

air.net.\*

## air.net.ServiceMonitor

### Public Properties

available : Boolean  
lastUpdated : Date  
pollInterval : Number  
running : Boolean

### Public Methods

ServiceMonitor()  
start():void  
stop():void  
augmentPrototype(proto:Object):void  
toString():String

### Protected Methods

checkStatus():void

### Events

status

## air.net.SocketMonitor

### Public Properties

host : String  
port : int

### Public Methods

SocketMonitor(host:String, port:int) toString():String

### Protected Methods

checkStatus():void

## air.net.URLMonitor

### Public Properties

acceptableStatuses : Array  
urlRequest : URLRequest

### Public Methods

URLMonitor(urlRequest:URLRequest, acceptableStatuses:Array = null) toString():String

### Protected Methods

checkStatus():void

flash.data.\*

## flash.data.SQLDatabase

### Public Properties

caseSensitiveLike : Boolean  
columnNameStyle : String  
connected : Boolean  
inTransaction : Boolean  
totalChanges : uint  
version : Number

### Public Methods

SQLDatabase()  
addEventListener(type:String, listener:Function, useCapture:Boolean = false, priority:int = 0, useWeakReference:Boolean = false):void  
analyze(resourceName:String = null):void  
attach(name:String, file:File = null, autoCreate:Boolean = true):void  
begin(option:String = null):void  
cancel():void  
clean():void  
close():void  
commit():void  
deanalyze():void  
detach(name:String):void  
getFile():File  
open(file:File = null, autoCreate:Boolean = true, autoClean:Boolean = false, pageSize:int = -1):void  
removeEventListener(type:String, listener:Function, useCapture:Boolean = false):void  
rollback():void

### Events

status

### Public Constants

DEFAULT\_COLUMN\_NAMES : String = "defaultColumnNames"  
LOCK\_DEFERRED : String = "deferred"  
LOCK\_EXCLUSIVE : String = "exclusive"  
LOCK\_IMMEDIATE : String = "immediate"  
LONG\_COLUMN\_NAMES : String = "longColumnNames"  
SHORT\_COLUMN\_NAMES : String = "shortColumnNames"

## flash.data.SQLStatement

### Public Properties

executing : Boolean  
itemClass : Class  
parameters : Object  
prepared : Boolean  
sqlDatabase : SQLDatabase  
text : String

### Public Methods

SQLStatement()  
clearParameters():void  
execute(prefetch:int = -1, responder:Responder = null):void  
next(prefetch:int = -1, responder:Responder = null):void  
prepare(responder:Responder = null):void  
reset(responder:Responder = null):void

### Events

result

status

# AIR Cheatsheet

actionsriptcheatsheet.com



adobe.com/go/air

flash.desktop.\*

## flash.desktop.ClipboardManager

### Public Properties

data : TransferableData

### Public Methods

accessClipboard(closure:Function):void

## flash.desktop.DragActions

### Public Constants

COPY : String = "copy"  
LINK : String = "link"  
MOVE : String = "move"  
NONE : String = "none"

## flash.desktop.DragManager

### Public Properties

dragInitiator : DisplayObject  
dropAction : String

### Public Methods

acceptDragDrop(target:DisplayObject):void  
doDrag(initiator:DisplayObject, transferable:TransferableData, dragImage:BitmapData = null, offset:Point = null, actionsAllowed:DragOptions = null):void  
isDragging():Boolean

### Events

nativeDragComplete  
nativeDragDrop  
nativeDragEnter  
nativeDragExit  
nativeDragOver  
nativeDragStart

## flash.desktop.DragOptions

### Public Properties

allowCopy : Boolean = true  
allowLink : Boolean = true  
allowMove : Boolean = true

### Public Methods

toString():String

## flash.desktop.Icon

### Public Properties

bitmaps : Array

## flash.desktop.TransferableData

### Public Properties

formats : Array

### Public Methods

TransferableData()  
addData(data:Object, format:String, serializable:Boolean = true):void  
addHandler(handler:Function, format:String, serializable:Boolean = true):void  
dataForFormat(format:String, transferMode:String):Object  
hasFormat(format:String):Boolean  
removeData(format:String):void

