

T3_18 USE OF ADOBE FLASH FOR THE CONTROL OF SYSTEMS CONNECTED TO THE PC

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Adobe Flash is known as a tool for creating of interactive multimedia animations. It is suitable for the creation of systems which can communicate with the servers, databases and other systems. It is possible to create high-quality desktop applications by it. All Flash applications can have high proportion of Internal Intelligence. Flash applications usually communicate with each other through the servers. If you run multiple desktop and Web-based Flash applications on one computer, they can communicate directly without involving the server. Flash applications can communicate with the environment in which they run. This provides a very interesting and useful possibilities for its use. Electronic measuring systems connected to the PC via USB, Bluetooth or COM ports are currently the most frequently controlled by programs developed in Java, Delphi, Visual Basic or C + +. To create in these programs quality multimedia graphic interfaces is quite laborious and demanding. On the contrary, make it by Flash is easy. The layout itself can create a graphic and then a programmer can program functionality. It is very easy to use Flash to create high-quality interactive multimedia educational system, which cooperates with the electronic systems connected to a PC. Even by using a flash is possible to create graphical interfaces for systems developed in the mentioned programs. Flash don't have to be just a graphical interface, but also intelligent system which can communicate with networks or other systems. The topic aims to outline some possibilities for the use of Flash for the creation of such systems. To point the basic ways in which communication of animations can be realized by the external systems connected to a PC.