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1st chapter Summary

In this book, using Macromedia Flash Lite 1.1, it explains concerning the technology in order to develop the Macromedia Flash contents which are played back on the U10. When Macromedia Flash Lite 1.1 is executed on the U10, as for the user, the various Flash contents and in the future such as game, convenient information, and the application which is updated dynamically indicating the Flash contents which release are done, it is possible to operate conversationally.

Use of Macromedia Flash Lite

The Macromedia Flash Player, the Windows and the Macintosh, is distributed to various platforms such as the UNIX based desktop computer, portable telephone, PDA and set top box widely.

It differs depending upon the CPU, but cord/code size of the Macromedia Flash Player is approximately 500KB. The execution time of this cord/code size and the Flash Player memory important matter is too large for most Mobile devices. Because of that, the Macromedia corporation developed the Flash Player of the new version which is called the Macromedia Flash Lite in the one for Mobile device for the general consumer of the U10 and the like. Depending upon Macromedia Flash Lite 1.1, the Flash designer and the Flash developer, the contents provider at brief, reaches the point where the charm contents can be drawn up ActionScript script language, the drafting tool, making use of the templet.

In beginning

The contents for the U10 are drawn up, it is necessary to prepare the following software and the file in the computer.

* Up-to-date Macromedia Flash MX professional of version 2004 (7.0.1)

* It is new, " the FlashLite1_1.dll " (in case of the Macintosh " the FlashLite1_1.dmg " the file. You use in order to test Flash application with Flash Lite 1.1 authoring environment.

* It is new, " the FlashLite1_1.xml " file. You use in publishing the Flash Lite 1.1 SWF file.

* " DevicesMsg.cfg " setting file. You use in customization of the function which is supported with Flash Lite 1.1.

Installation of Flash MX Professional 2004 7.0.1

To write out the Flash Lite 1.1 contents for the U10 just, the Macromedia Flash MX Professional of up-to-date version 2004 (7.0.1) is necessary. The Web sight of the Macromedia corporation (the www.macromedia.com/support/flash/downloads.html) from it can download [the rise data](#) program.

" FlashLite1_1.dll " (in case of Macintosh " FlashLite1_1.dmg " installation

" The FlashLite1_1.dll " (in case of the Macintosh " the FlashLite1_1.dmg " the file is included in the Flash Lite 1.1 Authoring Updater. As for this DLL, [selecting the movie preview,] when verifying the contents, you use for the test of the contents. The this new DLL is used for the case where Flash Lite 1.1 is selected with the publishing setting picture, as a version of the Flash which is published. Please copy the necessary file in the following place.

In case of Windows

C: \Program Files\Macromedia\FX 2004\language > ¥ Configuration\Players

In case of Mac OS X

Macintosh HD: Applications:Macromedia Flash MX 2004:Configuration:Players

Installation " of FlashLite1_1.xml "

Using the FSCCommand and the new FSCCommand2 of the ActionScript, authoring to do the contents, it is necessary to copy the FlashLite1_1.xml file which is in the installation folder of the CDK, in the following place.

In case of Windows

C: \Program Files\Macromedia\FX 2004\language > ¥ Configuration\Players

In case of Mac OS X

Macintosh HD: Applications:Macromedia Flash MX 2004:Configuration:Players

Installation of Config

When [movie preview] of Flash Lite 1.1 command is used, the function which is supported with the Flash Player can be customized From the Flash Lite 1.1 Authoring Updater " the DeviceMsg.cfg " file is copied in the following place.

In case of Windows 2000/Windows XP

C: \Documents and Settings\< user name >\Local Settings\Application Data\Macromedia\FX

MX2004\language\Configuration\

When the Windows 98 (SE) is,

C: \Windows\Profiles\< user name >\Application Data\Macromedia\Flex MX2004\language\Configuration\

In case of Macintosh

Macintosh HD: Users: < User name >: Library:Application Support:Macromedia:Flash MX 2004:language:Configuration:

2nd chapter Optimization of summary

In this chapter, general function, you must note the occasion where, the Macromedia Flash Lite contents which such as performance are played back on the U10 and restriction of size are drawn up, it explains concerning the item.

Key event

As for Macromedia Flash Lite 1.1 for the U10, four D click system keys which show direction (up and down left and right) with two volume keys (+ -) you use

Four D click system keys which show direction correspond to four cursor keys of the Windows edition Macromedia Flash Player, two volume keys correspond to the PageUp and the PageDown.

Font and text

Flash Lite 1.1 for the U10 supports only the pad font.

The U10 has the preload font which supports Unicode 2.1. When the dynamic font is appointed with the Flash contents, the preload font is used for substituting (as for Latin as for the Helvetica and the Korean language the HYTaegothic and as for the Chinese language the New Gulimn et cetera).

The font other than the preload font is used, it is necessary to imbed the font which is added to the SWF file. When the additional font is imbedded, it is possible to raise the precision of the design of the Flash contents, but size of the SWF file becomes large.

Memo 1

The following font is not supported: The Arabic and **デバナーガリ** language, Bengali and **グルムキー** letter, **グジャラート** language, **オリヤー** language, Tamil language, **テルグ** language, **カンナダ** language, **マラーヤラム** language, the Tibetan language, tie language, and Lao language.

Memo 2

From the right the language which is written (Hebrew and the like) it is not supported to the left.

Memo 3

The font which is housed in internal variable of the Flash is recognized, if it is ASCII character set., but the other than of that is not recognized. Another font is used, the external file is drawn up, the loadVariables (), the loadVariablesNum () and so on function is used.

Alias conversion

When alias conversion function of the text is used, there are times when the font which is built in to the U10 is not just indicated.

Pixel font

When the pixel font is used, because the outline of the text has paralleled to the boundary of pixel, it becomes easy to read letter. Using pixel, in order to draw up each letter, each letter being clear, it becomes easy to read the pixel font. You can use for the picture indication of all types the pixel font, picture resolution regardless of. It tightened letter, to do to that it is easy to read, font size multiple of 8 points has the necessity to do (8, 16 and 24 points and the like). To indicate many letters in the picture as much as possible, furthermore to do to that is easy to read each letter, please use the font of 8 points.

When the pixel font is used, it is necessary to follow the guideline below.

X position and Y position of the • text are designated as absolute value, for example (, 10.2 are not and make 10.0).

* When dynamic text the box is drawn up, be sure to imbed the font which is used. Unless it imbeds, the Flash contents are indicated with the system font of default.

* To make the text be conspicuous, you use the font of plural types, combining each style of the bold type and standard, and the color which is conspicuous.

The pixel font concerning details, please refer to each Web sight of the www.miniml.com, the www.fontsforflash.com and the www.ultrafonts.com.

ActionScript and property for U10

With Flash Lite 1.1 for the U10, most commands of the Flash 4 ActionScript are supported. However, when you use with the U10, because there is a following kind of exception, please note.

* Release the event is not supported. * The string is connected, & please not be command, use add operator.

The · dragOver, using the mouse button event of the dragOut and the releaseOutside et cetera, it is not possible to execute the ActionScript cord/code which is allotted to the button.

* Drug possible movie function or the property of the clip (the startDrag, the stopDrag, or the _dropTarget property et cetera) it is not supported.

* Eq operator is used to comparison of the string, == operator is used to comparison of numerical value.

* As for encoding of the URL using the ActionScript, it is necessary to do by hand. The escape () ActionScript function because it is not supported with Flash 4, cannot use with Flash Lite 1.1.

* With default, as for picture quality level of the Flash Lite when playing back, it is set " high ". The function which makes the bit map smooth is not supported.

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With Flash Lite 1.1, the loadMovie (), the loadMovieNum (), the loadVariables (), the loadVariablesNum () it supports.

Concerning frame or event handler one, only one LoadMovie or LoadVar action it is processed. Concerning details, supplement A please refer to " the ActionScript which is supported ".

* Key,, and to only the key it can allot the event.

* Effective integer the range of value is -2,147,483,648 - 2,147,483,647.

* Flash with the Lite, as for Math function it is not supported. Method and the property of Math object are emulated, using approximation. Therefore, when you compare with the Math function of the non- emulating type which is supported after the Flash Player 5, there is a possibility of being lacking in precision.

* _url the property is not supported.

* The Number () or String () function are not supported.

Memo: With the Flash 4 ActionScript, as for arrangement it is not supported. However, using eval () function, it can emulate arrangement. Concerning details, Macromedia technical note 14219 please refer to the " How to use Eval to emulate an array " (www.macromedia.com/go/flash_support (English edition) or the www.macromedia.com/go/flash_support_jp (Japanese edition)).

The ActionScript command which is not recognized is ignored. Supplement A " the ActionScript and the supplement B which are supported " please refer to " the ActionScript property which is supported " the ActionScript and the property which are supported concerning details.

File pass

The file which is retained in the U10 is used, it is necessary to use absoluteness pass. As for all passes drawing up with the UTF-8, as for the U10 you distinguish small letter with capital letter. For example, when we assume there is a file " of the u10_image.jpg " in " the Photo " folder, as for pass to this file the file: It becomes the //Photo/u10_image.jpg. To read " the u10_image.jpg " to the Flash contents, the loadMovie (" the file: The //Photo/u10_image.jpg " function is executed.

Sound

Please refer to " the operation of sound " of 3rd chapter concerning the method of imbedding sound to the Flash Lite contents.

Network access

Flash Lite 1.1 for the U10 does not support network access.

Size and memory of SWF

With the U10, there is restriction in size of the Flash Lite SWF file and memory use of the execution time. When the SWF file is drawn up in the one for U10, it is very important to consider file size. As for this, as for the U10 is because RAM capacity is small in comparison with the desktop computer.

