About this guide

This guide provides a reference for all native ActionScript APIs for the Adobe Flash Platform runtimes, Adobe Flash Player, Adobe AIR, and the Flex framework. It contains an alphabetical listing of all the ActionScript APIs as well as additional references and resources.

Before you get started, download the latest version of the free Adobe runtimes and frameworks:

Adobe Flash Player
www.adobe.com/go/getflashplayer

Adobe AIR
www.adobe.com/go/air

Adobe Flex
www.adobe.com/go/flex

How to Use This Guide

This guide can be used both as an API reference, as well as a tool to quickly learn about the ActionScript APIs available within Adobe Flash Player, Adobe AIR, and the Adobe Flex framework.

To use the guide as a reference guide, just follow these steps:

Step 1: Find the class

All of the classes are included in alphabetical order, with the alphabetical range of each page shown in the top right of the page. Simply leaf through the guide, using the Class/Interface name as a reference, to find the item you are looking for.

Step 2: Read the information

Each item entry contains the complete API reference for that item. Each entry is formatted to make it easy to quickly scan the item and view its information.

The entry contains a wealth of information about the item including name, type (class or interface), package name, superclass, interfaces implemented as well as a complete API listing, including static and instance properties and methods.

Class / Interface

● Adobe AIR
■ Adobe Flex
P: Package
⇒ Extends
Property
Static Property
Method
Static Method

Let’s look at the ArrayCollection entry:

ArrayCollection ■
P: cd mx.collections
⇒ ListCollectionView
IExternalizable
source: Array
ArrayCollection()

This item is a class named ArrayCollection, which extends the ListCollectionView class, and implements the IExternalizable interface. It can be found in the mx.collections package, and originates in the Flex framework and runs in Flash Player and Adobe AIR.

Understanding Where APIs can be used:

The Adobe Flash platform contains two primary runtimes. One, Adobe Flash Player is browser based, and the other, Adobe AIR is desktop based. Adobe AIR is built on top of the Flash Player, so Flash Player APIs are available within Adobe AIR. In addition, this means that Adobe AIR APIs are not available within the Flash Player. The Flex framework is built on top of Flash Player APIs, and thus it runs in both the player and Adobe AIR. However, a number of Flex APIs take advantage of AIR APIs, and thus only work within Adobe AIR.

Each entry contains icons to indicate where the API can be used. The icon shows where the API originates, and thus in which runtime the API will run.

No Icon:
Originates in Flash Player, and is available in the Flash Player, Adobe AIR and the Flex Framework.

Red Icon Only:
● Originates in Adobe AIR, and cannot run in Flash Player.

Black Icon Only:
■ Originates in Flex Framework and runs in Flash Player and Adobe AIR.

Black Icon and Red Icon:
■ ● Flex API that only runs in Adobe AIR.

Examples of classes from this guide:

FileReference
Originates in Flash Player and will run in Flash Player and Adobe AIR.

File
● Originates in Adobe AIR, and will not run in Flash Player.

Fade
■ Originates in Flex Framework and will run in Flash Player and Adobe AIR.

FileSystemTree ■ ●
Originates in Flex Framework, but uses Adobe AIR APIs. Will run in Adobe AIR, but not in Flash Player.

Step 3: Find more information

If you still need to find more information about an API, you can either look at the API for the subclass of the item in the reference guide, or look up the API in the online documentation. You can find the links to the online documentation on the back cover of the reference guide.
Adobe Flash Platform for RIAs

Content and Applications

Rich Internet Applications

Rich Content

Client Framework

Adobe Flex

FX

MXML

ActionScript

Runtimes

Browser

Adobe Flash Player

ActionScript

Desktop

Adobe AIR

JavaScript

PDF

ActionScript

HTML, CSS, etc.

Operating Systems

Mac, Windows®, Linux®, and others

Client

XML, JSON, SOAP, RSS, ATOM, AMF, etc.

Server

HTTP, HTTPS, Raw Sockets, RTMP

HTTP, HTTPS, Raw Sockets, RTMP

Server

Adobe Scene7

Adobe ColdFusion®

Adobe LiveCycle® ES

Adobe Flash Media Server 3

ASP.NET, PHP, Java®, Python, etc.

Web Services

Adobe Services

Tooling

Adobe Flex Builder

Adobe Flex SDK

Adobe Dreamweaver®

Adobe Flash Professional

Adobe Flash Catalyst®

Adobe Photoshop®

Adobe Illustrator®

Adobe Premiere®

Adobe Acrobat®

Adobe After Effects®

Adobe Acrobat Professional

Adobe Fireworks®
ChartSelectionChangeEvent

ChartSelectionChangeEvent is an event that occurs when a chart selection changes. It is fired when a chart item is selected or deselected.

The event is fired by any chart item, such as a series, slice, or slice label. The event has a `target` property that refers to the chart item that was selected or deselected, and a `name` property that is either `ChartSelectionChangeEvent` or `ChartSelectionChangeEvent.text`.

ChartSelectionChangeEvent extends the `Event` class.

The event has a `chartSelectionChangeItem()` method that returns the chart item that was selected or deselected.

Examples:

```
// Fire the chart selection change event
chartItem.select();
chartSelectionChangeEvent = chartItem.getEvent('chartSelectionChangeItem');
```

```
// Handle the chart selection change event
function handleChartSelectionChangeEvent(event)
{
  if (event.target && event.name == 'ChartSelectionChangeEvent')
  {
    console.log('Chart selection changed: ' + event.target.toString());
  }
}
```

```
// Access the chart selection change event properties
let chartItem = chartSelectionChangeEvent.target;
console.log(chartItem.name); // ChartSelectionChangeEvent
console.log(chartItem.chartSelectionChangeItem());
```
Online Resources and Information

Developer resources

API references
Adobe ActionScript 3
www.adobe.com/go/flex3_apiref

Adobe AIR JavaScript
www.adobe.com/go/learn_air_html_jslr

Documentation
Flex 3
www.adobe.com/go/flex_documentation

Adobe AIR
www.adobe.com/go/airdocs

Developer centers
Adobe Developer Center
www.adobe.com/devnet

Adobe AIR
www.adobe.com/go/airdevcenter

Flex
www.adobe.com/go/flex_devcenter

Flash Player
www.adobe.com/go/flashplayerdevcenter

Downloads
Flex SDK
www.adobe.com/go/flex3_sdk

Flex Builder 3
www.adobe.com/go/flex_trial

Adobe AIR
www.adobe.com/go/getair

Miscellaneous resources
Adobe Flex public bugbase
http://bugs.adobe.com/flex

Flex.org
www.flex.org

Flex quick start tutorials
www.adobe.com/go/flex3_quick_start_tutorials

Adobe Labs
www.adobe.com/go/labs

Open source Flex
www.adobe.com/go/opensourceflex

Mailing lists
Flex coders
www.adobe.com/go/flexcoders

Apollo coders (Adobe AIR)
http://tech.groups.yahoo.com/group/apollocoders

Forums
Flex
www.adobe.com/go/flex_forums

Adobe AIR
www.adobe.com/go/airforums

Product technology pages
Flex
www.adobe.com/go/flex

Flex Builder
www.adobe.com/go/flexbuilder

Adobe AIR
www.adobe.com/go/air

Flash Player
www.adobe.com/go/flashplayer

Adobe Creative Suite® 4
www.adobe.com/go/creativesuite