

* flash.display.*

flash.display.NativeWindow

Public Properties

bounds : Rectangle
 closed : Boolean
 displayState : String
 height : Number
 initOptions : NativeWindowInitOptions
 maxSize : Point
 minSize : Point
 stage : Stage
 title : String
 visible : Boolean
 width : Number
 x : Number
 y : Number

Public Methods

NativeWindow(visible:Boolean, initOpt:NativeWindowInitOptions)
 close():void
 globalToScreen(globalPoint:Point):Point
 maximize():void
 minimize():void
 restore():void
 startMove():void
 startResize(edgeOrCorner:String):void

Events

close
 closing
 displayStateChange
 displayStateChanging
 move
 moving
 resize
 resizing

flash.display.NativeWindowBoundsEvent

Public Properties

afterBounds : Rectangle
 beforeBounds : Rectangle

Constants

MOVE : String = "move"
 MOVING : String = "moving"
 RESIZE : String = "resize"
 RESIZING : String = "resizing"

Public Methods

NativeWindowBoundsEvent(type:String, bubbles:Boolean = false, cancelable:Boolean = false, beforeBounds:Rectangle = null, afterBounds:Rectangle = null)

clone():Event
 toString():String

flash.display.NativeWindowDisplayState

Constants

MAXIMIZED : String = "maximized"
 MINIMIZED : String = "minimized"
 NORMAL : String = "normal"

flash.display.NativeWindowDisplayStateEvent

Public Properties

afterDisplayState : String
 beforeDisplayState : String

Public Methods

NativeWindowDisplayStateEvent(type:String, bubbles:Boolean = true, cancelable:Boolean = false, beforeDisplayState:String = "", afterDisplayState:String = "")

clone():Event
 toString():String

Constants

DISPLAY_STATE_CHANGE : String = "displayStateChange"
 DISPLAY_STATE_CHANGING : String = "displayStateChanging"

flash.display.NativeWindowResize

Constants

BOTTOM : String = "B" RIGHT : String = "R"
 BOTTOM_LEFT : String = "BL" TOP : String = "T"
 BOTTOM_RIGHT : String = "BR" TOP_LEFT : String = "TL"
 LEFT : String = "L" TOP_RIGHT : String = "TR"
 NONE : String = ""

flash.display.NativeWindowSystemChrome

Constants

ALTERNATE : String = "alternate"
 NONE : String = "none"
 STANDARD : String = "standard"
 UTILITY : String = "utility"

* flash.events.*

flash.events.HTMLUncaughtJavaScriptExceptionEvent

Public Properties

exceptionValue : *
 stackTrace : Array

Public Methods

HTMLUncaughtJavaScriptExceptionEvent(exceptionValue:*)
 clone():Event

Public Constants

UNCAUGHT_JAVASCRIPT_EXCEPTION : * = uncaughtJavaScriptException

flash.events.InvokeEvent

Public Properties

arguments : Array
 currentDirectory : File

Public Methods

InvokeEvent(type:String, bubbles:Boolean = false, cancelable:Boolean = false, dir:File = null, argv:Array = null)
 clone():Event

Public Constants

INVOKE : String = "invoke"

flash.events.OutputProgressEvent

Public Properties

bytesPending : Number
 bytesTotal : Number

Public Methods

OutputProgressEvent(type:String, bubbles:Boolean = false, cancelable:Boolean = false, bytesPending:Number = 0, bytesTotal:Number = 0)

clone():Event
 toString():String

Public Constants

OUTPUT_PROGRESS : String = "outputProgress"

mx.events.FileEvent

Public Properties

file : File

Public Methods

FileEvent(type:String, bubbles:Boolean = false, cancelable:Boolean = false, file:File = null)

Public Constants

DIRECTORY_CHANGE : String = "directoryChange"
 DIRECTORY_CLOSING : String = "directoryClosing"
 DIRECTORY_OPENING : String = "directoryOpening"
 SELECT : String = "select"

mx.events.FileListEvent

Public Properties

files : Array

Public Methods

FileListEvent(type:String, bubbles:Boolean = false, cancelable:Boolean = false, files:Array = null)

Public Constants

DIRECTORY_LISTING : String = "directoryListing"