




































































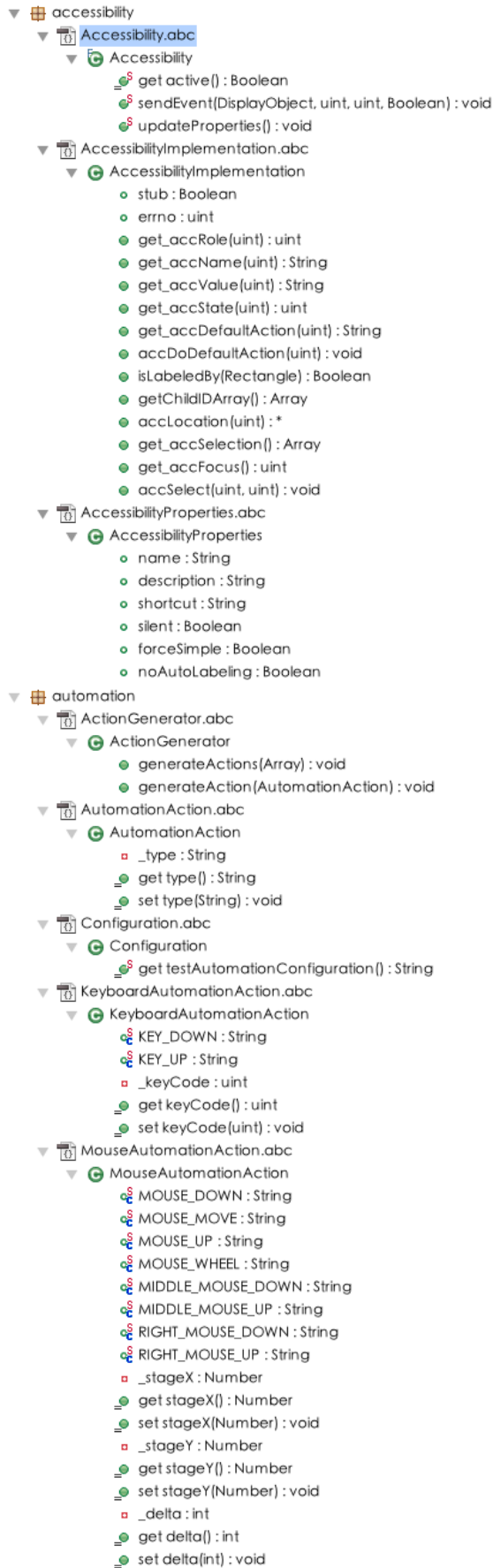
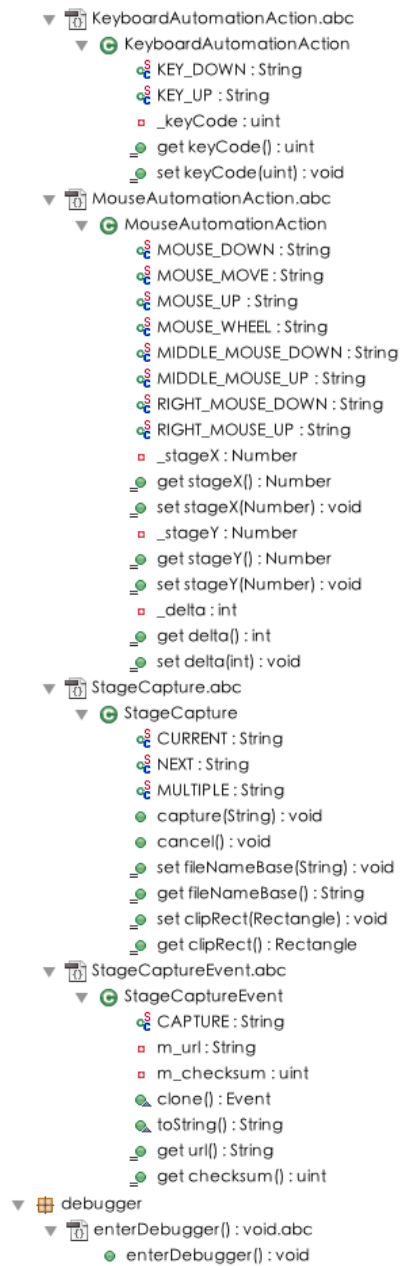


整理者: Jimmy 更多内容: [www.Jimmy.sh](http://www.Jimmy.sh)

- ▼  adobe.utils
  - ▼  CustomActions.abc
    - ▼  CustomActions
      -  installActions(String, String) : void
      -  uninstallActions(String) : void
      -  get actionsList() : Array
      -  getActions(String) : String
    - ▼  MMEndCommand(Boolean, String) : void.abc
      -  MMEndCommand(Boolean, String) : void
    - ▼  MMExecute(String) : String.abc
      -  MMExecute(String) : String
    - ▼  ProductManager.abc
      - ▼  ProductManager
        -  ctor(String, Boolean) : void
        -  get running() : Boolean
        -  get installed() : Boolean
        -  launch(String) : Boolean
        -  get installedVersion() : String
        -  download(String, String, Array) : Boolean
        -  doDownload(String, String) : Boolean
        -  validate(String) : String
        -  doSelfUpgrade(String) : Boolean
- ▼  authoring
  - ▼  authObject.abc
    - ▼  authObject
      -  get offScreenSurfaceRenderingEnabled() : Boolean
      -  set offScreenSurfaceRenderingEnabled(Boolean) : void
      -  ApplyMatrix(DisplayObject, Matrix) : Boolean
      -  ApplyColorXForm(DisplayObject, ColorTransform) : Boolean
      -  ctor(uint) : void
      -  get Type() : uint
      -  get Key() : uint
      -  get SwfKey() : uint
      -  get FirstChild() : authObject
      -  get NextSibling() : authObject
      -  IsFloater() : Boolean
      -  ObjMatrix(Matrix) : Matrix
      -  CenterPoint() : Point
      -  IsSelected() : Boolean
      -  Bounds(uint, int, int) : Rectangle
      -  Filters() : Array
      -  RegistrationPoint() : Point
      -  IsVisible(Boolean) : Boolean
      -  FrameForFrameNumber(int) : authObject
      -  OutlineMode() : Boolean
      -  OutlineColor() : uint
      -  Locked() : Boolean
      -  MaskLayer(Boolean, int) : authObject
      -  IsPrimitive() : Boolean
      -  HasEmptyPath() : Boolean
      -  HasShapeSelection() : Boolean
      -  StartPosition() : int
      -  EndPosition() : int
      -  FrameType() : uint
      -  MotionPath() : authObject
      -  Scale9Grid() : Rectangle
      -  SymbolMode() : int
      -  SymbolBehavior() : int
      -  FrameOffset() : int