## flash.desktop.TransferableFormats

### Public Constants

BITMAP\_FORMAT : String = "bitmap"  
FILE\_LIST\_FORMAT : String = "file list"  
TEXT\_FORMAT : String = "text"  
URL\_FORMAT : String = "url"

## flash.desktop.TransferableTransferMode

### Public Constants

CLONE\_ONLY : String = "cloneOnly"  
CLONE\_PREFERRED : String = "clonePreferred"  
ORIGINAL\_ONLY : String = "originalOnly"  
ORIGINAL\_PREFERRED : String = "originalPreferred"

## flash.display.NativeMenu

### Public Properties

numItems : uint  
parent : NativeMenu

### Public Methods

addItem(item:NativeMenuItem):NativeMenuItem  
addItemAt(item:NativeMenuItem, index:uint):NativeMenuItem  
containsItem(item:NativeMenuItem):Boolean  
getItemAt(index:uint):NativeMenuItem  
getItemByName(name:String):NativeMenuItem  
getItemIndex(item:NativeMenuItem):int  
removeItem(item:NativeMenuItem):NativeMenuItem  
removeItemAt(index:int):NativeMenuItem  
setItemIndex(item:NativeMenuItem, index:uint):void

### Events

DISPLAY  
DISPLAYING  
SELECT

## flash.display.NativeMenuItem

### Public Properties

data : Object	label : String
enabled : Boolean	labelFont : Font
icon : Bitmap	menu : NativeMenu
isSeparator : Boolean	mnemonicIndex : uint
keyEquivalent : String	name : String
keyEquivalentModifiers : Array	submenu : NativeMenu

### Public Methods

NativeMenuItem(label:String = "", isSeparator:Boolean = false)

### Events

DISPLAY  
DISPLAYING  
SELECT

## flash.display.NativeWindow

### Public Properties

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

### Public Methods

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

### Events

activate	displayStateChanging
close	move
closing	moving
deactivate	resize
displayStateChange	resizing

## flash.display.NativeWindowDisplayState

### Public Constants

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

## flash.display.NativeWindowInitOptions

### Public Properties

appearsInWindowMenu : Boolean	owner : NativeWindow
hasMenu : Boolean	resizable : Boolean
maximizable : Boolean	systemChrome : String
minimizable : Boolean	transparent : Boolean
	type : String

### Public Methods

NativeWindowInitOptions()



## flash.display.NativeWindowResize

### Public Constants

BOTTOM : String = "B"  
BOTTOM\_LEFT : String = "BL"  
BOTTOM\_RIGHT : String = "BR"  
LEFT : String = "L"  
NONE : String = ""  
RIGHT : String = "R"  
TOP : String = "T"  
TOP\_LEFT : String = "TL"  
TOP\_RIGHT : String = "TR"

## flash.display.NativeWindowSystemChrome

### Public Constants

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

## flash.display.NativeWindowType

### Public Constants

LIGHTWEIGHT : String = "lightweight"  
NORMAL : String = "normal"  
UTILITY : String = "utility"

## AIR Application Descriptor File

```
<?xml version="1.0" encoding="UTF-8"?>
<!--
Ensure the appID attribute is fully qualified to prevent
two AIR apps with the same name from overlapping
/-->
<application
  xmlns="http://ns.adobe.com/air/application/1.0.M4"
  appID="com.actionscripcheatsheet.aircheatsheet"
  version="1.0 Beta">

  <!--
  Application name, shown by OS to user on menus etc.
  /-->
  <name>AIR Cheatsheet</name>

  <!-- Application title shown during installation /-->
  <title>AIR Cheatsheet Installation</title>

  <description>
    Quick reference for Adobe AIR. ActionScript
    3.0 packages and classes for Adobe AIR Beta 1.
  </description>

  <copyright>
    © Sean Moore, SeanTheFlashGuy.com
  </copyright>

  <rootContent
    systemChrome="standard"
    transparent="false"
    visible="true">
    [SWF reference is generated]
  </rootContent>

</application>
```

