

An abstract, artistic photograph of a blue liquid splash or ink diffusion against a white background. The liquid forms intricate, swirling patterns with varying shades of blue, from deep navy to light cyan. The main splash descends from the top left, curves around the text, and continues down the right side of the frame.

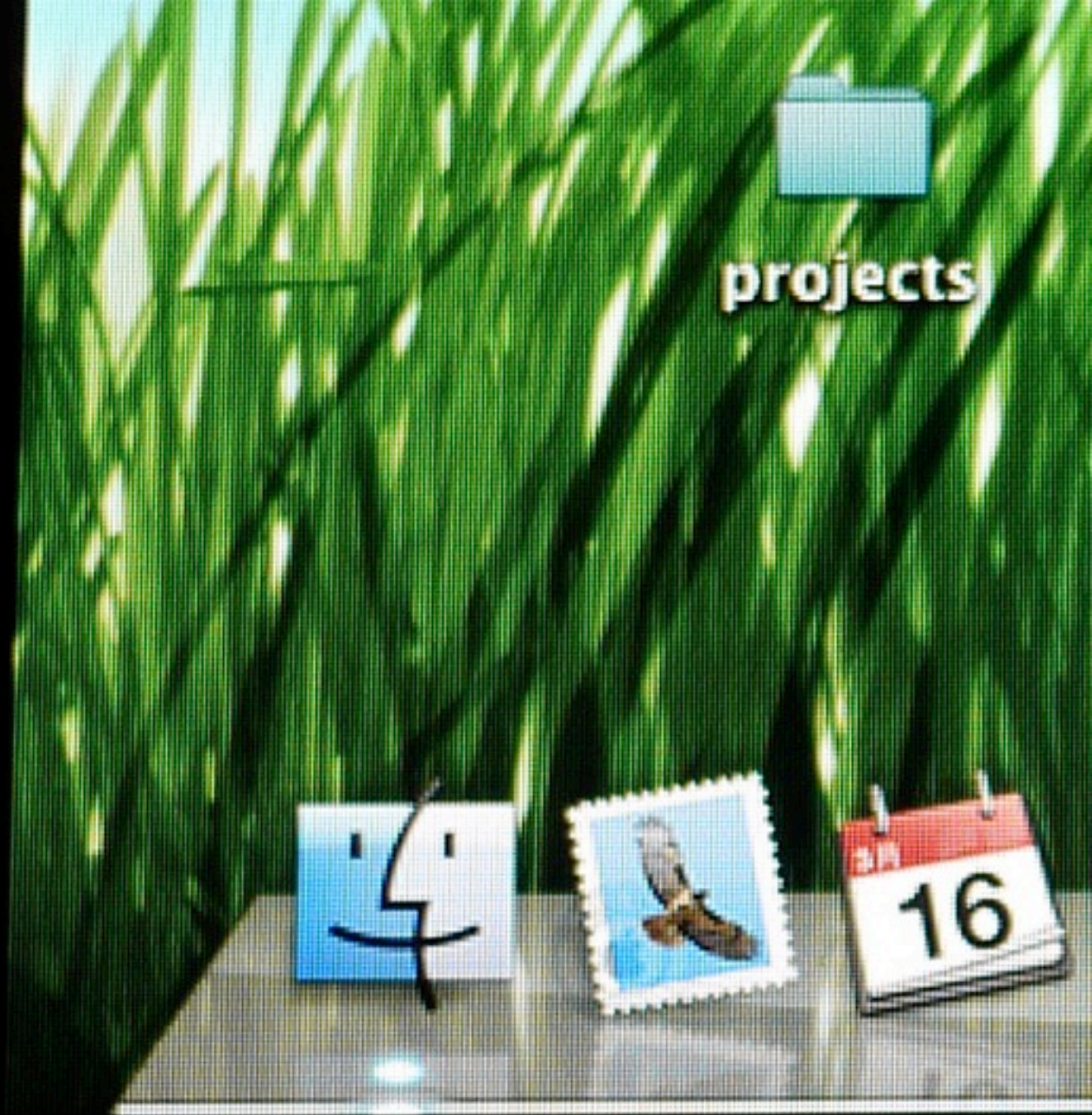
Flash生態圈 與開放原始碼



高見龍

a.k.a Eddie or Aquarianboy

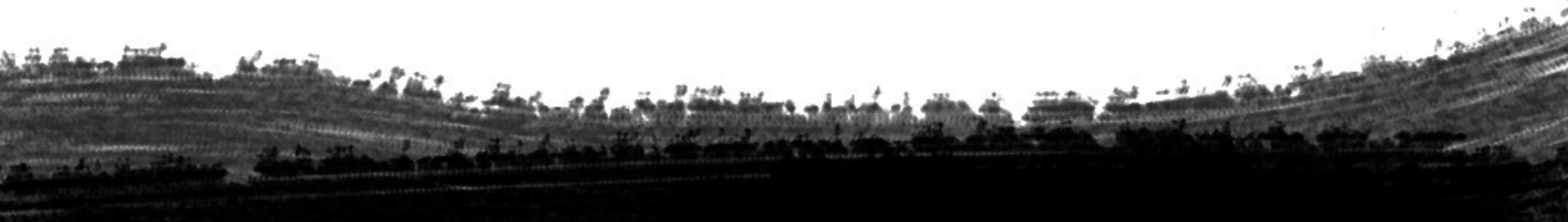
- Live and work in Taipei, Taiwan.
- Serving in my own little tiny company.
- Flash / AS3 / Ruby / Rails / Python programming for living.
- Objective-C for personal interests.
- Technical Education and Consultant.
- PTT Flash BM (since 2007/4).
- Ruby Certified Programmer (Since 2012/1).
- Adobe Certified Flash Developer (Since 2006/7).
- Linux Professional Institute Certification (Since 2005/3).



