## Integrasi Flash Catalyst CS5 dan Flash Builder 4

Setelah melalui proses desain dalam Flash Catalyst CS5, proses selanjutnya adalah pemberian kode Actionscript 3.0 agar aplikasi Tweeter Search ini berfungsi semestinya.

1. Silakan buka program Flash Builder 4. Lalu pilih menu File > Import Flex Project (FXP).

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File Edit	Navigate	Search	Project	Data	Run	Wine	low	Help	)
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💼 Import	Flex Projec	t (FXP)							
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1 Web	Browser [F	lash Build	ler Start P	age]				Bi Us	uild y e comp
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 Dalam jendela dialog Import Flex Project, klik File > Browse. Cari lokasi dimana Anda menyimpan file twitterSearch.fxp yang sudah Anda buat dalam Flash Catalyst.

Fe Import Flex Project							
Import Flex Pro	ject Open		_	_	_	? 🔀	FXP
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	My Network	File name: Files of type:	twitterSearch.fxp *.fxp;*.fxpl;*.zip		v v	Open Cancel	
?				<	<u>B</u> ack	<u>N</u> ext > <u>F</u>	inish Cancel

 Buka file Main.mxml yang berada dalam src package. Lalu sesuaikan kode Actionscript 3.0 dan MXML-nya. Saya sengaja memberi tanda dengan warna kuning untuk memudahkan Anda untuk melakukan penyesuaian.

```
📧 Start Page
         🐻 *Main.mxml 🔀
🧆 Source 🔚 Design Show state: All states
                              ~
   1 <?xml version='1.0' encoding='UTF-8'?>
   2@<s:Application xmlns:ATE="http://ns.adobe.com/ate/2009"</pre>
                     xmlns:ai="http://ns.adobe.com/ai/2009"
   3
                    xmlns:lib="assets.graphics.twitterSearch.*"
   4
   5
                    xmlns:fc="http://ns.adobe.com/flashcatalyst/2009"
   б
                    xmlns:d="http://ns.adobe.com/fxg/2008/dt"
   7
                     xmlns:fx="http://ns.adobe.com/mxml/2009"
                    xmlns:s="library://ns.adobe.com/flex/spark"
   8
  9
                     xmlns:flm="http://ns.adobe.com/flame/2008"
                    backgroundColor="#FFFFFF" preloaderChromeColor="#FFFFFF"
  10
  11
                    width="600" height="800">
  12
  13
         <fx:Style source="Main.css"/>
  14
  150
         <fx:Script>
  16
             <! [CDATA[
  17
                 import mx.collections.ArrayCollection;
  18
                 import mx.rpc.events.ResultEvent;
  19
  20
                  // Bagian kedua yang ditambahkan
 21
                 [Bindable]
  22
                 private var ac:ArrayCollection;
 23
  240
                 protected function button clickHandler():void
 25
                  ł
  26
                      const state:String = currentState;
 27
                     if ( state == 'open' ) {
  28
                          currentState='closed';
 29
  30
                      if ( state == 'closed' ) {
  31
                          currentState='open';
  32
                      }
  33
                 }
  34
  350
                 protected function service_resultHandler(event:ResultEvent):void
  36
                 {
  37
                      // Bagian kelima yang ditambahkan
  38
                     ac = service.lastResult.feed.entry as ArrayCollection;
  39
                 }
  40
  41
```