## \* flash.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"  
SELECT\_MULTIPLE : String = "selectMultiple"

## flash.events.HTMLUncaughtJavaScriptExceptionEvent

### Public Properties

exceptionValue : \*  
stackTrace : Array

### Public Methods

HTMLUncaughtJavaScriptExceptionEvent(exceptionValue:\*)  
clone():Event

### Public Constants

UNCAUGHT\_JAVASCRIPT\_EXCEPTION : \* = uncaughtJavaScriptException

## flash.events.HTTPStatusEvent

### Public Properties

responseURL : String  
responseHeaders : Array

status : int

### Public Methods

HTTPStatusEvent(type:String, bubbles:Boolean = false,  
cancelable:Boolean = false, status:int = 0)

clone():Event  
toString():String

### Public Constants

HTTP\_RESPONSE\_STATUS : String = "httpResponseStatus"  
HTTP\_STATUS : String = "httpStatus"

## 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.NativeDragEvent

### Public Properties

actionsAllowed : DragOptions  
dropAction : String

transferable : TransferableData

### Public Methods

NativeDragEvent(type:String,  
bubbles:Boolean = false,  
cancelable:Boolean = true,  
localX:Number = 0,  
localY:Number = 0,  
transferable:TransferableData = null,  
actionsAllowed:DragOptions = null,  
dropAction:String = null,  
ctrlKey:Boolean = false,  
altKey:Boolean = false,  
shiftKey:Boolean = false)

clone():Event  
toString():String

### Public Constants

NATIVE\_DRAG\_COMPLETE : String = "nativeDragComplete"  
NATIVE\_DRAG\_DROP : String = "nativeDragDrop"  
NATIVE\_DRAG\_ENTER : String = "nativeDragEnter"  
NATIVE\_DRAG\_EXIT : String = "nativeDragExit"  
NATIVE\_DRAG\_OVER : String = "nativeDragOver"  
NATIVE\_DRAG\_START : String = "nativeDragStart"

## flash.events.NativeWindowBoundsEvent

### Public Properties

afterBounds : Rectangle  
beforeBounds : Rectangle

### Public Methods

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

clone():Event  
toString():String

### Public Constants

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

## flash.events.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

### Public Constants

DISPLAY\_STATE\_CHANGE : String = "displayStateChange"  
DISPLAY\_STATE\_CHANGING : String = "displayStateChanging"

## flash.events.NativeWindowErrorEvent

### Public Methods

NativeWindowErrorEvent(type:String, bubbles:Boolean = false,  
cancelable:Boolean = false,  
text:String = "", id:int = 0)

clone():Event  
toString():String

### Public Constants

INVALID\_BOUNDS\_ERROR : String = "invalidBoundsError"

## 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"

## flash.events.SQLResultEvent

### Public Properties

changeCount : uint  
complete : Boolean

data : Array

### Public Methods

SQLResultEvent(type:String, bubbles:Boolean = false,  
cancelable:Boolean = false, code:String = "",  
level:String = "", details:String = "",  
data:Array = null, complete:Boolean = true,  
changeCount:uint = 0, totalTime:uint = 0)

### Public Constants

RESULT : String = "result"

## \* flash.events.SQLStatusEvent

### Public Properties

details : String

### Public Methods

SQLStatusEvent(type:String,  
bubbles:Boolean = false,  
cancelable:Boolean = false,  
code:String = "",  
level:String = "",  
details:String = "")

### Public Constants

STATUS : String = "status"

