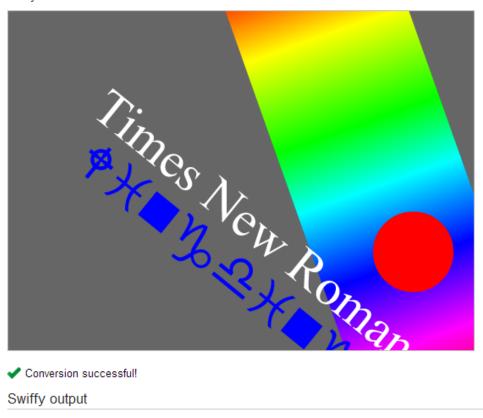


Chapter 8: Exporting to HTML5



Preview

Original Flash animation 🗗 Swiffy conversion &



Conversion successful!

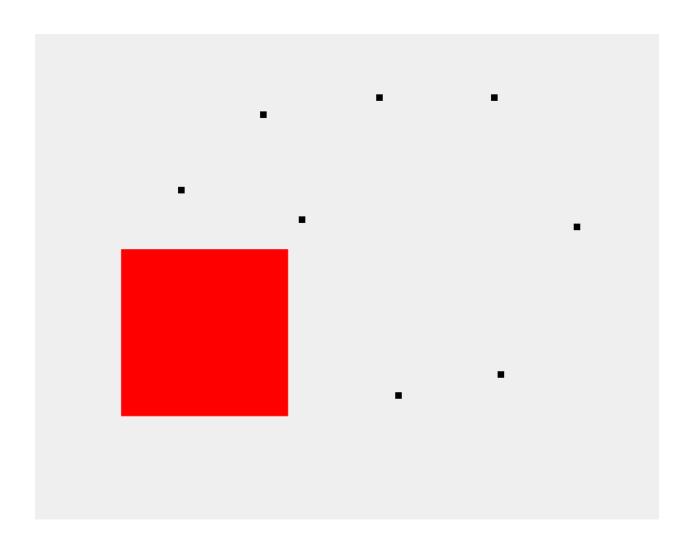
Swiffy output

You can download or preview the Swiffy conversion at the following URL. Just right click and "Save link as..." to download. The URL will expire after 15 minutes.

Banner-Test.html

You can also scan the following QR code to preview the Swiffy conversion on your mobile device.





- No The ActionScript function Array() is not supported.
- Note that The Action Script method flash.display.DisplayObject.hitTestObject() is not supported.

 Note that The Action Script method flash.display.DisplayObject.hitTestObject() is not supported.

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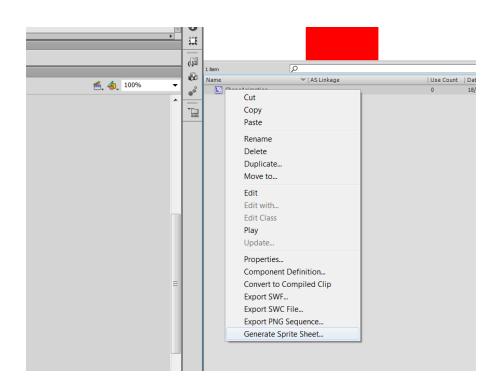
 Note that The Action Script method flash.display.DisplayObject.hitTestObject() is not supported.