      -  ColorXForm(ColorTransform) : ColorTransform
      -  BlendingMode() : String
      -  LivePreviewSize() : Point
      -  ThreeDMatrix() : Matrix3D
      -  ThreeDTranslationHandlePoints() : Array
      -  CacheAsBitmap() : Boolean
      -  Has3DInside() : Boolean
      -  NeedsBorder() : Boolean
      -  SetData(String) : void
      -  GetData() : String

```
▼ authoring
  ▼ authObject.abc
    ▼ authObject
      ● get offScreenSurfaceRenderingEnabled() : Boolean
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      ● get SwfKey() : uint
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      ● FrameForFrameNumber(int) : authObject
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      ● OutlineColor() : uint
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      ● Scale9Grid() : Rectangle
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      ● CacheAsBitmap() : Boolean
      ● Has3DInside() : Boolean
      ● NeedsBorder() : Boolean
      ● SetData(String) : void
      ● GetData() : String
```





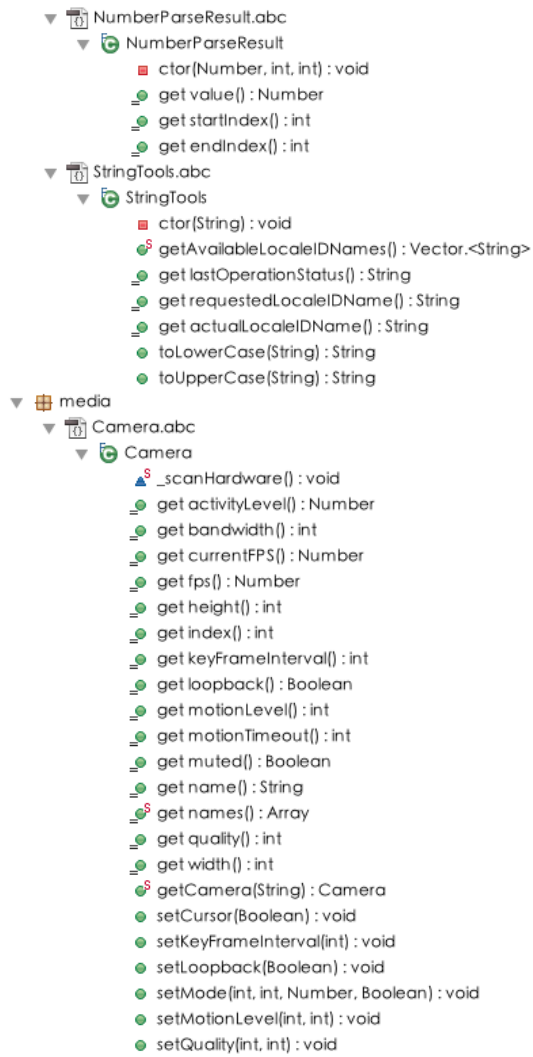




















```
▼ CurrencyFormatter.abc
  ▼ CurrencyFormatter
    ■ ctor(String) : void
    ● get currencySOCCode() : String
    ● get currencySymbol() : String
    ● setCurrency(String, String) : void
    ● format(Number, Boolean) : String
    ■ formatImplementation(Number, Boolean) : String
    ● formattingWithCurrencySymbolsSafe(String) : Boolean
    ● parse(String) : CurrencyParseResult
    ● getLastOperationStatus() : String
    ● getRequestedLocaleIDName() : String
    ● getActualLocaleIDName() : String
    ● getFractionalDigits() : int
    ● setFractionalDigits(int) : void
    ● getUseGrouping() : Boolean
    ● setUseGrouping(Boolean) : void
    ● getGroupingPattern() : String
    ● setGroupingPattern(String) : void
    ● getDigitsType() : uint
    ● setDigitsType(uint) : void
    ● getDecimalSeparator() : String
    ● setDecimalSeparator(String) : void
    ● getGroupingSeparator() : String
    ● setGroupingSeparator(String) : void
    ● getNegativeSymbol() : String
    ● setNegativeSymbol(String) : void
    ● getNegativeCurrencyFormat() : uint
    ● setNegativeCurrencyFormat(uint) : void
    ● getPositiveCurrencyFormat() : uint
    ● setPositiveCurrencyFormat(uint) : void
    ● getLeadingZero() : Boolean
    ● setLeadingZero(Boolean) : void
