

Manual Task/Handling Overview

What are Manual Task?

A "Manual Task" or "Manual Handling" is any activity that requires the use of force exerted by a person in order to lift, push, pull, carry or otherwise move or restrain an object. There are very few jobs that do not involve some form of manual handling.

Who is responsible for safe manual handling?

A safe manual handling regime at any workplace is a shared responsibility based on the cooperation of everyone. Managers and supervisors have a responsibility to assess the overall safety of the site and everyone else must follow safe work practices.

As an employee you have a responsibility to take care of your body:

- Ask for help or check what the procedure is for any new manual handling task;
- Use the equipment provided for your safety;
- Inform your supervisor if you see any hazards/dangerous manual tasks;
- Ensure your actions don't put others at risk.

When can a manual task be hazardous?

- A repetitive or sustained – Application of force, movement or awkward posture;
- An application of high force – i.e. Heavy lifting or pulling;
- Exposure to sustained vibration – i.e. Long durations on a jack hammer;
- Handling of unstable or unbalanced loads or loads which are difficult to grasp or hold.

Key Points

- Plan the lift – Where you're going, is it clear, what is the best and safest way etc;
- Move your feet – Don't twist your back;
- Follow the BACK principle:
 - **B**end your knees, not your back;
 - **A**bdominal's should be braced when lifting;
 - **C**lose to the load – keep the load close to your body;
 - **K**eep the natural curves of your spine at all times.

Talk to your site supervisor and your IRP consultant about any safety concerns you have before it's too late! IRP – 9477 7999

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Manual Handling Injury Prevention

Whenever performing a manual task you can take the following steps to prevent injury by using a risk management process:

- ✓ Identify the hazard;
- ✓ Assess the risk;
- ✓ Control the risk.

Safe Manual Handling Tips

- Lift within your safe limits;
- Use a lifting aid if the object is outside your safe lifting zone;
- Ensure trolleys, ladders, and mechanical lifting aids are available and well maintained;
- Make sure you have a good grip on the load, it is balanced & you can see past it;
- Avoid walking backwards with a load.

Flash To Talk Manual Programming

YCT Expert Team



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Flash CS6: The Missing Manual Chris Grover, 2012-06-19 You can build everything from simple animations to full fledged iPhone iPad and Android apps with Flash CS6 but learning this complex program can be difficult unless you have this fully updated bestselling guide Learn how to create gorgeous Flash effects even if you have no programming experience With Flash CS6 The Missing Manual you ll move from the basics to power user tools with ease The important stuff you need to know Learn animation basics Turn simple ideas into stunning animations in the very first chapter Master Flash s tools Learn the animation and effects tools with clear explanations and hands on examples Use 3D effects Rotate objects and make them move in three dimensions Create lifelike motion Use the IK Bones tool to simulate realistic body movements and other linked motions Build apps that work anywhere Create apps just for iOS or Android devices or one app that works on mobile devices and desktops Add multimedia Incorporate your own audio and video files into Flash Create rich interactive animations Dive into advanced interactivity with easy to learn ActionScript examples

Flash CS4 For Dummies Ellen Finkelstein, Gurdy Leete, 2008-10-10 With Adobe Flash CS4 For Dummies as your guide you can unleash your creativity and contribute to the Flash iest showcase of dynamic content the Web You ll beecome acquainted with Flash CS4 and learn when to use this popular Web development tool Plus you ll discover what you can create from animation to games to presentations This full color edition gives you the opportunity to get acquainted with Flash CS4 discover all the possibilities and become familiar with the new tools You ll be able to create dynamic content adapt the program s features to suit your development needs publish your Flash files to the Web and showcase your creativity and newly acquired skills You ll discover how to create graphics text and layers make animations add sound and video and optimize your files for download Find out how to Draw and edit images create effects and use layers Building layers manipulate objects and add buttons Animate figures and add interactive features Understand the basics of colors frame rates and graphics Incorporate video and sound files Publish your files to the Web Complete with lists of ten frequently asked questions about Flash ten best resources for Flash and samples of work from ten fabulous Flash designers Adobe Flash CS4For Dummies is your one stop guide designing dynamic and interactive content

Flash Professional CS5 and Flash Catalyst CS5 For Dummies Ellen Finkelstein, Gurdy Leete, Mary Leete, 2010-04-06 A full color guide for getting rewarding results with Flash CS5 Flash is used in the creation of web animation games media rich websites presentations and more Adobe s Flash CS5 product has been divided into three separate products custom tailored for different audiences and this book covers the Professional product the traditional animation media serving tool and Catalyst the web interface design tool This book provides a fun and friendly full color guide to Flash and all it can do to add some flair to your site Walks you through both Professional and Catalyst as well as the traditional Flash animation tool Offers guidance for getting acquainted with the interface creating images objects text and layers for animation and working with symbols and buttons Introduces using Flash for online publishing and mobile designs

Addresses how to turn existing images into interactive sites or interfaces with Catalyst Offers helpful tips on troubleshooting and best practices for creating interactive websites Using the knowledge you gain from Flash CS5 Professional Flash CS5 Catalyst For Dummies you ll quickly prove that you are not a flash in the pan