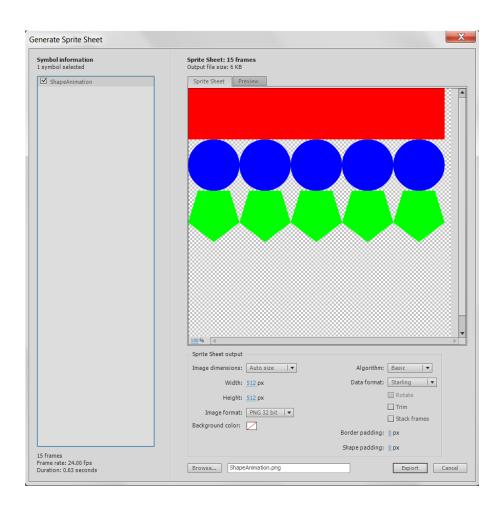
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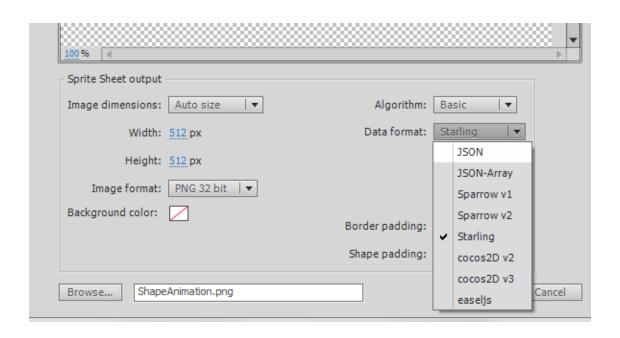
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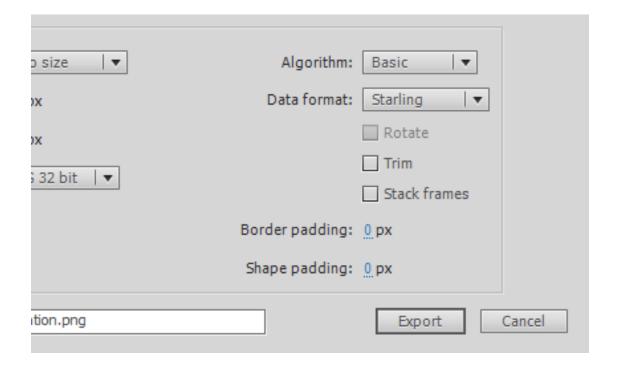
 Note that The Action Script method flash.display.DisplayObject.hitTestObject() is not supported.

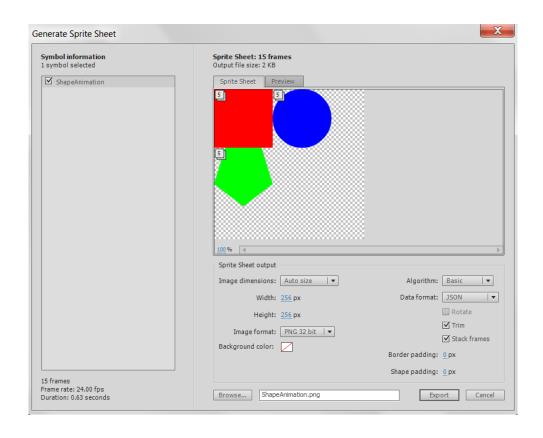
 Note that The Action Script method flash.display.Disp
- Note: The ActionScript property flash.display.Sprite.graphics is not supported. (3 occurrences)

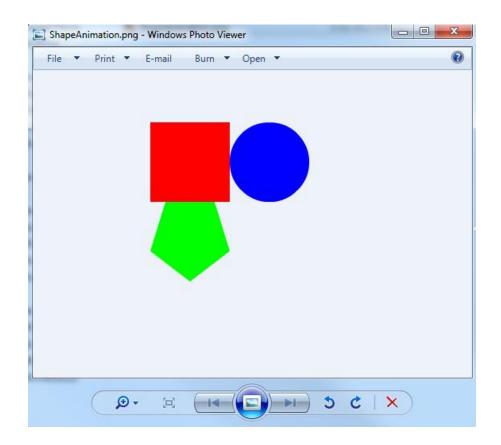












You are here: Jangaroo > Home

License

Language

AS3 w/o Flash Plugin Jangaroo

Jangaroo @kibibu The idea is to start with Jangaroo 3 ASAP. and because of the similar runtime format, easily migrate to FalconJx when available.

20 hours ago · reply · retweet ·

elsassph Get latest FlashDevelop dev build

and try jangaroo.net new templates github.com/elsassph/joofl...

yesterday reply retweet

Jangaroo Another jangaroolibs release: 1.0.2 comes with

Overview

Jangaroo is an Open Source project building developer tools that adopt the power of ActionScript 3 to create highquality JavaScript frameworks and applications. Jangaroo is released under the Apache License, Version 2.0.

Why use Jangaroo?