    ● getTrailingZeros() : Boolean
    ● setTrailingZeros(Boolean) : void
    ● getAvailableLocaleIDNames() : Vector.<String>
  ▼ CurrencyParseResult.abc
    ▼ CurrencyParseResult
      ■ ctor(Number, String) : void
      ● getValue() : Number
      ● getCurrencyString() : String
```



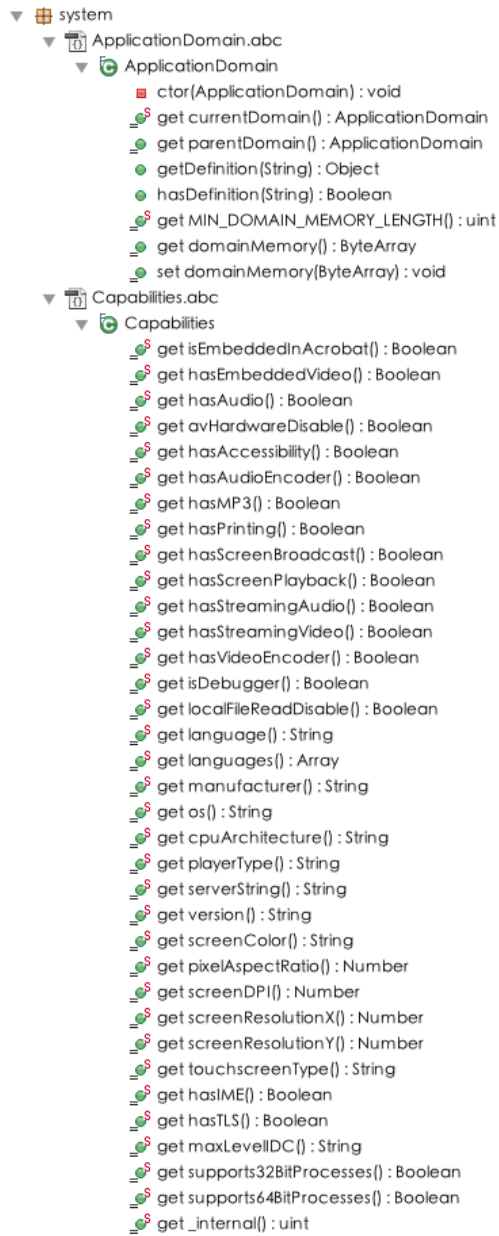
- ▼ NationalDigitsType.abc
  - ▼ NationalDigitsType
    - EUROPEAN : uint
    - ARABIC\_INDIC : uint
    - EXTENDED\_ARABIC\_INDIC : uint
    - NKO : uint
    - DEVANAGARI : uint
    - BENGALI : uint
    - GURMUKHI : uint
    - GUJARATI : uint
    - ORIYA : uint
    - TAMIL : uint
    - TELUGU : uint
    - KANNADA : uint
    - MALAYALAM : uint
    - THAI : uint
    - LAO : uint
    - TIBETAN : uint
    - MYANMAR : uint
    - MYANMAR\_SHAN : uint
    - KHMER : uint
    - MONGOLIAN : uint
    - LIMBU : uint
    - NEW\_TAI\_LUE : uint
    - BALINESE : uint
    - SUNDANESE : uint
    - LEPCHA : uint
    - OL\_CHIKI : uint
    - VAI : uint
    - SAURASHTRA : uint
    - KAYAH\_LI : uint
    - CHAM : uint
    - FULL\_WIDTH : uint
    - OSMANYA : uint
- ▼ NumberFormatter.abc
  - ▼ NumberFormatter
    - ctor(String) : void
    - get lastOperationStatus() : String
    - get requestedLocaleIDName() : String
    - get actualLocaleIDName() : String
    - get fractionalDigits() : int
    - set fractionalDigits(int) : void
    - get useGrouping() : Boolean
    - set useGrouping(Boolean) : void
    - get groupingPattern() : String
    - set groupingPattern(String) : void
    - get digitsType() : uint
    - set digitsType(uint) : void
    - get decimalSeparator() : String
    - set decimalSeparator(String) : void
    - get groupingSeparator() : String
    - set groupingSeparator(String) : void
    - get negativeSymbol() : String
    - set negativeSymbol(String) : void
    - get negativeNumberFormat() : uint
    - set negativeNumberFormat(uint) : void
    - get leadingZero() : Boolean
    - set leadingZero(Boolean) : void
    - get trailingZeros() : Boolean
    - set trailingZeros(Boolean) : void
    - parse(String) : NumberParseResult
    - parseNumber(String) : Number
    - getAvailableLocaleIDNames() : Vector.<String>
    - formatInt(int) : String
    - formatUInt(uint) : String
    - formatNumber(Number) : String






































































