

Errata – The Essential Guide to 3D in Flash

Updated 2010-05-29

What is this?

This document details errors found in The Essential Guide to 3D in Flash, by Rob Bateman & Richard Olsson, published by Friends of ED in 2010. If you find any errors not documented herein, please contact any of the authors via www.flash3dbook.com.

Below are all identified errors in the book and the associated sample code, broken down by chapter.

Chapter 1

No known errors.

Chapter 2

No known errors.

Chapter 3

No known errors.

Chapter 4

Problem loading texture in LoadingExternalModels.as

The 3DS file originally supplied with this chapter, `assets/ch04/monkey.3ds`, contains a reference to a texture file that does not exist. The asset has since been updated in the downloadable package as of 2010-05-20 to reference no textures, fixing the error as of this date.

If you experience this error, either download a more recent version of the asset files, or prevent the loader from loading textures to circumvent the problem. This can be done using the

`autoLoadTextures` property on `Loader3D` (and hence, `CubeLoader`.)

```
_loader = new CubeLoader();  
_loader.autoLoadTextures = false;
```

“Variable MonkeyMesh is not defined” error thrown when instantiating loaded mesh class in LoadingAS3Models.as

It's been reported that an `Error #1065` is thrown in the `_onComplete()` method, on the below line in `LoadingAS3Models.as`:

```
MClass = getDefinitionByName('flash3dbook.common.MonkeyMesh') as Class;
```

This issue is caused by the fact that the class for which the definition is sought (`flash3dbook.common.MonkeyMesh`) exists in the loaded application domain, while the `getDefinitionName()` method searches the current application domain. To solve this, we must explicitly look for the definition in the loaded application domain, which can be accessed via the

LoaderInfo object of the loaded SWF. Replacing the entire `_onComplete()` method with the below block of code will solve the issue.

```
private function _onComplete(ev : Event) : void
{
    var MClass : Class;
    var appDomain : ApplicationDomain;

    appDomain = LoaderInfo(ev.currentTarget).applicationDomain;
    MClass = appDomain.getDefinition('flash3dbook.common.MonkeyMesh') as Class;

    var monkeyMesh : Mesh = new MClass();
    _view.scene.addChild(monkeyMesh);
}
```

The above code will first retrieve the application domain for the loaded SWF, and then use its `getDefinition()` method to retrieve the class definition of the mesh class.

Chapter 5

Bug in Away3D VideoMaterial causing file not found in UsingAnimatedMaterials.as

A bug in the Away3D 3.5 VideoMaterial causes video files to be reported as not found when using the approach that's being used in the `UsingAnimatedMaterials` sample class. This is caused by the `VideoMaterial` trying to start playback in the constructor, at which point no file path has been defined. The bug has been fixed as of SVN revision r2534 on 2010-05-29, so getting the latest revision from the SVN repository will help avoid this issue.

If you are unfamiliar with SVN, you can instead work around the problem while waiting for the next Away3D release. Do so by manually invoking `play()` on the `videoMat` variable created in the sample code. The `VideoMaterial` creation should then look like the below block of code.

```
var videoMat : VideoMaterial = new VideoMaterial();
videoMat.file = '../assets/ch05/Away3D_Showreel2010.flv';
videoMat.play();
_cube.material = videoMat;
```

Note that no changes are needed to the code from the book when using Away3D r2534 or later.

Chapter 6

No known errors.

Chapter 7

No known errors.

Chapter 8

No known errors.

Chapter 9

No known errors.

Chapter 10

Incorrect figures 7 and 8

It seems the figures 7 and 8 in Chapter 10 have been swapped. As becomes comically obvious when reading the image captions, figure 7 should depict the cube, and figure 8 should depict the t-shirt model.