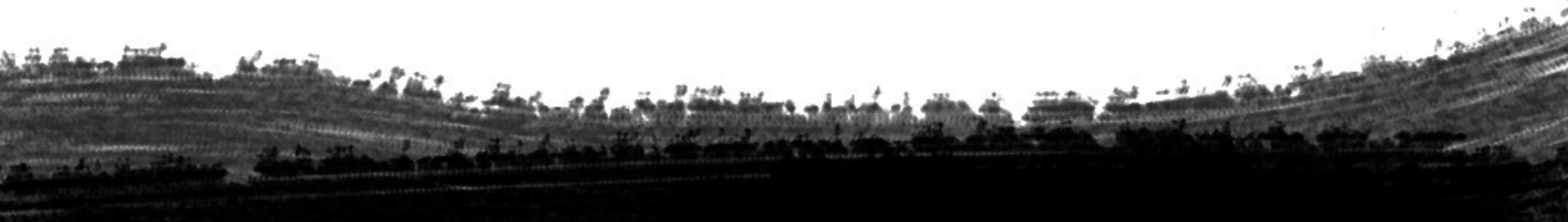
傳教士



說書



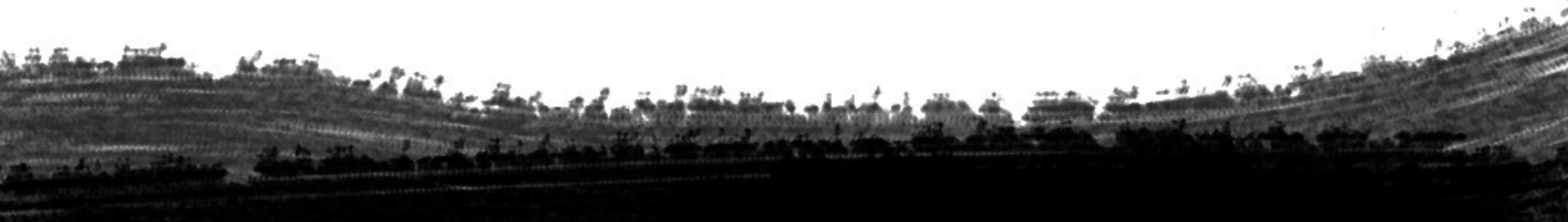
開放原始碼



除之而後快



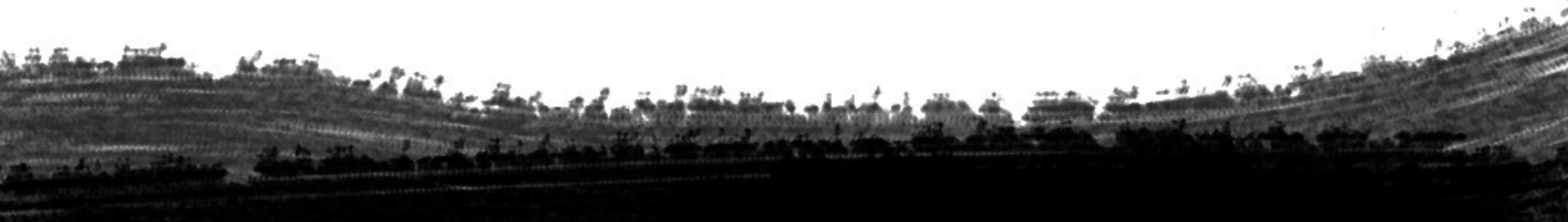
一波又平



不完美



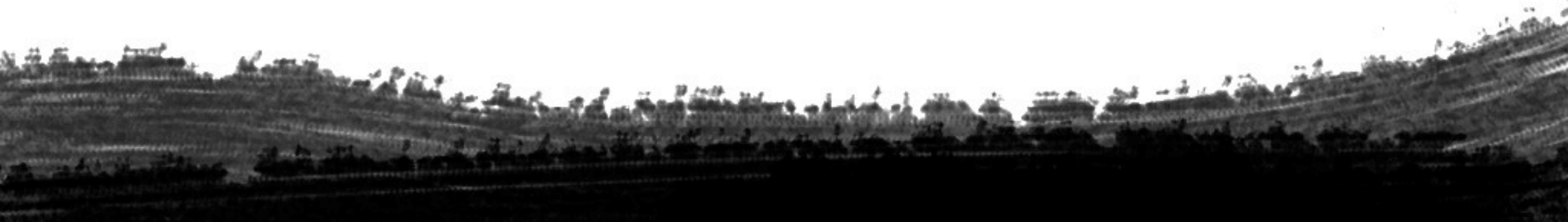
開源



默默耕耘



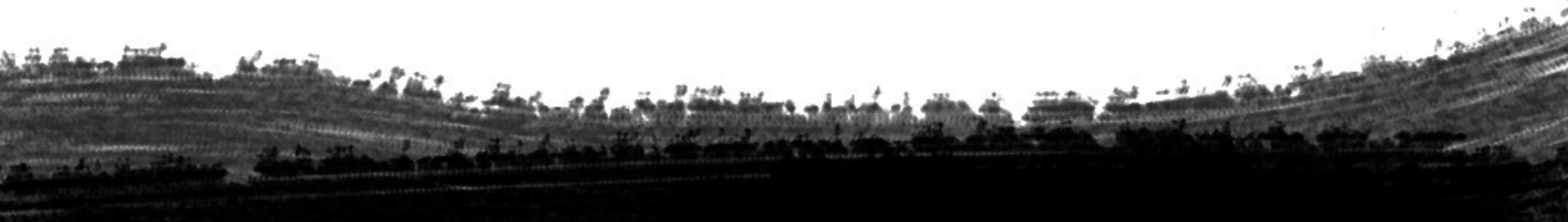
主題



一、主角介紹



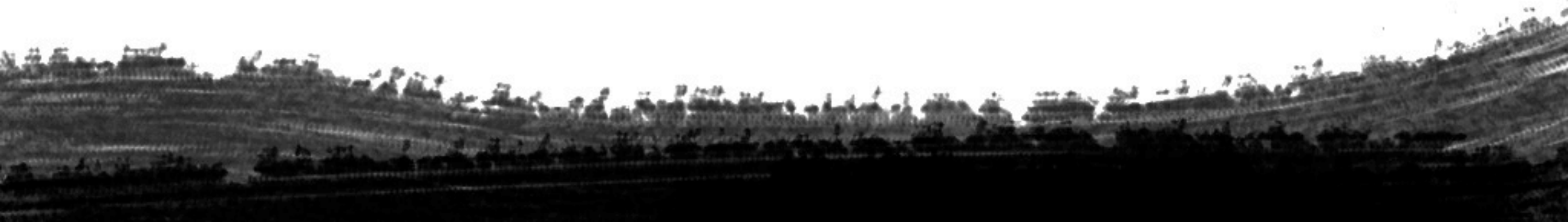
二、開放原始碼



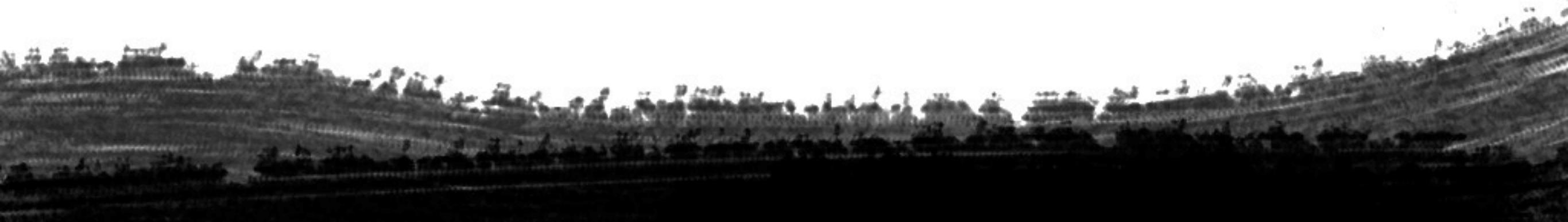
三、生態圈，台灣



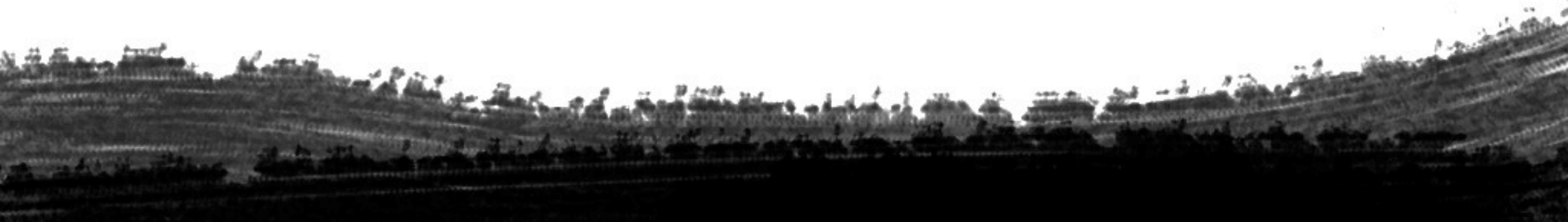
四、經驗值



本文開始



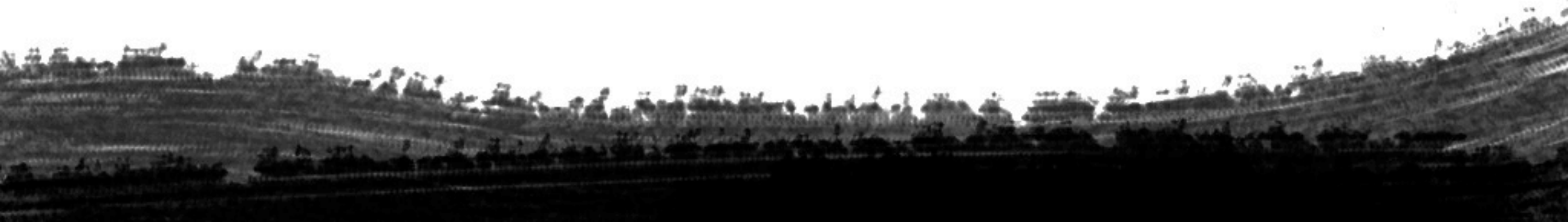
一、主角介紹



能力



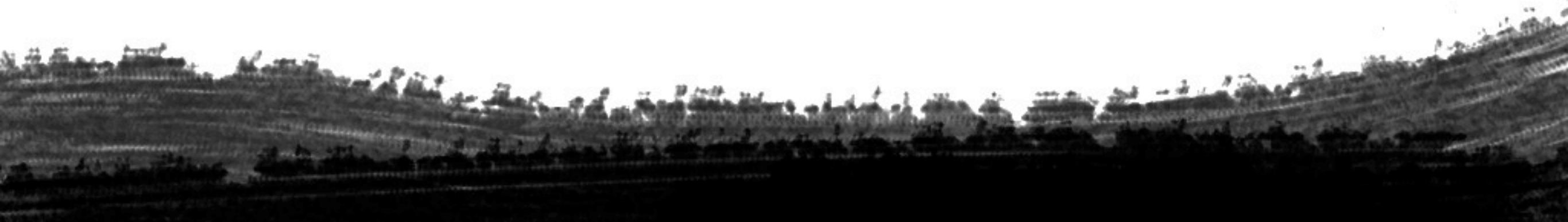
強佔山頭



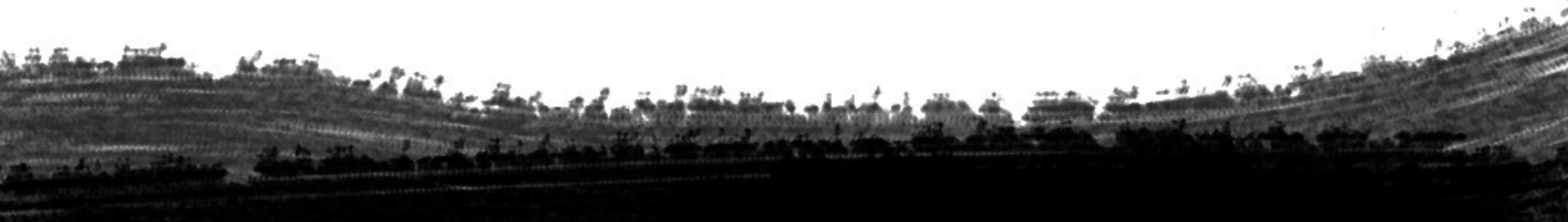
首選



誤解



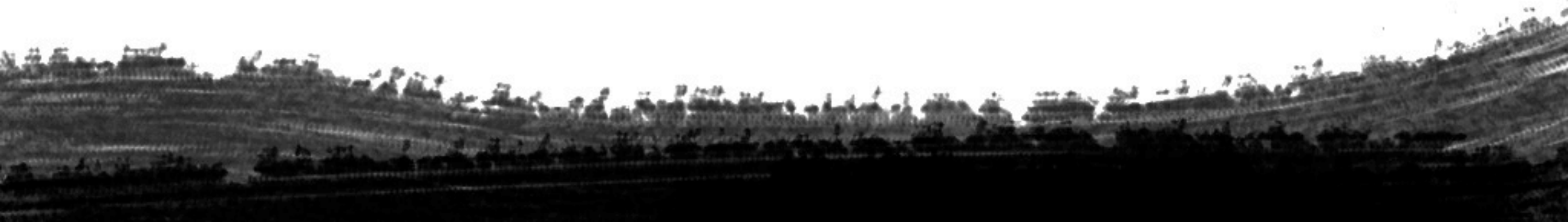
邏輯



個人修養



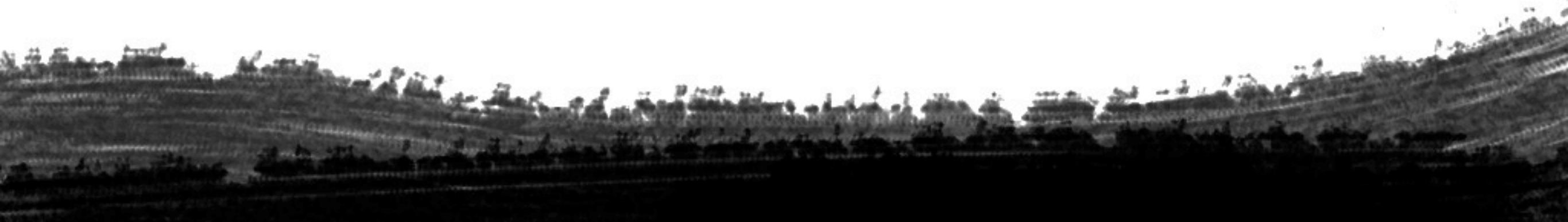
歷史



改革

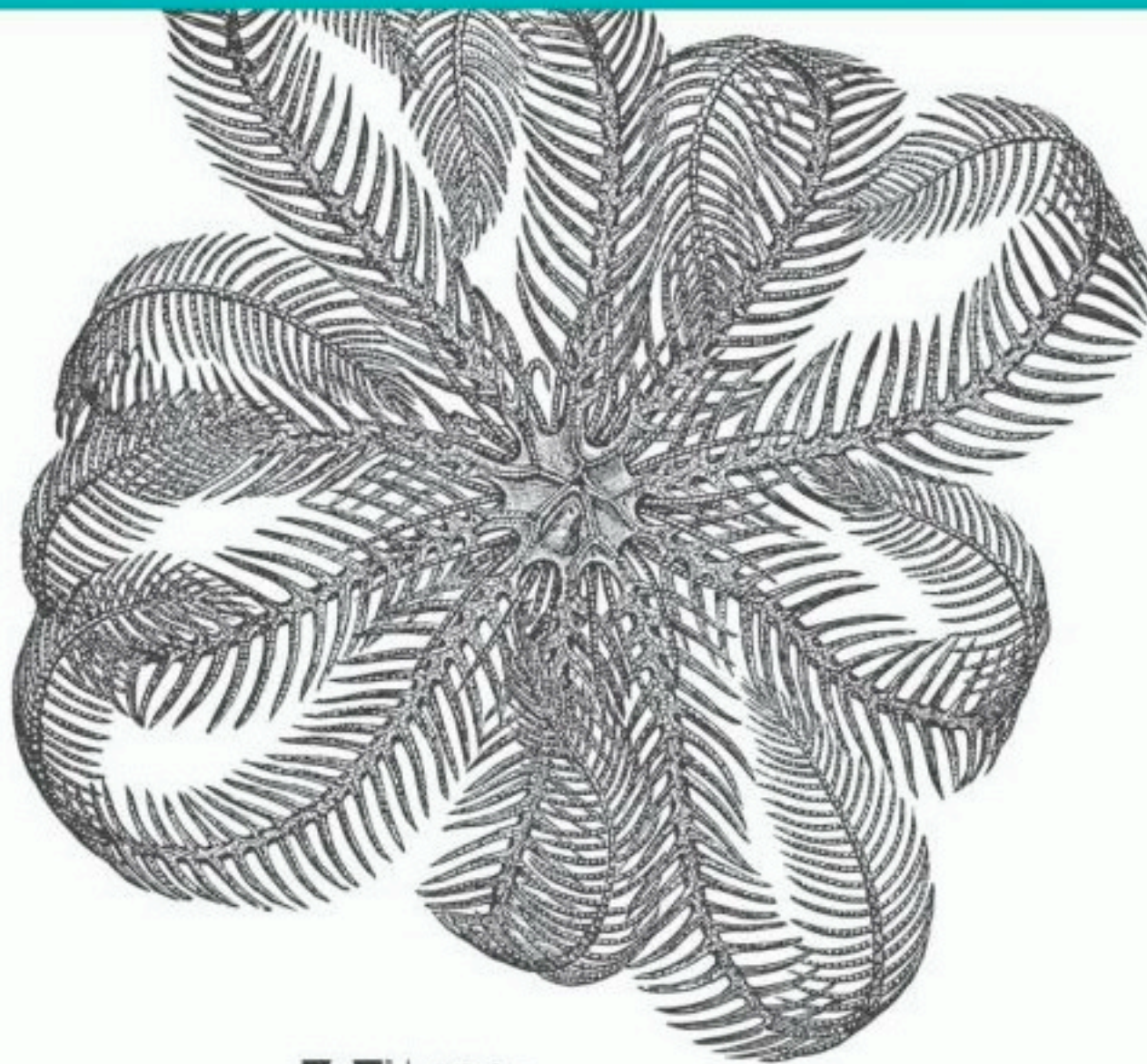


進步




```
AppData.as | MainMenu.as | EstMenu.as | RobotMain.as | RuleMenu.as | CloseRuleButton.as
1 package
2 {
3     import flash.display.Bitmap;
4     import flash.display.BitmapData;
5     import flash.display.Sprite;
6     import flash.display.StageAlign;
7     import flash.display.StageScaleMode;
8     import flash.events.Event;
9     import flash.events.MouseEvent;
10    import flash.geom.ColorTransform;
11    import flash.geom.Rectangle;
12
13    public class Main extends Sprite
14    {
15        private const ATTRACTIVE_CTF:ColorTransform = new ColorTransform(0.7, 0.8, 0.96, 1.0);
16        private const REPULSIVE_CTF:ColorTransform = new ColorTransform(0.96, 0.8, 0.7, 1.0);
17
18        private var _bmp:Bitmap;
19        private var _bmd:BitmapData;
20        private var _bmp_rect:Rectangle;
21
22        private var _force:Number = 200;
23        private var _first:Node;
24        private var _maxnum:int = 100000;
25        private var _count:int = 0;
26
27        private var _color_transform:ColorTransform = ATTRACTIVE_CTF;
28
29        public function Main():void
30        {
31            if (stage)
32            {
33                init(null);
```