- ▼  Microphone.abc
  - ▼  Microphone
    -  getMicrophone(int) : Microphone
    -  get names() : Array
    -  set gain(Number) : void
    -  set rate(int) : void
    -  get rate() : int
    -  set codec(String) : void
    -  get codec() : String
    -  get framesPerPacket() : int
    -  set framesPerPacket(int) : void
    -  get encodeQuality() : int
    -  set encodeQuality(int) : void
    -  get noiseSuppressionLevel() : int
    -  set noiseSuppressionLevel(int) : void
    -  get enableVAD() : Boolean
    -  set enableVAD(Boolean) : void
    -  setSilenceLevel(Number, int) : void
    -  setUseEchoSuppression(Boolean) : void
    -  get activityLevel() : Number
    -  get gain() : Number
    -  get index() : int
    -  get muted() : Boolean
    -  get name() : String
    -  get silenceLevel() : Number
    -  get silenceTimeout() : int
    -  get useEchoSuppression() : Boolean
    -  setLoopBack(Boolean) : void
    -  get soundTransform() : SoundTransform
    -  set soundTransform(SoundTransform) : void
- ▼  Sound.abc
  - ▼  Sound
    -  load(URLRequest, SoundLoaderContext) : void
    -  \_buildLoaderContext(SoundLoaderContext) : SoundLoaderContext
    -  \_load(URLRequest, Boolean, Number) : void
    -  get url() : String
    -  play(Number, int, SoundTransform) : SoundChannel
    -  get length() : Number
    -  get isBuffering() : Boolean
    -  get bytesLoaded() : uint
    -  get bytesTotal() : int
    -  get id3() : ID3Info
    -  close() : void
    -  extract(ByteArray, Number, Number) : Number

- ▼  SoundLoaderContext.abc
  - ▼  SoundLoaderContext
    - bufferTime : Number
    - checkPolicyFile : Boolean
- ▼  SoundMixer.abc
  - ▼  SoundMixer
    - stopAll() : void
    - computeSpectrum(ByteArray, Boolean, int) : void
    - get bufferTime() : int
    - set bufferTime(int) : void
    - get soundTransform() : SoundTransform
    - set soundTransform(SoundTransform) : void
    - areSoundsInaccessible() : Boolean
- ▼  StageVideo.abc
  - ▼  StageVideo
    - attachNetStream(NetStream) : void
    - get viewPort() : Rectangle
    - set viewPort(Rectangle) : void
    - set pan(Point) : void
    - get pan() : Point
    - set zoom(Point) : void
    - get zoom() : Point
    - set depth(int) : void
    - get depth() : int
    - get videoWidth() : int
    - get videoHeight() : int
    - get deblocking() : int
