

Macromedia Flash 8 Manual

Flash 8: The Missing Manual"O'Reilly Media, Inc."

Macromedia FreeHand MX: Training from the Source is a thorough ground-up text that is part of the popular series from Macromedia Press. Macromedia FreeHand MX leads you step-by-step through the program's most important new features as you work through several, practical graphic design projects that reflect real-world problems, solutions, and practices. With Macromedia FreeHand MX: Training from the Source you'll learn how to use the program's robust tools to create a logo and then create a corporate identity package all in one document, organize and manage complex illustrations, and even create an animation that will then be used in a Flash animation. The book's project-based tutorial approach allows you to work through the lessons in the book at your own pace, using the practice files on the companion CD-ROM to get started immediately with the program!

The book investigates how, and which, forgiving road environments (FOR) and self-explaining road measures (SER) will contribute to increasing road safety and also increase network efficiency on the road. It presents both the general approach and the methodology for generating the possible FOR and SER measures. The book further discusses the prioritization and the testing methodologies, as well as the designing VMS methodology. The next parts of the book present a few important examples: lane departure warning systems; intelligent speed adaptation systems and perception enhancement studies; designs of European pictorial signs, e.g. for VMS but also examples of designs of European road wordings; and finally how personalization can take place of VMS signs and wordings for the individual driver. The last part shows the final evaluation of FOR and SER, and detailed Multiple Criterion Analysis and Cost Benefit Analyses are performed on a number of FOR and SER measures. This results in the development of a set of guidelines, conclusions and recommendations for the future. Components are "packaged" pieces of the Flash user interface, data integration tools, and media player that form the building blocks for building rich internet applications. They encapsulate complex functionality to make Flash development easier and more efficient, by letting developers reuse, share, and customize code. This book describes how to work with components and their supporting classes. In Using ActionScript Components with Macromedia Flash 8, learn how to:

- Set component properties and parameters
- Write functions to handle component "events," such as clicking, loading, and rollovers
- Customize component appearance
- Create your own components and distribute them to other developers and designers
- Use supporting classes for managing component depth and focus, or to customize data, styles, transition effects, and Web services

Includes the following books in the Macromedia online documentation:

- Using Components
- Components Language Reference

Powerful development and design tools require thorough and authoritative technical advice and documentation. When it comes to Macromedia Flash, no one is more authoritative than Macromedia Development and writing teams. Now their official documentation is available to you in printed book form. As you work, keep this guide by your side for ready access to valuable information on using Flash. We've designed it so that it's easy to annotate as you progress.

Andrew Rapo and Alex Michael explain all the important programming concepts from a designer's point of view, making them completely accessible to non-programmers. Completely revised and rewritten this second edition will help you develop professional ActionScript 2 applications, and communicate knowledgably about current, Object Oriented ActionScript 2 techniques. Divided into four sections to take you from novice to professional results:

- * Flash Fundamentals: Introduces the Flash authoring environment and basic core Flash concepts.
- * ActionScript 2 Fundamentals: Explains basic programming concepts and terminology, and shows how ActionScript 2 classes are constructed and used.
- * Built-in Classes: Describes the built-in ActionScript classes that are available for use in applications, including the MovieClip class, Key class, Sound class, etc.
- * Using ActionScript to Build a Game: Describes the development process for creating a complex Flash application and presents commercial-quality game coding examples.

Macromedia's Flash 8 is the world's premier program for adding animation to websites. And with the latest version, this popular program becomes more versatile, letting beginning webmasters and expert developers alike create sophisticated web content. But Flash isn't intuitive. And it doesn't come with a manual. Whether you want to learn the basics or unleash the program's true power, Flash 8: The Missing Manual is the ideal instructor. This hands-on guide to today's hottest web design tool is aimed at nondevelopers, and it teaches you how to translate your ideas into great web content. It begins with a solid primer on animation, which helps you get comfortable with the Flash interface. Once you have these basics under your belt, Flash 8: The Missing Manual moves on to advanced animations, including adding special effects and audio, video, and interactivity to your presentations. When you're really feeling steady, the book shows how to use a dollop of ActionScript to customize your content. It then teaches you how to publish your Flash creations for web surfers everywhere to enjoy. Along the way, the book shows you good design principles and helps you avoid elements that can distract or annoy an audience. Author Emily Vander Veer has more than a dozen books to her credit, including titles on web design and scripting--most written for non-technical readers. Her background makes her the perfect author for a straightforward book on a complex subject. She takes Flash 8: The Missing Manual from the basics to the advanced, yet avoids a hasty jump into tough topics that can leave readers confused. Not only will Flash 8: The Missing Manual help you turn a concept into unique, dynamic content, but it will continue to serve as a reference as you develop your website.