ActionScript 3.0 Design Patterns



O'REILLY®



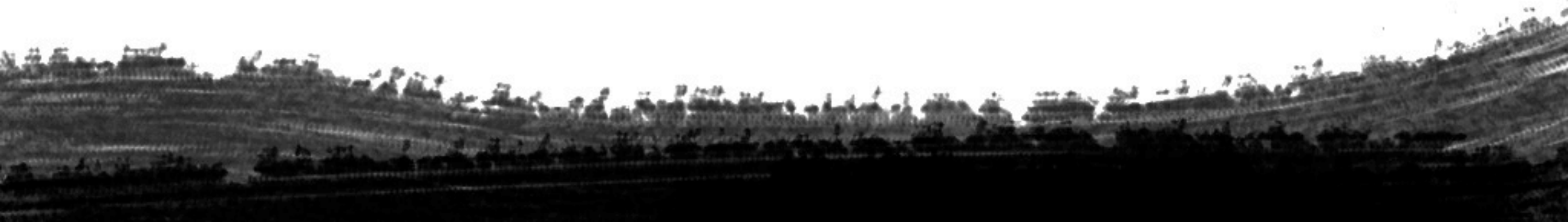
Adobe
Developer
Library

*William Sanders &
Chandima Cumaranatunge*

華而不實



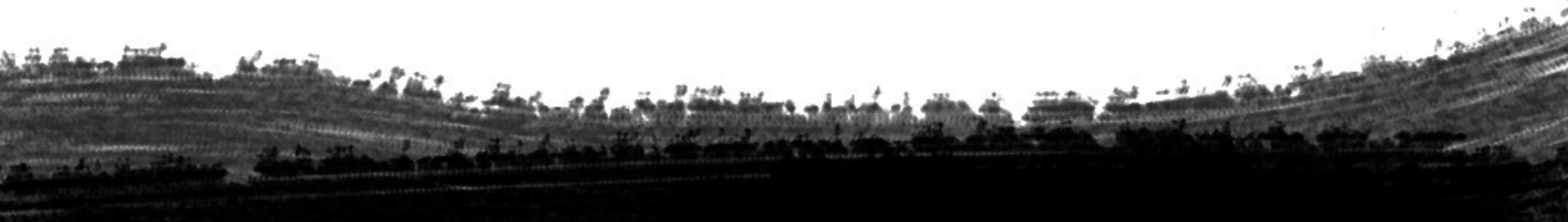
安全乎？

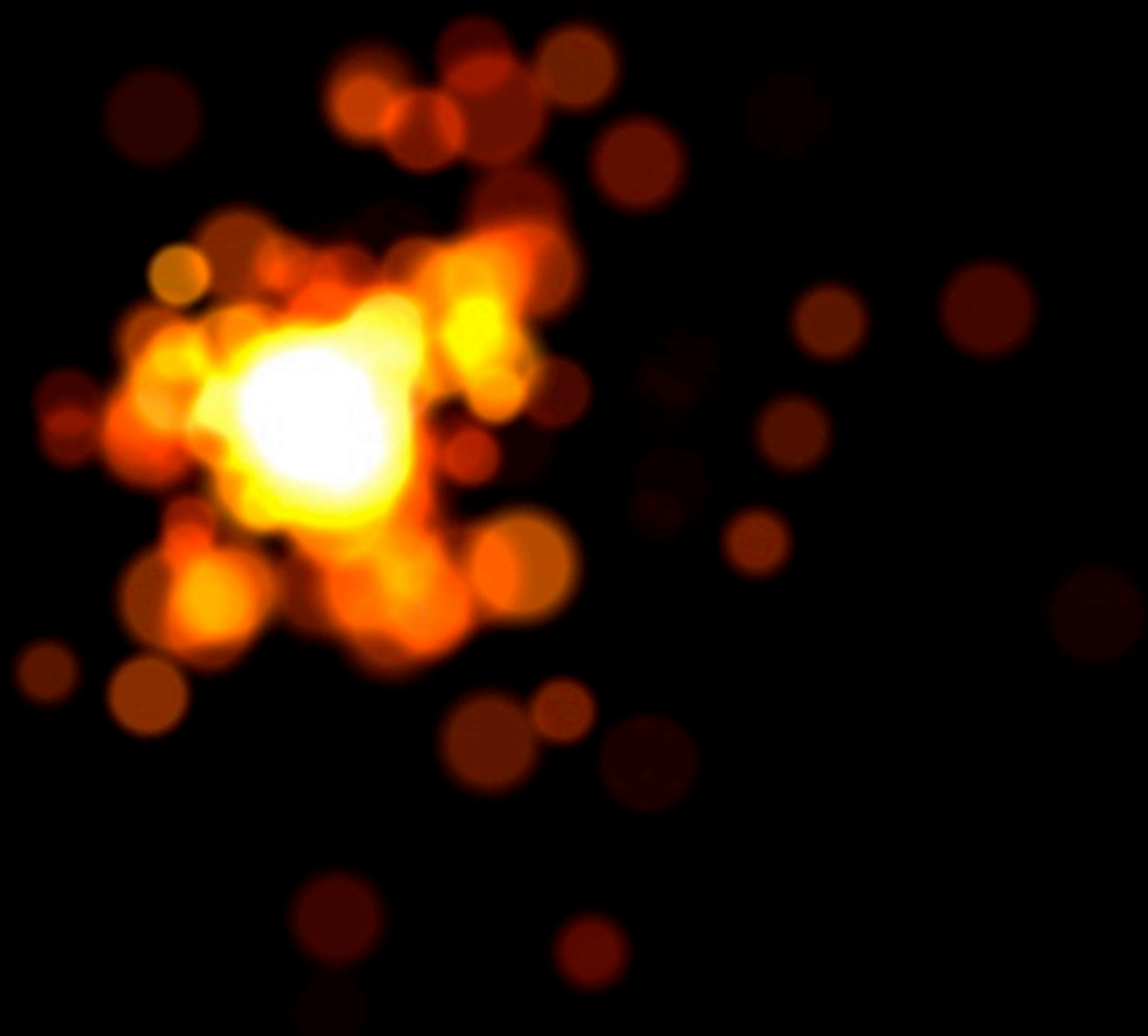


封閉乎？



效能





some examples
1 2 3 4 5 6

bounce speed  

number of particles

size & random

blending mode

spread X & Y

sharpness & random

lifespan & random

speed & random

angle & random

gravity & direction

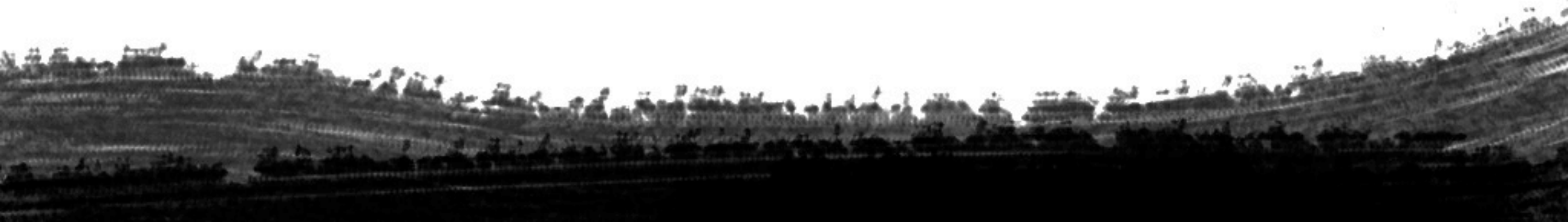
start colour - rgba

start random - rgba

end colour - rgba

end random - rgba

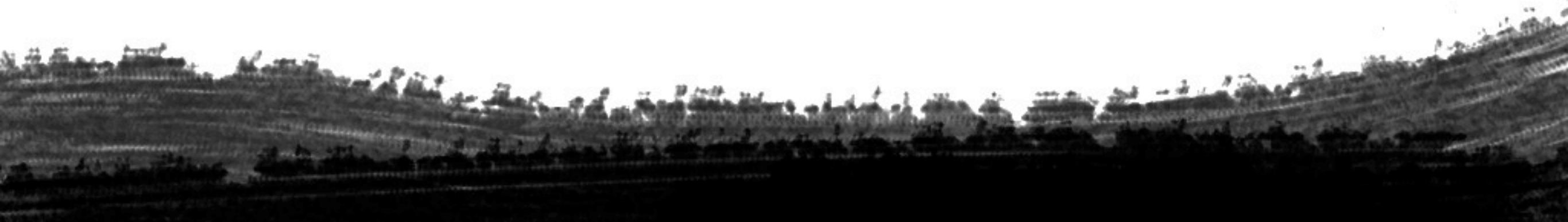
非戰之罪



佳作



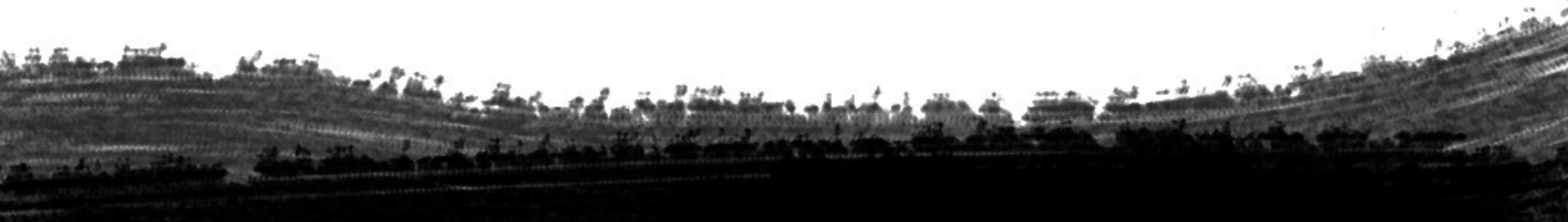
硬體加速



吳下阿蒙



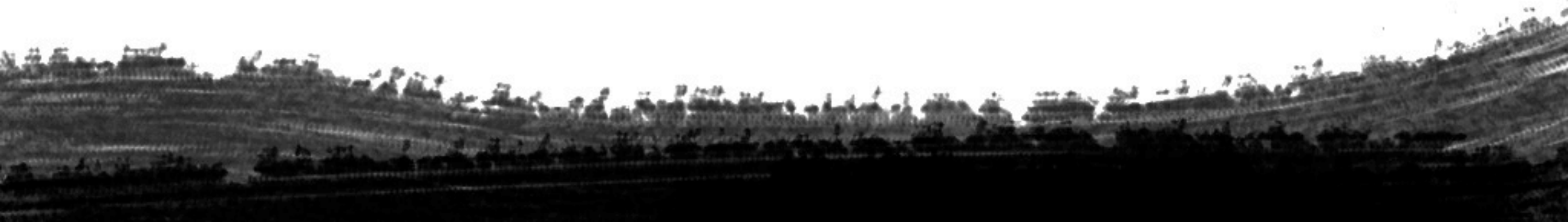
競爭對手



銀光



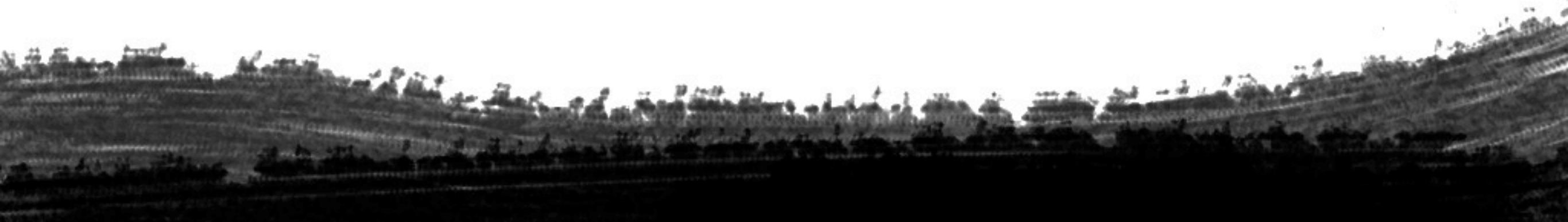
HTML5



殺手



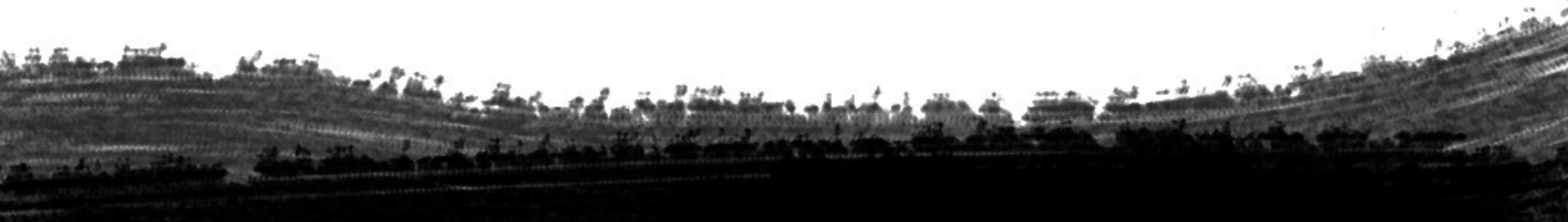
開發人員



共榮共存



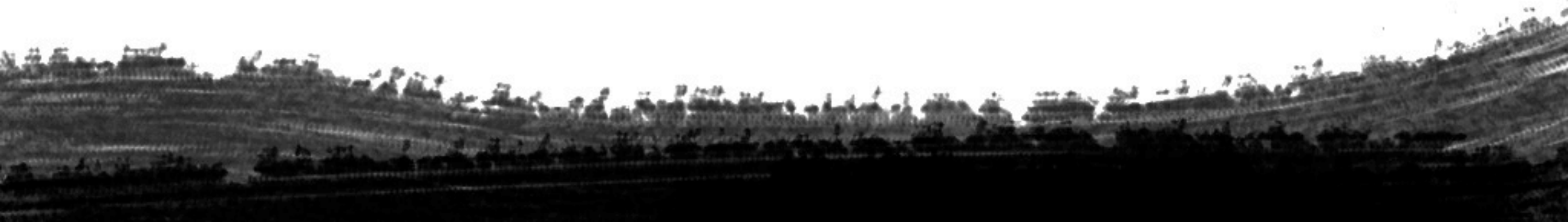
適者生存



這，
就是江湖



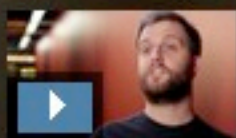
亮點



Adobe AIR 3

[總覽](#) [功能](#) [技術規格](#) [FAQ](#) [Showcase](#)

無論使用哪種平台或裝置，
都可帶來超越瀏覽器的豐富應用



看看 Stage 3D 如何為手機、桌上型電腦和電視
帶來遊戲主機等級的品質

[觀賞視訊 >](#)

什麼是 Adobe AIR?