🕫 Start Page	湿 *N	fain.mxml 🔀	
🠼 Source 🚺	Design	Show state:	All states 🗸
420		pro	<pre>tected function button1_clickHandler(event:MouseEvent):void</pre>
43		ł	// Bagian keempat yang ditambahkan
45			<pre>service.url = "http://search.twitter.com/search.atom?q=" + textinput1.text;</pre>
46			service.send();
47		}	
48		115	
49	21 F	112 . Carint	
51	~/ I A	script	
52	<1	Bagian	pertama yang ditambahkan>
530	<fx:< th=""><th>Declara</th><th>tions&gt;</th></fx:<>	Declara	tions>
54		<s:http< th=""><th><pre>Service id="service" result="service_resultHandler(event)"/&gt;</pre></th></s:http<>	<pre>Service id="service" result="service_resultHandler(event)"/&gt;</pre>
55	<th>:Declar</th> <th>ations&gt;</th>	:Declar	ations>
56			
5/0	<s:s< th=""><th>tates&gt;</th><th>· ····································</th></s:s<>	tates>	· ····································
59		<s:blat< th=""><th>name-open icolor-oxcoudd //</th></s:blat<>	name-open icolor-oxcoudd //
60	<th>states&gt;</th> <th>name- crosed //</th>	states>	name- crosed //
61			
620	<fx:< th=""><th>DesignL</th><th>ayer d:id="2" d:userLabel="Layer 1"&gt;</th></fx:<>	DesignL	ayer d:id="2" d:userLabel="Layer 1">
630		<s:rect< th=""><th>height="400" width="350" x="136" y="256"&gt;</th></s:rect<>	height="400" width="350" x="136" y="256">
640		<s:< th=""><th>fill&gt;</th></s:<>	fill>
65			<s:solidcolor color="#CCCCCCC"></s:solidcolor>
66		<th>:fill&gt;</th>	:fill>
6/0		<s:< th=""><th>stroke&gt;</th></s:<>	stroke>
69			miterLimit="4" weight="2"/>
70		<th>stroke&gt;</th>	stroke>
71		<th>t&gt;</th>	t>
72 <del>0</del>		<s:rect< th=""><th>height="50" width="350" x="136" y="203" visible.closed="false"</th></s:rect<>	height="50" width="350" x="136" y="203" visible.closed="false"
73			id="rect1">
740		<s:< th=""><th>fill&gt;</th></s:<>	fill>
75			<s:solidcolor color="#CCCCCCC"></s:solidcolor>
76		<th>:::::::::::::::::::::::::::::::::::::::</th>	:::::::::::::::::::::::::::::::::::::::
7/0		<8:	scione>
79			miterLimit="4" weight="2"/>
80		<th>stroke&gt;</th>	stroke>
81		<th>t&gt;</th>	t>
82		Karment	Innut skinClass="components TextInnut1" x="148" v="215"
<	_		

