WHAT'S NEW WITH...
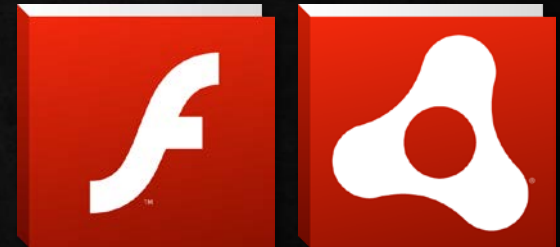## FLASH PLAYER 11.2 & ADOBE AIR 3.2

Joseph Labrecque
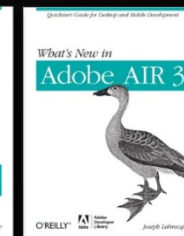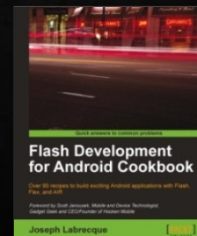
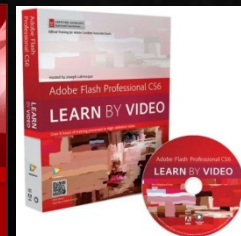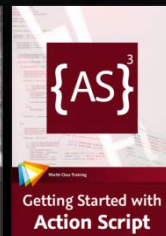# Joseph Labrecque, MA

University of Denver - OTL
Senior Interactive Software Engineer
Adjunct Faculty

Fractured Vision Media, LLC
Proprietor

Twitter: @JosephLabrecque
Web: http://josephlabrecque.com/

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Joseph Labrecque [PACKT]
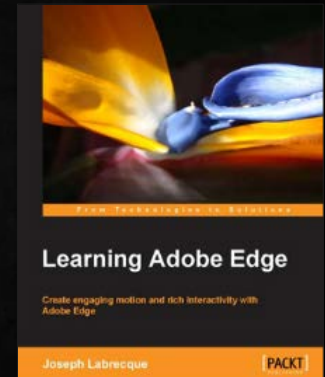
Adobe FLASH

Flash is EVERYWHERE!

- Desktop browsers via Flash Player!
- Windows, Mac, & Linux via AIR!
- Android browsers via Flash Player!
- Android apps via AIR!
- iOS apps via AIR!
- QNX browsers via Flash Player!
- QNX apps via AIR!

What the hell happened?!?

Thoughts on Flash

Apple has a long relationship with Adobe. In fact, we met Adobe's founders when they were in their proverbial garage. Apple was their first big customer, adopting their Postscript language for our new Laserwriter printer. Apple invested in Adobe and owned around 20% of the company for many years. The two companies worked closely together to pioneer desktop publishing and there were many good times. Since that golden era, the companies have grown apart. Apple went through its near death experience, and Adobe was drawn to the corporate market with their Acrobat products. Today the two companies still work together to serve their joint creative customers – Mac users buy around half of Adobe's Creative Suite products – but beyond that there are few joint interests.

I wanted to jot down some of our thoughts on Adobe's Flash products so that customers and critics may better understand why we do not allow Flash on iPhones, iPods and iPads. Adobe has characterized our decision as being primarily business driven – they say we want to protect our App Store – but in reality it is based on technology issues. Adobe claims

November 9th 2011

Flash to Focus on PC Browsing and Mobile Apps; Adobe to More Aggressively Contribute to HTML5

POSTED BY DANNY WINOKUR

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[Also posted on *Adobe's Conversations Blog*]

Adobe is all about enabling designers and developers to create the most expressive content possible, regardless of platform or technology. For more than a decade, Flash has enabled the richest content to be created and deployed on the web by reaching beyond what browsers could do. It has repeatedly served as a blueprint for standardizing new technologies in HTML. Over the past two years, we've delivered Flash Player for mobile browsers and brought the full expressiveness of the web to many mobile devices.

However, HTML5 is now universally supported on major mobile devices, in some cases exclusively. This makes HTML5 the best solution for creating and deploying content in the browser across mobile platforms. We are excited about this, and will continue our work with key players in the HTML community, including Google, Apple, Microsoft and RIM, to drive HTML5 innovation they can use to advance their mobile browsers.

Our future work with Flash on mobile devices will be focused on enabling Flash developers to package native apps with Adobe AIR for all the major app stores. We will no longer continue to develop Flash Player in the browser to work with new mobile device configurations (chipset, browser, OS version, etc.) following the upcoming release of Flash Player 11.1 for Android and BlackBerry PlayBook. We will of course continue to provide critical bug fixes and

Fallout

@JosephLabrecque
Joseph Labrecque

Just another bad, bad decision. After defending Flash Player on mobile for 2+ years, Adobe sticks a knife in my back. Over it.

Remedy by Example

- Transparency
- Frequency
- Whitepapers
- Roadshows
- Media
- RELEASES

Adobe: "FLASH IS NOT DEAD"

Grant Garrett - @InfluxisGrant

What's new in Flash Player 11

FLASH PLAYER 11

- Cubic Bezier curves
- DisplayObjectContainer.removeChildren()
- MovieClip.isPlaying
- Enhanced High-Resolution Bitmap Support
- Asynchronous Bitmap Decoding
- JPEG-XR Support
- Stage3D

FLASH PLAYER 11

- H.264/AVC Software Encoding for Cameras
- G.711 Audio Compression for Telephony
- Native JSON (JavaScript Object Notation) Support
- Socket Progress Events
- Native 64-bit Support
- High-Efficiency SWF Compression Support
- Garbage Collection Advice