There are two main use cases when you might want to use Jangaroo tools:

- JavaScript programming in the large Adopt ActionScript 3 language features like packages, classes and inheritance, interfaces, private members, and many more to create even large-scale client-side Web code, where you otherwise would have used JavaScript directly. This approach is extremely helpful when creating frameworks with explicit public APIs, but also for larger applications that use such frameworks.
- Running ActionScript 3 code directly in the browser You are implementing a Web project that must not rely on plugins and/or requires close integration into an HTML Web site, possibly already using some JavaScript framework. You want to reuse or build upon existing ActionScript 3 code (utility classes, frameworks like FlexUnit, custom code) as well as JavaScript APIs and code.

From the Blog

July 9, 2012

July 9, 2012 Managing Sprites with SmartSprites and Smartsprites Maven-Plugin Jangaroo is not only about

Site Map Contact Imprint

ActionScript-to-JavaScript compilation, but generally about providing free, Open Source tools for .

June 8, 2012 Managing JavaScript Libraries with Maven

Jangaroo's mission is to create and apply Enterprise software development tools to Web development. While Jangaroo is known for ...

January 30, 2012
Simulating ActionScript Rest
Parameter in JavaScript
Let's continue the series on

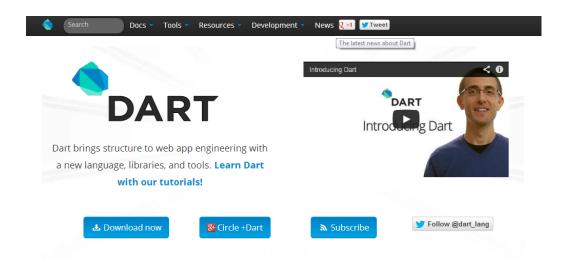
simulating ActionScript language features in JavaScript with something similar to optional ...

Latest Discussions

March 19, 2013 Jooflash 1.0.2 Test Findings with ChessFlash

Just wanted to communicate my findings while they are fresh and I have them straight. I have not





✓ FAMILIAR

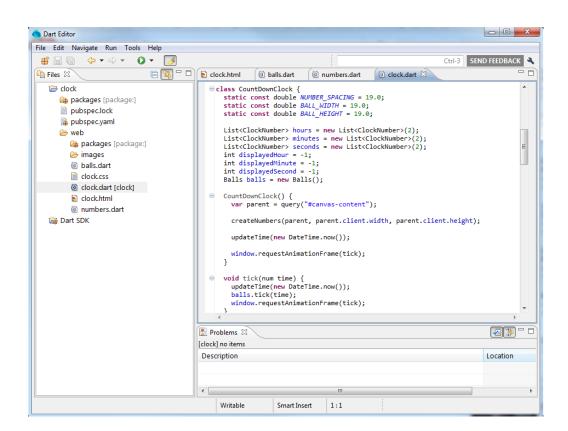
Dart is a class-based, object-oriented language with lexical scoping, closures, and optional static typing. Dart helps you build structured modern web apps and is easy to leave for a wide space of developers. Leave

**** PRODUCTIVE**

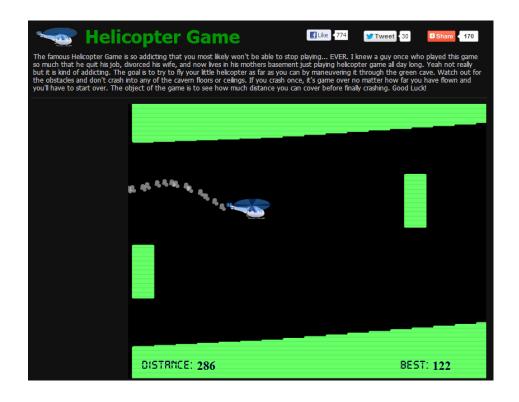
Dart Editor and the SDK provide an integrated development and debugging experience. The editor supports refactoring, breakpoints, code completion, code

