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This is all a very sad state of affairs! whoever implemented (unplemented suits better here) the new sound API was either not given any time to finish it, or had absolutely no sense or concept on how to do this right.

Collateral damage doesn't seem to matter for them.

It's the most farthest away thing from a classic programming paradigm and it's everything I never wanted to touch since I learned programming.

solution for this problem glittering at the horizon of Flash development: two new methods for files that are stored in a packed zip file (remember Tetragon streams in data from love ActionScript 3 a loathe ActionScript 2.

There's still quite a bit of work ahead to get Centauri ready so please be patient, we're working on it! Layered Architecture Diagram Posted by hexagonstar on October 15, 2011 No comments This diagram provides an overview of the architecture layers that tetragon's runtime engine follows.

Flash platform (as stupid as this may seem)? In that case I guess for me

caused a great uproar in the Flash community and in part in the wider technology

Read more about it here <http://bugs.adobe.com/jira/browse/ASL-281> (and please do log in and vote for the issue, if you can!).

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(New Orleans, Louisiana--August 3, 2009) At SIGGRAPH 2009, Autodesk, Inc. (NASDAQ: ADSK) announced a new version of its real-time 3D character animation software

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