Unlock the power of Flash and bring gorgeous animations to life onscreen. It's easy with Flash CS4: The Missing Manual. You'll start creating animations in the first chapter, and will learn to produce effective, well-planned visuals that get your message across. This entertaining new edition includes a complete primer on animation, a guided tour of the program's tools, lots of new illustrations, and more details on working with video. Beginners will learn to use the software in no time, and experienced Flash designers will improve their skills. Expanded and revised to cover the new version of Flash, every chapter in this book provides step-by-step tutorials to help you: Learn to draw objects, animate them, and integrate your own audio and video files Add interactivity, use special effects, learn morphing, and much more Check your work with the book's online example files and completed animations Discover new Flash toolkits and features such as Frameless Animation Use every timesaving aspect of Flash CS4, such as Library objects and Symbols Learn how to automate your drawings and animations with ActionScript 3.0 With this book, absolutely no programming is necessary to get started with Flash CS4. Flash CS4: The Missing Manual explains in jargon-free English exactly what you need to know to use Flash effectively, while avoiding common pitfalls, right from the start. If you need to get to grips fast with creating interactive graphics and animation in Flash - then look no further! Whether you are a new user or a professional, this highly visual book is all you need to get up and running with the latest powerful upgrade - Macromedia Flash 8. Birgitta Hosea breaks down the software into its main components and offers simple, visual step-by-step instructions to explain the fundamental practical techniques you need to create finished projects. The accessible style and structure lets you dip in and out when working on a project, or work straight through to explore more of the program's capabilities and develop your skills. Written by a designer for designers The Focal Easy Guide to Macromedia Flash 8 offers a thorough coverage of the basic features of Flash, without going into in-depth coding with ActionScript. Birgitta Hosea is a motion graphics artist and Course Director of the London Animation Studio at Central Saint Martins College of Art and Design. Her experience ranges from designing moving branding to art directing pop promos and short films. A Volume in The Focal Easy Guide Series. The Focal Easy Guide series: . Starting working with new software immediately regardless of your level . Achieve professional results, learn practical skills from industry experts . Focused, user-friendly coverage of the key tools you need to know You can build everything from simple animations to full-fledged iPhone, iPad, and Android apps with Flash CS6, but learning this complex program can be difficult—unless you have this fully updated, bestselling guide. Learn how to create gorgeous Flash effects even if you have no programming experience. With Flash CS6: The Missing Manual, you'll move from the basics to power-user

tools with ease. The important stuff you need to know: Learn animation basics. Turn simple ideas into stunning animations—in the very first chapter. Master Flash's tools. Learn the animation and effects tools with clear explanations and hands-on examples. Use 3D effects. Rotate objects and make them move in three dimensions. Create lifelike motion. Use the IK Bones tool to simulate realistic body movements and other linked motions. Build apps that work anywhere. Create apps just for iOS or Android devices—or one app that works on mobile devices and desktops. Add multimedia. Incorporate your own audio and video files into Flash. Create rich interactive animations. Dive into advanced interactivity with easy-to-learn ActionScript examples. Design and develop high-performance, reusable, and maintainable applications using traditional and modern Julia patterns with this comprehensive guide Key Features Explore useful design patterns along with object-oriented programming in Julia 1.0 Implement macros and metaprogramming techniques to make your code faster, concise, and efficient Develop the skills necessary to implement design patterns for creating robust and maintainable applications Book Description Design patterns are fundamental techniques for developing reusable and maintainable code. They provide a set of proven solutions that allow developers to solve problems in software development quickly. This book will demonstrate how to leverage design patterns with real-world applications. Starting with an overview of design patterns and best practices in application design, you'll learn about some of the most fundamental Julia features such as modules, data types, functions/interfaces, and metaprogramming. You'll then get to grips with the modern Julia design patterns for building large-scale applications with a focus on performance, reusability, robustness, and maintainability. The book also covers anti-patterns and how to avoid common mistakes and pitfalls in development. You'll see how traditional object-oriented patterns can be implemented differently and more effectively in Julia. Finally, you'll explore various use cases and examples, such as how expert Julia developers use design patterns in their open source packages. By the end of this Julia programming book, you'll have learned methods to improve software design, extensibility, and reusability, and be able to use design patterns efficiently to overcome common challenges in software development. What you will learn Master the Julia language features that are key to developing large-scale software applications Discover design patterns to improve overall application architecture and design Develop reusable programs that are modular, extendable, performant, and easy to maintain Weigh up the pros and cons of using different design patterns for use cases Explore methods for transitioning from object-oriented programming to using equivalent or more advanced Julia techniques Who this book is for This book is for beginner to intermediate-level Julia programmers who want to enhance their skills in designing and developing large-scale applications. Showcases the animated special effects program's newest features while demonstrating how to enhance Web pages with animated interactivity.