The execution time can use the maximum size of the Flash Lite SWF file and the Flash Lite application which is executed on the U10 maximum capacity of memory is 5 MB. Because there is no function which the execution time of the U10 checks the consumption of memory, as for the iriver and the Macromedia corporation, all contents you recommend that really it tests on the U10 to Flash MX Professional 2004, strongly.

Optimization

CPU speed of the U10 about the up-to-date desktop computer is not fast. Because of this, when the Flash Lite contents for the U10 are drawn up, at the point in time when each project is started, performance of application and considering the optimization are very important.

Memo: With Flash MX Professional 2004, the hint regarding the optimization of Flash application can be referred to. ([Help] - [Flash help] - [Selecting in order of searching], " optimization of the movie " please input to the text box of keyword searching). In this book, the brief guideline regarding the authoring of the Flash Lite contents is offered. If you follow this guideline, there being a limit due to the function of the CPU, it can draw up the charm rich contents.

Animation

When the animation contents for the U10 are drawn up, it is necessary to pay attention to the restriction with the CPU efficiency of the U10. If you follow the guideline below, decrease of refresh rate of the Flash Lite contents can be prevented.

* When animation and the complicated animation which apply great load on the resource are necessary, modifying the picture quality setting of the contents, please try testing. Picture quality setting of default is " high ".

With Flash MX Professional 2004, picture quality setting is modified, [the file] - [Publishing setting] is selected, next [the HTML] the tub is selected. [Picture quality] picture quality setting is selected from the pop rise menu.

When picture quality setting of the Flash Lite contents is modified, because there is a possibility prospering changing substantially, as for the test of the SWF file please see and go very carefully.

* Using the ActionScript, system rendering picture quality of the SWF file it is possible also to manage. The _quality property or

the setQuality of the new FSCommand2 () please use function.

Effective value of the _quality property, is the LOW, the MEDIUM, and the HIGH. Rendering picture quality is set to the LOW, it does as follows.

```
_quality = " LOW ";
```

Concerning the function of the setQuality, 5th chapter " new FSCommand command please refer to FSCommand2 command ".

* One the number of objects which inside the frame, are moved is held down as much as possible. When portable object, occupies the most of the picture of the U10, there is a possibility refresh rate of the Flash Lite contents decreasing.

* Simultaneous the quantity of トウイーン is restricted.

* As for the alpha effect of symbol in order to apply load on the CPU, please use prudently. Especially, alpha level is not opaque completely, (the トウイーン we cannot recommend that it does) the symbol under 100%.

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* The visual effect whose load is high is avoided. For example, the big mask, mass motion, alpha blend, you do not use the gradation and the complicated vector et cetera which reach to wide scope, the sea urchin it does.

* When animation is drawn up with the ActionScript, you can obtain, a more desirable effect, but when the ActionScript is used, because there are times when the load of the CPU becomes large, please avoid the fact that you use the above necessity.

* You try the トウイーン and key frame animation, combining the movement of ActionScript drive with various, form the most efficient effect.

* If it is possible, using the U10, the test of animation repeatedly please go.

Bit map graphics

After the iriver and the Macromedia corporation optimizing bit map graphics in 16 bits, the fact that it reads to Flash MX Professional 2004 is recommended. When this kind of optimization is done, size of the movie of the Flash Lite is reduced, control of last output becomes easy. In addition, as for the picture of the U10, because it is optimized in one for 16 bit graphics, when bit map graphics of 16 bits is used, indication stabilizes.

In addition, with the Flash Lite movie please be sure to read the bit map, at necessary size. When the bit map of big size is used the above necessity, the necessary execution time the quantity of memory becomes many.

Bit map graphics and vector graphics

The Flash Lite, usually, using vector graphics, defines the contents. Because of this, when rendering it does complicated graphics and animation, there is a possibility big load falling on the CPU of the U10. Usually, in regard to stage when the number of vectors which are operated increases, the load of the CPU increases attendant upon that. This, it is applicable to also the Flash movie which is transmitted in the desktop computer and increases, but as for the U10 because throughput is limited very in comparison with the desktop computer, it is necessary for load that to try does not fall on the CPU.

When animation is played back, rather than the person who uses bit map graphics using vector graphics the load to the CPU becomes small. Because of this, with compilation of the contents for the U10, there are times when the person who uses bit map graphics is good. For example, complicated form is included in the road map of the big city many. When this map is drawn up with vector graphics, the scroll and animation playback with the U10 become difficult. In this case, the one which is drawn up with the bit map is efficient.

However, when the bit map is used, vector image compared to file size becomes large. Because of this, the case of development, in order the load important matter and file size of the CPU and the execution time important matter of memory balance to be well filled up, please note. As for the U10, the picture is small, data rate is slow, memory size is limited, the CPU is low speed. Because of this, as for plan and the test please keep noting sufficiently.

When the bit map is used, setting image compression option, it is possible to make the size of the SWF file small.

Compression of bit map image is set, it operates as follows.

1. Starting the Flash, it draws up the new document.

2. The bit map is selected in the library window.

3. In the library window, the idea contest of the bit map is done the right click (in case of the Windows). Or while pushing the Control key, click (in case of the Macintosh) it does the idea contest.

4. [The property] is selected from the option menu. [The bit map property] the dialogue box is indicated.

5. [Compression] with the pop rise menu, the next each option is selected.

* Such as photograph and the picture which includes the gradation, case of the image which includes the change of complicated color and color tone, [photograph picture quality (JPEG)] it selects. When this option is selected, the file of JPEG type is drawn up. Compressed level of the default which is appointed to the image which is read is used, [the JPEG data which is read is used,] the check box is turned on. New compressed level is appointed, [[picture quality] value is inputted into the text box in the range 1 - 100 the JPEG data which is read is used,] to an off. The extent whose command is high high picture quality can be obtained, but because becomes simultaneously also file size large, please appoint value appropriately.

* Form being simple, case also the color which is used is little, [the loss less (PNG/GIF)] selecting, it does the compression which does not have picture deterioration. With this option, there are no times when the data is lost from image. It retains the bit map as the PNG file.

6. [Clicking the test], you verify the result of file compression. Comparing original file size and the file size after the compressing, whether or not the compression setting which it selects propriety it decides.

In addition, it is possible also to set compression of the JPEG file to global.

Bit map compression of the JPEG file is set to global, it operates as follows.

1. [File] - [Publishing setting] - [The Flash] it selects in order of the tub. [Publishing setting] [the Flash] option of the tub is

indicated in the dialogue box.

2. [JPEG picture quality] moving the slider, it sets appropriate value, or inputs value.

When value of JPEG picture quality is set high, picture quality improves, but size of the SWF file becomes large. When in the same way as the compression setting which is explained with the section before, picture quality is lowered, size of the SWF file becomes small. Trying various setting, please decide file size and the setting to which picture quality comes to terms.

Vector graphics

With vector graphics, please do not use border as much as possible. By the fact that use of border is restricted, the number of lines decreases substantially.

Optimization

When the ActionScript is developed in the one for Flash Lite contents which are disposed to the U10, because there is a limit in the ability of the CPU of the U10, by all means in the general guideline below, therefore.

* As for the ActionScript please make as simple as possible.

The • please restrict the number of loops which are used and the quantity of the cord/code which is included in each loop.

* Frame based the loop, it became unnecessary, and others at once please stop.

* The string and please avoid the processing of the arrangement which is emulated. This kind of processing is a possibility of applying great load on the CPU.

Memo: The Flash 4 ActionScript does not support arrangement. However, the eval () using function, it can emulate arrangement.

Concerning details, Macromedia technical note 14219 the " How to use Eval to emulate an array " (the

www.macromedia.com/go/flash_support (English edition) or the www.macromedia.com/go/flash_support_jp (Japanese edition)) please refer to.

Speed of device and frame several per 1

In case of the project which includes standstill image, almost there are no times when CPU speed of the device becomes problem.

As for the Flash because it is complicated application, with contents development for the U10, compromise is necessary concerning the important several elements. Until high speed CPU is loaded by the U10, can add to the component inside other things improvement, devising as much as possible, it is necessary for operation of application that to try does not become slow. There are no times when it can accept the application which does not do that kind of device.

You do not use wipe, fading in / out, or the animation which reach to the whole picture if possible the sea urchin please do.

Depending upon the contents, when many pixel is renewed at one time, refresh rate decreases. Performance of the Flash application which it draws up, the number of applications which are opened, active memory capacity, is influenced by CPU speed, and picture resolution.

Development check list

The occasion where the Flash contents for the U10 are developed, by all means, please check each item below.

* Flash do the contents operate?

* Flash contents are easy to understand the contents, to operate are easy, is?

* Flash do the contents load the data and the SWF file without problem?

* It optimizes image, or rewrites the cord/code, improves performance, file size and it is possible to decrease necessary memory capacity?

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* On the U10, are all bit map images are decoded normally, rendering done?

3rd chapter Operation

In this chapter, various functions and the feature regarding the sound of Macromedia Flash Lite 1.1 for the U10 are explained.

Audio type

Flash Lite 1.1 for the U10, the incompressible PCM (or the WAV), supports the compressed ADPCM, and compressed MP3 audio type.

Event sound

Event sound, becoming independent from the time line, it is the function which plays back sound. The optional event can be used to starting the event sound. The event sound data has the necessity to download completely before the starting the playback. In addition, until it arrives in end of the sound buffer, or is stopped explicitly, it keeps ringing. Inside the SWF file, the loop event sound it is possible also to do.

Streaming sound

In case of streaming sound, when the data which corresponds to first several frames is downloaded, playback is started directly. Streaming sound is synchronized, the time line is played back on the U10. Flash Lite 1.1, in the one for streaming sound, the incompressible PCM (or the WAV), supports the compressed ADPCM, and compressed MP3 audio type.

