Technical Assistance for Lab 1b.

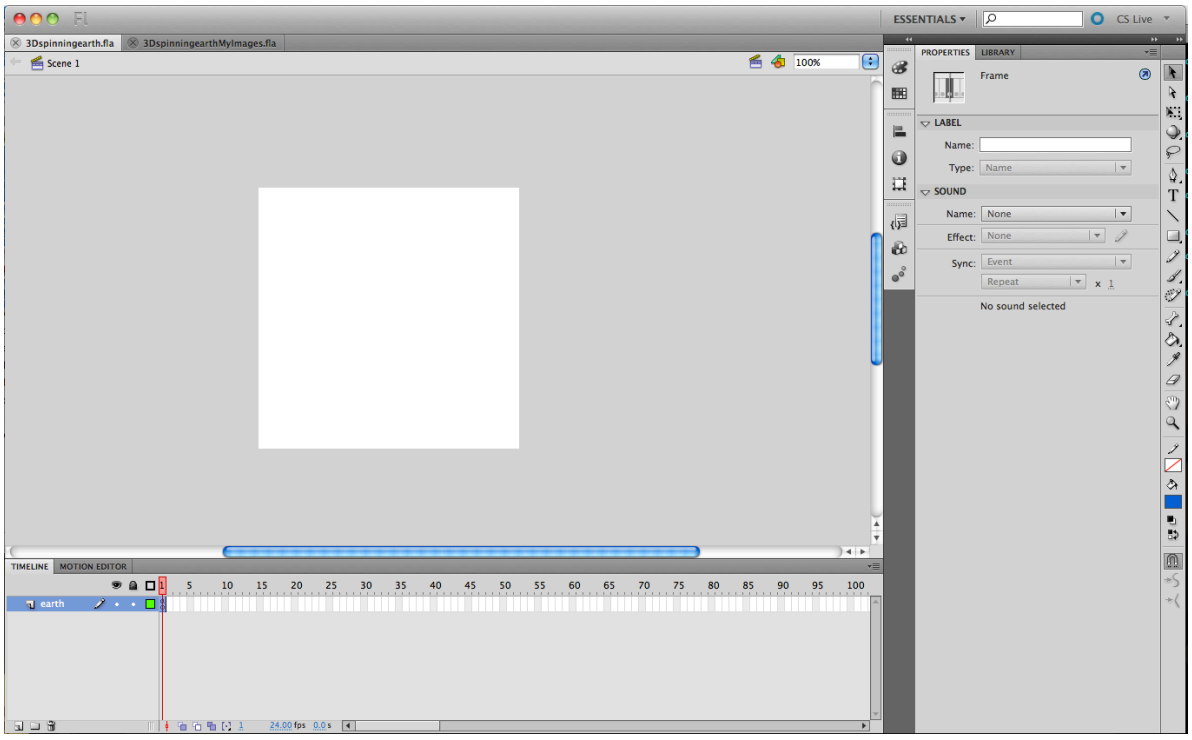
These are corrections and instructions to Lab 1b that I discussed with Dr. Hsu after class on Friday. A word of warning: I wrote this on OS X using Snow Leopard. This should work for windows as well.

Downloading Flash and the correct source file.

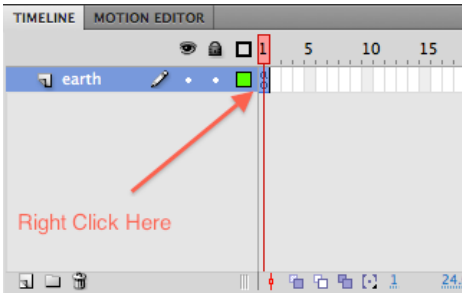
- Download Flash CS5 from adobe and run the installer. This is fairly standard. The trial is good for 30 days (more than enough for the lab.)
- Download 3DSpinningEarth.fla.

Step 2) Finding ActionScript in Flash CS5.

