

Reservierte Variablenamen

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

_alpha	buttonMode	filters	mouseX	switch
_currentframe	byte	final	mouseY	synchronized
_droptarget	cacheAsBitmap	finally	name	tabChildren
_focusrect	case	float	namespace	tabEnabled
_framesloaded	cast	focusEnabled	native	tabIndex
_height	catch	focusRect	new	textSnapshot
_highquality	char	for	null	this
_lockroot	class	forceSomething	numChildren	throw
_name	const	framesLoaded	opaque-Back-ground	throws
_parent	constructor	function	override	to
_quality	contextMenu	get	package	totalFrames
_rotation	continue	goto	parent	trackAsMenu
_soundbuftime	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-Cursor
_xscale	double	instanceof	scaleX	var
_y	doubleClickEnabled	interface	scaleY	virtual
_ymouse	droptarget	internal	scenes	visible
_yscale	dynamic	intrinsic	scrollRect	void

abstract	each	is	set	volatile
accessibilityProperties	else	loaderInfo	short	while
alpha	enabled	long	soundTransform	
as	enum	mask	stage	
blendMode	export	menu	static	
boolean	extends	mouseChildren	stopp	
break	false	mouseEnabled	super	

Tab. 25: Reservierte Systemvariablen