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4th chapter

Functional strengthening of ActionScript with of Flash Lite

The ActionScript function whose two is new (the FSCCommand () with the FSCCommand2 ()) it supports Macromedia Flash Lite 1.1. With Flash Lite 1.1, new FSCCommand command and FSCCommand2 command are added large number. As for complete summary of the ActionScript system which is supported with the U10, supplement A please refer to " the ActionScript which is supported ".

New ActionScript function

You can use the majority of new ActionScript functions only for drawing up the Flash Lite 1.1 contents for the U10.

FSCCommand ()

Flash Lite 1.1 supports FSCCommand () function. Depending upon this function, the Flash Lite contents the Macromedia Flash Player, reach the point where it can communicate with host application, and the device which loads the Flash Player.

FSCCommand2 ()

It is the new ActionScript function where the FSCCommand2 () function is supported with Flash Lite 1.1, but at present time, in standard desktop edition of the Flash Player it is not supported. The FSCCommand2 () function and the FSCCommand () function has been similar well, but there is also the following kind of serious difference.

The • FSCCommand2 () with, argument of optional number can be used.

* Flash when playing back the application, the FSCCommand2 () function is executed at once, but the FSCCommand () function is executed the frame which is in the midst of processing lastly.

* The FSCCommand2 () function returns the value which you can use as success, the failure or the report of the result of command. Concerning details, 5th chapter " new FSCCommand command please refer to FSCCommand2 command ".

Function and variable

You use the variable below, in order to appoint whether or not the Flash Lite, it can utilize the function of specification with the device, host application, or the Flash Player.

_capCompoundSound

It shows _capCompoundSound variable, whether or not the Flash Lite can process the compound sound data. When it can process, this variable is defined, variable keeps value 1. When it is not possible, this variable is not defined.

Example:

```
MVarValue = _capCompoundSound;
```

_capEmail

The Flash Lite, the GetcUrl () using ActionScript command, it shows _capEMail variable, whether or not it can transmit email message. When it can transmit, this variable is defined, variable keeps value 1. When it is not possible, this variable is not defined.

Example:

```
MyVarValue = _capEmail;
```

_capcMms

The Flash Lite, the GetcUrl () using ActionScript command, it shows variable, whether or not it can transmit MMS message. When it can transmit, this variable is defined, variable keeps value 1. When it is not possible, this variable is not defined.

Example:

```
MyVarValue = _capcMms;
```

_capcSms

The Flash Lite, the GetcUrl () using ActionScript command, it shows variable, whether or not it can transmit SMS message. When it can transmit, this variable is defined, variable keeps value 1. When it is not possible, this variable is not defined.

Example:

```
MyVarValue = _capcSms; _capStreamSound
```

It shows `_capStreamSound` variable, whether or not the device the streaming (same period was done) can play back sound. When it can play back, this variable is defined, variable keeps value 1. When it is not possible, this variable is not defined.

Example:

```
MyVarValue = _capStreamSound;
```

Cersion

Cersion variable keeps the version number of the Flash Lite. The version number which is kept, consists of measure number, minor number, build number, and internal build number (example: 5,2,1,141 . Usually, with version of the release being completed, as for internal build number 0 is.

Example:

```
MyVarValue = $version;
```

_capMFi

It shows variable, whether or not the device can play back the sound data of MFi audio type. When it can play back, this variable is defined, variable keeps value 1. When it is not possible, this variable is not defined.

Example: `MyVarValue = _capMFi;`

_capcMidi

It shows `_capcMidi` variable, whether or not the device can play back the sound data of MIDI audio type. When it can play back, this variable is defined, variable keeps value 1. When it is not possible, this variable is not defined.

Example:

```
MyVarValue = _capcMidi;
```

_capcSmaf

It shows variable, whether or not the device can play back the sound data of SMAF audio type. When it can play back, this variable is defined, variable keeps value 1. When it is not possible, this variable is not defined.

Example:

```
MyVarValue = _capcSmaf;
```

_capLoadData

To read the additional data dynamically, host application the `loadMovie ()`, the `loadMovieNum ()`, the `loadVariables ()`, and the `loadVariablesNum ()` via the function designator it shows `_capLoadData` variable, whether or not it is possible. When it is possible, to read, this variable is defined, variable keeps value 1. When it is not possible, this variable is not defined.

Example:

```
MyVarValue = _capLoadData;
```

_cap4wayKeycAs

As for `_cap4wayKeycAs` variable, the Flash Player, the right, the left and on, in the lower key relation it shows whether or not it executes the formula of the ActionScript which is allotted to the key event handler which is attached. Host application using the key navigation mode of 4 directions, Flash control (the button and input text field), this variable is defined only when it moves between, variable keeps value 1. So when is not, this variable is not defined. When value of this variable is pushed 1 when is, either of the keys of 4 directions, the Flash Player searches the handler of that key first. When handler is not found, navigation of Flash control is executed. When event handler is found, the navigation which corresponds to that key does not occur. In other words, when keypress press handler of the lower direction key exists, pushing this key, it is not possible to move to lower direction.

Example:

```
MyVarValue = _cap4wayKeycAs;
```

New ActionScript property

As for the property below, it is the property which is newly added to the ActionScript.

Scroll

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Using the property, you can acquire and can set text field and. When the scroll **property** of text field is acquired, number of the line which presently is indicated in the 1st line of the indicatory possible territory of text field is shown. **When** the scroll property is set to the value of specification, text field is done the scroll, line of the number is indicated most on the indicatory possible territory of field. Usually, in order to draw up text scroll interface, with the maxscroll property you use this property.

Example:

```
ON(keyPress{  
MyText.scroll = myText.scroll + 1;  
})
```

Maxscroll

The maxscroll property returns the maximum scroll value of a certain text field. This property, the scroll inside the indicatory possible territory of text field doing, among the lines which you can use as the first line, shows the number of last line. Usually, both the function which draws up text scroll interface, adjusting to the scroll property, you use this property.

Example:

```
TextBoxMax = myText.maxscroll
```

5th chapter

New FSCCommand command FSCCommand2 command

With only the U10 is supported the command

The command which is explained with this section with only the U10 is supported by the restriction of the device.

FSCCommand2 ("Get ", " Picture " and " Total")

The FSCCommand2 ("the Get ", " the Picture " and " the Total") you use command, in order to count the total number of the 320X240 picture sum nail which is retained in the U10. The user, using the number of the sum nail, can acquire the pass to the image which corresponds.

Syntax:

```
Status = FSCCommand2 ("Get ", " Picture " and " Total ", " /: MyVarValue")
```

Return value:

When this function is not supported, -1, when it is supported, 1 is returned.

As for value, /: It is housed in the myVarValue as the character string.

FSCCommand2 ("Get ", " Picture ", " Path " and index)

The FSCCommand2 ("the Get ", " the Picture ", " the Path " and the index) for command, you use in order to acquire the pass to each image. The loadMovie () and so on you can use the pass which is returned, with the function which needs the pass to the file.

Syntax:

```
Status = FSCCommand2 ("Get ", " Picture ", " Path " and index, " /: MyVarValue")
```

Index value is number of the sum nail image which is retained in the U10. The GetPictureTotal () total number of the sum nail which is returned from function can be used.

Return value:

When this function is not supported, -1, when it is supported, 1 is returned.

As for value, /: It is housed in the myVarValue as the character string.

FSCCommand2 ("Set ", " Vol " and value)

The FSCCommand2 ("the Set ", " the Vol " and the value) command modifies the volume of the U10. As for the smallest value of value argument 1, as for maximum value, the GetMaxVolumeLevel () it is the value which is acquired with function.

Syntax:

```
Status = FSCCommand2 ("Set ", " Vol " and value)
```

Return value:

When this function is not supported, -1, when it is supported, 1 is returned.

Control of Flash

The command which is explained in this section controls the playback of the Flash contents on the U10.

SetQuality ()

The **SetQuality ()** function sets the rendering picture quality of animation. Please be sure to appoint either the high, the medium or the low to quality argument.

The **SetQuality ()** function is executed, when it is called, directly. When this function is not supported, 1 is returned.

Syntax:

Status = FSCommand2 ("SetQuality " and quality)

In the quality, variable of the built-in predefined or the character string which is decided (example: The medium) it appoints.

Return value:

When this function is not supported, -1, when it is supported, 0 is returned.

Flash Player operation command

The command which is explained in this section offers the value regarding the memory of the U10 to the Flash contents on the U10.

SetPersistentData ()

The **SetPersistentData ()** inside the U10 you use function, in order to house value or the data which is formed by the Flash contents. Using the name of the Flash contents, you can distinguish the value which is housed, mutually.

Syntax:

Status = FSCommand2 ("SetPersistentData " and " myVarValue1=a&myVarValue2=b&myVarValue3=c")

Return value:

When this function is not supported, when -1 is returned, error occurs, 0 is returned. In addition, when function is executed normally, 1 is returned.

GetPersistentData ()

GetPersistentData () function acquires the value which is retained in the U10. The value which is retained is distinguished, using the name of the Flash contents, mutually. Because of this, when name of the contents is modified, this function are times when functioning it does not do.

Syntax:

Status = FSCommand2 ("GetPersistentData ", " /: MyVarValue")

Return value:

When this function is not supported, when -1 is returned, error occurs, 0 is returned. In addition, when function is executed normally, 1 is returned. As for value, /: It is housed in the myVarValue as the character string.

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GetFreePlayerMemory ()

The GetFreePlayerMemory ()function, returns the capacity of the memory which presently can be used with the Flash Lite, at the kilobyte unit. This function is executed, when it is called, directly. When this function is not supported, 1 is returned.

Syntax:

Status = FSCommand2 ("GetFreePlayerMemory")

Return value:

When this function is not supported, -1 is returned. When it is supported, the memory capacity which can be used is returned at the kilobyte unit.

GetTotalPlayerMemory ()

The The GetTotalPlayerMemory ()function, returns the entire memory capacity which is allotted to the Flash Lite, at the kilobyte unit. This function is executed, when it is called, directly. When this function is not supported, 1 is returned.