Adobe® AIR® 執行時期可讓開發人員在多種平台及裝置上 — 包括個人電腦、電視以及 Android™、BlackBerry® 和 iOS 裝置 — 部署使用 HTML、JavaScript、ActionScript®、Flex、Adobe Flash® Professional 和 Adobe Flash Builder® 建立的獨立應用程式。

AIR 中的主要創新功能

[更多資訊](#)



gyroscope.swc
vibration.swc



Flash Builder 4.5 Premium
Rapidly develop high-performing
mobile, web, and desktop
applications



[Buy](#)

[Try](#)

☀ Includes complimentary Flash
Builder 4.6 update

其他購買方式

[Adobe Store](#)

針對家庭和小型辦公室

[企業採購](#)

大量授權選項

[尋找經銷商](#)

[尋找經銷商](#)

下載



Adobe AIR

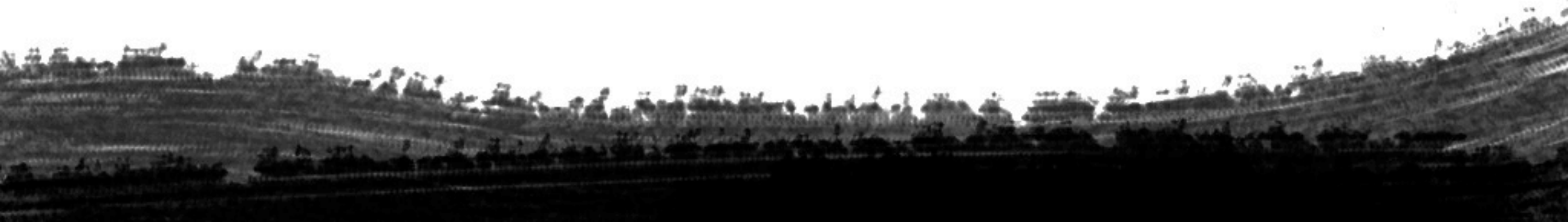


Adobe AIR SDK

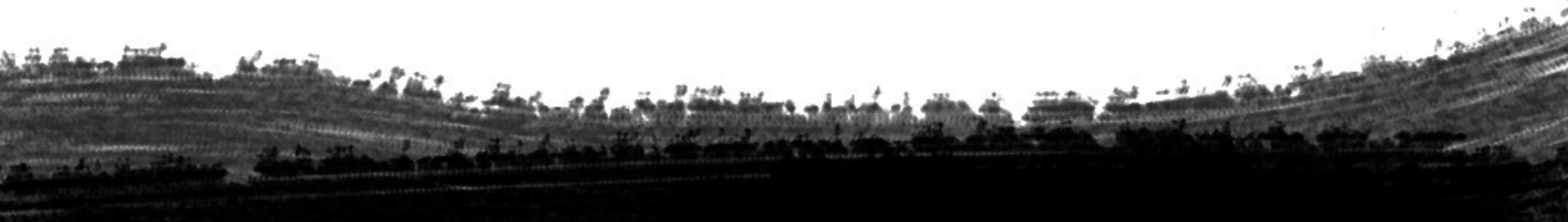
人



互動



行動裝置



願景



ONE TOOLCHAIN, ONE LANGUAGE, ONE CODEBASE, ONE CLIENT

TOOLING/FRAMEWORK



Creative Suite



Flash Builder



Flex



RUNTIMES



Adobe Flash Player



Adobe AIR



CLIENTS



Desktop



Smartphones, Tablets
(others OSs coming soon)



Televisions

ONE TOOLCHAIN, ONE LANGUAGE, ONE CODEBASE, ONE CLIENT

TOOLING/FRAAMEWORK



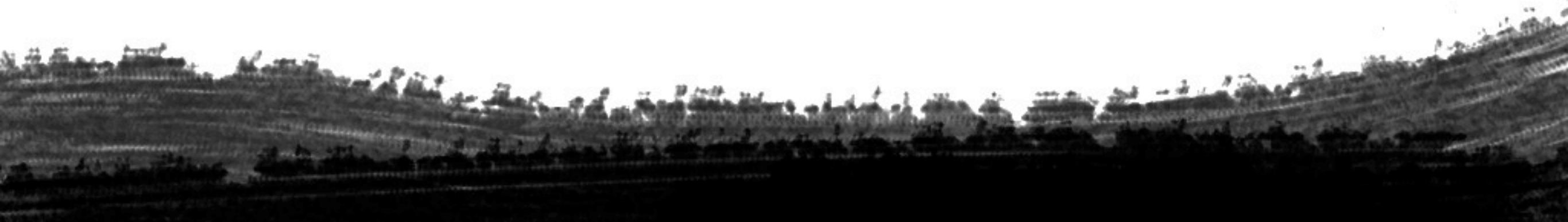
RUNTIMES



CLIENTS



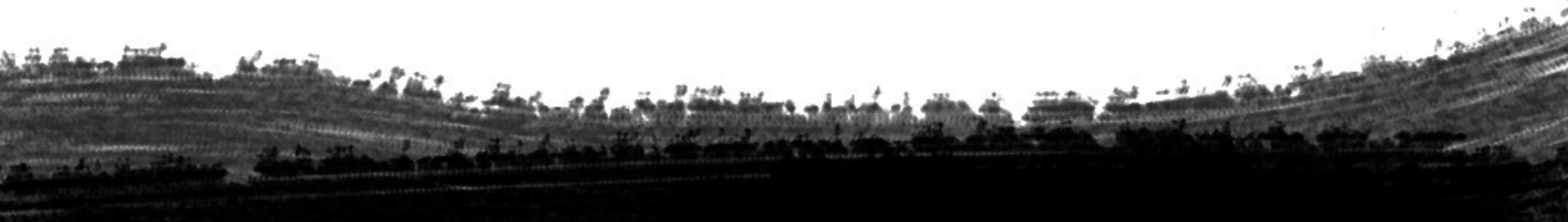
一招半式闖江湖



二、開放原始碼



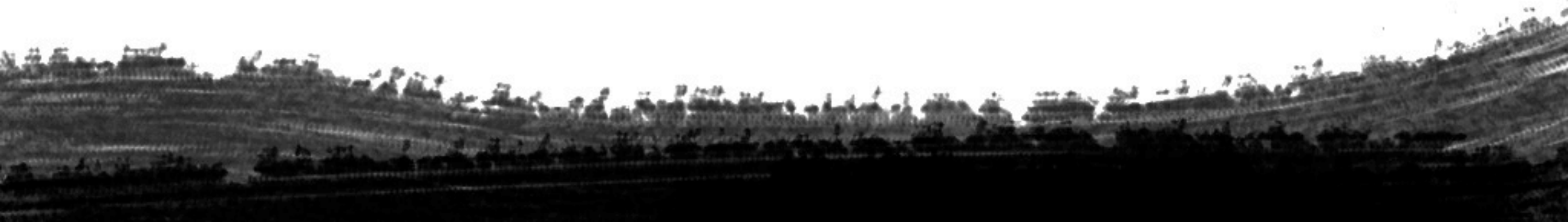
商人



工欲善其事



必先利其器



生產流程

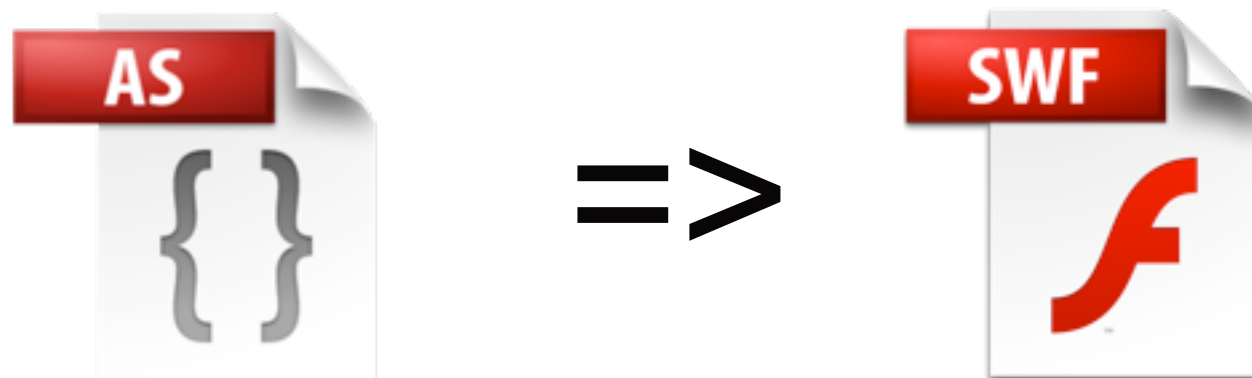




=>

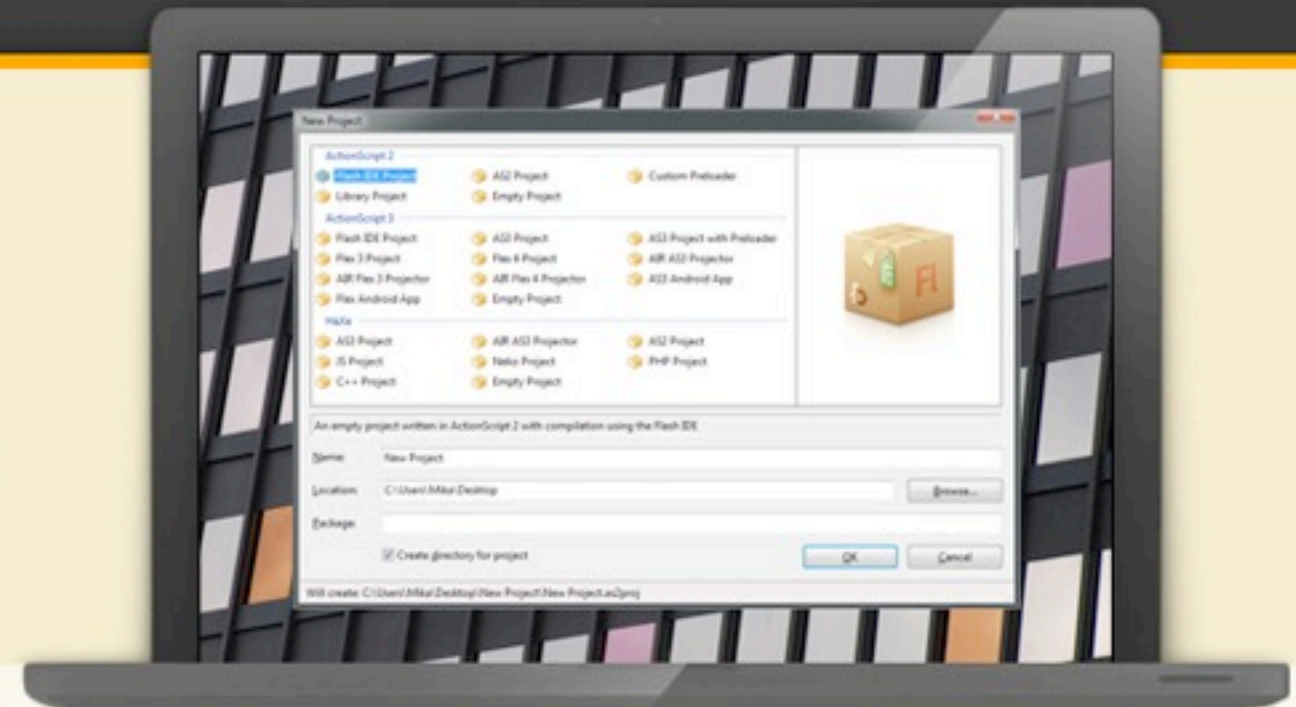






FlashDevelop is a free and open source code editor for every Flash developer

FlashDevelop offers first class support for ActionScript (2 & 3) and HaXe development. Great completion & code generation, projects compilation & debugging, plenty of project templates, SWF/SWC exploration etc. FlashDevelop is also a great web developer IDE with source-control support (svn, git, mercurial), tasks/todo, snippets, XML/HTML completion and zen-coding for HTML.



Open source community feeds FlashDevelop

FlashDevelop is an open source story; it was created in 2005 by passionate Flash developers, for Flash developers. It is the product of many contributors which created what is today the best open source Flash development environment. We've received numerous features, bug fixes, feature ideas and even full plugins from community members and it just gets bigger. Be part of this great community and help us in whatever way you can. Open C# Express and code features, send us bug fixes, help us improve the documentation, donate or just spread the word. [Get active and join the community »](#)

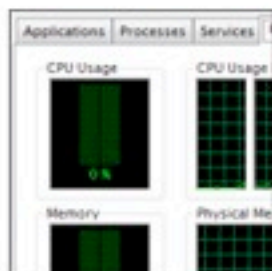
DOWNLOAD

FlashDevelop 4.0.2 RTM

EN, JP, DE, EU (~16Mb, WIN)

[All downloads & release notes »](#)

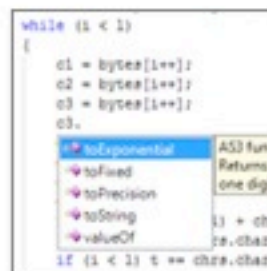
Enjoy a lighter and smarter IDE for your Flash development



FAST & LIGHTWEIGHT

FlashDevelop was created to be a fast and lightweight IDE and to be fast even on slower computers.

[READ MORE](#)



COMPLETION & GENERATION

Enjoy an amazing code completion which helps you also generate and document your valuable code.

[READ MORE](#)



FlashDevelop gives me comfort and features of a full-blown IDE without the bulk & learning curve. Fantastic!

Steve Harvey on Twitter #loveFD

FlashDevelop is like the skinny supermodel girlfriend that still cleans the house and makes you breakfast.