    - set deblocking(int) : void
    - codecCapability(uint, String, String) : String
    - get colorSpaces() : Vector.<String>
- ▼  Video.abc
  - ▼  Video
    - ctor(int, int) : void
    - get deblocking() : int
    - set deblocking(int) : void
    - get smoothing() : Boolean
    - set smoothing(Boolean) : void
    - get videoWidth() : int
    - get videoHeight() : int
    - clear() : void
    - attachNetStream(NetStream) : void
    - attachCamera(Camera) : void
- ▼  scanHardware() : void.abc
  - scanHardware() : void

- ▼  sampler
  - ▼  DeleteObjectSample.abc
    - ▼  DeleteObjectSample
      - 🔗 id : Number
      - 🔗 size : Number
    - ▼  NewObjectSample.abc
      - ▼  NewObjectSample
        - 🔗 id : Number
        - 🔗 type : Class
        - get object() : \*
        - get size() : Number
    - ▼  Sample.abc
      - ▼  Sample
        - 🔗 time : Number
        - 🔗 stack : Array
    - ▼  StackFrame.abc
      - ▼  StackFrame
        - 🔗 name : String
        - 🔗 file : String
        - 🔗 line : uint
        - 🔗 scriptID : Number
        - 🔗 toString() : String
    - ▼  \_getInvocationCount(Object, QName, uint) : Number.abc
      - ▲ \_getInvocationCount(Object, QName, uint) : Number
    - ▼  \_setSamplerCallback(Function) : void.abc
      - ▲ \_setSamplerCallback(Function) : void
    - ▼  clearSamples() : void.abc
      - clearSamples() : void
    - ▼  getGetterInvocationCount(Object, QName) : Number.abc
      - getGetterInvocationCount(Object, QName) : Number
    - ▼  getInvocationCount(Object, QName) : Number.abc
      - getInvocationCount(Object, QName) : Number
    - ▼  getMemberNames(Object, Boolean) : Object.abc
      - getMemberNames(Object, Boolean) : Object
    - ▼  getSampleCount() : Number.abc
      - getSampleCount() : Number
    - ▼  getSamples() : Object.abc
      - getSamples() : Object
    - ▼  getSetterInvocationCount(Object, QName) : Number.abc
      - getSetterInvocationCount(Object, QName) : Number
    - ▼  getSize(\*) : Number.abc
      - getSize(\*) : Number
    - ▼  isGetterSetter(Object, QName) : Boolean.abc
      - isGetterSetter(Object, QName) : Boolean
    - ▼  pauseSampling() : void.abc
      - pauseSampling() : void
    - ▼  sampleInternalAllocs(Boolean) : void.abc
      - sampleInternalAllocs(Boolean) : void
    - ▼  setSamplerCallback(Function) : void.abc