Syntax:

Status = FSCommand2 ("GetTotalPlayerMemory")

Return value:

When this function is not supported, -1 is returned. When it is supported, the memory capacity which can be used is returned at the kilobyte unit.

Quit ()

Quit (function stops the playback with the Flash Player, ends the Flash Player. This function is executed, when it is called, directly. When this function is not supported, 1 is returned.

The Quit ()function is supported, when the Flash Lite is executed with stand-alone mode only. When the Flash Player is executed with context of another application, for example (, execution), it is not supported as a plug in of the browser.

Syntax:

Status = FSCommand2 ("Quit")

Return value:

When this function is not supported, 1 is returned.

Platform integrated command

Standard set of command is drawn up platform specific information in order you acquire and to set and. Presently there is a time and a date and a remaining capacity et cetera of the battery in platform specific information. Mounting these commands depends on all FSCommand commands or FSCommand2 command.

GetDateDay ()

The GetDateDay ()function returns the part which hits in " day " of present date. As for the value which is returned at numerical value, as for 0 it is not attached to the first. The effective value which shows " day " is 1 - 31.

Platform integrated command 35

The GetDateDay ()function is executed, when it is called, directly. When this function is not supported, 1 is returned.

Syntax:

Status = FSCommand2 ("GetDateDay")

Return value:

When this function is not supported, -1 is returned. When it is supported, present date is returned numerical value (1 - 31) with.

GetDateMonth ()

The GetDateMonth ()function returns the part which hits in " month " of present date. As for the value which is returned at numerical value, as for 0 it is not attached to the first. The effective value which shows " month " is 1 - 12.

The GetDateMonth ()function is executed, when it is called, directly. When this function is not supported, 1 is returned.

Syntax:

Status = FSCommand2 ("GetDateMonth")

Return value:

When this function is not supported, -1 is returned. When it is supported, present " month " is returned numerical value (1 - 12) with.

GetDateWeekday ()

The GetDateWeekday ()function returns the day of the week name of present date at numerical value. The effective value which shows day of the week is 0 - 6. As for 0 Sunday, as for 1 Monday, as for 2 Tuesday, as for 3 Wednesday, as for 4 Thursday, as for 5 Friday, as for 6 Saturday is displayed. The GetDateWeekday ()function is executed, when it is called, directly. When this

function is not supported, 1 is returned.

Syntax:

Status = FSCCommand2 ("GetDateWeekday")

Return value:

When this function is not supported, -1 is returned. When it is supported, present day of the week is returned numerical value (0 - 6) with.

GetDateYear ()

The GetDateYear ()function returns at numerical value 4 columns of parts which hit in " year " of present date. The GetDateYear () function is executed, when it is called, directly. When this function is not supported, 1 is returned.

Syntax:

Status = FSCCommand2 ("GetDateYear")

Return value:

When this function is not supported, -1 is returned. When it is supported, present " year " numerical value (example: 2004) So it is returned.

GetLocaleLongDate ()

It sets to the character string of the long shape where the GetLocaleLongDate () function, parameter, present date is displayed. At that time the prescribed form is set on the basis of the regional setting which presently is defined. Parameter is transferred with name. Through this parameter, the value which is returned is the character string of the varying which consists of plural letters. The actually prescribed form differs depending upon the type and area of portable telephone.

The GetLocaleLongDate ()function is executed, when it is called, directly. When this function is not supported, 1 is returned and increases.

Syntax:

Status = FSCCommand2 ("GetLocaleLongDate " and " longdate ", " /: MyVarValue")

Return value:

When this function is not supported, -1, when it is supported, 0 is returned. As for value, /: It is housed in the myVarValue as the character string.

GetLocaleShortDate ()

The GetLocaleShortDate ()function sets parameter, to the character string of the abbreviation shape which displays present date. At that time the prescribed form is set on the basis of the regional setting which presently is defined. Parameter is transferred with name.

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The value which is returned consists of plural letters, it is the character string of varying. The actually prescribed form differs depending upon the type and area of portable telephone.

GetLocaleShortDate (function is executed, when it is called, directly. When this function is not supported, 1 is returned.

Syntax:

Status = FSCommand2 ("GetLocalShortDate " and " shortdate ", " /: MyVarValue")

Return value:

When this function is not supported, -1, when it is supported, 0 is returned. As for value, /: It is housed in the myVarValue as the character string.

GetLocaleTime ()

The **GetLocaleTime ()** parameter, it sets function, to the character string which shows present time. At that time the prescribed form is set on the basis of the regional setting which presently is defined. Parameter is transferred with name. The value which is returned consists of plural letters, it is the character string of varying. The actually prescribed form differs depending upon the type and area of portable telephone.

The **GetLocaleTime ()** function is executed, when it is called, directly. When this function is not supported, 1 is returned.

Syntax:

Status = FSCommand2 ("GetLocalTime " and " time ", " /: MyVarValue")

Return value:

When this function is not supported, -1, when it is supported, 0 is returned. As for value, /: It is housed in the myVarValue as the character string.

GetTimeHours ()

The **GetTimeHours ()** function, returns the part which presently hits " at the time " of time, with 24 hour inscriptions. As for the value which is returned at numerical value, as for 0 it is not attached to the first. The effective value which means " the time " is 0 - 23.

The **GetTimeHours ()** function is executed, when it is called, directly. When this function is not supported, 1 is returned.

Syntax:

Status = FSCommand2 ("GetTimeHours")

Return value:

When this function is not supported, -1 is returned. When it is supported, the part which presently hits " at the time " of time is returned numerical value (0 - 23) with.

GetTimeMinutes ()

Function returns the part where presently it hits to " the amount " of time. As for the value which is returned at numerical value, as for 0 it is not attached to the first. The effective value which means " amount " is 0 - 59.

The **GetTimeMinutes ()** function is executed, when it is called, directly. When this function is not supported, 1 is returned.

Syntax:

Status = FSCommand2 ("GetTimeMinutes")

Return value:

When this function is not supported, -1 is returned. When it is supported, the part which presently hits to " the amount " of time is returned at numerical value (0 - 59).

GetTimeSeconds ()

GetTimeSeconds () function returns the part which presently hits in " second " of time. As for the value which is returned at numerical value, as for 0 it is not attached to the first. The effective value which means " second " is 0 - 59.

The **GetTimeSeconds ()** function is executed, when it is called, directly. When this function is not supported, 1 is returned.

Syntax:

Status = FSCommand2 ("GetTimeSeconds")

Return value:

When this function is not supported, -1 is returned. When it is supported, the value which presently hits in " second " of time is returned numerical value (0 - 59) with.

Volume

The command which is explained in this section, offers the volume information of the U10 to the Flash contents on the U10.

GetMaxVolumeLevel ()

The **GetMaxVolumeLevel ()** function returns the maximum volume level of the U10. The value which is returned is correct

numerical value.

The `GetMaxVolumeLevel ()` function is executed, when it is called, directly. When this function is not supported, 1 is returned.

Syntax:

```
Status = FSCCommand2 ("GetMaxVolumeLevel")
```

Return value:

When this function is not supported, -1 is returned. When it is supported, maximum volume level is returned at numerical value.

GetVolumeLevel ()

The `GetVolumeLevel ()` function returns the present volume level of the U10. As for the value which is returned at numerical value, as for the smallest value 0, as for maximum value it is the value which `GetMaxVolumeLevel` function returns.

`GetVolumeLevel ()` function is executed, when it is called, directly. When this function is not supported, 1 is returned.

Syntax:

```
Status = FSCCommand2 ("GetVolumeLevel")
```

Return value:

When this function is not supported, -1 is returned. When it is supported, volume level is returned at numerical value.

Power source

The command which is explained in this section, offers the power source information of the U10 to the Flash contents on the U10.

GetBatteryLevel ()

The `GetBatteryLevel ()` function returns the present battery remaining capacity of the U10. As for the value which is returned at numerical value, as for the smallest value 0, as for maximum value the `GetMaxBatteryLevel ()` it is the value which function returns.

This function is executed, when it is called, directly. When this function is not supported, -1 is returned.

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Syntax:

```
Status = FSCommand2 ("GetBatteryLevel")
```

Return value:

When this function is not supported, 1 is returned, when it is supported, battery remaining capacity is returned at numerical value.

GetMaxBatteryLevel ()

The `GetMaxBatteryLevel ()` function returns the maximum battery capacity of the U10. The value which is returned is correct numerical value.

This function is executed, when it is called, directly. When the `GetMaxBatteryLevel` (function is not supported, 1 is returned.

Syntax:

```
Status = FSCommand2 ("GetMaxBatteryLevel")
```

Return value:

When this function is not supported, -1 is returned, when it is supported, maximum capacity of the battery is returned at numerical value.

GetPowerSource ()

The `GetPowerSource ()` function, presently, power source is supplied from somewhere, whether (the battery whether external power source) returns the value which is shown.

This function is executed, when it is called, directly. When the `GetPowerSource` (function is not supported, 1 is returned.

Syntax:

```
Status = FSCommand2 ("GetPowerSource")
```

Return value:

When this function is not supported, -1 is returned. In addition, when the U10, it is operational with battery power source, 0, when it is operational with external power source, 1 is returned.

ID of device and

The command which is explained in this section, offers the ID information of the U10 to the Flash contents on the U10.

GetDevice ()

The `GetDevice ()` function identifies the device where the Flash is executed. Name of the device is returned with the variable which is transferred with name. The ID of the device is the character string.

This function is executed, when it is called, directly. When the `GetDevice` (function is not supported, 1 is returned.

Syntax:

```
Status = FSCommand2 ("GetDevice " and " device ", " /: MyVarValue")
```

Return value:

When this function is not supported, When 1, it is supported, 0 is returned. As for value, /: It is housed in the myVarValue as the character string.