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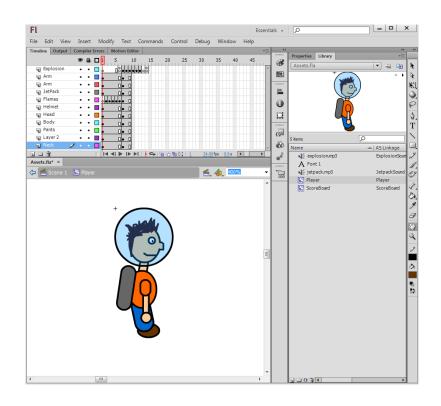
Dart can be **compiled to JavaScript**, so you can use it for web apps in all modern desktop and mobile browsers. Our JavaScript compiler generates minimal code

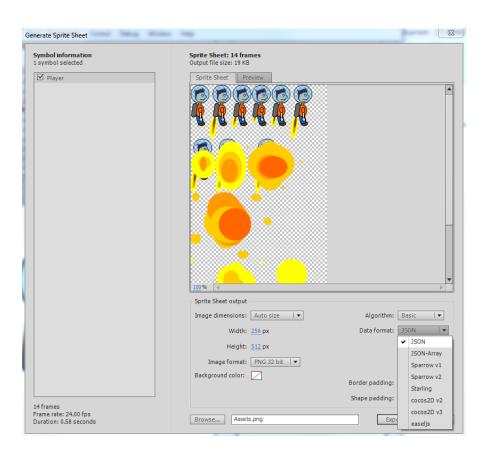


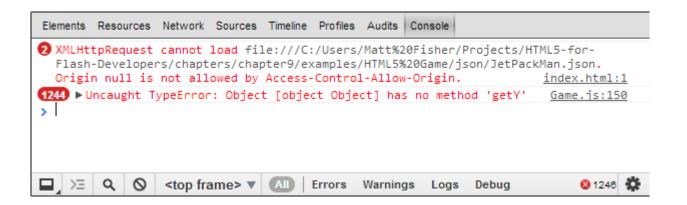
Chapter 9: Avoiding the Roadblocks

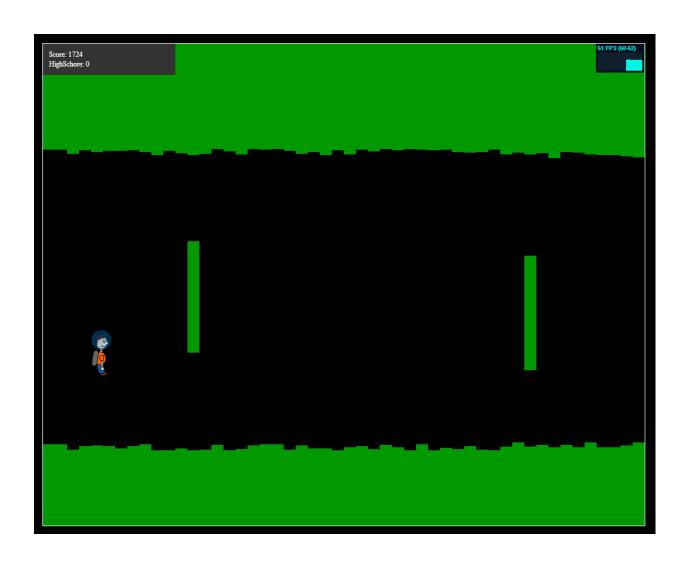


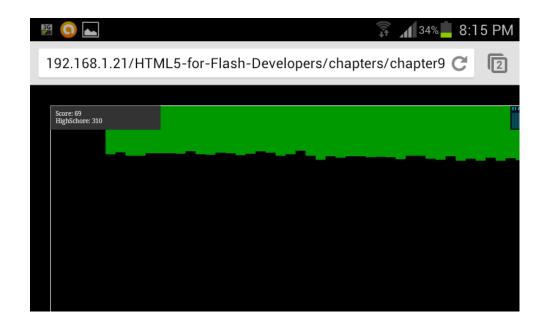








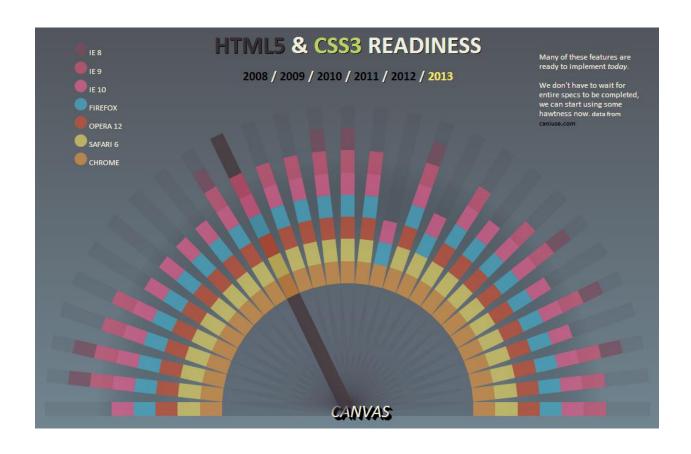






Chapter 10: Preparing for Release

# Canvas (basic support) - Candidate Recommendation Method of generating fast, dynamic graphics using JavaScript						Support: Partial support:		84.79% 2.04%	
						how all versions	IE	Firefox	Chrome