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🧆 Sourc	e 📔 Design	Show state:	All states	×	
82		<s:text< th=""><th>Input</th><th>skinClass="components.TextInput1" x="148" y="215"</th><th></th></s:text<>	Input	skinClass="components.TextInput1" x="148" y="215"	
83				visible.closed="false" id="textinput1"/>	
84		<1 Ba	agian l	etiga yang ditambahkan>	
85		<s:butt< th=""><th>on cl:</th><th>ck="button1_clickHandler(event)"</th><th></th></s:butt<>	on cl:	ck="button1_clickHandler(event)"	
86			SK:	nClass="components.SEARCHButton" x="3//" y="215"	
88			id:	"button1"/>	
89		Kg:Butt	on sk	nClass="components Button1" x="135" y="196" y closed="24	6"
90			cl:	ck="button clickHandler()" id="button2"/>	-
91		<1 Ва	agian 1	eenam yang ditambahkan>	
920		<s:list< th=""><th></th><th>lass="components.DataList1" x="143" y="255"</th><th></th></s:list<>		lass="components.DataList1" x="143" y="255"	
93			datal	rovider="{ac}">	
94		<td>st&gt;</td> <td></td> <td></td>	st>		
95	<td>x:Design</td> <td>Layer:</td> <td></td> <td></td>	x:Design	Layer:		
96					
970	<8:1	<pre>cransiti </pre>	lons>	from State="open" to State="sloged" outo Powerse="true"	
900		NS.IIa. Zei	Daral	als	
1000			<s: pa<="" td=""><td>vrallel target="{rect1}"&gt;</td><td></td></s:>	vrallel target="{rect1}">	
101				s:Fade duration="250" startDelay="0"/>	
102			<td>arallel&gt;</td> <td></td>	arallel>	
1030			<s:pa< td=""><td><pre>rallel target="{textinput1}"&gt;</pre></td><td></td></s:pa<>	<pre>rallel target="{textinput1}"&gt;</pre>	
104				s:Fade duration="250" startDelay="0"/>	
105			<td>arallel&gt;</td> <td></td>	arallel>	
1060			<s:pa< td=""><td>rallel target="{button1}"&gt;</td><td></td></s:pa<>	rallel target="{button1}">	
107			100	s:Fade duration="250" startDelay="0"/>	
100			<e d2<="" td="" ·=""><td>rallel target="{button2}"&gt;</td><td></td></e>	rallel target="{button2}">	
110				s:Move duration="350" autoCenterTransform="true"	
111				startDelay="200"/>	
112			<td>arallel&gt;</td> <td></td>	arallel>	
113		s</td <td>:Paral</td> <td>lel&gt;</td> <td></td>	:Paral	lel>	
114		<td>ansiti</td> <td>n≻</td> <td></td>	ansiti	n≻	
1150		<s:tran< td=""><td>nsition</td><td>fromState="closed" toState="open" autoReverse="true"&gt;</td><td></td></s:tran<>	nsition	fromState="closed" toState="open" autoReverse="true">	
1169		<s:< td=""><td>Paral.</td><td>el&gt;</td><td></td></s:<>	Paral.	el>	
110			<s:pa< td=""><td>rallel target="{rectl}"&gt;</td><td></td></s:pa<>	rallel target="{rectl}">	
119			2/01	erallel>	
1200			<s: pa<="" td=""><td>rallel target="{textinput1}"&gt;</td><td></td></s:>	rallel target="{textinput1}">	
121				s:Fade duration="200" startDelay="250"/>	
100	1		1100	arallal N	
	×				
122			<1	: Parallel>	
1239			< A	Parallel target="{button1}">	
124				<s:fade duration="200" startdelay="250"></s:fade>	
125			</td <td>:Parallel&gt;</td> <td></td>	:Parallel>	
1269			<8	Parallel target="{button2}">	
127				<s:move <="" autocentertransform="true" duration="350" td=""><td></td></s:move>	
128				startDelav="0"/>	
129			1</td <td>:Parallel&gt;</td> <td></td>	:Parallel>	
130		<	/s:Pa	allel>	
131		<td>ransi</td> <td>ion&gt;</td> <td></td>	ransi	ion>	
132	s</td <td>s:trans</td> <td>ition</td> <td></td> <td></td>	s:trans	ition		
133					
134	<td>plicati</td> <td>on&gt;</td> <td></td> <td></td>	plicati	on>		
135					
	<				

 Selanjutnya buka RepeatedItem1.mxml yang berada dalam components package. Lalu sesuaikan kode Actionscript 3.0 dan MXML-nya. Saya sengaja memberi tanda dengan warna kuning untuk memudahkan Anda untuk melakukan penyesuaian.

