

## FMS registerClass Example Added To github

Posted At : September 24, 2012 10:15 AM | Posted By : Stefan Richter

Related Categories: FMS, Flash Player

github



Stefan Richter  
stoem

Hi folks, apologies about the extended radio silence; I've been busy working on a new project which has taken up a lot of my time. The good news is that I am learning a ton of new stuff in the process which in turn should provide me lots to blog about. Expect posts about Rails, heroku, JavaScript, AWS and maybe even Flash ;-)

I've also just discovered a treasure trove of old projects and sample files and I've decided to offload many of them onto github. It would be a real shame to lose all this stuff, some of which is of course pretty useless whereas others may be useful to some folks. It'll be tricky to pick the right stuff as no doubt I will not be able to post everything I've got floating around... So to make a start (and with the hope to keep this up) here's my first little Flash sample project. This one shows how to use registerClass to send custom typed ActionScript objects over RTMP between client and FMS server (sorry, AMS it is now...). I don't take full credit for it as I cannot remember if this was based on someone else's work or not... if it was you get in touch and I'll provide credit and link juice!

My github account can be found at <https://github.com/stoem> (not much there yet), and this particular repo is at <https://github.com/stoem/FMS-registerClass>.

Happy forking you forkers :-)