								2.1	
								2.2	
						3.2		2.3	
						4.0-4.1		3.0	
	8.0					4.2-4.3		4.0	
	9.0	19.0	25.0	5.1		5.0-5.1		4.1	7.0
urrent	10.0	20.0	26.0	6.0	12.1	6.0	5.0-7.0	4.2	10.0
ear future		21.0	27.0						
arther future		22.0	28.0						
Sub-features:	Text API for Ca	anvas WebGL - 3D	Canvas graphics						
Notes Known	issues (1) Res	sources (7) Feedba	ck					E	Edit on GitHi











BROWSER

DEVICES

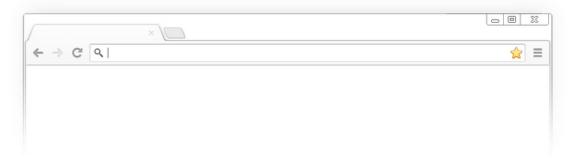
WEB STORE

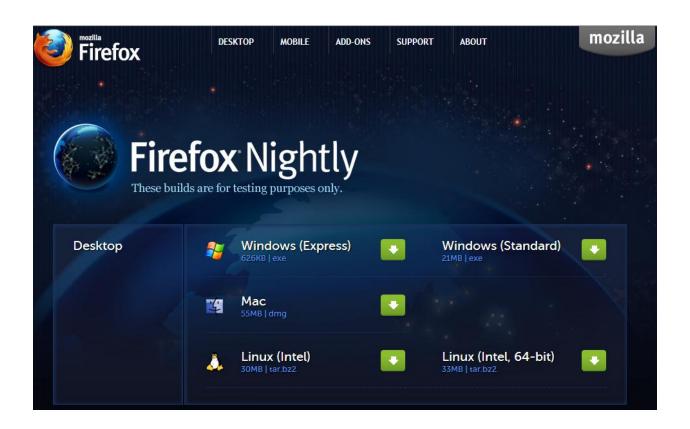
Get on the bleeding edge of the web

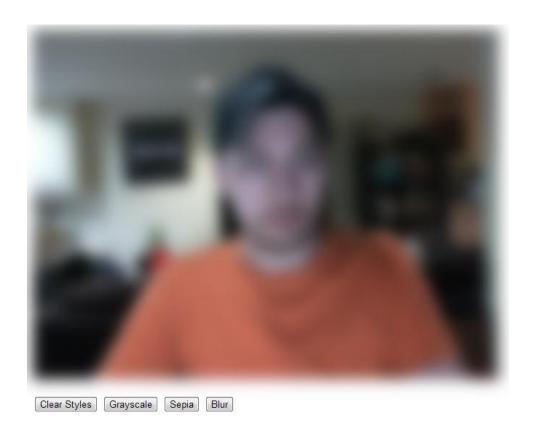
Google Chrome Canary has the newest of the new Chrome features. Be forewarned: it's designed for developers and early adopters, and can sometimes break down completely.