🖪 Sta	art Page	📷 *Main.mxml	💑 *RepeatedItem1.mxml 🙁				
🐼 Si	ource 🛅	Design Show state:	All states				
1	xm]</td <td>l version="1</td> <td>1.0" encoding="utf-8"?&gt;</td>	l version="1	1.0" encoding="utf-8"?>				
2	⊖ <s:it< td=""><td>cemRenderer</td><td><pre>xmlns:s="library://ns.adobe.com/flex/spark"</pre></td></s:it<>	cemRenderer	<pre>xmlns:s="library://ns.adobe.com/flex/spark"</pre>				
3			xmlns:fx="http://ns.adobe.com/mxml/2009"				
4			xmlns:d="http://ns.adobe.com/fxg/2008/dt"				
5			xmlns:al="http://ns.adobe.com/al/2009"				
7			<pre>xmins.rim= hccp.//hs.adobe.com/flame/2000 ymlns:my="library://ns.adobe.com/flaw/my"</pre>				
8			autoDrawBackground="false">				
9		<pre>(s:states&gt;)</pre>					
10		<s:state< td=""><td>e name="normal"/&gt;</td></s:state<>	e name="normal"/>				
11		<s:state< td=""><td><pre>name="hovered"/&gt;</pre></td></s:state<>	<pre>name="hovered"/&gt;</pre>				
12		<s:state< td=""><td><pre>name="selected"/&gt;</pre></td></s:state<>	<pre>name="selected"/&gt;</pre>				
1.4		(/s:states>	a however d= "0.2" olube nevrol= "0" height= "02"				
15		beic	na.novered= 0.5 aipha.normai= 0 height= 95				
16		d:us	serLabel="Item Highlight Rectangle" width="307"				
17		widt	h.hovered="319" x.hovered="0" y.hovered="0"				
18		x.nc	ormal="6" y.normal="8">				
19	9	<s:fill></s:fill>					
20		<s:8< td=""><td><pre>SolidColor color="0xCED7EE" color.hovered="#FFFFFF"/&gt;</pre></td></s:8<>	<pre>SolidColor color="0xCED7EE" color.hovered="#FFFFFF"/&gt;</pre>				
21		//~·Po/t>					
23		(s:Rect alph	ne="0_3" height="104" includeTn="selected"				
24		d:us	serLabel="Item Highlight Rectangle" width="319"				
25		x="(	)" y="0">				
26	9	<s:fill></s:fill>	>				
27		<s:s< td=""><td><pre>SolidColor color="#FFFFFF"/&gt;</pre></td></s:s<>	<pre>SolidColor color="#FFFFFF"/&gt;</pre>				
28		<td>.&gt;</td>	.>				
30		(/s:Rect> (s:Group v='	'6" v="8">				
31		Bac</td <td>yian ketujuh yang ditambahkan&gt;</td>	yian ketujuh yang ditambahkan>				
<u></u> <u> </u> <u> </u> 32		<mx:imag< td=""><td>e height="54" d:id="3" maintainAspectRatio="false"</td></mx:imag<>	e height="54" d:id="3" maintainAspectRatio="false"				
33			<pre>smoothBitmapContent="true" source="{data.link[1].href}"</pre>				
34			width="52" x="1" y="19"/>				
35		<s:rich1< td=""><td><pre>!ext a1:aa="2" color="#3333333" columnCount="1" fortFormily="Murried Bro Light" fortForm="14"</pre></td></s:rich1<>	<pre>!ext a1:aa="2" color="#3333333" columnCount="1" fortFormily="Murried Bro Light" fortForm="14"</pre>				
30			fontWeight="bold" beight="14" dvid="4" kerning="on"				
38			tabStops="\$36 \$72 \$108" text="{data.text1}"				
39			d:userLabel="Ruly Ardiansyah - 17.15" flm:variant="1"				
40			whiteSpaceCollapse="preserve" x="1" y="0"/>				
41	1	Bac</td <td>(ian kedelapan yang ditambahkan&gt;</td>	(ian kedelapan yang ditambahkan>				
41		<l bagia<="" td=""><td>n kedelapan yang ditambahkan&gt;</td></l>	n kedelapan yang ditambahkan>				
42		<s:richtex< td=""><td>t ai:aa="2" color="#333333" columnCount="1" fortRemilw="Wwwied_Bro" fortGire="12" beight="24"</td></s:richtex<>	t ai:aa="2" color="#333333" columnCount="1" fortRemilw="Wwwied_Bro" fortGire="12" beight="24"				
43			d:id="5" kerning="on" tabstops="836 872 8108 8144 8180 8216"				
45			text="{data.author.name}"				
46			d:userLabel="Turn my mic up loader, I've got to say something"				
47			flm:variant="2" whiteSpaceCollapse="preserve"				
48		KaiPost bo	width="245" x="62" y="19"/>				
500		<s:str< td=""><td>roke&gt;</td></s:str<>	roke>				
51		<s< td=""><td>::SolidColorStroke caps="none" color="#999999"</td></s<>	::SolidColorStroke caps="none" color="#999999"				
52			joints="miter" miterLimit="10" weight="1"/>				
53		<td>roke&gt;</td>	roke>				
55	54						
56	<td>emRenderer&gt;</td> <td></td>	emRenderer>					
57							
	<						

5. Silakan uji (Ctrl + F11) aplikasi Twitter Search ini. (Catatan: Anda harus dalam kondisi OnLine 🙂)

## Selamat Mencoba!