



What's New for You in Ten Dot Two

Trevor McCauley (senocular) | Flash Player Quality Engineering



Coming soon...

Flash Player 10.2



First:

What 10.2 does **NOT** have...



PowerPC Architecture – No longer supported



G4 Cube



G4 Cube – Time to replace it



Very Sad







64-bit Support



64-bit Support – Not yet





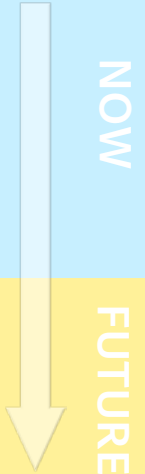
3D

“Molehill” 3D APIs – Not yet



Flash Player Release Timeline

1. Flash Player 10.1 (Release)
2.  Flash Player 10.2-10.3 "Square" (Beta)
3. Flash Player 10.2 (Beta)
4. **Flash Player 10.2 (Release)**
5.  /3D Flash Player ?



Next:

What 10.2 DOES have...

Lots of bug and security fixes

yada, yada, yada...

Support for SWF 11

SWF version now goes all the way to 11.

- Exposes new features
- Bug fixes rely on SWF versions for backwards compatibility

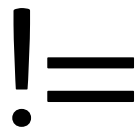


WARNING!

Flash Player versions now no longer match SWF versions



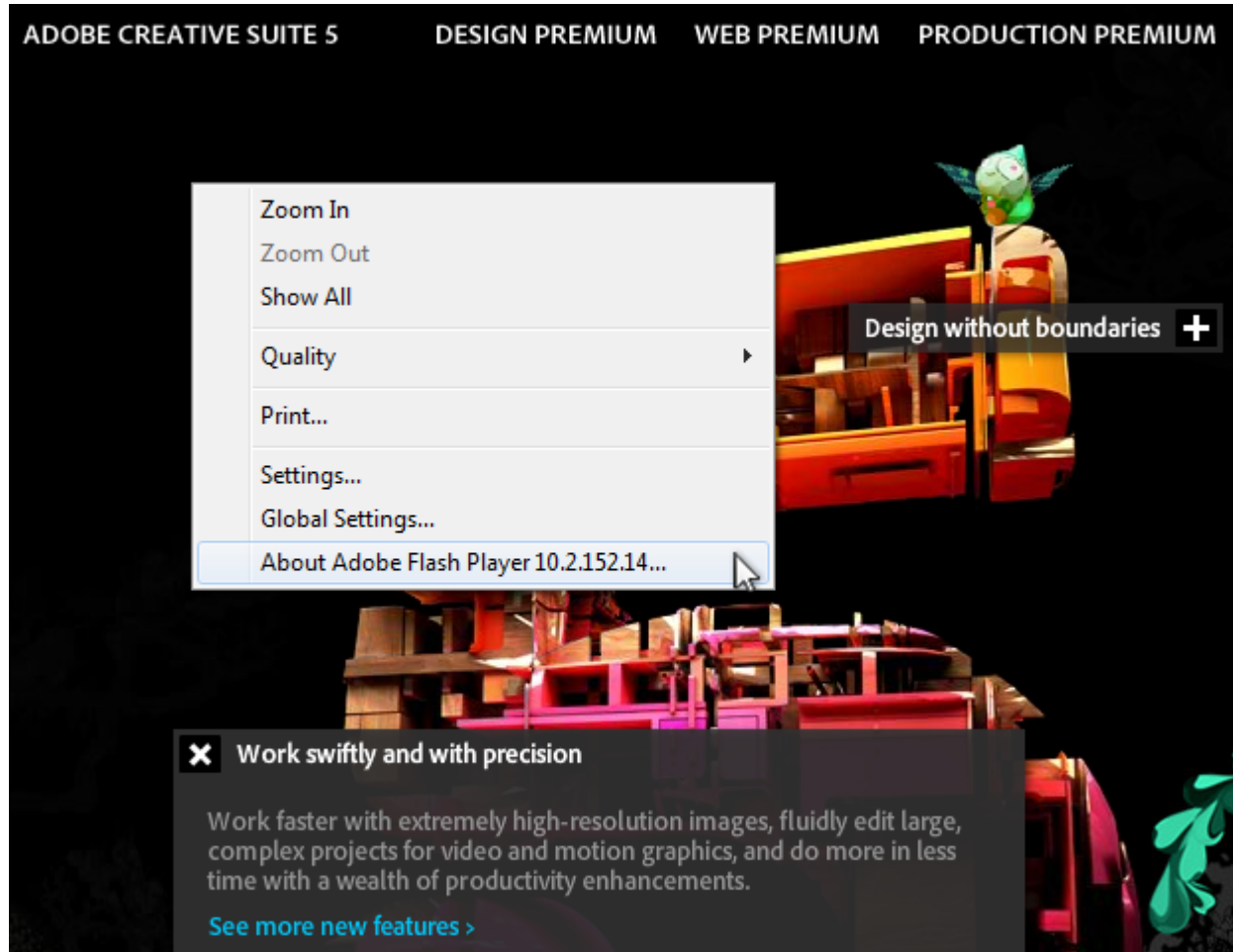
Flash Player **10.2**



SWF **11**

Easy to use “Version Finder”

Right Click...



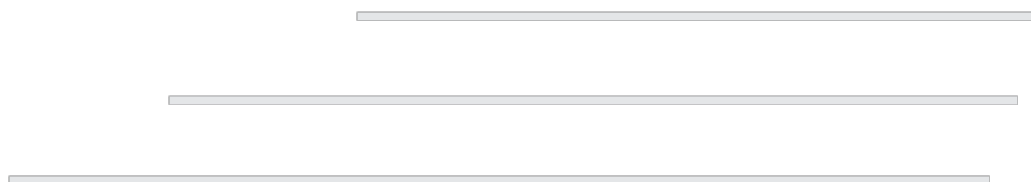
Enhanced Full Screen

You will be able to interact with other applications in one monitor while Flash Player is full screen in another monitor



Internet Explorer 9 Support

Flash Player 10.2 will use IE9's hardware acceleration to blit the Flash Player display to the browser window.



Internet Explorer 9

Custom Native Cursors

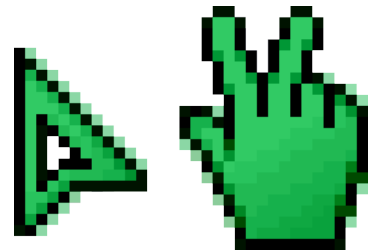
New ActionScript 3.0 API allows you to define and set custom mouse cursors

// Sample code:

```
var c:MouseEventData = new MouseEventData();  
c.data = new <BitmapData>[new CustomImage()];
```

```