Provides a variety of lessons on using Macromedia Flash 8, covering such topics as creating a banner, working with layers, creating symbols, making animations, adding text to a document, and using ActionScript.

Whatever your level of experience, The Dance Music Manual is packed with sound advice, techniques and practical examples to help you achieve professional results. Written by a professional producer and remixer, the book is organised into three accessible sections: Technology and theory If you're relatively new to the technology and theory behind today's dance music, Rick Snoman discusses the basics of MIDI, synthesis and sampling, as well as music theory, effects, compression, microphone techniques and sound design. Dance genres This section covers techniques for producing different musical styles, including Trance, Trip Hop, Rap and House. Snoman takes a close look at the general programming principles behind drum loops, basses and leads for each genre, in addition to the programming and effects used to create the sounds. Mixing and promotion Snoman guides you through the art of mixing, mastering, remixing, pressing and publishing your latest masterpiece. This includes a look at how record companies operate, copyrighting your material, pressing your own records and the costs involved. Finally, guest contributors offer essential advice on DJ'ing and how to create your own website to promote your music. The CD provides demo tracks showing what can be achieved when applying the advice contained in the book, including examples of the quality difference before and after mixing and mastering. The CD also contains free software demos for you to download. For even more advice and resources, check out the book's official website www.dancemusicproduction.com

A best-selling Flash tutorials, revised to teach the latest version of Macromedia Flash through 24 one-hour lessons.

Part of the Design Professional Series, this text offers complete coverage of basic to intermediate Macromedia Flash MX skills, helping you to create and publish interesting Flash animation.

Discusses topics including creating and modifying graphics, using non-Flash graphics, frame-by-frame animations, interactivity, and adding sound and video.

Bring new life to your graphics and easily create and publish movies, sound files, presentations, interactive web content, and much more with help from this step-by-step guide. How to Do Everything with Flash 8 shows you how to get the most from this tremendously powerful multimedia design tool through easy-to-follow and well-organized bits of information. Fully updated to cover all the new and existing Flash features--including advanced interactivity with ActionScript--this valuable resource will help you discover why Flash is the world's most popular web graphics application.

The ActionScript 2.0 Language Reference for Macromedia Flash 8 is a comprehensive reference manual that describes the application programming interface (API) for Macromedia Flash Player. It includes valuable syntax and usage information; descriptions of classes, functions, properties, and events; and code samples for every element in the ActionScript language.

Written by two of the industry's top Flash gurus, this new edition of the best-selling classic has been revised and enhanced to cover the very latest release of Macromedia Flash, expected in the fall of 2005. It will continue to fill the need for a user-friendly, yet in-depth book that appeals to both the web novice and the accomplished web worker, and will function as their guide to the workings and capabilities of this powerful program. The accompanying CD-ROM includes trial software, add-ons, plug-ins, shareware, templates, and examples. The most recent version of Flash was a skip for many developers due to feature issues. Macromedia has been working to correct the problem and is likely to deliver a highly successful product later this year, raising software and book sales toward previous levels. · An Introduction to Flash Production · Mastering the Flash Environment · Creating Animation · Integrating Media Files with Flash · Adding Basic Interactivity to Flash Movies · Distributing Flash Movies · Approaching ActionScript · Integrating Components and Data-Binding · Expanding Flash