6th chapter Resource and support

The case where the Flash contents are developed in the one for U10, in order for anyone to be able to utilize, it is important to be prepared, to utilize all resources. The Web sight, making use of the book, the tutorial, the article, and the discussion group, the other user please raise knowledge and share that knowledge.

Web resource

Macromedia Flash Lite 1.1 concerning details, please refer to the Web sight below.

Macromedia Mobile & device developer center (English edition)

www.macromedia.com/devnet/devices/

Flash device Flash development resource for Mobile device (English edition)

www.flashdevices.net

Flash the Future Developer sight of Flash for various devices (English edition)

[Www.flashthefuture.com](http://www.flashthefuture.com)

Miniml The pixel font which is used with the Flash for the small picture (English edition)

[Www.miniml.com](http://www.miniml.com)

Fonts For Flash The pixel font which is used with the Flash for the small picture (English edition)

[Www.fontsforflash.com](http://www.fontsforflash.com)

Ultra Fonts The outline pixel font of the grey scale correspondence which is used with the Flash for the small picture offer (English edition)

[Www.ultrafonts.com](http://www.ultrafonts.com)

Book

The book regarding the Flash is published large number, but the book which handles the development of Flash application for the Mobile device specially presently is only 2 volumes. The book of these 2 volumes both has introduced the example in detail, it has become the contents to compensate mutually.

'Flash Enabled: Flash Design & Development for Devices

Phillip Torrone, collaboration such as Branden Hall and Bill Perry

New Riders Publishing issue

ISBN: 0735711771

'Flash: The Future'

Jon Warren Lentz, collaboration such as Ian Chia and Bill Turner

No Starch Press issue

ISBN: 1886411964

Discussion group

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Macromedia Flash Support Forums Flash Handhelds (English edition)
 Webforums.macromedia.com/flash/categories.cfm? Catid=195

Supplement **A**

Is supported **the ActionScript**

With this supplement, it explains concerning the command of the Macromedia Flash Lite 1.1 ActionScript.

Action name	Explanation	Support
/ (Comment)	Comment. The forefront of script comment is shown. Letter to before the comment pause letter / the empty future letter is interpreted as comment.	Completely support
(Comma)	Operator. With the separator of two types, value of 2nd system it returns and makes value.	Completely support
(Dot)	Operator. Moving inside movie clip layered structure, the nest it was done, (the child the movie clip, you use for accessing variable or the property.	Completely support
" " (Pause character string of string)	Pause letter of string. When the double quotation mark is attached on front and back in the character string, it reaches literal value, it is not variable, numerical value or other ActionScript elements, it is regarded the string.	Completely support
(Decrement)	Operator. Monadic operator of the pre- increment and the post increment which pull 1 to formula.	Completely support
++ (increment)	Operator. Monadic operator of the pre- increment and the post increment which add 1 to formula.	Completely support
+ (Addition)	The numerical operator which is used for the addition of numerical value.	Completely support
+= (addition offspring entrance)	Operator (arithmetic operation The value which added formula 2 to formula 1, is substituted. Example The next two statements become the same result. X += Y; X = X + Y;	Completely support

Action name	Explanation
(? Decrease in production Operator (arithmetic operation or subtraction. When you use for mark reversal, the mark of numerical type is made opposite. When you use for subtraction, arithmetic subtraction is done vis-a-vis two systems, formula 2 subtraction is done from formula 1. Example 1: The following statement makes the mark of formula 2 + 3 opposite. -(2 + 3) The result becomes in -5. Example 2: Integer 2 subtraction it does the following statement from integer 5. 5 - 2	The result becomes 3.

-= (decrease in production offspring entrance
Operator (arithmetic operation In formula 1, the value
which formula 2 subtraction is done is substituted from
formula 1.

Example

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The next two statements become the same result.

X -= Y;

X = X - Y;

* (Multiplication

Operator (arithmetic operation Two systems are multiplied.

*= (multiplication offspring entrance

Operator (arithmetic operation In formula 1, the value which was multiplied in formula 1 and formula 2 is substituted.

X *= Y;

X = X * Y;

/ (Division

Operator (arithmetic operation Formula 1 division is done with formula 2.

Example The following statement sets the value of the X to 25.

Y = 50;

X = y/2;

/= (division offspring entrance

Operator (arithmetic operation In formula 1, the value which divides formula 1 with formula 2 is substituted.

Example The next two statements become the same result.

X /= Y;

X = X / Y;

= (Numerical equivalence

The numerical equivalent operator which is used in order to test whether or not two systems are equal. When formula is equal, the result is the true.

Support

Completely support

Completely support

Completely support

Completely support

Completely support

Completely support

Completely support

Action
name

Support

< (It is smaller

Operator (comparison Two systems are compared, formula 1 is smaller than formula 2, whether or not (the true, you appraise whether or not formula 1 is type 2 or more (the false). The Flash Lite (or Flash 4) with < with numerical operator, you do not use for the character string, use for only formula.

The following example < has shown the return value of the true and the false due to the relative result.

3 < 10;

/ True

10 < 3;

Completely
support

<= (below

Operator (comparison Whether or not two systems are compared, formula 1 is type 2 or less (the true), or formula 1 is larger than formula 2, you appraise whether (the false).

As for the following example, =< due to the relative result the true

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And return value of the false has been shown.

5 <= 10;

/ True

2 <= 2;

/ True

10 <= 3;

Completely support

> (It is larger

Operator (comparison Two systems are compared, formula 1 is larger than formula 2, whether or not (the true, you appraise whether or not formula 1 is type 2 or less (the false).

The following example > has shown the return value of the true and the false due to the relative result.

10 > 3;

/ True

3 > 10;

Completely support

>= (above

Operator (comparison Whether or not two systems are compared, formula 1 is type 2 or more (the true), or formula 1 is smaller than formula 2, whether or not (the false you appraise.

The following example has shown the return value of the true and the false >= due to the relative result.

10 >= 5;

/ True

2 >= 2;

/ True

3 >=10;

Explanation

/ False

/ False

/ False

/ False

Completely support

Explanation

Support

<> (non-equivalence

The following example has shown the return value of the true and the false <> due to the relative result. 3 <> 10; / True 3 <> 3; / False

% (Surplus

For example, the following statement sets the value of the X to 3. X = 45 % 6;

Completely support Operator (substitution When in formula 1, dividing formula 1 with formula 2, value of surplus is substituted.

For example, the next two formulas become the same result.

X = X % Y

Completely support

|| (logic OR)

Operator (logic Formula 1 is appraised, when formula 1 is the false, formula 2 is appraised. If as for the result, appraisal of each formula or both system is the true, it is the true, if appraisal of both system is the false, it is the false.

With the following example, || operator

is used in if statement.

Because appraisal of 2nd system is the true, the final returns become the true.

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```
X = 10;
Y = 250;
If (X > 25 || Y > 200) {
Z = 5;
}
Else {
Z=0;
```

/ After executing the cord/code above, the value of the Z becomes 5

Completely support

Action name

Operator (non-equivalence Opposition of equivalent operator is tested. When formula 1 is equal to formula 2, the result is the false.

Operator. When dividing formula 1 with formula 2, surplus is calculated.

```
X %= Y
}
```

(Logical NOT)

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Operator (logic Pool Completely support
value of variable or
formula it reverses.

Action name

Explanation

Else {

Support

&& (logical AND)

Operator (logic Formula 1 is appraised, when formula 1 is the true, formula 2 is appraised. If as for the result, appraisal of both system is the true, it is the true, if appraisal of each system is the false, it is the false. With the following example, && operator is used in if statement.

Because appraisal of both system is the true, the final returns become the true.