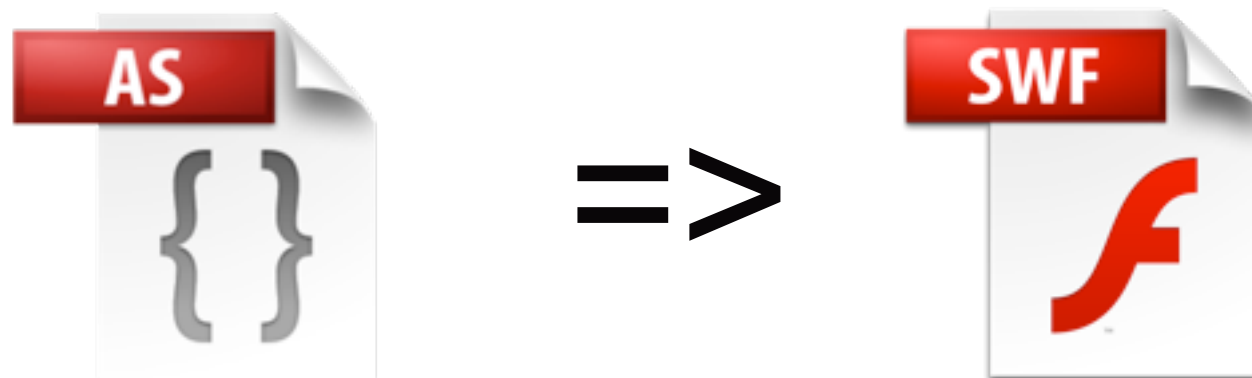
Peter Gardner on Twitter #loveFD



```
37 public var lottery_items:ComboBox;
38 public var lottery_list:LotteryList;
39 public var running_ball:RunningBall;
40 public var lottery_board:LotteryBoard;
41 public var message:Message;
42
43 private var _config:XML;
44 private var _xml_loader:URLLoader;
45 private var _banner_loader:URLLoader;
46 private var _background_loader:URLLoader;
47 private var _banner_image:String;
48 private var _background_image:String;
49 private var _ball_number:uint = 8;
50 private var _background_music:BGMusic;
51 private var _lottery_user:Array = [];
52 private var _current_lottery_item:Object;
53 private var _current_lottery_user:Object;
54 private var _lottery_num:String = '';
55 private var _temp_lottery_user:Array = [];
56 private var _available_amount:uint = 0;
57 private var _items:Array = [];
58
59 public function Lottery()
60 {
61     if (stage) init();
62     else addEventListener(Event.ADDED_TO_STAGE, added_to_stage);
63 }
64
65 private function added_to_stage(e:Event):void
66 {
```

其它





[Wiki Home](#)[Browse Pages](#)[Browse Labels](#)[Formatting Help](#)

Flex SDK

Authors: 

Flex SDK

Overview

Flex is a highly productive, open source framework for building and maintaining expressive web applications that deploy consistently on all major browsers, desktops and operating systems.

This site is focused on the development of the Flex SDK. If you are looking for more information on how to use Flex, you may wish to visit the [Flex Developer Center](#).

[Flex 4.6](#) is the latest production quality release. ([Download](#))

[Flex 4](#) is the prior version ([Download](#))

[[Flex 3](#)] ([Download](#))

[More information](#)

Download

Flex SDK version [4.6.0.23201](#) is the latest production quality release.

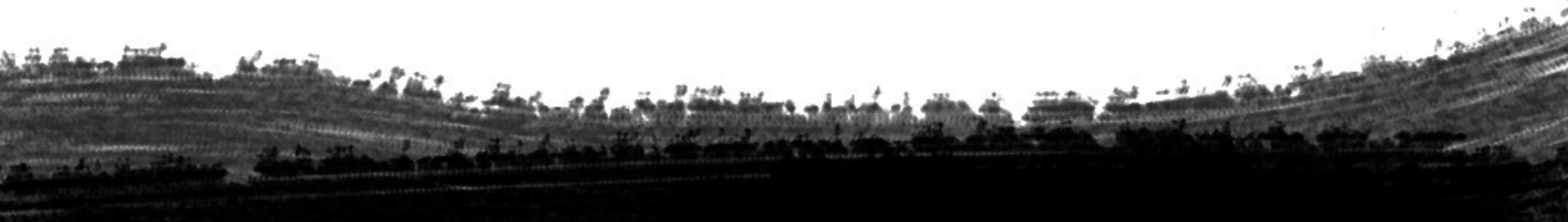
Flex SDK version [3.6.0.16995](#) is the most recent update to the Flex 3 code-base.

Please review the [Downloads](#) page for an explanation of the different downloads available.

Adobe also offers these Flex-related products:

[Free Adobe Flex SDK](#) ([Download](#))/[Adobe Flex Builder](#) ([Download](#))

玩樂



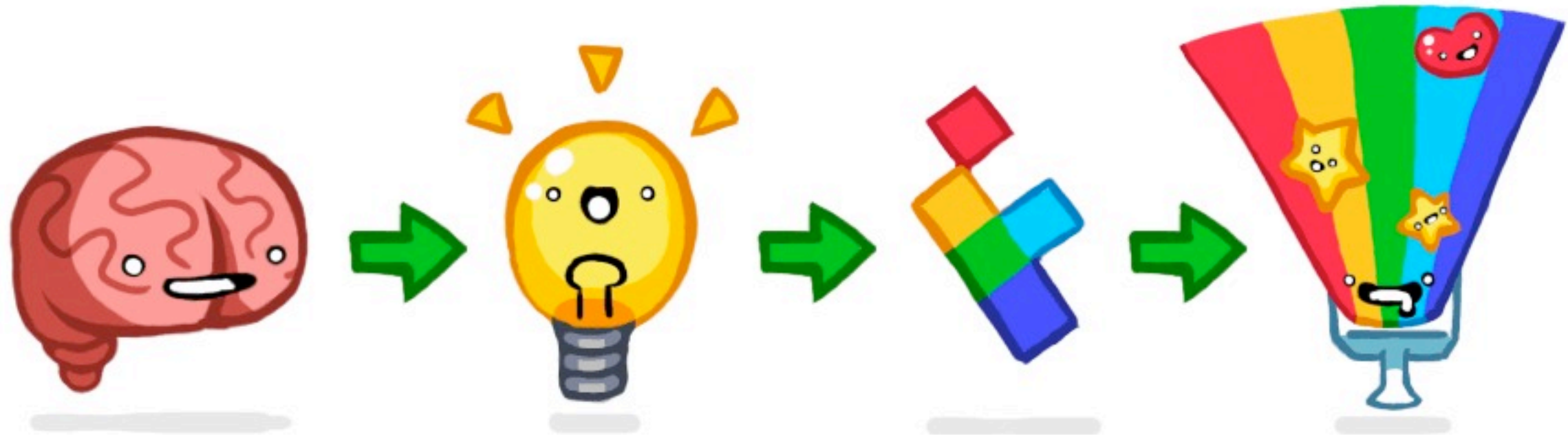
遊戲引擎



An open source game-making library...



...free for personal or commercial use.

[download](#)[about](#)[features](#)[contribute](#)[help](#)

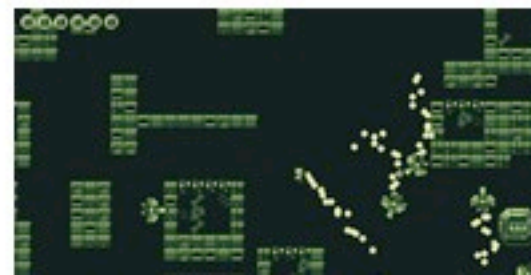
Flixel is an open source game-making library that is completely free for personal or commercial use. Written entirely in Actionscript 3, and designed to be used with free development tools, Flixel is easy to learn, extend and customize.

[featured games](#)[more →](#)
[submit →](#)[updates](#)

Canabalt

by Adam Atomic and
Danny Baranowsky

"The game that, for
better or worse



Mode

by Adam Atomic

"Silly demo game
created for the first
public release of

★ **showcase**

Showcase of projects using the as3isolib

Updated Jan 25, 2011 by [jwopitz](#)

Zex Lex Duel

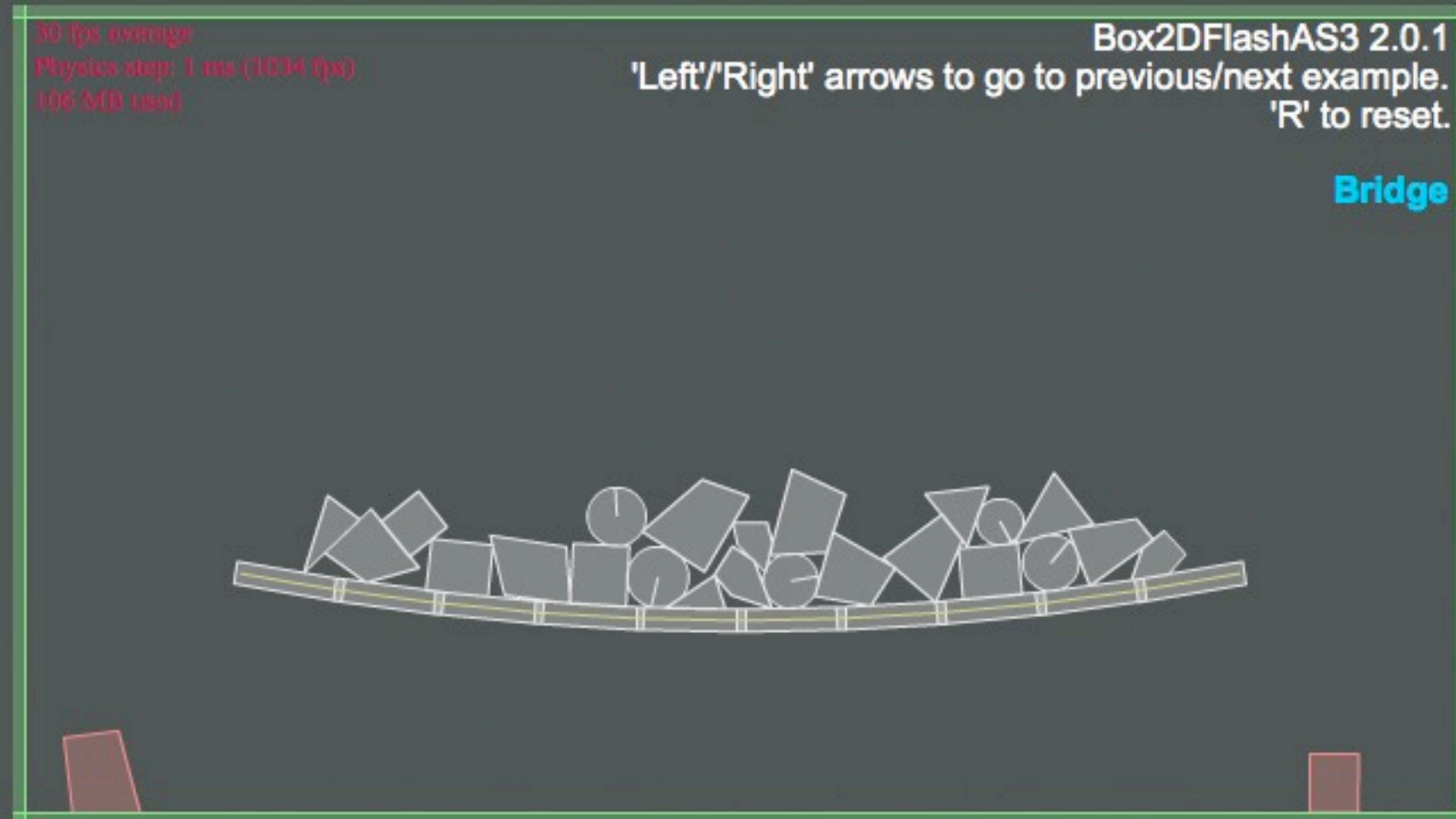
This is a facebook game which you can check out here - http://apps.facebook.com/cp_zexlexduel/



物理碰撞



Box2DFlashAS3 2.0.1



Drag objects with the mouse. 'Left'/'Right' arrows to go to previous/next example. 'R' to reset.

Update: Version 2.0.1 released!

Box2DFlashAS3 is an open source port of Erin Catto's powerful c++ physics library [Box2D](#).
Cycle through the demos above to see some of the features.

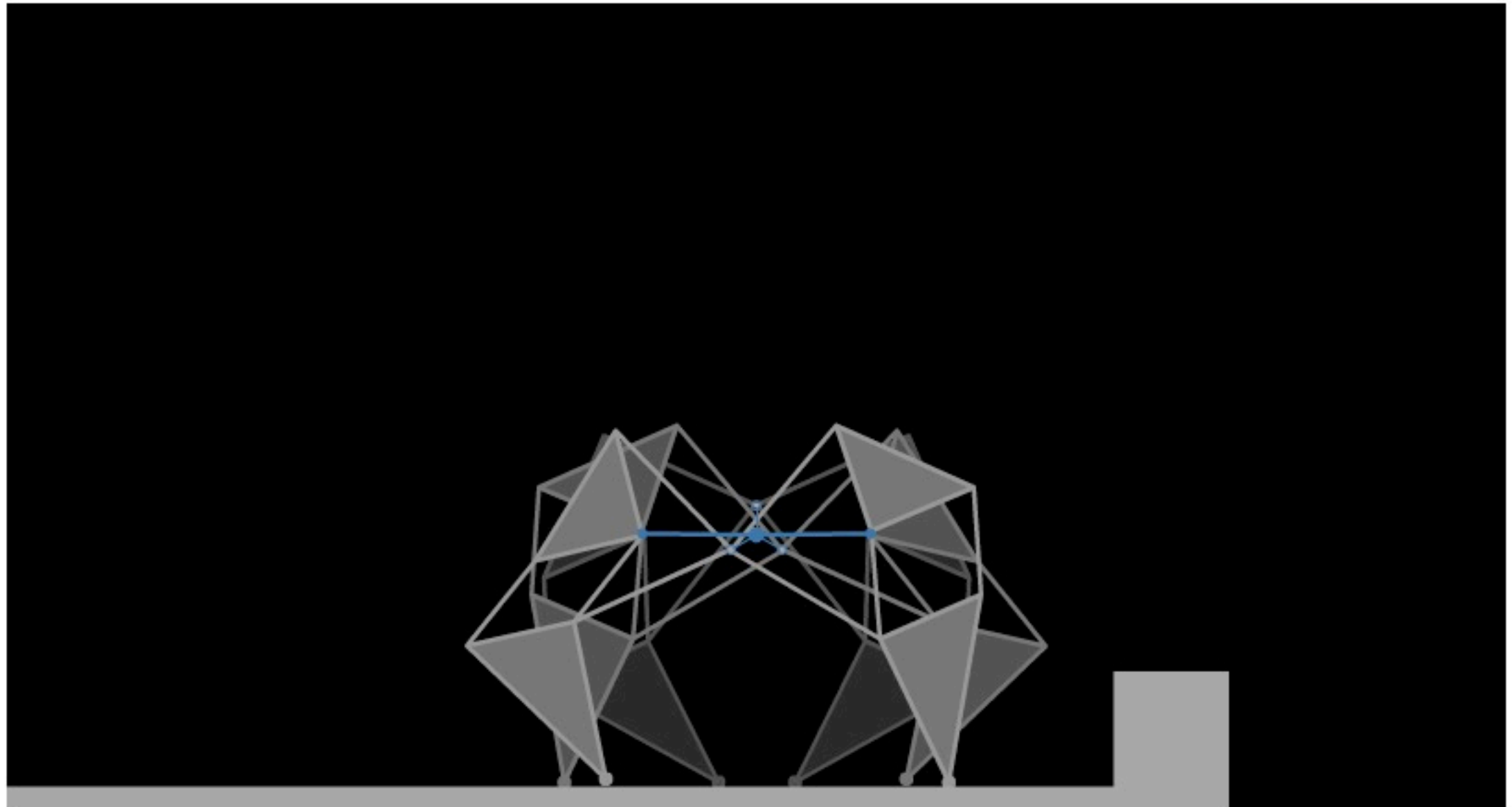
Full source code for the engine and examples can be downloaded from the project's sourceforge page found [Here](#).