Migrating to Swift from Flash and ActionScript Radoslava Leseva Adams,Hristo Lesev,2016-10-17 Build on your knowledge of ActionScript to take the fast track developing iOS apps with Apple s latest language Swift Swift s syntax is easier to understand than Objective C for people already familiar with ActionScript At the same time it offers a number of new features and richer expressiveness than both ActionScript and Objective C Switching to a new platform usually involves migration on three levels tools workflow and programming language This book is structured as a guide that will help you on each level with step by step tutorials Apart from the tutorials it comes with recipes for some of the most popular mobile development topics social network integration and messaging taking advantage of device capabilities networking and working with local and iCloud data advertising in your app or game and 2D and 3D graphics The book also includes a final chapter that takes you through Apple s App Store submission process Don t just build yourapps sell them What You Will Learn Expand your development knowledge to native iOS programming with Swift Use the latest Xcode 7 IDE Migrate your existing ActionScript projects to Swift Create advanced UI leverage the device hardware integrate with social networks take advantage of 2D and 3D graphics Diagnose your app quickly with Xcode s debugger and instruments Prepare and submit our iOS app in Apple s App Store Who This Book is For Migrating to Swift from Flash and ActionScript is for Flash and Adobe AIR developers who want to move on to native iOS programming with the latest Apple Swift language It s for the seasoned ActionScript programmer who is looking to add another language and platform to their tool belt quickly Migrating to Swift from Flash and ActionScript is a good choice for developers who learn by doing and don t have time to read thick manuals and books for beginners in order to start programming in a new language

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Teacher's Manual Nila Banton Smith,1924

Rapid Prototyping of Digital Systems James O. Hamblen,Tyson S. Hall,Michael D. Furman,2006-01-16 Rapid Prototyping of Digital Systems Quartus II Edition provides an exciting and challenging laboratory component for undergraduate digital logic and computer

design courses using FPGAs and CAD tools for simulation and hardware implementation The more advanced topics and exercises also make this text useful for upper level courses in digital logic programmable logic and embedded systems This new version of the widely used Rapid Prototyping of Digital Systems Second Edition now uses Altera's new Quartus II CAD tool and includes laboratory projects for Altera's UP 2 and the new UP 3 FPGA board Rapid Prototyping of Digital Systems Quartus II Edition includes four tutorials on the Altera Quartus II and NIOS II tool environment an overview of programmable logic and IP cores with several easy to use input and output functions These features were developed to help students get started quickly Early design examples use schematic capture and IP cores developed for the Altera UP FPGA boards VHDL is used for more complex designs after a short introduction to VHDL based synthesis New to this edition is an overview of System on a Programmable Chip SOPC technology and SOPC design examples for the UP3 using Altera's new NIOS II Processor hardware and C software development tools

Flash Compendium 1992, 1992 **XML in Flash** Craig Swann, Gregg Caines, 2002 XML in Flash is an excellent introduction to creating state of the art Flash applications with XML XML is quickly becoming the most popular way to store and manage data Flash's XML Socket makes it possible to network Flash front ends to an application server This allows developers to use a Flash interface for applications such as message boards real time chats surveys news feeds and games XML in Flash begins by illustrating the basics of XML and the Flash XML Object In Part I Flash is used as a teaching aid as you learn the basics of Flash XML integration Part II covers how Flash works with middleware languages such as PHP and ASP as well as performance and optimization You will also create a Flash message board with a database Part III delves into the advantages of XMLSocket Hands on projects include creating a stock market ticker to receive XML data from servers Finally the appendixes include invaluable reference information on XML XMLNode objects and XMLSocket objects as well as Frequently Asked Questions The example applications also illustrate the key concepts necessary for understanding the Flash XML relationship You will be able to use the applications on the accompanying Web site regardless of whether or not you spend the time to read and learn about their inner workings *Get the Picture* Dan Richards, The Editors of Popular Photography, 2016-10-18 So you've got yourself a shiny new camera Now what Skip that brick of a manual and join POPULAR PHOTOGRAPHY writer Dan Richards on an accessible empowering tour of your camera's functions Full of crystal clear instructions expert explanations and aspirational images GET THE PICTURE is a novice's best choice for maximizing today's DSLRs and ILCs page 4 of cover [A Handbook for Supplementary Aids and Services](#) Edward Burns, 2003 A guide for special education teachers covers the best practices legal aspects and research surrounding supplementary aids and services for children with disabilities **The Essential Guide to Flash CS4 AIR Development** Marco Casario, 2009-01-23 We all know what a great tool Flash is for creating dynamic engaging web content and Adobe's CS4 release just makes it even better Among the newer features is the ability to take all the power of Flash for the Web and put in on the desktop using AIR AIR capability is built right into the Flash CS4 integrated development

environment which means you can start writing desktop applications right away This book not only covers the essentials of using Flash with AIR and AIR with Flash but also shows you how to extend application functionality in new ways Once you've got Flash on the desktop you're no longer constrained by the limitations of running inside a web browser You'll have access to the local desktop file system and AIR adds SQLite functionality for native database support And just as Flash animations have a consistent look and feel across browsers AIR allows you to create applications that work consistently across operating systems Mac OS X Windows and Linux For any Flash developer who wants to go from the Web to the desktop and who doesn't this book is required reading It not only tells you how to do it but is full of practical easy to follow examples that will have you building desktop AIR applications with Flash in no time Expanding your existing Flash skills with the Essential Guide to Flash CS4 AIR Development will make you an even more potent and indispensable force on any development team

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