

Flash Player

Methods

asfunction
clearInterval
eval
escape
fscommand
getTimer
getVersion
getURL
isFinite
isNaN
parseInt
parseFloat
print
printAsBitmap
printAsBitmapNum
printNum
setInterval
this
trace
unescape
var

Properties
_global
_level
_parent
_root

Operators
instanceof
new
super
typeof

XML

Methods

appendChild
cloneNode
createElement
createTextNode
getBytesLoaded
getBytesTotal
hasChildNodes
insertBefore
load
parseXML
removeNode
send
sendAndLoad
toString

Properties
contentType
docTypeDecl
firstChild
ignoreWhite
lastChild
load
nextSibling
nodeName
nodeType
nodeValue
parentNode
previousSibling
status
xmlDecl

Event Handlers
onData
onLoad

Object

Methods

addProperty
registerClass
toString
unwatch
valueOf
watch

Properties
__proto__

ActionScript 2.0

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UI COMPONENTS

mx.controls

Alert	NumericStepper
Button	ProgressBar
CheckBox	RadioButton
ComboBox	TextArea
DataGrid	TextInput
DateChooser	Tree
DateField	UIScrollBar
Label	
List	mx.containers
Loader	Accordion
Menu	ScrollPane
MenuBar	Window

Example:

```
import mx.controls.Button;
createClassObject(Button, "myBtn", 5);
```

Button

Methods

getDepth

Properties

_alpha
enabled
_focusrect
_height
_highquality
_name
_parent
_quality
_rotation
_soundbuftime
tabEnabled
tabIndex
_target
trackAsMenu
_url
useHandCursor
_visible
_width
_x
_xmouse
_xscale
_y
_ymouse
_yscale

Stage

Methods

addListener
removeListener

Properties
align
height
width
scaleMode
showMenu

Event Handlers
onData
onResize

Selection

Methods

addListener
getBeginIndex
getCaretIndex
getEndIndex
getFocus
removeListener
setFocus
setSelection
onSetFocus

Event Listeners
onSetFocus

Key

Methods

addListener
getAscii
getCode
isDown
isToggled
removeListener

Properties

BACKSPACE
CAPSLOCK
CONTROL
DELETEKEY
DOWN
END
ENTER
ESCAPE
HOME
INSERT
LEFT
PGDN
PGUP
RIGHT
SHIFT
SPACE
TAB
UP

Listeners

onKeyDown
onKeyUp

SharedObject

Methods

flush
getLocal
getSize

Properties

data

Event Handlers
onStatus

LoadVars

Methods

load
getBytesLoaded
getBytesTotal
send
sendAndLoad
toString

Properties
contentType
loaded

Event Handlers
onLoad

CLASS/PACKAGE

Example:

```
import classpath.DependantClass;
class classpath.ClassName {
    public var memberVariable:Type;
    function ClassName() {
        // code...
    }
}
```

Array

Methods

concat
join
pop
push
reverse
shift
slice
sort
sortOn
splice
toString
unshift

Properties
length

String

Methods

charAt
charCodeAt
concat
fromCharCode
indexOf
lastIndexOf
slice
split
substr
substring
toLowerCase
toUpperCase

Properties
length

Sound

Methods

attachSound
getBytesLoaded
getBytesTotal
getPan
getTransform
getVolume
loadSound
setPan
setTransform
setVolume
start
stop

Properties
duration
position

Event Handlers
onLoad
onSoundComplete

Color

Methods

getRGB
getTransform
setRGB
setTransform

TextField

Methods

addListener
getDepth
getNewTextFormat
removeListener
removeTextField
setNewTextFormat
replaceSel
setTextFormat

Properties

_alpha
autoSize
background
backgroundColor
border
borderColor
bottomScroll
embedFonts
_highquality
_height
hscroll
html
htmlText
length
maxChars
maxhscroll
maxscroll
multiline
_name
_parent
password
_quality
restrict
_rotation

scroll

selectable
_soundbuftime
tabEnabled
tabIndex
_target
text
textColor
textHeight
textWidth
type
_url
variable
_visible
_width
wordWrap
_x
_xmouse
_xscale
_y
_ymouse
_yscale

Event Handlers
onChanged
onKillFocus
onScroller
onSetFocus

MovieClip

Methods

attachAudio
attachMovie
createEmptyMovieClip
createTextField
duplicateMovieClip
getBounds
getBytesLoaded
getBytesTotal
getDepth()
getURL
globalToLocal
gotoAndPlay
gotoAndStop
hitTest
loadMovie
loadVariables
localToGlobal
nextFrame
play
prevFrame
removeMovieClip
setMask
startDrag
stop
stopDrag
swapDepths
unloadMovie

Properties
_alpha
_currentframe
_droptarget
enabled
focusEnabled
_focusrect
_framesloaded
_height
hitArea
_highquality
_name
_parent
_rotation
_soundbuftime
tabChildren
tabEnabled
tabIndex
_target
_totalframes
trackAsMenu
_url
useHandCursor
_visible
_width
_x
_xmouse
_xscale
_y
_ymouse
_yscale

Event Handlers
onData
onDragOut
onDragOver
onEnterFrame
onKeyDown
onKeyUp
onKillFocus
onLoad
onMouseDown
onMouseMove
onMouseUp
onPress
onRelease
onReleaseOutside
onRollOut
onRollOver
onSetFocus
onUnload

based on
JavaScript Cheatsheet
from ilovejackdaniels.com