For further information check the ReadMe included with the download, post on the [Box2D forums](#), or contact me at skatehead [at] gmail [dot] com

SOURCEFORGE.NET®



Huge thanks to those who have supported this project with their generous donations:



Click inside the demo, then use:

- P** key to toggle power
- R** key to reverse direction
- H** key to toggle hiding the back legs

The robot design is based on sculptures by the great Dutch artist [Theo Jansen](#).

[<back](#)



stardust-particle-engine

ActionScript 3.0 Particle Engine

[Project Home](#)[Downloads](#)[Wiki](#)[Issues](#)[Source](#)[Summary](#) [People](#)

Project Information

 +2 Recommend this on Go


 Starred by 192 users
[Project feeds](#)

Code license
[MIT License](#)

Labels
[ActionScript](#), [AS3](#), [Flash](#),
[Flex](#), [particle](#)

 **Members**
[cicat2266](#)
[1 committer](#)

Featured

 **Downloads**
[Stardust 1.3.186.rar](#)
[Show all »](#)

 **Wiki pages**
[Books](#)
[Changelog](#)
[MigrationForStardust1_3](#)
[activeTutsPlus](#)
[Show all »](#)

Links

Blogs
[CJ's Blog](#)

External links
[Manual \(PDF\)](#)
[Documentation](#)
[FlashDevelop Templates](#)



Stardust is now version 1.3

[Migrating to Stardust 1.3](#)

You can grab the latest revision from the SVN repository using [TortoiseSVN](#).

Read the [manual](#) first. You'll have a far better understanding of the API.

A playlist of [video tutorials](#) is also available.

You can support this project by donating.

[Donate](#)

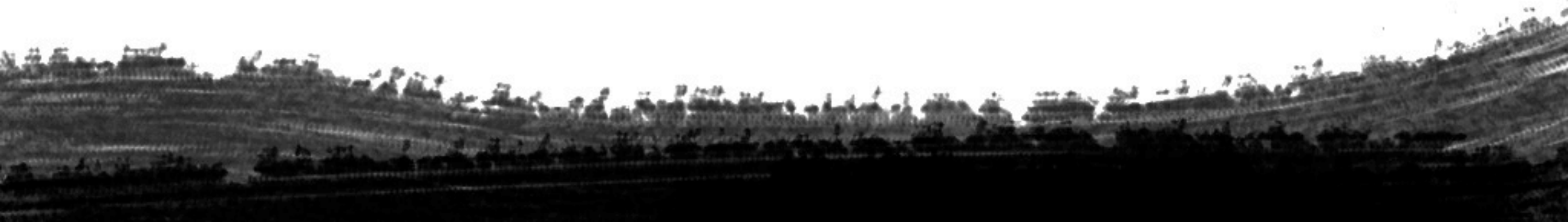
If you've made anything using Stardust, be it a website, game, or even just a simple demo, you can [email the link to me](#). I'd really love to see Stardust being used on other projects.

TortoiseSVN Tutorial	Downloads	Manual (PDF)	Video Tutorials	ActiveTuts+ Tutorials
Documentation	FlashDevelop Templates	Blog	Forum	Facebook Group
Books	Update Feed (Atom)	Downloads Feed (Atom)	Issues Feed (Atom)	

Stardust depends on and includes the compiled SWC file of [CJSignals](#), included in the *libs* folder.

The core class structure was inspired by [Flint Particle System](#).

立體世界



[About us](#)[Showcase](#)[Technologies](#)[Support](#)[Blog](#)[Forum](#)

Flash. 3D. Realtime. Multiplayer.

Technology for creating multiplayer browser games, virtual worlds, demos and promotional projects

alternativa3d

Free Flash 3D engine!

OPEN
SOURCE!

alternativaGUI

It is easy to create an integrated interface!

alternativaphysics

Flash-based physics engine!

Try Alternativa3D right now!

alternativaplayer

Upload your models to online viewer and meet real 3D in the browser!



We created [Alternativa3D](#), a 3D engine that allows developers to work with 3D graphics and physics in Adobe Flash. Also available is our [high-performance server](#) that developers can use to create real-time multiplayer games.

Our solutions are used in several browser games, such as [Tanki Online](#), and in dozens of

09.04.2012

[AlternativaGUI 5.21.0 update](#)

03.04.2012

[New AlternativaPlayer features](#)



Search



[HOME](#)

[BLOG](#)

[FEATURES](#)

[DOWNLOAD](#)

[DOCS & REFERENCE](#)

[COMMUNITY & SUPPORT](#)

[TEAM](#)

[DONATE](#)



GET AWAY3D
**DOWNLOAD IT FOR
FREE**

GET INVOLVED
**JOIN THE
COMMUNITY**

UPDATES
**WE'RE ALWAYS
BUSY. VERY.**

BLOG.PAPERVISION3D.ORG



Papervision3D training in the UK

July 13, 2010 by sebstar55

Although my Lynda.com video tutorial is now live, I appreciate that some of you may prefer the live interactive experience! There are still a few spaces left for my training course in Birmingham at the end of this month.



[Papervision3D and Flash games training – sign up and information](#)

I'll also be running a [Flash games workshop in FITC San Francisco](#) in August.

Posted in [Training](#) | [1 Comment](#) »

Papervision3D video tutorials on Lynda.com

July 12, 2010 by sebstar55

Papervision3D.org

- » [Official site](#)
- » [Developers Blog](#)
- » [Project home](#)
- » [Mailing list](#)
- » [Mailing list archive](#)
- » [Submit Site](#)
- » [Submit News & Tutorials](#)
- » [Submit Job Offer](#)
- » [PapervisionShowcase.com](#)
- » [Daily Showcase](#)
- » [Documentation](#)
- » [Forum](#)

Development

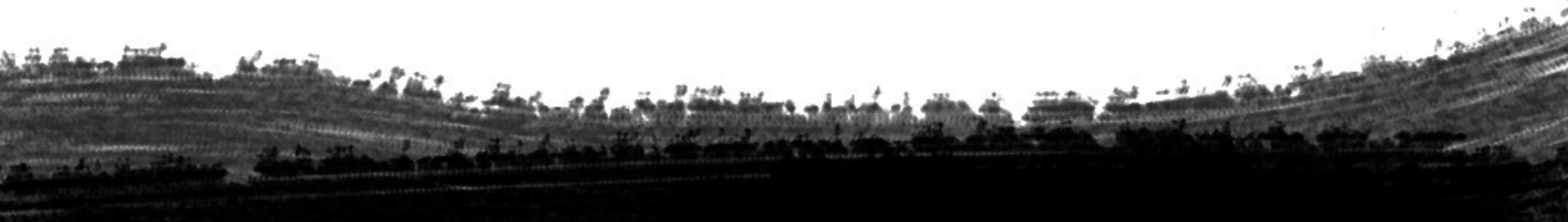


High-End Interactive 3D
for the Web and mobile

Downloads

- » [Subversion](#)
([subversion client](#) required)
- » [ZIP or SWC](#)

設計模式



■ O'Reilly PureMVC Book



■ PureMVC TV

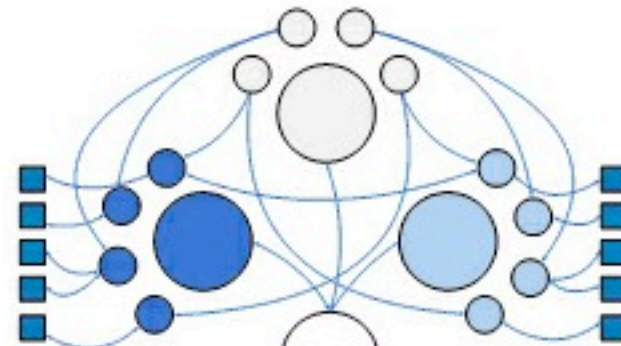


■ PureMVC on the Web



■ About

SATURDAY, 19 APRIL 2008



puremvc framework

Beyond that, the **MultiCore Version** allows multiple PureMVC applications to run within the same virtual machine; modular programming.

Though the two versions are very similar they are maintained separately, because for applications that don't need modular functionality (or on development platforms that lack support for it), the Standard Version is adequate.

Standard Version

The Model, View and Controller application tiers are represented by three Singletons (a class where only one instance may be created).

The MVC Singletons maintain named caches of Proxies, Mediators and Commands, respectively. The Façade, also a Singleton, provides a single interface for communications throughout the application. These four Singletons are referred to as the Core Actors.

- Data objects, be they local or remote, are managed by Proxies.
- The View Components that make up the User Interface are managed by Mediators.
- Commands may interact with Proxies, Mediators, as well as trigger or execute other Commands.

All actors discover and communicate with each other via the Façade, rather than work directly with Model, View and Controller.

PureMVC is a lightweight framework for creating applications based upon the classic [Model, View and Controller](#) concept.

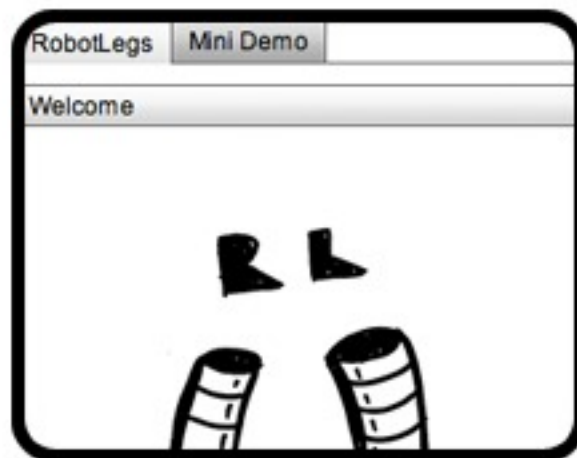
Based upon proven design patterns, this free, open source framework which was originally implemented in the ActionScript 3 language for use with Adobe Flex, Flash and AIR, is now being ported to all major development platforms.

Two versions of the framework are supported with reference implementations; **Standard** and **MultiCore**.

In short, the **Standard Version** provides a simple methodology for separating your coding interests according to the MVC concept.



These examples are part of the [Robotlegs Demo Bundle](#) which can be [downloaded from Github](#).



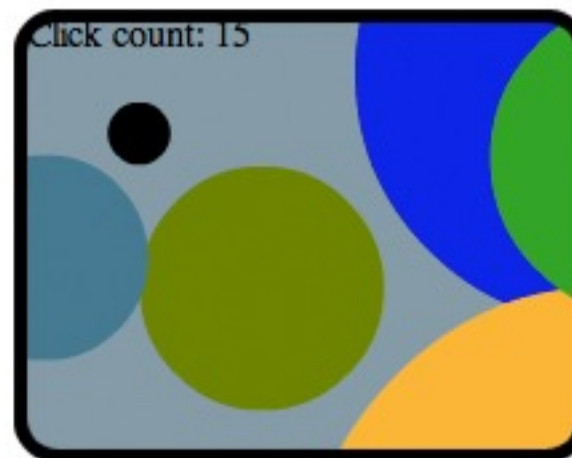
Hello Flex

This example demonstrates a minimal Flex application.

Concepts Covered:

- Core Framework

Platform: Flex 3



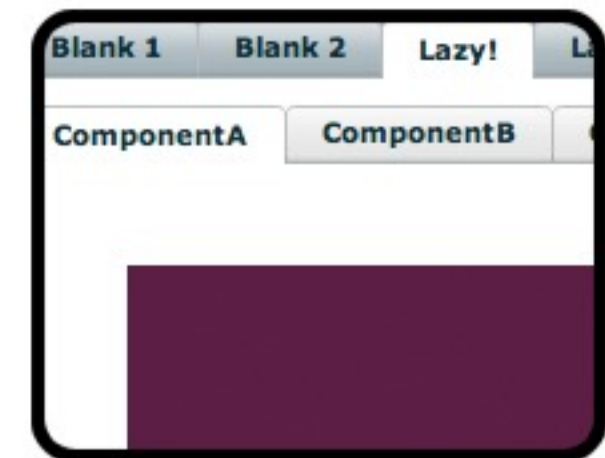
Hello Flash

This example demonstrates a minimal Flash/AS3 application.

Concepts Covered:

- CoreFramework

Platform: Flash/AS3



Lazy Stack

This example demonstrates deferred instantiation in a Flex application.