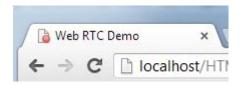
Download Chrome Canary

For Windows 8/7/Vista/XP





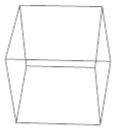


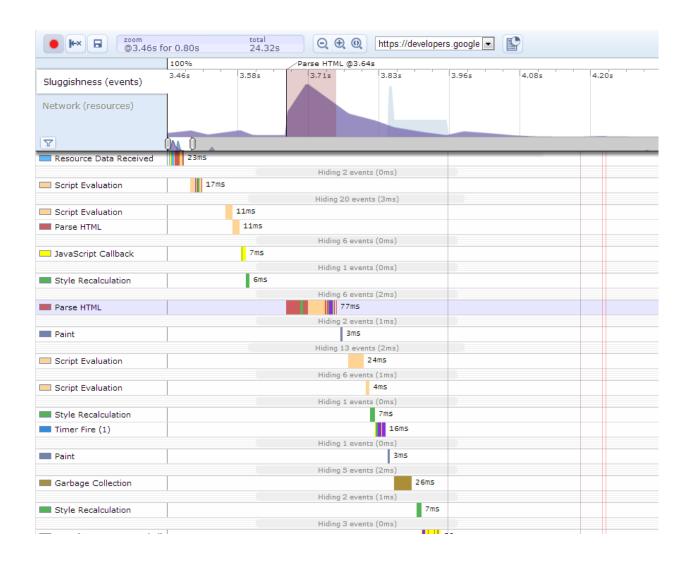


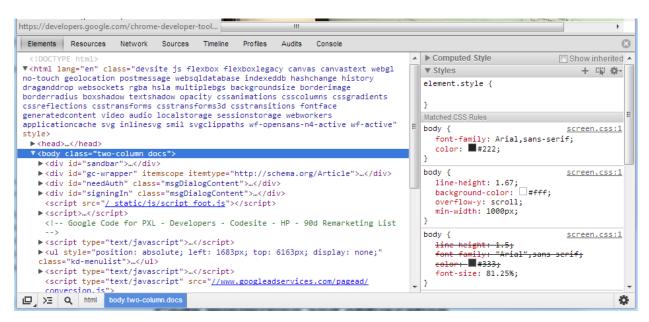
Your browser supports WebGL

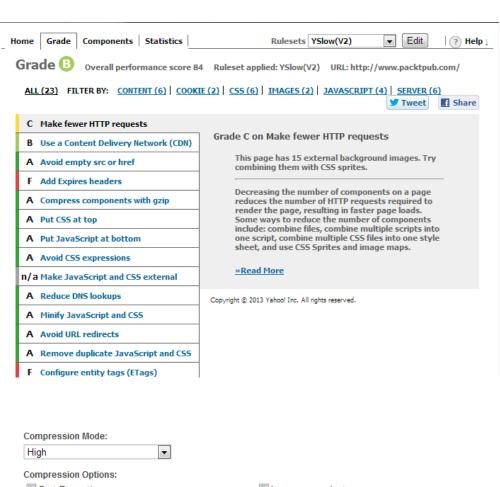
However, it indicates that support is experimental; you might see issues with some content.

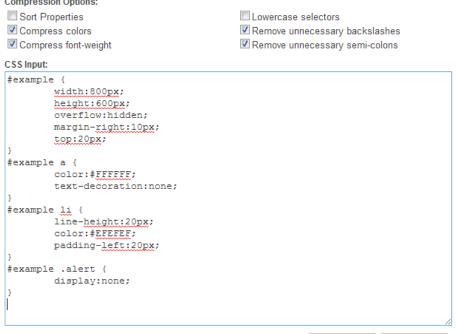
You should see a spinning cube. If you do not, please <u>visit</u> the <u>support site for your browser</u>.











Compress

Reset



GRUNTThe JavaScript Task Runner

Latest Version

- Stable: v0.4.1
- Development: N/A

Ads by Bocoup.

Latest News

Why use a task runner?

In one word: automation. The less work you have to do when performing repetitive tasks like minification, compilation, unit testing, linting, etc, the easier your job becomes. After you've configured it, a task runner can do most of that mundane work for you—and your team—with basically zero effort.

Why use Grunt?

The Grunt ecosystem is huge and it's growing every day. With literally hundreds of plugins to choose from, you can use Grunt to automate just about anything with a minimum of effort. If someone hasn't already built what you need, authoring and publishing your own Grunt plugin to npm is a breeze.