```
X = 30;
Y = 250;
If (X > 25 && Y > 200) {
Z = 5;
}
```

} / After executing with the cord/code above, the value of X = 5; the Z becomes 5

Completely support

(Condition

Operator (condition Formula 1 is appraised, when formula 1 is the true, value of formula 2 is returned.

Case it is the other than that, apply the value of formula 3 it does.

With the following example, because appraisal of formula 1 is the true, value of variable X is substituted to variable Z.

Z = (X < 6)? X: Y;	/The value of the Z becomes 5	Completely support
& (string connection	Operator. You use for the connection of the string.	Completely support
Add	Operator. The plural strings are done connection (integration .	Completely support
And	Operator. Logical AND operation is done. If appraisal of both system is the true, the whole formula becomes the true.	Completely support
Break		

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Action. You use **inside the loop** (for and for...in and **do .while** or while). Break action skips the remaining part, loop body stops repetition processing, executes the following statement of loop statement. When forcing ending the consecutive loop which the nest is done, break action is used.

Completely support

Call

Action. Context, is changed to the script which is allotted to the frame which is called from the present script.

Completely support

Case

Keyword. Condition of switch action is defined.

Completely support

Chr ()

String function. ASCII code is converted to letter.

Completely support

Continue

Action. Cord/code execution inside the loop is controlled.

Completely support

Do... while

Action. Statement inside the loop is executed, while **condition** is the true, condition inside the loop is appraised.

Completely support

Z = 0;

Y = 10;

DuplicateMovieClip Action. Instance of the movie clip is drawn up while playing back the movie. Completely support

Action name

Explanation

Else

Action. When first statement returns the false, action, phrase, argument or the other condition for executing are appointed.

Else if

Y= " Fred ";

Action. Condition is appraised, when first if statement returns the false, the statement which is executed is appointed.

Completely support

Eq (equal string

Comparison operators. Whether or not two systems equivalence it compares. When formula 1 is equal to formula 2, the true is returned. When it is the other than that, the false is returned. It possesses this action with string ones.

The following example has shown the return value of the true and the false due to eq operator.

X = " Amy ";

/ True

X eq Y;

/ False

Eval ()

Function. It accesses variable. Value of variable is returned.

Fscommand () / False

Action. Try to be able to communicate the program and the Flash application which are the host of the Flash Player.

Part support.

Ge (string above

Comparison operators. The true is returned when string expression of formula 1 is above string expressing of formula 2.

When it is the other than that, the false is returned. It possesses this action with string ones.

The following example has shown the return value of the true and the false due to ge operator.

X = " Amy "

Y= " Fred ";

X ge Y;

Y ge X;

GetProperty ()

/ True

/ True

Function. Value of the property where movie clip instance is appointed is returned.

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Support

Completely support

X eq " Amy ";

Completely support

Completely support

X ge " Amy ";

Completely support

Part support. Page 61 please refer to " the ActionScript which is supported ".

GetTimer ()

Function. After starting the playback of the SWF file, it returns the elapsed time at the milli-second unit.

Action name

GetUrl ()

GotoAndPlay ()

Support

Part support. The http of URL protocol the https the mailto, and the tel 1 time are supported in every event action.

Completely support

Completely support

Completely support

Completely support

Completely support

GotoAndStop ()

Gt (a larger string

If

IfFrameLoaded ()

Y le X;

Int ()

Function. Decimal is converted to the closest integer value.

Completely support

Le (string below

Comparison operators. The true is returned when string expression of formula 1 is below string expressing of formula 2. When it is the other than that, the false is returned. It possesses this action with string ones.

X = " Amy ";

Y= " Fred ";

X le " Amy ";

/ True

X le Y;

Completely support

Explanation

Action. Variable is transferred to another application which loads the document to the window from the URL of specification, is the URL of the built-in predefined. When transfers variable, using either method of the GET and the POST, it appoints whether it loads variable. Variable the URL it adds the GET, lastly. When the data quantity of variable is small, you use this. The POST by the fact that variable is transmitted with another HTTP header, corresponds to the variable where the data quantity is many.

Action. You send the reproducing head to the frame where the inside of the scene is appointed, play back from that frame. Unless the scene is appointed, the reproducing head advances to the frame where the inside of the present scene is appointed.

Action. You send the reproducing head to the frame where the inside of the scene is appointed, stop. Unless the scene is appointed, the reproducing head advances to the frame where the inside of the present scene is appointed.

Comparison operators. The true is returned when string expression of formula 1 is larger than string expression of formula 2. When it is the other than that, the false is returned. It possesses this action with string ones.

Action. Condition is appraised in order to decide the following action inside the movie. When condition is the true, the Flash executes the statement which follows to condition.

Action. You verify whether or not you can use for local contents of the frame of specification. The `ifFrameLoaded ()` using, while waiting for the fact that file the whole SWF is downloaded, it starts the playback of simple animation.

/ False

/ True

Completely support

Length

()

Completely support

Explanation

Support

Action. Another movie is played back without ending the Flash Lite. Usually the Flash Player ends one Flash application (the SWF file after indicating. When the `loadMovie ()` action is used, plural

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It is possible to indicate the SWF file in simultaneously, without loading another HTML document to change the SWF file.

Completely support

Action. While playing back the movie which the origin reads the SWF file is read within level of the Flash Lite.

Completely support

Action. The CGI script, the active server page (the ASP) the personal home page (the PHP) or the data is grasped from external file such as text file and the text which were drawn up with the Perl script, value is set to the SWF file or variable of the movie clip.

Completely support

LoadVariablesNum ()

Action. The CGI script, the active server page (the ASP) the personal home page (the PHP) or the data is grasped from external file such as text file and the text which were drawn up with the Perl script, value is set to variable of the Flash Lite.

Completely support

Lt (a smaller string

Operator (comparison Formula 1 and formula 2 is compared. When formula 1 is type 2 or less, the true is returned, when it is the other than that, the false is returned. It possesses this action with string ones.

The following example has shown the return value of the true and the false due to Lt operator.

Y= " Fred ";

Y lt X;

/ False

/ True

Completely support

String function. ASCII code is converted to multiple byte letter.

Completely support

String function. Length of the multiple byte character string is returned.

Completely support

String function. The letter which is appointed is converted to multiple byte numerical value.

Completely support

Mbsubstring ()

String function. The new multiple byte character string is extracted from the multiple byte character string.

Completely support

Ne (equal string

Comparison operators. Whether or not two systems non-equivalence it compares. When formula 1 and formula 2 is not equal, the true is returned. When it is the other than that, the false is returned. It possesses this action with string ones. The following example has shown the return value of the true and the false due to ne operator.

String function. Length of the string or the variable which it appoints is returned.

Action name

LoadMovie ()

LoadMovieNum ()

LoadVariables ()

X= " Amy ";

X lt " Jane ";

Mbchr ()

Mblength ()

Mbord ()

X= " Amy ";

Y= " Fred ";

/ False

Action name

NextFrame ()

Y ne " Amy ";

Completely support

Explanation

Action. You send the reproducing head to the following frame, stop.

Completely support

/ True

Support

Action. You send the reproducing head to Completely support
frame 1 of the following scene, stop.

Function. As follows, argument

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The X is converted to numerical value, value is returned. When the X is numerical value, return value is the X. When the X is pool value, if the X is the true, it returns and value returns and if at 1 the X is the false, value is 0.

When the X is the string, function tries to analyze the X exponent of option, in other words as the decimal which has the 1.57505e-3. When the X is undefined, return value is 0.

Support it is not

ON (event

Handler. It appoints the mouse event, or it appoints the keypress which starts action.

Part support

Ord ()

String function. Letter is converted to ASCII code.

Completely support

Play ()

Action. On the time line the reproducing head is advanced to before.

Completely support

PrevFrame ()

Action. You send the reproducing head to the frame immediately before, stop.

Completely support

PrevScene ()

Action. You send the reproducing head to frame 1 of the scene immediately before, stop.

Completely support

Random ()

Function. Random to the integer which from 0 is appointed with value parameter integer is returned.

Completely support

RemoveMovieClip ()

Action. The movie clip instance which was drawn up with duplicateMovieClip () action is deleted.

Completely support

Set ()

Action. Value is substituted to variable. Variable, it does with those like the container which houses information.

Completely support

X ne " Amy ";

NextScene ()

Number ()

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setProperty Action. The property of Part support. Page 61 please refer to " the
() the movie clip is modified ActionScript which is supported ".
while playing back the
SWF file.

startDrag () Action. While playing Support it is not
back the SWF file the
intended movie clip is
made the drag possible.
Only one movie clip the
drag it is possible at one
time.

Action name

Explanation

Stop ()

Action. The SWF file which is in the midst of
playing back is stopped.

StopAllSounds ()

Action. Without stopping the reproducing head all sounds which are in the midst of playing back with the movie are stopped.

StopDrag ()

Action. Current drag operation is stopped.

String ()

Function. String expression of the argument which as follows, is appointed is returned. **When** the X is pool value, the string which is returned is the true or the false. **When** the X is numerical value, the string which is returned is decimal number presentation of numerical value. **When** the X is the string, the string which is returned is the X. **When** the X is the movie clip, the return value slash (/) it is target pass of the declared movie clip. **When** the X is not defined, return value becomes the string of the sky.

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Substring ()

String function. Portion of the string is extracted.

Switch ()

Action. Divergence structure of ActionScript statement is drawn up. Switch action tests condition, when condition returns the true, executes statement.

TellTarget ()

Action. It is used in order to apply the indication to the time line or the movie clip of specification. For example, in regard to stage that it jumps to the frame of the button or the specification which it stops or starts the movie clip, or, in the button which is required, the tellTarget () it is possible to allot.

ToggleHighQuality ()

Action. On / off of anti alias processing of the Flash Lite is changed. With anti alias processing the edge of object becomes smooth, but refresh rate of the movie becomes low. Effect is produced on all movies inside the Flash Lite.

Trace ()

Action. Formula is appraised, the result [the movie preview] command [output] is indicated in the panel in the execution time.

UnloadMovie ()

Action. The loadMovie (or the duplicateMovieClip(using action in the past, it deletes the movie of the Flash Lite which it loaded or drew up, or.

Support

Completely support

Completely support

Support it is not

Support it is not

Completely support

Completely support

Completely support

Completely support

Completely support

Completely support

UnloadMovieNum ()

Action. From the level which the Flash Lite appoints, the loadMovie (action using in the past, it deletes the movie which it loaded or drew up, or.

Completely support

While ()

Action. While condition argument is the true, statement or plural statements inside the loop repeatedly is executed.

Completely support

Supplement **B**

With this supplement, it explains concerning the property and its exception of the Macromedia Flash Lite 1.1 ActionScript.

Property

Explanation

/ (Slash inscription

