

haXe

EXPANDING YOUR SKILLS :
MORE FOR NOTHING

Flash

```
● Main.hx  
class Main  
{  
    public function new()  
    {  
        trace( "Hello, World!" );  
    }  
}
```

haxe -swf hello.swf -main Hello

Neko

```
● Main.hx  
class Main  
{  
    public function new()  
    {  
        trace( "Hello, World!" );  
    }  
}
```

haxe -neko hello.n -main Hello

JavaScript

```
● Main.hx
class Main
{
    public function new()
    {
        trace( "Hello, World!" );
    }
}
```

haxe -js hello.js -main Hello

PHP

```
● Main.hx
class Main
{
    public function new()
    {
        trace( "Hello, World!" );
    }
}
```

haxe -php hello -main Hello

C++

```
● Main.hx  
class Main  
{  
    public function new()  
    {  
        trace( "Hello, World!" );  
    }  
}
```

haxe -cpp hello -main Hello

[insert new platform here]

```
● Main.hx  
  
class Main  
{  
    public function new()  
    {  
        trace( "Hello, World!" );  
    }  
}
```

haxe -T1000 hello -main Hello

Cross Platform Libraries

- The Standard library (all)
- SPOD (Neko / PHP / C++)
- haXe Remoting (all)
- PureMVC (all)
- XInf - Xinf Is Not Flash (Flash / Neko / JS)
- Neash via NME (Flash / Neko / C++)
- hScript (all)
- hxJSON (all)
- XPath (all)
- Templo (PHP / Neko)

It Supports What?

- Everything the target platform supports
- JavaScript
 - Ajax
 - Manipulate the browser DOM
- Flash
 - All bytecodes from AVM1 & AVM2
 - PixelBender effects etc.
- Neko
 - Remarkably easy / extensible
- PHP
 - Everything PHP can do!
- CPP
 - The WORLD!

Sheer Development Power!

- haXeVideo
- Multi-user server
- Desktop Flash apps with SWHX

Also...

- hxASM
- Read and write multiple file formats (SWF, FLV, AMF0, PDF, ZIP, TAR, PBJ, ABC)
- Generate AS3 code from haXe (F9+)
- Output class information in XML. Can be used to generate UML diagrams etc.

Thank you!