FLASH PLAYER 11

- Protected HTTP Dynamic Streaming and Flash Access Content Protection Support for Mobile
- Secure Random Number Generator
- Secure Sockets Support

FLASH PLAYER 11

Examples:

https://apps.facebook.com/angrybirds/

http://www.unrealengine.com/flash/

http://www.waste-creative.com/games/invaders/

http://adamcousins.com/flashposts/globe/index.html

http://www.deadcoats.com/

http://nothingsgonnastopmenow.com/

What's new in Adobe AIR 3

ADOBE AIR 3

- Cubic Bezier curves
- DisplayObjectContainer.removeChildren()
- MovieClip.isPlaying
- Enhanced High-Resolution Bitmap Support
- JPEG-XR Support
- Stage3D
- StageText Native Text Input UI (Mobile)
- StageVideo Hardware Acceleration (Mobile)

ADOBE AIR 3

- H.264/AVC Software Encoding for Cameras
- G.711 Audio Compression for Telephony
- Camera Position API (Mobile)
- Device Speaker Control (Mobile)
- Background Audio Playback Support on iOS (Mobile)
- Native JSON (JavaScript Object Notation) Support
- Socket Progress Events

ADOBE AIR 3

- ActionScript Native Extensions
- Captive Runtime Support
- Android Color Depth Setting (Mobile)
- Garbage Collection Advice
- Encrypted Local Storage (Mobile)
- Protected HTTP Dynamic Streaming and Flash Access Content Protection Support for Mobile
- Secure Random Number Generator

ADOBE AIR 3

Examples:

http://gaming.adobe.com/

What's new in Flash Player 11.1

FLASH PLAYER 11.1

- Security enhancements
- Enables Flash Player with Android 4.0 (ICS)
- Final version of Flash Player for mobile browsers

What's new in Adobe AIR 3.1

ADOBE AIR 3.1

- Security enhancements
- Updated Native Extensions for iOS 5
- Updated Native text input UI for Android

What's new in Flash Player 11.2

FLASH PLAYER 11.2

- Drivers gating for hardware acceleration relaxed to 2008
- ThrottleEvent.THROTTLE
- Mouse Lock + Relative Mouse Coordinates
- Right Click + Middle Click Events
- Multithreaded video decoding (Windows, Mac OS, and Linux)
- Flash Player background updates (Windows)

What's new in Adobe AIR 3.2

ADOBE AIR 3.2

- Drivers gating for hardware acceleration relaxed to 2008
- ThrottleEvent.THROTTLE
- Mouse Lock + Relative Mouse Coordinates
- Right Click + Middle Click Events
- Multithreaded video decoding (Windows, Mac OS)

What's coming in Flash Player 11.3 "Cyril"

FLASH PLAYER 11.3

- Full screen keyboard input
- Frame label events
- MouseEvent.RELEASE_OUTSIDE
- ApplicationDomain.getQualifiedDefinitionNames()
- Drivers gating hardware acceleration relaxed to 2006
- New driverInfo details
- Low latency audio support for streaming audio through NetStream

FLASH PLAYER 11.3

- BitmapData.drawWithQuality
- BitmapData.encode()
- Protected Mode for Firefox
- Flash Player background updates (Mac OS)
- Low latency audio support
- Texture Streaming for Stage3D

What's coming in Adobe AIR 3.3

ADOBE AIR 3.3

- Frame label events
- MouseEvent.RELEASE_OUTSIDE
- ApplicationDomain.getQualifiedDefinitionNames()
- Drivers gating hardware acceleration relaxed to 2006
- New driverInfo details
- Low latency audio support for streaming audio through NetStream
- Improved Mac App Store Support

ADOBE AIR 3.3

- BitmapData.drawWithQuality
- BitmapData.encode()
- Low latency audio support
- Texture Streaming for Stage3D
- USB debugging for iOS
- Enhanced Background behavior for iOS
- Stylus support for Android 4.0 (ICS)
- Simulator Support (Mac)
- Aspect Ratio Enhancements

What's new in "the future"

"Dolores"

- ActionScript workers (THREADS!)
- Support for advanced profiling
- Support for more hardware-accelerated video cards (from 2005/2006) in order to expand availability of hardware accelerated content
- Improved ActionScript performance when targeting iOS
- Performance index API to inform about performance capabilities of current environment

FLASH RUNTIMES FUTURE

Modernization of the core runtime code and the ActionScript language.

- ActionScript "Next"
- Flash Player / AIR "Next"

http://adobe.com/devnet/flashplatform/whitepapers

What about tooling support?

Flash Professional CS6+

- Support for Flash Player 11.2 and AIR 3.2 with ability to easily add new versions of AIR SDK.

- Direct mode integration

- Captive runtime support

- ActionScript Native Extensions

FLASH BUILDER... 4.7... 5?

- Design view removed
- Flash Catalyst support removed
- Data wizards removed
- Focus on ActionScript likely

- We don't know much else...

More resources!

FREE BOOKS

What's New in Flash Player 11

Quickstart Guide for Browser-Based Experiences

http://shop.oreilly.com/product/0636920021698.do

What's New in Adobe AIR 3

Quickstart Guide for Desktop and Mobile Development

http://shop.oreilly.com/product/0636920021681.do

VIDEO TRAINING

Adobe Flash Professional CS6:

Learn by Video

Core Training in Rich Media Communication

http://www.peachpit.com/promotions/promotion.aspx?promo=138850

Adobe Flash Professional CS6:

New Features Workshop

Learn What's New and How It Affects You

http://www.video2brain.com/en/courses/adobe-flash-professional-cs6-new-features-workshop

Thank you.

@JosephLabrecque