## flash.events.SQLStatusEventCodes

### Public Constants

ABORT\_ERROR : String = "abortError"  
ANALYZE : String = "analyze"  
ATTACH : String = "attach"  
AUTHORIZATION\_ERROR : String = "authorizationError"  
BEGIN : String = "begin"  
BIND\_RANGE\_ERROR : String = "bindRangeError"  
BUSY\_ERROR : String = "busyError"  
CANNOT\_OPEN\_ERROR : String = "cannotOpenError"  
CLEAN : String = "clean"  
CLOSE : String = "close"  
COMMIT : String = "commit"  
CONSTRAINT\_ERROR : String = "constraintError"  
CORRUPT\_ERROR : String = "corruptError"  
DEANALYZE : String = "deanalyze"  
DETACH : String = "detach"  
EXECUTE : String = "execute"  
FORMAT\_ERROR : String = "formatError"  
FULL\_ERROR : String = "fullError"  
INTERNAL\_ERROR : String = "internalError"  
INTERRUPT\_ERROR : String = "interruptError"  
INVALID\_DATABASE\_ERROR : String = "invalidDatabaseError"  
IO\_ERROR : String = "ioError"  
LARGE\_FILE\_SUPPORT\_ERROR : String = "largeFileSupportError"  
LOCKED\_ERROR : String = "lockedError"  
MISMATCH\_ERROR : String = "mismatchError"  
MISUSE\_ERROR : String = "misuseError"  
OPEN : String = "connect"  
OUT\_OF\_MEMORY\_ERROR : String = "outOfMemoryError"  
PERMISSION\_ERROR : String = "permissionError"  
PREPARE : String = "prepare"  
PROTOCOL\_ERROR : String = "protocolError"  
READONLY\_ERROR : String = "readOnlyError"  
RESET : String = "reset"  
ROLLBACK : String = "rollback"  
SCHEMA\_ERROR : String = "schemaError"  
TOO\_BIG\_ERROR : String = "tooBigError"  
UNKNOWN\_ERROR : String = "unknownError"

## flash.events.SQLStatusEventLevels

### Public Constants

ERROR : String = "error"  
STATUS : String = "status"

## flash.events.SQLUpdateEvent

### Public Properties

kind : String  
rowID : Number  
table : String

### Public Methods

SQLUpdateEvent(type:String,  
bubbles:Boolean = false,  
cancelable:Boolean = false,  
kind:String = "",  
table:String = "",  
rowID:Number = -1)

### Public Constants

DELETE : String = "delete"  
INSERT : String = "insert"  
UPDATE : String = "update"



## \* flash.html.HTMLControl

### Public Properties

height : Number  
historyLength : uint  
historyPosition : uint  
htmlHeight : Number  
htmlHost : HTMLHost  
htmlWidth : Number  
loaded : Boolean  
location : String  
paintsDefaultBackground : Boolean  
pdfCapability : int  
scrollH : Number  
scrollV : Number  
useApplicationDomain : ApplicationDomain  
userAgent : String  
width : Number  
window : JavaScriptObject

### Public Methods

HTMLControl()  
cancelLoad():void  
historyAt(position:uint):URLRequest  
historyBack():void  
historyForward():void  
historyGo(steps:int):void  
load(urlRequestToLoad:URLRequest):void  
loadString(htmlContent:String):void  
reload():void

### Events

complete  
domInitialize  
htmlBoundsChange  
htmlRender  
locationChange  
scroll  
uncaughtJavaScriptException

## flash.html.HTMLHost

### Public Properties

htmlControl : HTMLControl  
windowRect : Rectangle

### Public Methods

HTMLHost(defaultBehaviors:Boolean = true)  
createWindow(crtOpt:HTMLWindowCreateOptions):HTMLControl  
updateLocation(locationURL:String):void  
updateStatus(status:String):void  
updateTitle(title:String):void  
windowBlur():void  
windowFocus():void

## flash.html.HTMLWindowCreateOptions

### Public Properties

fullscreen : Boolean  
locationBarVisible : Boolean  
menuBarVisible : Boolean  
resizable : Boolean  
scrollBarsVisible : Boolean  
statusBarVisible : Boolean  
toolBarVisible : Boolean