Property. It appoints the reference to the route SWF file time time, or returns. The function which is offered with this property has been

similar to the function which is offered with the
_root property of Flash 5.

: You use " / " with combining. Variable and the
property of the other movie clip which is included
in the present SWF file are referred to. In addition,
the Call () you use for action and simultaneous,
refer to the frame label of the movie clip.

_alpha Property. Alpha transparency of the movie clip
(value it sets or acquires, or. Effective value 0
(perfection the transparency - 100 (perfection) is
opaque.

_currentframe The property (read-only Frame number of the 現
在位置 which has the reproducing head in the
time line is returned.

Is supported the **ActionScript** property

Support

Completely support

Completely support

Completely support

Completely support

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_droptarget The property (read-only The draggableInstanceName (the startDrag ())movie
clip instance name of the object of action returns the absoluteness pass of the
movie clip instance which drop is done, with slash syntax inscription. This
property always the slash (/) with returns the pass which starts.

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_focusrect

Property (global) It appoints whether or not it indicates yellow rectangle in around the button which presently is focused. The default value **true** (the other than zeros the user pushing the Tab key, when navigating, yellow rectangle is indicated in around the button or text field which presently is focused).

Property

Support

_framesloaded

Completely support

_height

Completely support

_highquality

Partly support (the function which makes the bit map smooth is not supported)

_level

Completely support

Maxscroll

Completely support

_name

Completely support

_rotation

Completely support

Scroll

Completely support

_soundbuftime

Support it is not

_target

Support it is not

Completely support

Explanation

The property (**, read-only**). It is the number of frames which are loaded from the streaming movie. This property, the contents of the hand hundred million low frame and all frames before the that being loaded, is convenient to the case where it judges whether or not you can use for local with the browser of the user.

The property (**, read-only**). Height of the territory which the movie contents possess is acquired. With the Flash Lite, the **_height** and it is the read-only property.

Property (global). Level of the anti alias processing which is applied to the present movie is appointed. You use this property, even in order to control the function which makes the bit map smooth.

With the Flash Lite, following to the order which is loaded it can allot to the SWF file number. The SWF file which first is loaded is loaded in the level 0 which is least significant level. By the SWF file of level 0, frame rate of all SWF files which the after the this are loaded, background color, and frame size are set. Next, the SWF file is accumulated to the level of bigger number than the SWF file of level 0. This property is reference to the route movie clip lime line levelN.

Property. With the read-only property, you use combining with the Scroll property. Indication of information is controlled with text field. This property and it is read-only, it cannot modify.

Property. Movie clip instance name is appointed.

Property. Revolution of the movie clip is appointed at the degree unit.

Indication of information is controlled with the text field regarding variable. The Scroll property defines the position where indication of the contents is started with text field. When this property is set, following to the scroll of the text field by the user, display position is renewed. It is convenient to the case where the Scroll property leads the user to conclusion of specification inside long clause, draws up scroll text field.

Property (global). Several seconds which depend on the pre- buffer of the sound which the streaming is done are set.

The property (**, read-only**). Target pass of the movie clip instance which is appointed as argument is returned.

Completely support

_totalframes

Completely support _url

Support it is not

Explanation Support

Property. Indication of the movie clip which is appointed / non- Completely support
indication is decided. The movie clip (property in false when
setting) of non- indication becomes use failure.

The property (, read-only). Height of the territory where the Completely support
contents of the movie possess is acquired. With the Flash Lite,
the _width and it is the read-only property.

Property. X coordinate of the movie clip is set with the local Completely support
coordinate of the parent movie clip as a standard.

The property (, read-only). The movie clip which is appointed as argument is appraised, total number of the frame of the SWF file is returned.

The property (, read-only). The URL of the SWF file which the movie clip downloads is inspected.

Property

_visible

_width

_x

_xscale

Property. In order to be applied from the datum point of the movie clip, the horizontal scale of the movie clip (percent) it decides.

Completely support

_y

Property. Y coordinate of the movie clip is set with the local coordinate of the parent movie clip as a standard.

Completely support

_yscale

Property. In order to be applied from the datum point of the movie clip, the vertical scale of the movie clip (percent) it sets.

Supplement C

When drawing up the Flash Lite 1.1 Warning of
contents for the portable terminal, FLASH
all warning and the summary of authoring tool
error message which is the and error
possibility of being indicated are message
stated in this supplement.

Explanation

Message identifier

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SWFS016

You ignore.

The Flash Player, inspected the fact that it is loadMovie (ActionScript command in the SWF file. This command is not supported with the Flash Lite of the device which is appointed. This message is mere warning, nothing device specific SWF file is modified.

The loadVariables (was inspected. You ignore.

The Flash Player, inspected the fact that it is loadVariables (ActionScript command in the SWF file. This command is not supported with the Flash Lite of the device which is appointed. This message is mere warning, nothing device specific SWF file is modified.

Completely support

Warning and error message

Message

The loadMovie ()it inspected.

SWFS017

SWFS018

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The getUrl ()it inspected. There is a possibility restriction being applied.	The Flash Player, inspected the fact that it is getUrl (ActionScript command in the SWF file. When playing back the file with the Flash Lite of the device which is appointed run lime restriction is applied to this command. This message is mere warning, nothing device specific SWF file is modified.	
The startDrag () action is not supported.	The Flash Player, the SWF file startDrag () inspectedthe fact that it is ActionScript command. This command is not supported withthe Flash Lite. This message is mere warning, nothing device specific SWF file is modified.	
The stopDrag () action is not supported.	The Flash Player, the stopDrag () inspected the fact that it isActionScript command in the SWF file. This command is not supported withthe Flash Lite. This message is mere warning, nothing device specific SWF file is modified.	
Message identifier SWFS021	<p>Message</p> <p>The _droptarget property is not supported.</p> <p>The Flash Player, the getProperty which refers to the droptarget property in the SWF file () or the setProperty () inspectedthe fact that it is ActionScript command. This property is not supported withthe Flash Lite. This message is mere</p>	<p>Explanation</p>

	warning, nothing device specific SWF file is modified.	
The _soundbuftime property is not supported.	The Flash Player, the getProperty which refers to the soundbuftime property in the SWF file () or the setProperty () inspected the fact that it is ActionScript command. This property is not supported with the Flash Lite. This message is mere warning, nothing device specific SWF file is modified.	
The file was retained as file name.	It is the message which is indicated by the Flash Player. Size of the device specific SWF file is shown. This message has designated only the offer of information as purpose.	
File size after the substituting	Substitution Kilobyte	It is the message which is indicated by the Flash Player. Size of the device specific SWF file after the substituting or the deletion the sound is shown. This message has designated only the offer of information as purpose.
SWFS032	The fscommand () it inspected.	The fscomamnd() the Flash Player inspected the fact that it is ActionScript command in the SWF file. This command is not supported with the Flash Lite. This message is mere warning, nothing device specific SWF file is modified.
SWFS033	The memory which is necessary for the execution of operation is not enough.	The memory wherethe Flash Player is necessary for the execution of operation could not be acquired.

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SWFS035

The `_url` property is not supported.

The Flash Player, the `getProperty` which refers to the `_url` property in the SWF file () or the `setProperty` () inspected the fact that it is the Actionscript command line. This property is not supported with the Flash Lite. This message is mere warning, nothing device specific SWF file is modified.

SWFS019

SWFS020

SWFS023

SWFS027

SWFS028

SWFS040

Incompressible sound was inspected.

The Flash Player, inspected the fact that incompressible sound is included in the SWF file. This sound is not supported with the Flash Player of the device which is appointed. This message is mere warning, nothing device specific SWF file is modified.

SWFS041

ADPCM sound was inspected.

The Flash Player, inspected the fact that ADPCM sound is included in the SWF file. This sound is not supported with the Flash Player of the device which is appointed. This message is mere warning, nothing device specific SWF file is modified.

SWFS042

Nellymoser sound was inspected.

The Flash Player, inspected the fact that Nellymoser sound is included in the SWF file. This sound is not supported with the Flash Player of the device which is appointed. This message is mere warning, nothing device specific SWF file is modified.

Message identifier

Message

SWFS043

MP3 sound was inspected.

SWFS044

Subst: for sound substitution Sound file name was inspected. Please use the function of device sound.

SWFS045

MIDI sound was inspected.

SWFS046

MFi sound of terminal manufacturer extended type was inspected.

SWFS047

Device sound of the type which is not supported was inspected.

The Flash Player, inspected the fact that the sound type which is not supported to the SWF file with

Compound sound was inspected.	Flash Lite. is included. This message is mere warning, nothing device specific SWF file is modified.	
	The Flash Player, inspected the fact that compound sound is included in the SWF file while analyzing the movie. When compound sound was played back on the apparatus, the sound quality being different, whether it is audible, the しれません.	SWFS049
The Flash Player, inspected the fact that it is included in the SWF file which with only constitution of specification is supported.		FTPE001
< Key >	Key cord/code	The key which is not supported in the preview of the movie with the Flash Lite was pushed. This keypress is ignored.

Explanation

The Flash Player, the SWF file inspected the fact that MP3 sound is included. This sound is not supported with the Flash Player of the device which is appointed. This message is mere warning, nothing device specific SWF file is modified.

The Flash Player, in the SWF file was used with the oldFlash 6 rise data the subst: The fact that the file name writing out tag is included was inspected. This tag is not supported in Flash Lite 1.0 movie review command. As for the implementor it is necessary to use new device sound function. This message is mere warning, nothing device specific SWF file is modified.

Flash Player, in SWF file

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The fact that MIDI sound is included was inspected. This sound is supported with the Flash Lite.

The Flash Player, inspected the fact that the MFI sound which includes the extended function of the terminal manufacturer of specification in the SWF file is included. This sound is supported with the Flash Lite.

SWFS048

SMAF sound was inspected.

The following key is not processed

FTPA005

Because there is in the preview of the plural requests movie, the plural vis-a-vis one ActionScript getUrl () keypress, the command was called getUrl of the URL () inside the keypress the call is ignored. event.

FTPA007

The getProperty or the setProperty is not supported < property name > with.

FTPA008

The getProperty or the setProperty is not supported < property name > with completely.

Message identifier

FTPA009

FTPS011

Explanation

In the preview of the movie clip, the startDrag () or the stopDrag () ActionScript command was inspected. These commands are ignored because it is not supported with the Flash Lite.

FTPS022

When in the preview of the movie clip, playing back sound, playback of another sound was started. With the Flash Lite, as for the mixing of sound it is not supported. In order to be able to play back 2nd sound, in order to be able to play back first sound, playback of first sound is stopped.

FTPS023