Frustrated by the overwhelming nature of Flash? Want to get up to speed with the program fast so you can concentrate on your animation? Need to solve problems quickly to get work done to time and to budget? Then 'How to Cheat in Flash' is for you! This book is different from the rest because it shows you, step by step, how to work from the problem to the solution when creating Flash animations, from the viewpoint of an animator who has been commissioned to create a job and is working to a deadline. It is

task orientated; every example shows real life commercial work. So, it's not so much a case of 'what does this filter/tool/option do?', as 'this is the task I've been set - how do I achieve it?' The solution may involve a variety of tools and techniques; it may take many steps to complete, or only a few. The free CD-Rom includes all the files you need to put your skills into practice as you read, and much more! It's an accessible (conversational in style), practical book and CD package which also provides artistic inspiration, a goldmine of timesaving practical tips, tricks and step-by-step workthroughs. You will wonder how you survived without it.

Flash Remoting MX lets developers easily integrate rich Macromedia Flash content with applications that are built using Macromedia ColdFusion MX, Microsoft .NET, Java, PHP, or SOAP-based web services. The result is complex client/server applications that more closely resemble desktop applications than traditional web pages. Gone is the click/wait/reload approach of HTML. Your web application uses Flash as the front end while Flash Remoting handles the communication behind the scenes with the application server. All the end user knows is that it's fast and flexible. The potential uses for Flash Remoting are endless. Flash Remoting: The Definitive Guide will help you understand this breakthrough technology and use it to build your own Rich Internet Applications (RIAs). Build applications that connect to a database, file system, or other server-side technologies. Or, use Flash Remoting to create: online stores that feature catalogs and shopping cart systems sound and video clip libraries banner ads with built-in shopping carts, click-through tracking, and site search capabilities new controls that can be used in place of HTML extensions to Flash, Dreamweaver, Fireworks, and more front-ends to databases for administrators The book begins with Flash Remoting basics: setup, installation and an introduction to its underlying concepts. Next, you'll explore the Flash's User Interface components as they relate to Flash Remoting. Then, you'll gain insights into Flash Remoting internals and the Remoting API. The book is rich with examples that you will be able to run on your own system. The next section focuses on the server-side environment that you'll use for your applications. Individual chapters cover Flash Remoting with ColdFusion, Server-Side ActionScript, Java, ASP.NET, and PHP. The last section covers more advanced Flash Remoting techniques, such as calling web services from Flash Remoting, extending objects and UI controls, best practices, and debugging. Plus there is a detailed chapter demonstrating a real-world application. The book concludes with a Flash Remoting API reference. Developers who are looking to create Rich Internet Applications with Flash will find Flash Remoting: The Definitive Guide indispensable.

There's no other book like this, as cookbook-type solutions and deconstructions of advanced techniques are presented by Web professionals. Lowery provides detailed solutions for advanced problems, and combines real-world deconstructions of techniques by acknowledged master designers with step-by-step implementations.

Provides step-by-step instructions to complete a variety of projects using Macromedia Flash 8, covering such topics as video captions, special effects, and portfolios.

You can build everything from simple animations to full-fledged iOS and Android apps with Flash CS5.5, but learning this complex program can be difficult—unless you have this fully updated, bestselling guide. Learn how to create gorgeous Flash effects even if you have no programming experience. With Flash CS5.5: The Missing Manual, you'll move from the basics to power-user tools with ease. Learn animation basics. Discover how to turn simple ideas into stunning animations. Master Flash's tools. Learn the animation and effects tools with clear explanations and hands-on examples. Use 3D effects. Rotate objects and make them move in three dimensions. Create lifelike motion. Use the IK Bones tool to simulate realistic body movements and other linked motions. Build apps for tablets and smartphones. Create the next generation of iPhone, iPad, and Android apps. Add multimedia. Incorporate your own audio and video files into Flash. Create rich interactive animations. Dive into advanced interactivity with easy-to-learn ActionScript examples.