## flash.html.JavaScriptFunction

None

## flash.html.JavaScriptObject

None

## \* flash.filesystem.File

### Public Properties

applicationResourceDirectory : File  
applicationStorageDirectory : File  
desktopDirectory : File  
documentsDirectory : File  
exists : Boolean  
icon : Icon  
isDirectory : Boolean  
isHidden : Boolean  
lineEnding : String  
nativePath : String  
parent : File  
separator : String  
systemCharset : String  
url : String  
userDirectory : File

### Public Methods

File(path:String = null)  
browseForDirectory(title:String):void  
browseForOpen(title:String,  
    typeFilter:Array = null):void  
browseForOpenMultiple(title:String,  
    typeFilter:Array = null):void  
browseForSave(title:String):void  
cancel():void  
canonicalize():void  
clone():File  
copyTo(newLocation:FileReference,  
    lobber:Boolean = false):void  
copyToAsync(newLocation:FileReference,  
    lobber:Boolean = false):void  
createDirectory():void  
createTempDirectory():File  
createTempFile():File  
deleteDirectory(deleteDirCont:Boolean = false):void  
deleteDirectoryAsync(deleteDiCont:Boolean = false):void  
deleteFile():void  
deleteFileAsync():void  
listDirectory():Array  
listDirectoryAsync():void  
listRootDirectories():Array  
moveTo(newLocation:FileReference,  
    lobber:Boolean = false):void  
moveToAsync(newLocation:FileReference,  
    lobber:Boolean = false):void  
moveToTrash():void  
moveToTrashAsync():void  
relativize(ref:FileReference,  
    useDotDot:Boolean = false):String  
resolve(path:String):File

### Events

cancel  
complete  
directoryListing  
ioError  
securityError  
select  
selectMultiple

## flash.filesystem.FileMode

### Public Constants

APPEND : String = "append"  
READ : String = "read"  
UPDATE : String = "update"  
WRITE : String = "write"

## \* flash.filesystem.FileStream

### Public Properties

objectEncoding : uint  
bytesAvailable : uint  
position : Number  
endian : String  
readAhead : Number

### Public Methods

FileStream()  
close():void  
open(file:File, fileMode:String):void  
openAsync(file:File,  
    fileMode:String):void  
readBoolean():Boolean  
readByte():int  
readBytes(bytes:ByteArray,  
    offset:uint = 0,  
    length:uint = 0):void  
readDouble():Number  
readFloat():Number  
readInt():int  
readMultiByte(length:uint,  
    charSet:String):String  
readObject():\*  
readShort():int  
readUnsignedByte():uint  
readUnsignedInt():uint

### Events

close  
complete  
ioError  
outputProgress  
progress

## \* flash.system.NativeWindowCapabilities

### Public Properties

hasAlternateSystemChrome : Boolean  
hasApplicationIcon : Boolean  
hasWindowIcon : Boolean  
windowHasMenu : Boolean  
windowMaxSize : Point  
windowMinSize : Point

## flash.system.Shell

### Public Properties

autoExit : Boolean  
id : String  
menu : NativeMenu  
shell : Shell

### Public Methods

addEventListener(type:String,  
    listener:Function,  
    useCapture:Boolean = false,  
    priority:int = 0,  
    useWeakReference:Boolean = false):void  
dispatchEvent(event:Event):Boolean  
exit(errorCode:int = 0):void

### Events

activate  
deactivate  
invoke  
networkChange

## flash.system.Updater

### Public Methods

Updater()  
update(airFile:File, version:String):void

## \* mx.controls.FileSystemComboBox

### Public Properties

COMPUTER : File                    indent : int  
directory : File                    showIcons : Boolean

### Public Methods

FileSystemComboBox()

