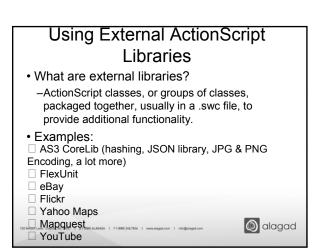
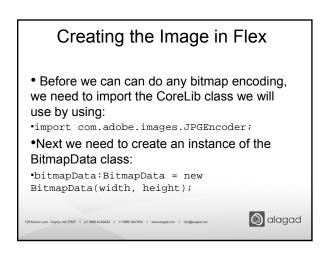


What Will We Cover? • Using External Libraries in Flex Applications • Using AS3 CoreLib • Creating the Image in Flex • Passing the Image to ColdFusion • Processing the Image with Coldfusion • Processing the Image with Coldfusion • Things to Watch Out For • What Can We Use This For?



Using External ActionScript Libraries • How Do we use them? – You can add them to your Flex project by editing the properties of your project. – Place them in the 'libs' directory of your project. • Flex builder will recognize them and import them into you project for you. – Then we simply use import statements in our MXML or AS files.



Creating the Image in Flex

- Now that we have our BitmapData, we need to create an instance of our encoder.
- jpgEncoder:JPGEncoder = new JPGEncoder(90);
- The argument we are passing in is the quality of the image.
- Lastly, we encode the BitmapData. This method returns a ByteArray obejct.
- imgData:ByteArray = jpgEncoder.encode(bitmapData);

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Creating the Image in Flex

 We ca wrap this code up into functions to make it easier to use.

```
• private function getBitmapData(target:UIComponent) : BitmapData{
• var bitmapData:BitmapData = new BitmapData(target.width, target.height);
• var matrix:Matrix = new Matrix();
• bitmapData.draw(target, matrix);
• return bitmapData;
• }
• private function createImage(target:UIComponent):ByteArray{
• var bitmapData:BitmapData = getBitmapData(target);
• var jpgEncoder:JPGEncoder = new JPGEncoder(90);
• var jpgEncoder:JPGEncoder = new JPGEncoder(90);
• creturn jpgEncoder.encode(bitmapData);
• aloggdd
```

Passing the Image to ColdFusion

- We now have our image ByteArray, next we need to send it to ColdFusion.
- First, we create a <mx:RemoteObject /> to allow us to talk to ColdFusion.

```
    <mx:RemoteObject
id="imageService"
showBusyCursor="true"
destination="ColdFusion"
source="com.DemoImageService">
    <mx:method</li>
```

• <mx:method
name="saveImage"
result="imageSaveResult(event)" />

• </mx:RemoteObject>

/> to

Passing the Image to ColdFusion

 Next, we create some code that will call the saveImage() method of the imageService RemoteObject.

```
    private function
sendImage(target:UIComponent):void{
    var imgData:ByteArray = createImage(target);
    imageService.saveImage(imgData);
    }
```

Processing the Image With ColdFusion

• Lastly, we need to create the ColdFusion Component (CFC) that will handle saving the image to the server.

```
the image to the server.

- <cfcomponent name="Image Service" displayname="Image Service" output="false">

- <cffunction name="saveImage" access="remote" output="false" returntype="string">

- <cfargument name="data" type="binary" required="true" />

- <cfset var imageName = createUUID() />

- <cfset var imageName = createUUID() />

- <cfset imagePath = "/images/"&imageName&".jpg" />

- <cffile action="write" file="#expandPath(imagePath)#" output="farguments.data#"/>

- <cffceturn imagePath />

- </cffunction>
- </cfcomponent>

- </cfcomponent>

- ImageName | ImagePath | ImageName | Imag
```

•Let's See How This All Works
Together

Things To Watch Out For

- If you do not have your Flex components styled or skinned, the images created may not look like you intended.
 - -Default styles for many UI Components are partially transparent and the background shows through.
 - -If you do not style or skin the components being used, most will have faint gray borders or backgrounds.
 - -By default any images created will have a white background. alagad

What Can We Use This For? • This is cool but how useful is it? · Ways this can be used: - Capturing graphs and charts easily. - Add captions to images. - Add watermarks to photos.

· Let's take a look at some of these.

- Simple business card generator.



Resources

- http://www.flex.org
- http://code.google.com/as3corelib
- http://actionscript3libraries.riaforge.org



Questions, comments, concerns?

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