      - 🔗 setSamplerCallback(Function) : void
    - ▼  startSampling() : void.abc
      - startSampling() : void
    - ▼  stopSampling() : void.abc
      - stopSampling() : void
  - ▼  sensors
    - ▼  Accelerometer.abc
      - ▼  Accelerometer
        - get isSupported() : Boolean
        - setRequestedUpdateInterval(Number) : void
    - ▼  Geolocation.abc
      - ▼  Geolocation
        - setRequestedUpdateInterval(int) : void
        - get isSupported() : Boolean



- ▼  FSCommand.abc
  - ▼  FSCommand
    -  \_fscommand(String, String) : void
- ▼  LoaderContext.abc
  - ▼  LoaderContext
    -  checkPolicyFile : Boolean
    -  applicationDomain : ApplicationDomain
    -  securityDomain : SecurityDomain
    -  allowLoadBytesCodeExecution : Boolean
- ▼  Security.abc
  - ▼  Security
    -  allowDomain(...) : void
    -  allowInsecureDomain(...) : void
    -  loadPolicyFile(String) : void
    -  get exactSettings() : Boolean
    -  set exactSettings(Boolean) : void
    -  get disableAVM1Loading() : Boolean
    -  set disableAVM1Loading(Boolean) : void
    -  duplicateSandboxBridgeInputArguments(Object, Array) : Array
    -  duplicateSandboxBridgeOutputArgument(Object, \*) : \*
    -  createSandboxBridgeProxyFunction(Function, Object, Object, Object) : Function
    -  showSettings(String) : void
    -  get sandboxType() : String
    -  REMOTE : String
    -  LOCAL\_WITH\_FILE : String
    -  LOCAL\_WITH\_NETWORK : String
    -  LOCAL\_TRUSTED : String
    -  APPLICATION : String
- ▼  System.abc
  - ▼  System
    -  theIME : IME
    -  get ime() : IME
    -  setClipboard(String) : void
    -  get totalMemory() : uint
    -  get totalMemoryNumber() : Number
    -  get freeMemory() : Number
    -  get privateMemory() : Number
    -  get precise\_startupTime() : Number
    -  get currentTime() : Number
    -  get useCodePage() : Boolean
    -  set useCodePage(Boolean) : void
    -  get vmVersion() : String
    -  pause() : void
    -  resume() : void
    -  exit(uint) : void
    -  gc() : void
    -  nativeConstructionOnly(Object) : void
    -  disposeXML(XML) : void
- ▼  SystemUpdater.abc
  - ▼  SystemUpdater
    -  \_pm : ProductManager
    -  update(String) : void
    -  cancel() : void
    -  onProductManagerEvent(Event) : void
    -  \_update(String, ProductManager) : Boolean
    -  \_cancel(Boolean, ProductManager) : void