### Events

directoryChange

### Styles

computerIcon  
directoryIcon

## mx.controls.FileSystemDataGrid

### Public Properties

backHistory : Array  
canNavigateBack : Boolean  
canNavigateDown : Boolean  
canNavigateForward : Boolean  
canNavigateUp : Boolean  
COMPUTER : File  
creationDateColumn : DataGridColumn  
dateFormatString : String  
directory : File  
enumerationMode : String  
extensions : Array  
filterFunction : Function  
forwardHistory : Array  
modificationDateColumn : DataGridColumn  
nameColumn : DataGridColumn  
nameCompareFunction : Function  
showExtensions : Boolean  
showHidden : Boolean  
showIcons : Boolean  
sizeColumn : DataGridColumn  
sizeDisplayMode : String  
typeColumn : DataGridColumn

### Public Methods

FileSystemDataGrid()  
clear():void  
findItemMatching(file:File):File  
navigateBack(index:int = 0):void  
navigateDown():void  
navigateForward(index:int = 0):void  
navigateTo(directory:File):void  
navigateUp():void  
refresh():void

### Events

directoryChange                    directoryOpening  
select

### Styles

directoryIcon                    fileIcon  
refreshInterval

## mx.controls.FileSystemEnumerationMode

### Public Constants

DIRECTORIES\_FIRST : String = "directoriesFirst"  
DIRECTORIES\_ONLY : String = "directoriesOnly"  
FILES\_AND\_DIRECTORIES : String = "filesAndDirectories"  
FILES\_FIRST : String = "filesFirst"  
FILES\_ONLY : String = "filesOnly"

## mx.controls.FileSystemHistoryButton

### Public Properties

dataProvider : Object

### Public Methods

FileSystemHistoryButton()

### Events

itemClick

## \* mx.controls.FileSystemList

### Public Properties

backHistory : Array  
canNavigateBack : Boolean  
canNavigateDown : Boolean  
canNavigateForward : Boolean  
canNavigateUp : Boolean  
COMPUTER : File  
directory : File  
enumerationMode : String  
extensions : Array  
filterFunction : Function  
forwardHistory : Array  
nameCompareFunction : Function  
showExtensions : Boolean  
showHidden : Boolean  
showIcons : Boolean

### Public Methods

FileSystemList()  
clear():void  
findItemMatching(file:File):File  
navigateBack(index:int = 0):void  
navigateDown():void  
navigateForward(index:int = 0):void  
navigateTo(directory:File):void  
navigateUp():void  
refresh():void

### Events

directoryChange                    directoryOpening  
select

### Styles

directoryIcon  
fileIcon  
refreshInterval

## mx.controls.FileSystemSizeDisplayMode

### Public Constants

BYTES : String = "bytes"  
KILOBYTES : String = "kilobytes"

## mx.controls.FileSystemTree

### Public Properties

COMPUTER : File  
directory : File  
enumerationMode : String  
extensions : Array  
filterFunction : Function  
nameCompareFunction : Function  
showExtensions : Boolean  
showHidden : Boolean  
showIcons : Boolean

### Public Methods

FileSystemTree()  
clear():void  
closeSelectedSubdirectory():void  
findItemMatching(file:File):File  
openSelectedSubdirectory():void  
refresh():void

### Events

directoryChange                    directoryOpening  
directoryClosing                    select

## mx.controls.HTML

### Public Properties

data : Object  
htmlControl : HTMLControl  
htmlText : String  
javaScriptDocument : JavaScriptObject  
javaScriptWindow : JavaScriptObject  
listData : BaseListData  
loaded : Boolean  
location : String  
useApplicationDomain : ApplicationDomain

### Public Methods

HTML()

### Events

complete                    htmlRender  
domInitialize                    locationChange  
uncaughtJavaScriptException

### Styles

htmlControlClass                    paddingLeft  
paddingBottom                    paddingRight  
paddingTop

## \* mx.core.IWindow

### Public Properties

status : String                      titleIcon : Class  
 title : String                        window : NativeWindow

### Public Methods

close():void                        minimize():void  
 maximize():void                    restore():void