Concepts Covered:

- Core Framework
- Deferred instantiation

Platform: Flex 3



Flickr Image Gallery



Widget Factory



Google Maps

作りたいものは、楽しいところだけ作る。

美しい Web サイトを作りたいのに、システム開発にばかり手間を取られていませんか？

Progression 3 ダウンロード

version 3.1.62 Package

📄 リリースノート

📄 他のダウンロード

twitter

Progression 開発者アカウント

フラムル

FLAML

※ SWF → HTML 変換サービス ※

Flash サイトを
HTML5 に変換！

詳しくはココをクリック!!

Progression™

有償ライセンスサービススタート

特徴と機能

もっと読む

新機能

Progression 4 に搭載されている数々の新機能をご紹介します。

同梱ライブラリ

Progression 4 に同梱されているライブラリをご紹介します。

システム要件

Progression 4 で開発、または閲覧する際に必要となるマシン環境など。

ショーケース

もっと読む

vima

LOOKBOOK
UPDATES
CONTACT

お知らせ

もっと読む

2011/05/27

[制作事例] vima

2011/05/23

[制作事例] わいずみ！

2011/05/18

[制作事例] マイフォトキャンバス

2011/05/13

[制作事例] Hacienda del cielo



GAIA

FRAMEWORK FOR ADOBE FLASH

Welcome, **Guest**. Please login or register.
Did you miss your activation email?

May 29, 2012 04:48:24 AM

Search...

Home

Forum

Documentation

Search

Help

Login

Register

Gallery



Toshiba Tablet



Mercedes-Benz AMG



Keith Urban



Midtown Miami

Download Gaia

Version 3.2.6 - Release Date 04.12.2011

Gaia 3.2.6 switches to using Greensock's swc, Pages class now uses ids not titles, you can now exit a project without saving, cleans up the AS3 code via FDT, fixes a bug where site-wide ApplicationDomain wasn't working, Demonstrator Debugger native support has been removed, and Gaia is now under MIT License. 3.2.6 also fixes the errors thrown about DemonstratorDebugger, and with GaiaSWFAddress.as



What is the Gaia Framework for Adobe Flash?

Speed Up Your Workflow

Gaia is an open-source front-end Flash Framework for AS3 and AS2 designed to dramatically reduce development time.

With Gaia's revolutionary scaffolding engine, you can build a fully functional Flash site in less than 10 minutes without writing a single line of Actionscript!

Code Less, Do More

Gaia is packed with features and provides a simple way to do all the things you do on every Flash site including:

- Navigation
- Transitions
- Preloading

Learn Gaia

[English](#)

[Deutsch](#)

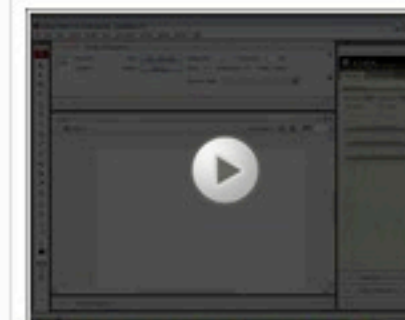
[Español](#)

[Italiano](#)

[Português](#)

[日本語](#)

Watch the Demo



Steven Sacks, author of Gaia, provides an in-depth introduction to the Gaia Framework.

Who's Online

13 Guests, 0 Users

Recent Posts

[New version \(for steven ...](#)
by [rschalch](#) [May 26, 2012, 07:39:29 AM]

三、生態圈，台灣



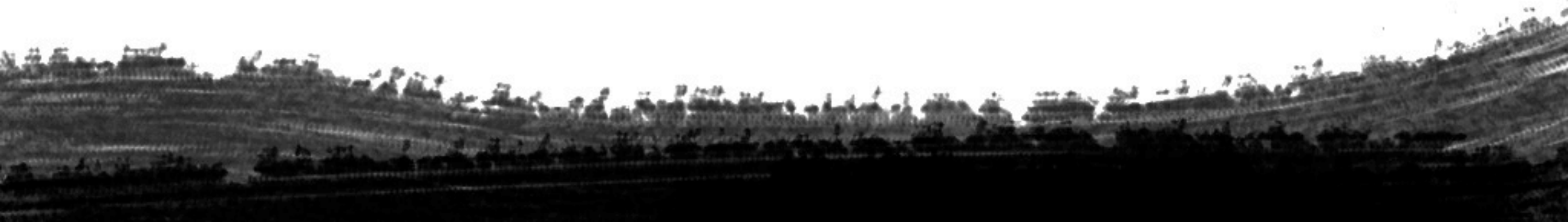
訓練



速成



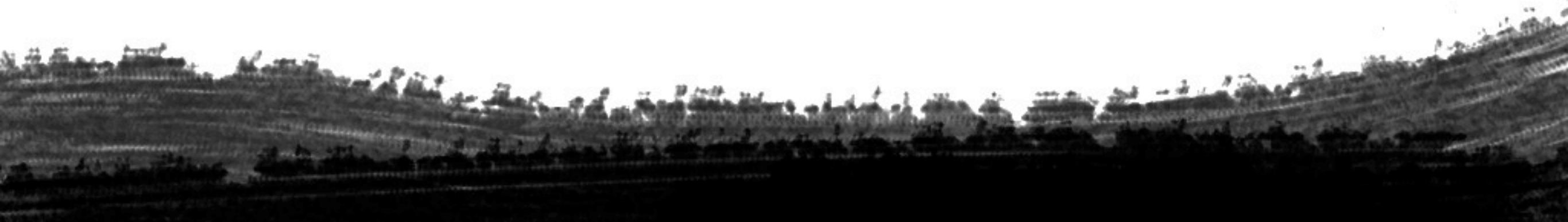
責任歸屬



互相推諉



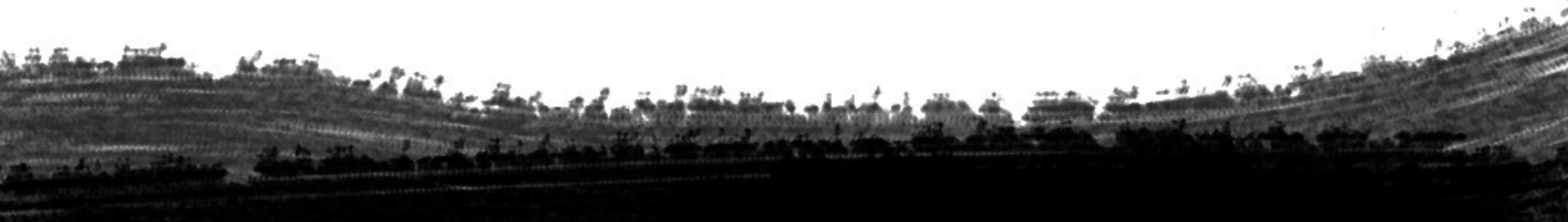
共通語言



開發環境



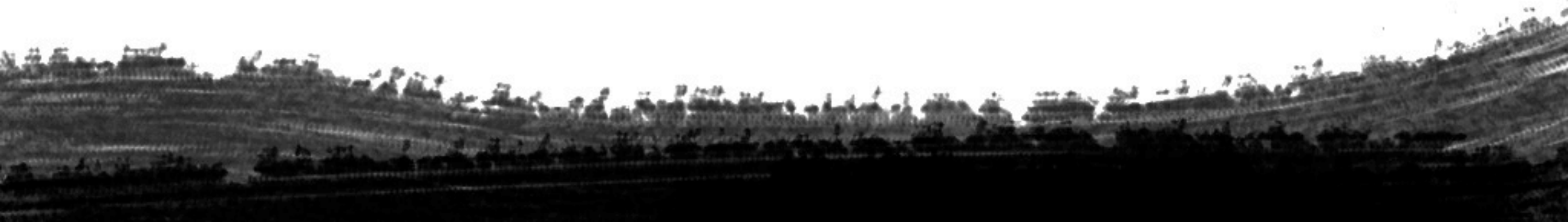
同業



社群



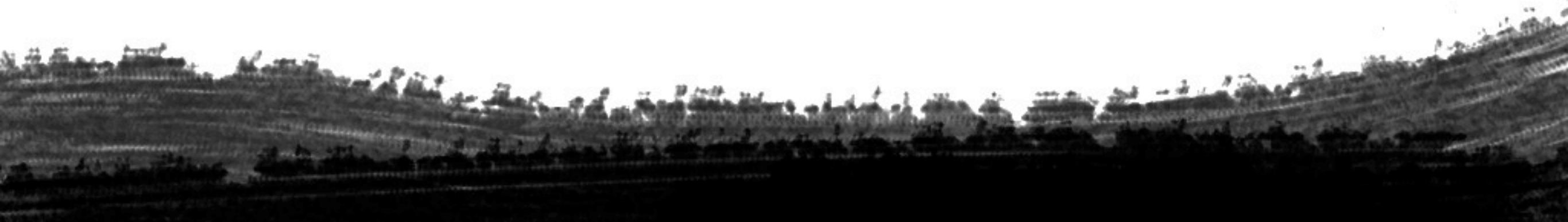
活力不再



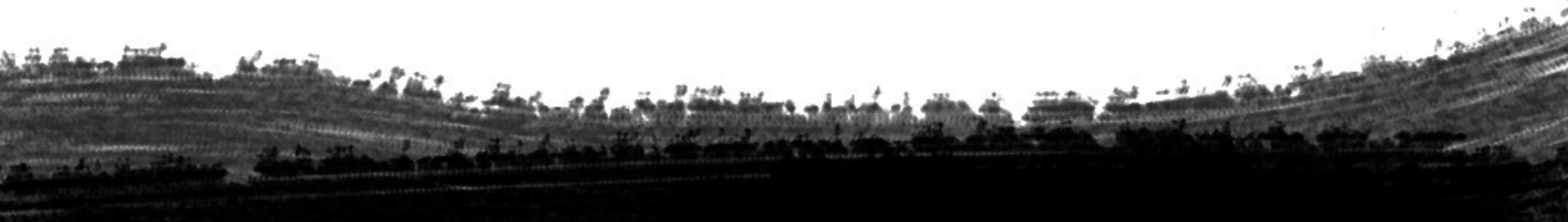
商業



在商言商



不滿



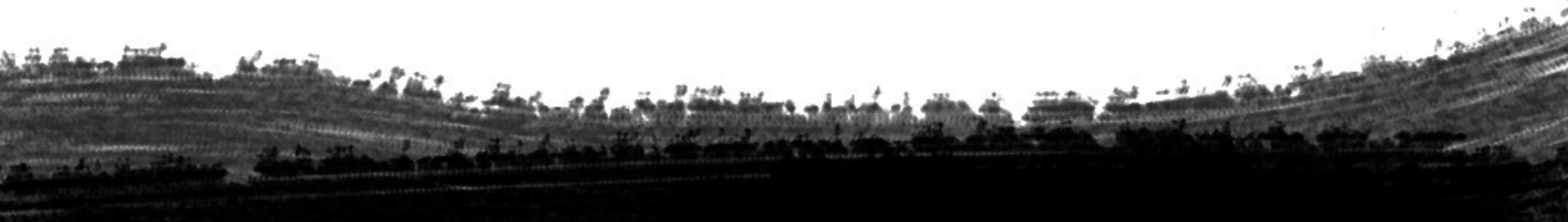
同樂會







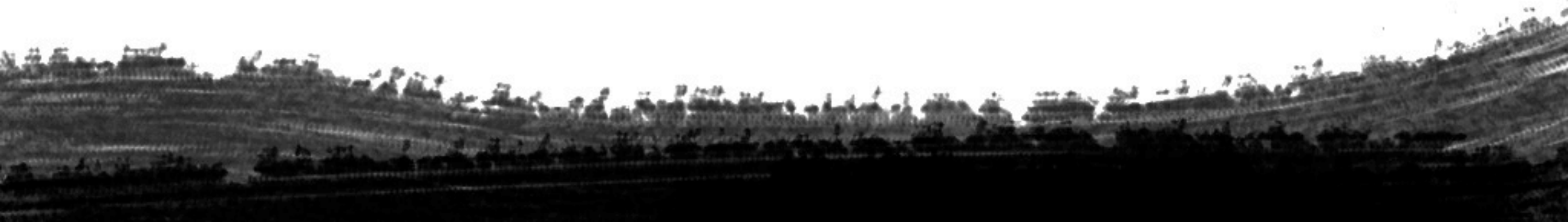
牛刀小試



自立自強



精武強身



人人有怪打



第2次AS讀書會 2011/3/8

1 張新/阿	21 林在叔	41 彭有常
2 李金成	22 陳重佑	42 吳漢鵬
3 陳東連	23 李詩晴	43 宋老信
4 郭昭良	24 許冠雄	44 李紹銘
5 游高燕	25 吳永光	45 如林
6 黃山	26 鄭新博	46 王恩惠
7 郭永強	27 羅光權	47 林正
8 張智翔	28 潘雲衣	48 洪松恒
9 林堯融	29 張庭宇	49 劉詠昌
10 呂素書	30 蕭文毅	50 maxine
11 王杰霖	31 Walter	51 丁德安
12 羅	32 何漢瑋	52 何錦海
13 李銘	33 謝朝欽	53 Co feel
14 李	34 劉育元	54 阿拉丁
15 楊	35 楊	55 黃仕仕
16 Eta	36 郭	56 郭
17 陳耀吉	37 林有春	57 林有春
18 林宇卿	38 陳	58 陳
19 林宇卿	39 陳	59 陳
20 林宇卿	40 陳	60 陳

第2次AS讀書會 2011/3/8

61 李詩漫	81 李詩漫	101 傅長傑
62 李詩漫	82 李詩漫	102 傅長傑
63 吳偉業	83 郭世	103 馬
64 吳志霖	84 李中佑	104 郭
65 郭志偉	85 黃樹	105 Ticora
66 李一羽	86 劉恩輝	106 Dawo
67 陳長琰	87 陳俊軒	107 戴冠達
68 葉浩名	88 胡忠時	108 阿華
69 吳文嘉	89 張銘吉	109 aster
70 何志邦	90 黃	110 王
71 朱偉峰	91 黃	111
72 黃錦州	92 Bora	112
73 魏伊雅	93 蔡國云	113
74 何	94 張志輝	114
75 陳	95 鍾	115
76 吳	96 王	116
77 羅	97 楊	117
78 唐	98 陳	118
79 楊	99 陳	119
80 林	100 王	120



Broadcast Live

3 people in your Crowd

Go Ad-Free



What are you broadcasting?

