

haXe ?

OFLA-2
<http://haxe.org>

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What is haXe ?

A commandline compiler.
Like MTASC

What is haXe ?

A programming language.
For the Web.
90% - 10% rule

What is haXe ?

- A standard library
- + Platform-specific libraries
- + Standard Tools
- + 3rd party Libraries

10 Reasons to use - and love - haXe

(for the Flash programmer)

10 Reasons to use haXe

Reason 1:

One language for Flash 6+7+8+9

```
// Flash 6-8  
var sub = mc.attachMovie("myMc","name",0);  
movieclips.push(sub);
```

```
// Flash 9  
var sub = new MyMC();  
root.addChild(sub);  
movieclips.push(sub);
```

10 Reasons to use haXe

Reason 2 : Type Inference

```
// ActionScript  
var str : String = "Hello";  
var obj : MyObject = obj.getObject();
```

```
// haXe  
var str = "Hello";  
var o = obj.getObject();
```

10 Reasons to use haXe

Reason 3 : Typed Array / Generics

```
// ActionScript  
var a : Array = new Array();  
var mc : MovieClip = a[0] as MovieClip;
```

```
// haXe  
var a = new Array<MovieClip>();  
var mc = a[0];
```


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Reason 4 : Automatic delegates

```
// AS2  
mc.onRelease = Delegate.create(this,onEvent);
```

```
// haXe  
mc.onRelease = this.onEvent;
```

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Reason **5** :
AS3 source code Generator

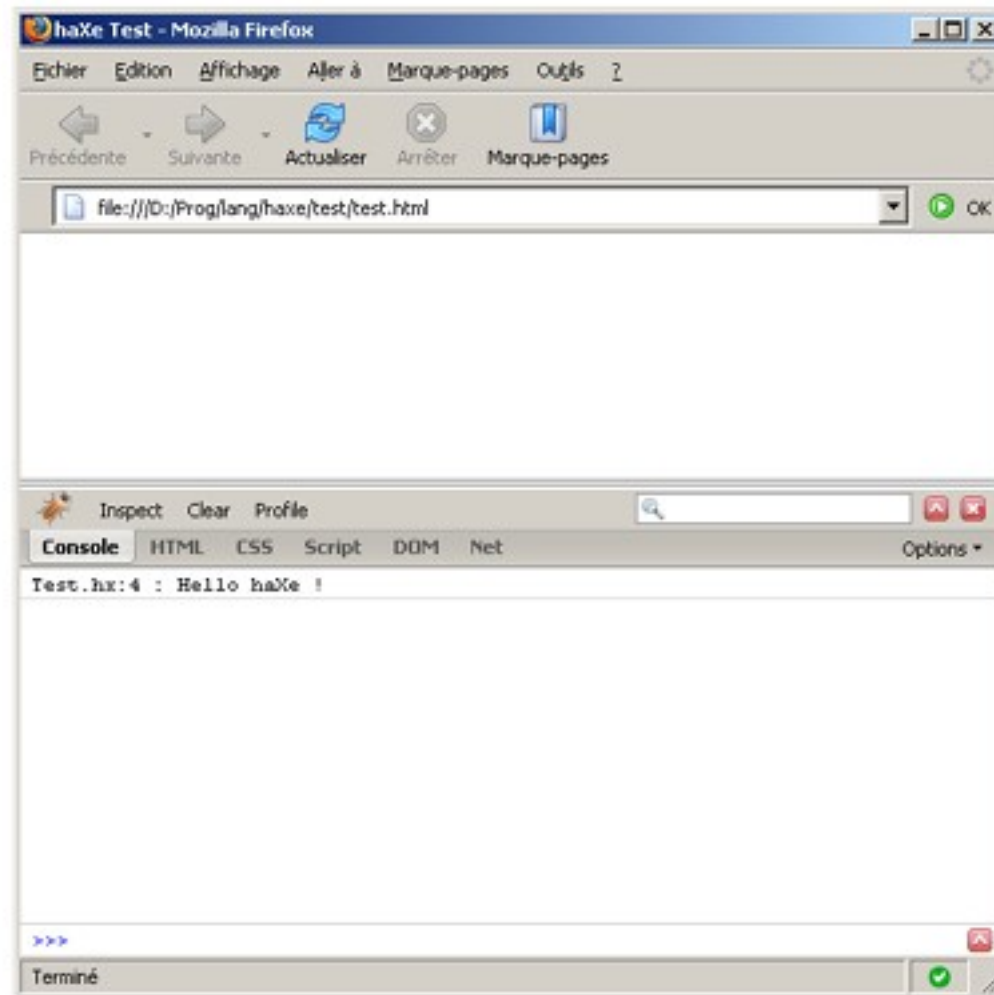
```
haxe -as3 MyMainClass  
haXe classes -> AS3 classes
```

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Reason 6 : Firebug Output

```
class Test {  
    static function main() {  
        haxe.Firebug.redirectTraces();  
        trace("Hello haXe !");  
    }  
}
```

Blurry Result :



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Reason 7 : Conditional Compilation

```
// haXe  
#if version_test  
username = "default";  
#end
```

10 Reasons to use haXe

Reason 8 :

Open Source, Community driven

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Reason **9** :

Multiplatform : JS, Neko... AS4+

10 Reasons to use haXe

Reason **10** : Tools and Libraries

haxelib, haxeFD, nme, swhx, xinf,
haxe remoting, arctic, haxevideo,
haxedoc,json, gtk, opengl, xpath...

10 Reasons to use haXe

Reason **11** :
~~undefined~~ Fun

Want to know more about haXe ?

Join us : <http://haxe.org>

(and don't forget to bring b33r)