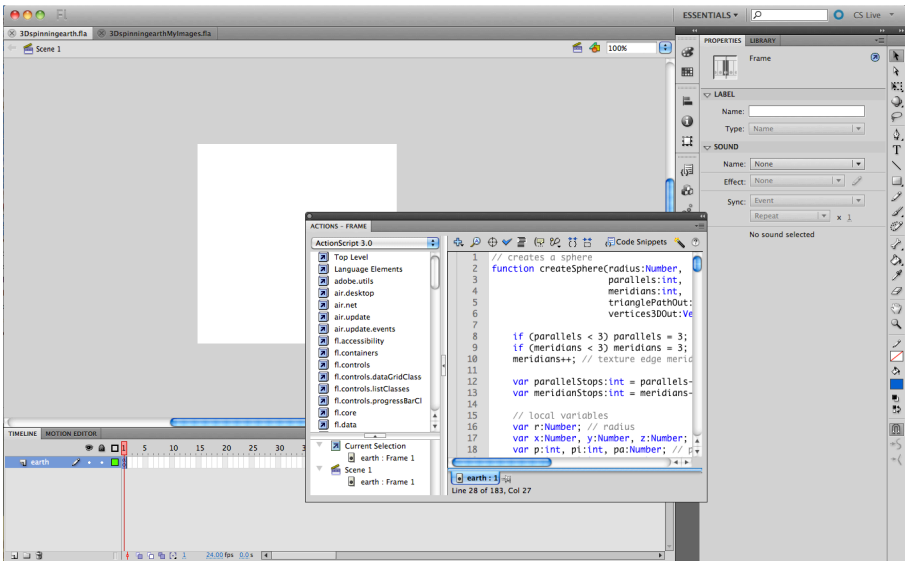
On first opening 3DSpinningEarth.fla, you will be presented with the following View:



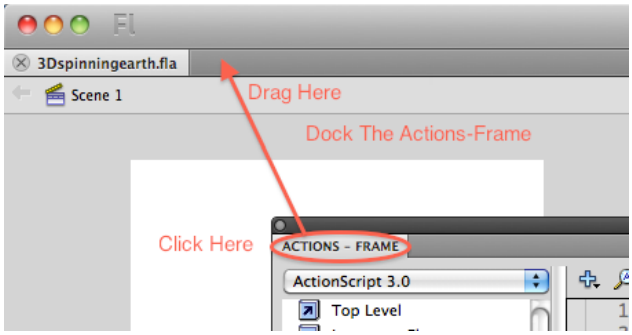
To show the ActionScript source code right click on the first frame in the time line to bring up the context menu.

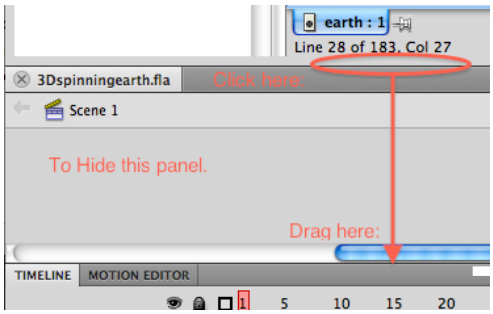


This will pull up a window that that you can dock with the main flash window that looks like this:

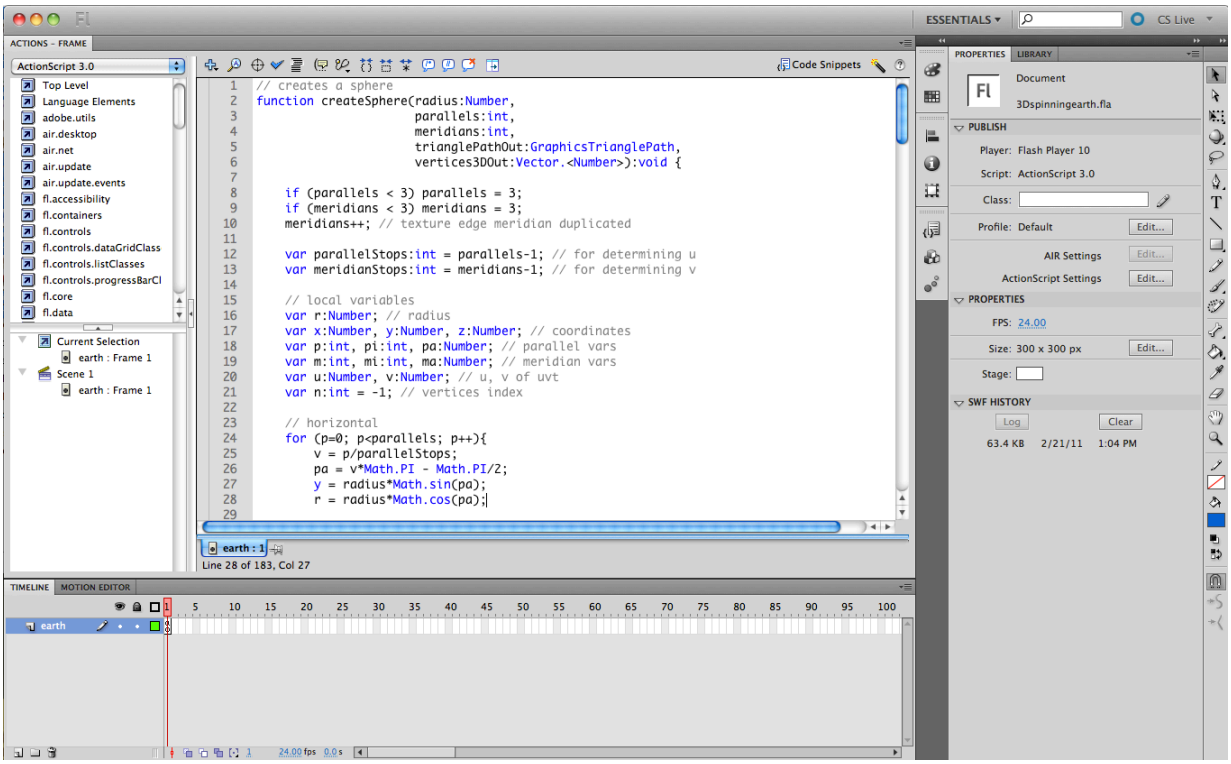


As the image indicates this window is dock-able. Once the window is docked you can hide the center panel. As Illustrated below:



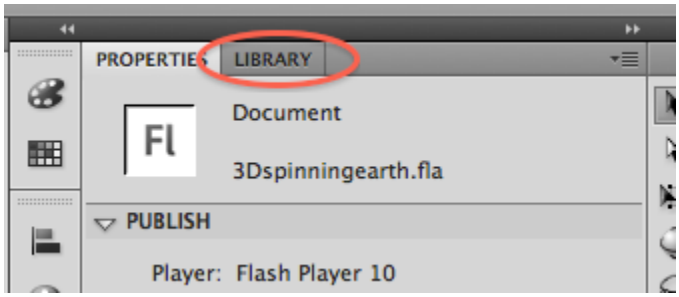


You should now have a window that looks something like this:



Step 3) Finding where the texture Stored.

Fla files have a built in resource library that can be access programmatically by an assigned label. To access it, click the library tab.



The library panel looks like this (note I have selected the 'Erf.png' Resource).

The 'Linkage' column is the name used to access the Resource through ActionScript. (see line 94 in the action script for how this works).

Adding a new image is as simple as draging and dropping the image into this panel and changing the 'Linkage' field. You can then change line 94 to refer to your image.

Getting a transparent world map to replace the image with:

I have uploaded the image I used to my drop box account. It can be downloaded here. Dr. Hsu doesn't mind if you use this image.

Creating the image:

I created this image by using the 1000px rendering of and svg formatted map on wikipedia: http://en.wikipedia.org/wiki/File:BlankMap-World6-Equirectangular.svg

To get to the final product I used the gimp's  "Select By Color" tool to select all the white pixels and delete them from the png. I then cropped the image to include only the map without a boarder. This image looks best on the globe.