## mx.core.Window

## mx.core.WindowedApplication

### Public Properties

activated : Boolean  
 bounds : Rectangle  
 controlBar : UIComponent  
 height : Number  
 maximizable : Boolean  
 maximumHeight : Number  
 maximumWidth : Number  
 minimizable : Boolean  
 minimumHeight : Number = 100  
 minimumWidth : Number = 100  
 resizable : Boolean  
 showStatusBar : Boolean  
 status : String  
 systemChrome : String  
 title : String  
 titleIcon : Class  
 transparent : Boolean  
 type : String  
 width : Number  
 window : NativeWindow  
 windowVisible : Boolean

### Protected Properties

statusBar : Object  
 titleBar : Object

### Public Methods

Window()                            orderToBack():void  
 activate():void                    orderToFront():void  
 close():void                        restore():void  
 maximize():void  
 minimize():void  
 orderInBackOf(win:NativeWindow):void  
 orderInFrontOf(win:NativeWindow):void

### Protected Methods

mouseDownHandler(event:MouseEvent):void

### Events

applicationActivate                displayStateChanging  
 applicationDeactivate            initialLayoutComplete  
 closing                              move  
 displayStateChange                moving  
     networkChange

### Styles

buttonAlignment                    statusBackgroundSkin  
 buttonPadding                      statusBarBackgroundColor  
 closeButtonMacStyleName        statusBarClass  
 closeButtonStyleName            statusBarTextStyleName  
 headerHeight                      titleAlignment  
 maximizeButtonMacStyleName    titleBarBackgroundSkin  
 maximizeButtonStyleName        titleBarButtonPadding  
 minimizeButtonMacStyleName    titleBarClass  
 minimizeButtonStyleName        titleBarColors  
 restoreButtonStyleName         titleTextStyleName  
 showFlexChrome

### Effects

closeEffect  
 minimizeEffect  
 unminimizeEffect

## \* mx.core.windowClasses.StatusBar

### Public Properties

data : Object  
 status : String

### Public Methods

StatusBar()

### Protected Methods

commitProperties():void  
 createChildren():void  
 measure():void  
 updateDisplayList(unscaledWidth:Number,  
     unscaledHeight:Number):void

## mx.core.windowClasses.TitleBar

### Public Properties

closeButton : Button                minimizeButton : Button  
 data : Object                        title : String  
 maximizeButton : Button            titleIcon : Class

### Protected Properties

titleTextField : UITextField

### Public Methods

TitleBar()  
 styleChanged(styleProp:String):void

### Protected Methods

commitProperties():void  
 doubleClickHandler(event:MouseEvent):void  
 placeButtons(align:String,  
                   unscaledWidth:Number,  
                   unscaledHeight:Number,  
                   leftOffset:Number,  
                   rightOffset:Number,  
                   cornerOffset:Number):void  
 placeTitle(titleAlign:String,  
             leftOffset:Number,  
             rightOffset:Number,  
             buttonAlign:String):void

mx.core.windowClasses.

## About The Author: [seantheflashguy@gmail.com](mailto:seantheflashguy@gmail.com)



Sean Moore is currently located in sunny San Diego CA working as a freelance ActionScript Programmer and Flash Developer. Please get in touch for his rates and availability.

Sean is a highly skilled ActionScript Developer with extensive experience developing for the Flash Platform.

Sean is currently focusing on Flex 2, Flex 3, Adobe AIR, ActionScript 3.0, Papervision 3D, OOP and Design Patterns. Applications Sean has helped create are being used today by several prominent Government Agencies including the USAF and NARA.

Some of Sean's specialties are: ActionScript 3.0 Programming, Application Architecture for the Flash Platform, Flash and ActionScript consultation, AIR development, Flex Development and Papervision 3D Programming. Sean also has extensive experience with ActionScript 1.0, ActionScript 2.0, Flash MX and Flash MX 2004.

<http://www.seantheflashguy.com/blog>

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