MouseEvent.registerCursor("custom", c);
```

```
MouseEvent.cursor = "custom";
```



Enhanced Video Rendering



“**Stage Video**” uses the hardware to render video directly to the stage without display list compositing

Existing Video Implementation:

1. Read
2. Decode
3. Display List Composite
4. Render



Stage Video Implementation:

1. Read
2. Decode
- ~~3. Display List Composite~~
3. Render



Stage Video Compositing

Stage Video composites video behind the display list



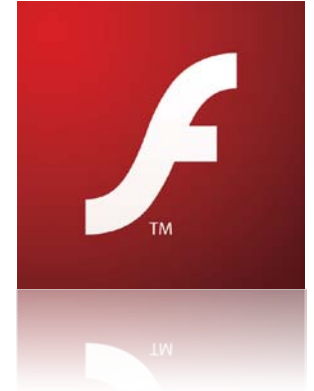
Stage Video Code

// Sample code:

```
if (stage.stageVideos.length > 0) {  
    var stageVideo:StageVideo = stage.stageVideos[0];  
    stageVideo.viewPort = new Rectangle(10, 10 ,320, 240);  
    stageVideo.attachNetStream(myNetStream);  
}else{  
    // fallback to standard video playback  
}
```

Flash Player 10.2 Summary

- ~~PowerPC support~~
- ~~64-bit support (Yet)~~
- ~~3D APIs (Yet)~~
- Bug fixes, improved security, etc.
- A new SWF version
- Flash Player version in context menu
- Improved full screen
- IE9 HW rendering support
- Custom native cursors
- Hardware composited stage video



- **Flash Player 10.2 on Adobe Labs**

Download the Flash Player 10.2 beta and find other related information including an article to get started with stage video. More information about the Square release and what to look forward to with respect to the Molehill 3D APIs are also available here.

<http://labs.adobe.com/technologies/flashplayer10>

- **Flash Platform Blog**

General news and information about Flash Player and the Flash Platform including a post discussing how to implement custom native cursors in Flash Player 10.2.

<http://blogs.adobe.com/flashplatform/>



Adobe