To create Flash applications that sizzle, you have to learn the code. In this comprehensive guide to the latest version of ActionScript, the object-oriented scripting language for Macromedia Flash, you'll get the detailed instruction and step-by-step tutorials you need to write robust code and create sophisticated interactive animations. Work with objects and components, interoperate with JavaScript, create games, and more - it's all here in this informative book for developers, programmers, and designers. Inside, you'll find complete coverage of Flash 8 ActionScript Master the basics of ActionScript expressions, functions, and variables Work with numbers, arrays, and strings Transform your movie clips with colors and filters Program sound and manage video Manage data with Web Services and Flash Remoting Call ActionScript functions from JavaScript Learn scripting for the Flash stand-alone player Bonus Companion Web site! Find code downloads and example files at: www.wiley.com/go/actionscriptbible

Explains how to use the Web authoring program to create and manage Web sites, format text with HTML, and use Cascading Style Sheets, templates, tables, and forms to develop an interactive Web page.

The ActionScript 2.0 Language Reference for Macromedia Flash 8 is a comprehensive reference manual that describes the application programming interface (API) for Macromedia Flash Player, the most pervasive client runtime environment in the world. It includes valuable syntax and usage information; detailed descriptions of classes, functions, properties, and events; and copy-and-paste code samples for every element in the ActionScript language. The ActionScript 2.0 Language Reference for Macromedia Flash 8 will help you: - Learn how to use specific APIs efficiently and effectively - Understand the range and variety of functionality ActionScript offers - Repurpose Macromedia-tested code in your own applications Powerful development and design tools require thorough and authoritative technical advice and documentation. When it comes to Macromedia Flash, no one is more authoritative than Macromedia Development and writing teams. Now their official documentation is available to you in printed book form. As you work, keep this guide by your side for ready access to valuable information on using Flash. We've designed it so that it's easy to annotate as you progress.

Make the Web interactive with your own animations Liven up your Web site with graphics that move, buttons that light up, and more Flash is fun - and this book makes it easy whether you're using a Mac(r) or Windows(r). Fill letters with images, create buttons that glow or change color when you pass your mouse over them, play video and sound files, morph objects into different ones, and do dozens of other things to make your site flashier. Discover how to * Create animated text * Find sample Flash files * Explore links to additional information * Add sound and video * Build great user interfaces * Publish your Flash files

Accompanying CD-ROM contains resources for Macromedia Flash including project files, Flash-related software, royalty-free sounds and web resources.

"Using the Flash IDE to build Flash animations and applications"--Cover.

Flash CS3 is the premier tool for creating web animations and interactive web sites, can be intimidating to learn. This entertaining reference tutorial provides a reader-friendly animation primer and a guided tour of all the program's tools and capabilities. Beginners will learn to use the software in no time, and experienced users will quickly take their skills to the next level. The book gives Flash users of all levels hands-on instructions to help them master: Special effects Morphing Adding audio and video Introducing interactivity And much more With Flash CS3: The Missing Manual you'll be able to turn an idea into a Flash animation, tutorial, or movie. This book will help you create online tutorials, training materials and full-blown presentations. It also teaches design principles throughout and helps you avoid elements that can distract or

annoy an audience. This is the first new release of Flash since Adobe bought Macromedia, which means that it's the first version that will integrate easily with other Adobe products. It's a whole new ballgame when it comes to Flash, and Flash CS3: The Missing Manual offers you complete and objective coverage. It's the perfect companion to this powerful software.

In today's highly connected world, almost everybody has a web site, from local sewing circles to the world's largest corporations. If you're ready for one of your own, Microsoft's FrontPage 2003 has everything you need to create Web pages. It's true. Your geek friends may howl in contempt if you use FrontPage, but that's because the program has a reputation for spitting out cookie-cutter Web pages with messy, overloaded HTML code that takes forever to load. Not any more. After listening to complaints, Microsoft has given FrontPage 2003 some pretty advanced features, including an HTML cleanup tool that helps alleviate bloated code, and new support for Macromedia Flash and XML. Now, savvy Web veterans can control as much of the process as they want, and even collaborate on a site with developers who use Dreamweaver, GoLive or other Web authoring tools. Yet, unlike those other tools, FrontPage 2003 still has automated features for beginners who don't know where to start. There's still one flaw, though. Microsoft's idea of a user manual is a flimsy pamphlet. But that's easily solved. FrontPage 2003: The Missing Manual offers you everything from the basics to meaty sections on advanced tasks. Our book puts the program's features in context, with clear and thorough chapters that provide valuable shortcuts, workarounds, and just plain common sense, no matter where you weigh in on the technical scale. With it, you can learn to build simple Web pages, or sophisticated ones with tables and Cascading Style Sheets, and find out how to manage and publish a Web site. You'll also learn to create forms, work with databases, and integrate FrontPage with Microsoft Office. If you haven't worked with Web pages before, each chapter provides "Up to Speed" sidebars with useful background information. If you do have experience, the "Power Users' Clinic" sidebars offer advanced tips and insights. You won't find tips like those in the pamphlet, or even in the Help file. FrontPage: The Missing Manual gives you the complete lowdown on the program above and beyond any book on the market.

