Chapter 10

FUSE AND GOASAP: OPEN SOURCE ANIMATION TOOLS

by Moses Gunesch

Since ActionScript 1.0, animation has consistently been one of the most exciting areas of the open source Flash community. This chapter looks at two open source libraries I’ve released for coding animation, one for ActionScript 2 and the other for ActionScript 3. Each addresses a wide audience and works as a unifying force in different ways. I started with a top-down approach with Fuse Kit and have since moved toward a more inclusive roots-up strategy with a community initiative called GoASAP. My work is but a small sample from this vibrant corner of ActionScript. This chapter is a tribute to the many others involved, and it’s an open invitation for you to join the fun.

Introducing Fuse

Fuse Kit (http://www.mosessupposes.com/Fuse) is an animation-scripting system for ActionScript 2 that uses an interpreter model. It takes a highly condensed list of actions and turns them into animations, as if you’d simply described a timeline in shorthand notation. There are a lot of concrete reference materials for learning Fuse online, and Fuse is somewhat old news these days to many. So instead of a tutorial, this chapter takes a look at the things I think are most valuable about Fuse.