Latest: 4/18(星期一)晚上七點, 將會由Maso及Etrex為
大家帶來精彩的...
to everyone 5 days ago



Update

[Social Stream](#) [Pop out chat](#)

thetstudygroup

Get Higher Quality

No. of Viewers: 6 / 0

USTREAMTV



Info

Recording

A recording has been started.

Recording videos with Ustream is easy. The recording timer on the stream monitor shows you how long you have been recording. You may stop recording anytime by clicking the Stop Recording button. When you stop recording the system will save your video and you can decide how to name it, what the description and tags should be and who can access your recording.

STOP BROADCAST

STOP RECORD

☒ Local Monitor

☐ Server Monitor

☐ Disable Monitor

☒ Video Broadcast

☒ Audio Broadcast

VU meter

Volume

Video Source

Audio Source

Microsoft® LifeCam HD-5

內建麥克風

Video Quality

Audio Quality

Advanced Settings

Audience Tools

Poll

Text & Videos

Send Twitter

Help



American Red Cross

Join Us

Help Survivors of the Japan Earthquake and Pacific Tsunami



Adobe® Flash® Player 11 (11,0,0,604) (Incubator build)

CoffeeScript

arianboy

IOS

常用

系統

遊戲

技術資料

通知 ()

高見龍 AS讀書會 轉播準備中

Even says RT readability: Friendly

18:41 18:40

所有訊息

我發表的訊息

私人訊息

統計

朋友

關於 PureMVC Command 的 那點事

Eric Lin
<http://about.me/ericlin>

glor
RICKS



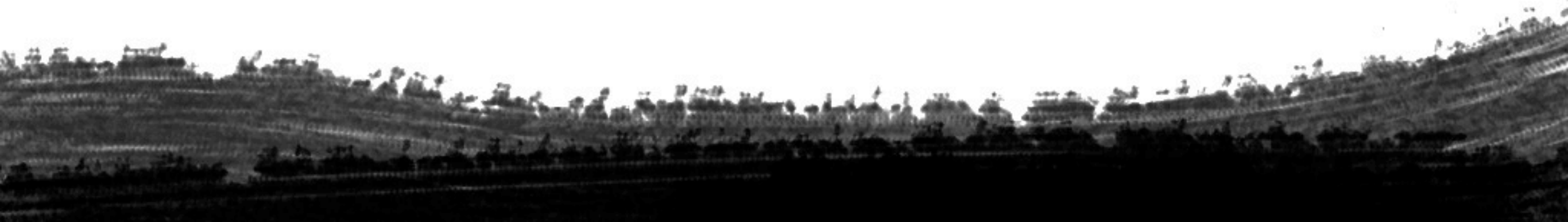


第六回 + #eh PTT Flash版聚?

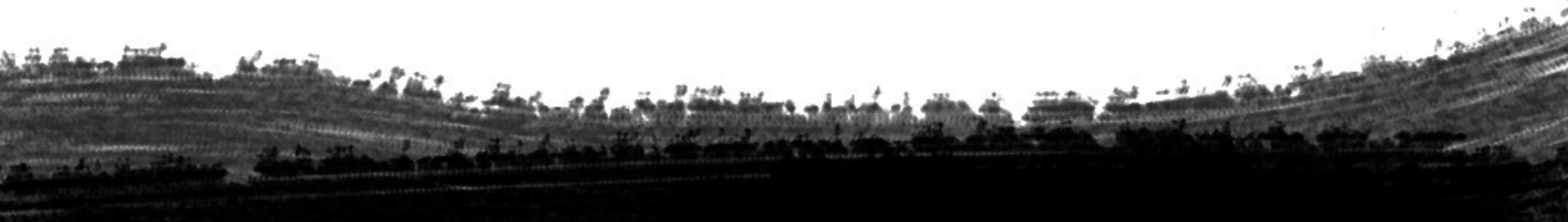
樂在其中



四、經驗值



自學



挫折



ADVANCED
進階練功坊
2AU023

AWS 雲端企業實戰

天下
電腦

26

典藏約羅



第二版

Petl 程式

Programming Petl

Macromedia

Flash 2

網頁

Macromedia

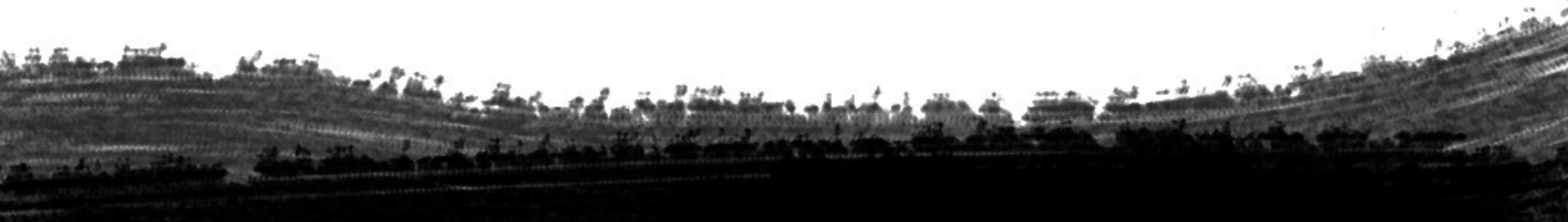
FLASH 4

網頁閃

熱
血



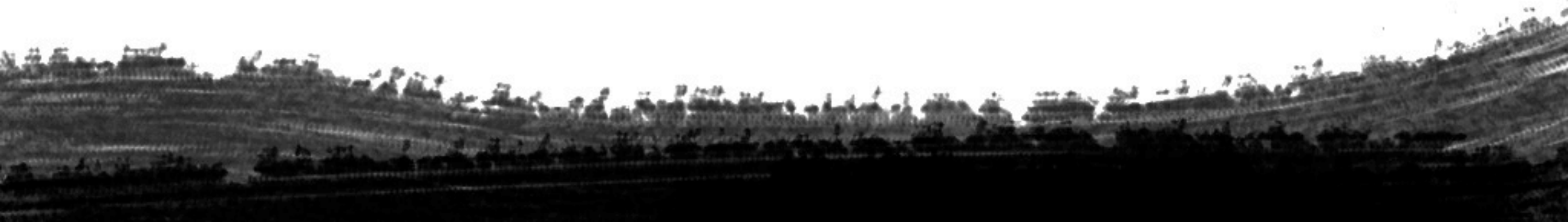
座右銘



蹲馬步



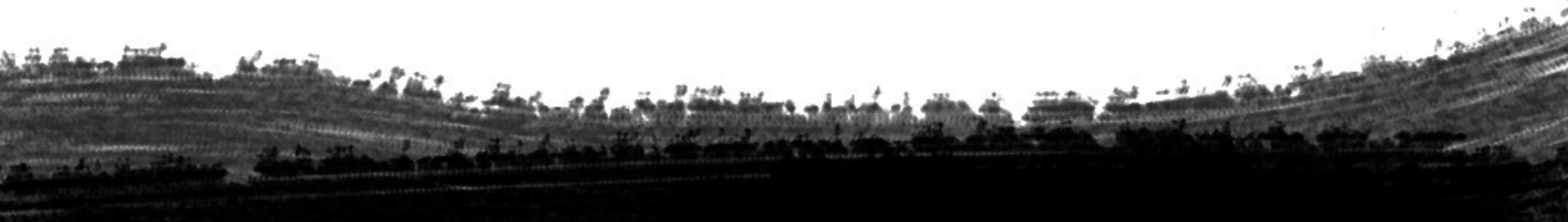
創業



前途、錢途



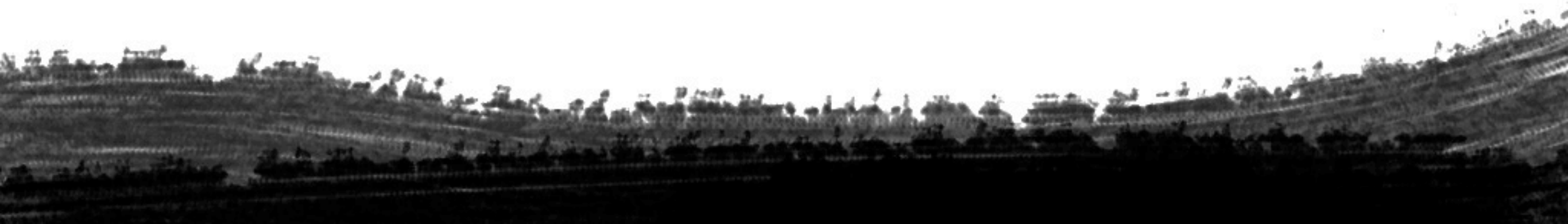
苦其心志



不歸路



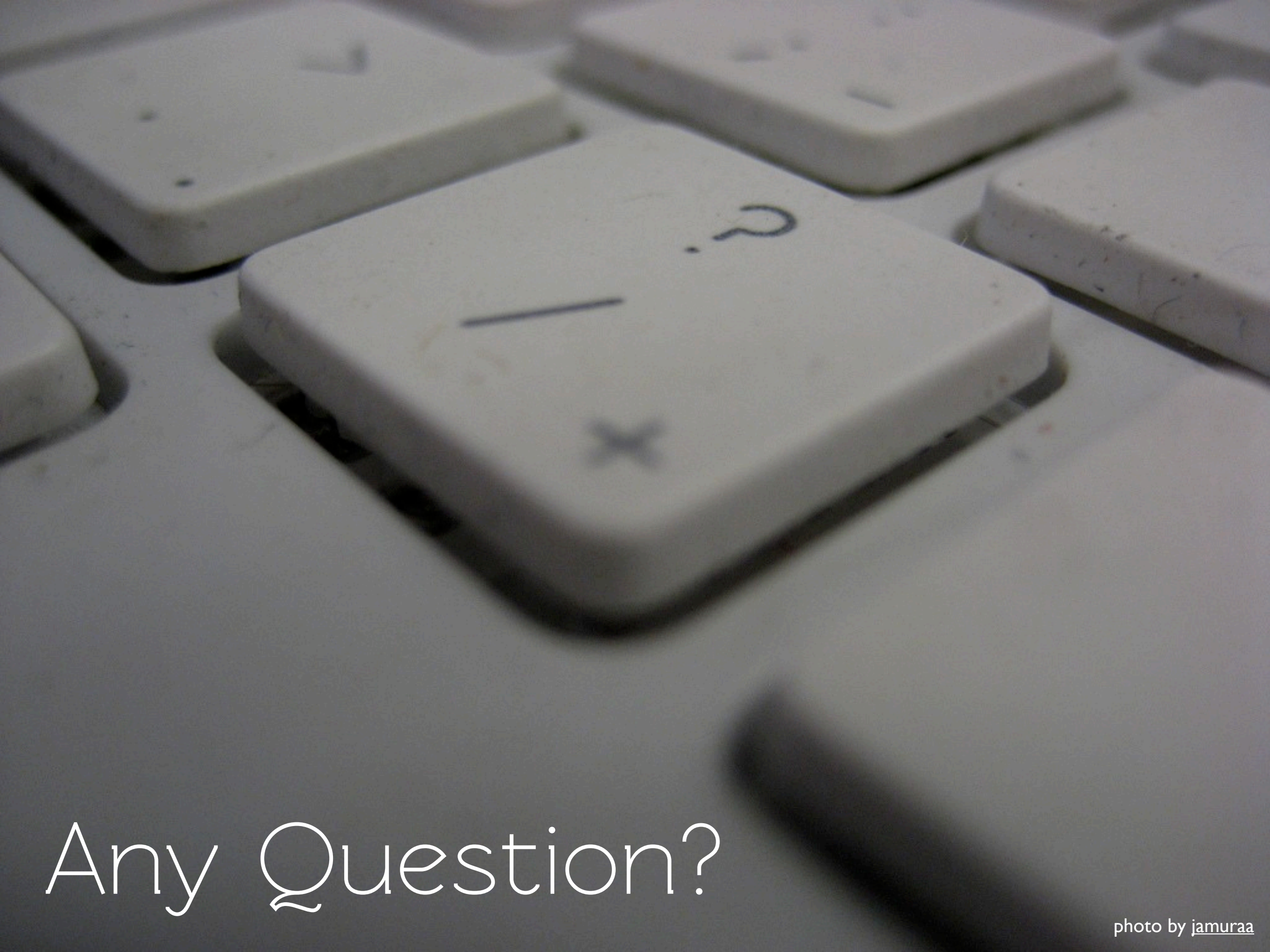
冷暖自知



想像力是你的超能力







Any Question?

Contacts

高見龍

- Website <http://www.eddie.com.tw>
- Blog <http://blog.eddie.com.tw>
- Plurk <http://www.plurk.com/aquarianboy>
- Facebook <http://www.facebook.com/eddiekao>
- Google Plus <http://www.eddie.com.tw/+>
- Twitter <https://twitter.com/#!/eddiekao>
- Email eddie@digik.com.tw
- Mobile +886-928-617-687



高思數位網路有限公司
Kao's Digital Network Ltd.
電話: 8891-2589 www.digik.com.tw
地址: 台北市信義區松山街248巷26號
傳真: (02) 8687-3118