Your vacuum comes with one. Even your blender comes with one. But your PC--something that costs a whole lot more and is likely to be used daily and for tasks of far greater importance and complexity--doesn't come with a printed manual. Thankfully, that's not a problem any longer: PCs: The Missing Manual explains everything you need to know about PCs, both inside and out, and how to keep them running smoothly and working the way you want them to work. A complete PC manual for both beginners and power users, PCs: The Missing Manual has something for everyone. PC novices will appreciate the unassuming, straightforward tutorials on PC basics, such as hooking up a monitor, keyboard, mouse, printer, and scanner. Families will enjoy sections on networking several computers to share an Internet connection, sharing one monitor between two PCs, connecting portable media players, and creating a home theater system. Adventurous PC users will like the clear photos explaining how to take your PC apart and replace or upgrade any failing parts; IT professionals will be grateful to have something to hand to their coworkers who need solid, trusted information about using their PC. In PCs: The Missing Manual, bestselling computer author Andy Rathbone delivers simple, reliable advice on the kinds of things PC users confront every day. He shows you how to connect and configure today's must-have devices (including digital cameras, portable music players, digital camcorders, and keychain drives); burn CDs and DVDs; scan and fax documents, and more. His section on the Internet explains how to choose the best Internet Service Provider and web browser for your needs; send email; find information quickly on the Web; share photos online; set up a blog; set up a webcam; access TV and radio through the Internet; and shop safely online. And Rathbone delivers plenty of guidance on keep your privacy and your PC safe by installing firewalls, creating safe passwords, running antivirus software, removing spyware and adware, and backing up important files.

If you are looking for a fast, visual way to learn Macromedia Flash 8 and create your interactive website, Macromedia Flash 8 On Demand is the book you need. Step-by-step instructions with accompanying 4-color visuals mean you'll spend less time reading and more time learning. You'll learn how you can easily integrate and add interactivity with tools, develop content using pre-built components and effectively improve authoring capabilities with custom extensions. The new features icon used throughout the book highlights what's new in Macromedia Flash 8 and a troubleshooting guide is included to help solve your most common problems. Also, the companion software shows you how to perform everyday tasks and helps you gain web authoring experience. Let Macromedia Flash 8 On Demand help you master Macromedia Flash 8. Provides information on using Microsoft FrontPage 2003, covering such topics as hyperlinks, Cascading Style Sheets, DHTML, creating layers, collaboration tools, and working with databases.

This book provides in-depth projects with instruction and practice for courses involving Web site production with interactive graphics, animation, and sound. It is an excellent addition to any curriculum on multimedia and Web site design and offers instruction on the latest versions of Macromedia Flash, Dreamweaver, Fireworks, and Contribute.

Macromedia Studio 8 users, look no further! Special Edition Using Macromedia Studio MX is the ultimate comprehensive reference book for users of Macromedia's suite of web design and development tools. Updated to include all new features of the new release, you will focus on the integration of the suite of software programs. This will assist you in enhancing your productivity by choosing the correct tool or combination of tools for each and every task you are out to complete. The book includes in-depth coverage of wireframing web sites and creating vector-based art with Freehand; creating and editing graphics with Fireworks; using Flash to create useful interfaces and exceptional animations; working with ActionScript; using ColdFusion to generate reports and serve as a back-end for dynamic web sites; building data-driven Web sites with Dreamweaver; and truly integrating the elements of the suite into a productive workflow. A series of exercises at the end of each chapter will provide you with experience in using each of the applications in tandem to create a web site.

A guide to building professional Web sites offers annotated tutorials covering layout, tables, Flash buttons, Cascading Style Sheets, forms, animation, pop-up windows, slide shows, and Web design basics.

Presents a guide to ActionScript 2.0, covering such topics as keywords, actions, properties, objects, components, and methods.

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