Reservierte Variablennamen

Die folgenden Variablennamen können Sie in Captivate nicht verwenden, da sie vom System reserviert sind:

_alpha	buttonMode	filters	mouseX	switch
_currentframe	byte	final	mouseY	sychronized
_droptarget	cacheAsBit-map	finally	name	tabChildren
_focusrect	case	float	namespace	tabEnabled
_framesloa-ded	cast	focusEnabled	native	tabIndex
_height	catch	focusRect	new	textSnapshot
_highquality	char	for	null	this
_lockroot	class	forceSo-me-thing	numChildren	throw
_name	const	framesLoaded	opaque-Back-ground	throws
_parent	constructor	function	override	to
_quality	contextMenu	get	package	totalFrames
_rotation	continue	goto	parent	trackAsMenu
_soundbufti-me	currentFrame	graphics	private	transform
_target	currentLabel	height	protected	transient
_totalframes	currentLabels	hitArea	prototype	true
_url	currentScene	if	public	try
_visible	debugger	implements	return	type
_width	default	import	root	typeof
_x	delete	in	rotation	use
_xmouse	do	include	scale9Grid	useHand-Cur-sor
_xscale	double	instanceof	scaleX	var
_y	dou-bleCli-ckEn-abled	interface	scaleY	virtual
_ymouse	droptarget	internal	scenes	visible
_yscale	dynamic	intrinisc	scrollRect	void

abstract	each	is	set	volatile
accessibili-tyP-roperties	else	loaderInfo	short	while
alpha	enabled	long	soundT-rans-form	widthwithxy
as	enum	mask	stage	
blendMode	export	menu	static	
boolean	extends	mouse-Child-ren	stopp	
break	false	mouseEn-ab-led	super	

Tab. 25: Reservierte Systemvariablenre