- ▼  SystemUpdaterType.abc
  - ▼  SystemUpdaterType
    -  SYSTEM : String
    -  DRM : String
- ▼  TouchscreenType.abc
  - ▼  TouchscreenType
    -  FINGER : String
    -  STYLUS : String
    -  NONE : String
- ▼  fscommand(String, String) : void.abc
  -  fscommand(String, String) : void

- ▶ accessibility
  - ▶ automation
  - ▶ debugger
  - ▶ desktop
  - ▶ display
  - ▶ errors
  - ▶ events
  - ▶ external
  - ▶ filters
  - ▶ geom
  - ▶ globalization
  - ▶ media
  - ▶ net
  - ▶ printing
  - ▶ sampler
  - ▶ sensors
  - ▶ system
  - ▶ text
  - ▶ ui
  - ▶ utils
  - ▶ display
  - ▶ errors
  - ▶ events
  - ▶ filters
  - ▶ geom
  - ▶ media
  - ▶ net
  - ▶ printing
  - ▶ profiler
  - ▶ system
  - ▶ text
  - ▶ trace
  - ▶ ui
  - ▶ utils
  - ▶ xml
- ▼ display
    - ▶ FrameLabel.abc
    - ▶ GradientType.abc
    - ▶ GraphicsBitmapFill.abc
    - ▶ GraphicsEndFill.abc
    - ▶ GraphicsGradientFill.abc
    - ▶ GraphicsPath.abc
    - ▶ GraphicsPathCommand.abc
    - ▶ GraphicsPathWinding.abc
    - ▶ GraphicsShaderFill.abc
    - ▶ GraphicsSolidFill.abc
    - ▶ GraphicsStroke.abc
    - ▶ GraphicsTrianglePath.abc
    - ▶ IBitmapDrawable.abc
    - ▶ IGraphicsData.abc
    - ▶ IGraphicsFill.abc
    - ▶ IGraphicsPath.abc
    - ▶ IGraphicsStroke.abc
    - ▶ InterpolationMethod.abc
    - ▶ JointStyle.abc
    - ▶ LineScaleMode.abc
    - ▶ MorphShape.abc
    - ▶ PixelSnapping.abc
    - ▶ SWFVersion.abc
    - ▶ Scene.abc
    - ▶ Shader.abc
    - ▶ ShaderData.abc
    - ▶ ShaderInput.abc
    - ▶ ShaderJob.abc
    - ▶ ShaderParameterType.abc
    - ▶ ShaderPrecision.abc
    - ▶ Shape.abc
    - ▶ SimpleButton.abc
    - ▶ SpreadMethod.abc
    - ▶ StageAlign.abc
    - ▶ StageDisplayState.abc
    - ▶ StageQuality.abc
    - ▶ StageScaleMode.abc
    - ▶ TriangleCulling.abc
- ▼ display
    - ▶ AVM1Movie.abc
    - ▶ ActionScriptVersion.abc
    - ▶ Bitmap.abc
    - ▶ BitmapData.abc
    - ▶ BitmapDataChannel.abc
    - ▶ BlendMode.abc
    - ▶ CapsStyle.abc
    - ▶ ColorCorrection.abc
    - ▶ ColorCorrectionSupport.abc
    - ▶ DisplayObject.abc
    - ▶ DisplayObjectContainer.abc
    - ▶ FocusDirection.abc
    - ▶ Graphics.abc
    - ▶ InteractiveObject.abc
    - ▶ Loader.abc
    - ▶ LoaderInfo.abc
    - ▶ MovieClip.abc
    - ▶ NativeMenu.abc
    - ▶ NativeMenuItem.abc
    - ▶ ShaderParameter.abc
    - ▶ Sprite.abc
    - ▶ Stage.abc