ADPCM sound was inspected in the preview of the movie clip. With the Flash Player of the device which it appoints, as for ADPCM sound type it is not supported.

FTPS024

MP3 sound was inspected in the preview of the movie clip. With the Flash Player of the device which it appoints, as for MP3 sound type it is not supported.

FTPS025

MIDI/MFI sound was inspected in the preview of the movie. With the Flash Player of the device which it appoints, as for MIDI/MFI sound type it is not supported.

PCM sound was inspected in the preview of the movie clip. With the Flash Player of the device which it appoints, as for PCM sound type it is not supported.

FTPS026

When the Flash Player is appointed with publishing setting, using the Flash Lite 1.0 movie preview command which is not supported, it tried to debug the movie.

FTPS027

The Flash Player, inspected the fact that compact sound is included in the SWF file. When compound sound was played back on the apparatus, the sound quality being different, whether it is audible, the しれません.

FTPS028

With the Flash Lite one `getUrl ()` only command can be used vis-a-vis one keypress. Therefore, only first command is processed, remainder is ignored.

The `getProperty` for the property which is not supported with the Flash Player of the device which is appointed in the preview of the movie, `()` or the `setProperty ()` ActionScript command was inspected. Command is ignored.

In the preview of the movie, completely the `getProperty` for the property which is not supported `()` or the `setProperty ()` ActionScript command was inspected with the Flash Lite. Command is executed, but there is a possibility where you cannot obtain the result of according to expectation.

Message

The `startDrag ()` or the `stopDrag ()` it is not supported.

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Only it can play back, (mixing failure
 ADPCM sound is not supported.
 MP3 sound is not supported.
 MIDI/MFI sound is not supported.
 PCM sound is not supported.
 Debugging the movie is not supported in the movie preview player who is appointed.
 Compound sound was inspected.
 Invalid FSCommand2 command was inspected.

The Flash Player, the invalid FSCommand2 () inspected object ActionScript command. FTPS029

The Flash Player, inspected effective FSCommand2 (ActionScript command. FTPS030

The Flash Player, inspection did the FSCommand2 (ActionScript command which is not supported with the simulator. We recommend that it tests with the apparatus. FTPS031

The Flash Player, URL demand for the plural times (the getUrl () the loadMovie () the loadVars () and the fsCommand ()) inspected the call. Concerning frame or event handler one, the URL call which is permitted is one.

Message	Explanation
The getUrl URL call was inspected. There is a possibility restriction being applied.	The Flash Player, detected the getUrl() call. The restriction which is applied is a possibility of differing every device.
The loadVariables URL call was inspected. There is a possibility restriction being applied.	The Flash Player, the loadVariables () detected the call. The restriction which is applied is a possibility of differing every device.
The FSCommmand URL call was inspected. There is a possibility restriction being applied.	The Flash Player, the FSCommmand () detected the call. The restriction which is applied is a possibility of differing every device.
The loadMovie URL call was inspected. There is a possibility restriction being applied.	The Flash Player, the loadMovie () detected the call. The restriction which is applied is a possibility of differing every device.
Inside compound sound, size < numerical value > < type of file of KB > inspected sound.	The Flash Player, device sound was included by compound sound and inspected thing. Type and size of device sound are indicated.
SMAF sound is not supported.	The Flash Player, inspected the fact that SMAF sound is included in the SWF file. This sound is not supported with the Flash Player of the device which is appointed.

This message is mere warning, nothing device specific SWF file is modified.

FSCCommand2 command name was inspected.

The FSCCommand2 <command name >command is not supported in the simulator. Please test with the apparatus.

The plural URL calls were researched.

Message identifier

FTPS032

FTPS033

FTPS034

FTPS035

FTPS036

FTPS037

FTPS038

Because there is plural requests vis-a-vis The Flash Player, the FSCCommand2 of the plural one frame or the event, the times () the StartVibrate () and the StopVibrate () StartVibrate/StopVibrate call is ignored. inspected the call. Concerning frame or event handler one, as for the call which is permitted 1

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Is.

The FSCommand2 SetInputTextType (< text type >) it inspected. This command is not supported in the simulator. Please test with the apparatus.

The Flash Player, the SetInputTextType ()detected command. This command is not supported with the simulator. Setting of text type of command [output] is indicated in the panel.

MIDI sound was inspected. This sound is not supported in the platform below < Platform name >

The Flash Player, inspected MIDI sound. Playback of MIDI sound is not supported in the platform of part. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

Mfi sound was inspected. This sound is not supported in the platform below < Platform name >

The Flash Player, inspected standard Mfi sound. Playback of Mfi sound is not supported in the platform of part. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

Message identifier

Message

Explanation

FTPS042

SMAF sound was inspected. This sound is not supported in the platform below < Platform name >

The Flash Player, inspected SMAF sound. Playback of SMAF sound is not supported in the platform of part. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

FTPS043

MP3 sound was inspected. This sound is not supported in the platform below < Platform name >

The Flash Player, inspected MP3 sound. Playback of MP3 sound is not supported in the platform of part. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

FTPS044

Streaming sound was inspected. This sound is not supported in the platform below < Platform name >

The Flash Player, inspected streaming sound. Playback of streaming sound is not supported in the platform of part. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

FTPS045

Input text field was inspected. Text input is not supported in the platform below < Platform name >

The Flash Player, inspected input text field. Input of the text is not supported in the platform of part. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

FTPS046

4 direction navigations are not supported in the platform below < Platform name >

The Flash Player, has become 4 direction navigation modes. This mode is not supported in the platform of part. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

FTPS047

4 direction navigations of the lapel being attached are not supported in the platform below < Platform name >

The Flash Player turns back and is attached and, has become 4 direction navigation modes. This mode is not supported in the platform of part. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

FTPS048

4 direction navigations are not supported.

4 direction navigation modes are not supported with present constitution.

FTPS039

FTPS040

FTPS041

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FTPS049 4 direction navigations of the 4 direction navigation modes of the lapel being lapel being attached are not supported with present supported. constitution.

FTPS050

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Standard MFI sound is not supported.

The Flash Player, inspected standard MFi sound. This sound is not supported with present constitution.

FTPS051

The mouse event which is not supported was inspected.

The Flash Player, inspected the mouse event which is not supported.

FTPS052

ADPCM sound was inspected. This sound is not supported in the platform below <Platform name >

The Flash Player, inspected ADPCM sound. Playback of ADPCM sound is not supported in the platform of part. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

Message identifier

Message

FTPS053

PCM sound was inspected. This sound is not supported in the platform below <Platform name >

FTPS054

In the platform below the sound which is not supported was inspected <Platform name >

FTPS055

Plural sounds were inspected. The mixing of sound is not supported in the platform below <Platform name >

FTPS056

Relation the specification which ignores the sound which is not attached in the platform below is not supported in the Keypress <Platform name >

Explanation

The Flash Player, inspected PCM sound. Playback of PCM sound is not supported in the platform of part. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

The Flash Player, inspected sound. Playback of sound is not supported in the platform of part. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

The Flash Player, inspected plural sounds. The mixing of sound is not supported in the platform of part. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

In the preview of the movie, sound was inspected outside the keypress event. With the Flash Player of the device which it appoints, only inside the keypress event sound can be processed. Sound outside the keypress event is ignored. This function is not supported in the platform of part. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

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FTPS058 The StartDrag and the EndDrag were inspected. These events are not supported in the platform below <Platform name >

FTPS059 In the platform below the mouse event which is not supported was inspected <Platform name >

FTPS060 The loadVariables call was inspected. In the platform below there is a possibility of not being supported <Platform name >

FTPS061 The loadMovie call was inspected. In the platform below there is a possibility of not being supported. < Platform name >

Message identifier

FTPS062

FTPS063

Explanation

The Flash Player, detected the getUrl call. This call is executed, but in the platform of part it is not supported. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

The Flash Player, the fscommand () detected the call. This call is executed, but in the platform of part it is not supported. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

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FTPS064

The Flash Player, the SMAF (MA-2) inspected sound. This sound is not supported in the platform of part. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

FTPS065

The Flash Player, the SMAF (MA-3) inspected sound. This sound is not supported in the platform of part. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

FTPS066

The Flash Player, the SMAF (MA-5) inspected sound. This sound is not supported in the platform of part. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

FTPS067

The Flash Player, the SMAF (MA-2) inspected sound. This sound is not supported with present constitution.

FTPS068

The Flash Player, the SMAF (MA-3) inspected sound. This sound is not supported with present constitution.

FTPS069

The Flash Player, the SMAF (MA-5) inspected sound. This sound is not supported with present constitution.

FTPS070

The Flash Player, the StartDrag () or the EndDrag () detected the ActionScript event. These events are not supported in the platform of part. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

The Flash Player, detected the mouse event of the specification which is not supported with the platform of part. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

The Flash Player, detected the loadVariables call. This call is not supported in the platform of part. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

The Flash Player, detected the loadMovie call. This call is executed, but in the platform of part it is not supported. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

Message

The getUrl call was inspected. In the platform below there is a possibility of not being supported < Platform name >

The fscommand ()the call was inspected. In the platform below there is a possibility of not being supported < Platform name >

The SMAF (MA-2)sound was inspected. This sound is not supported in the platform below < Platform name >

The SMAF (MA-3)sound was inspected. This sound is not supported in the platform below < Platform name >

The SMAF (MA-5)sound was inspected. This sound is not supported in the platform below < Platform name >

The SMAF (MA-2)sound is not supported.

The SMAF (MA-3)sound is not supported.

The SMAF (MA-5)sound is not supported.

MFI sound of Fujitsuextended type is not supported.

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The Flash Player, inspected the MFI sound of Fujitsu extended type. With this sound present constitution it is not supported.	FTPS071
The Flash Player, inspected the MFI sound of Mitsubishi extended type. With this sound present constitution it is not supported.	FTPS072
The Flash Player, inspected the MFI sound of the NEC extended type. With this sound present constitution it is not supported.	FTPS073
The Flash Player, inspected the MFI sound of Panasonic extended type. With this sound present constitution it is not supported.	FTPS074
The Flash Player, inspected the MFI sound of Sharp extended type. With this sound present constitution it is not supported.	

Message	Explanation
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MFI sound of Sony extended type is not supported.

The Flash Player, inspected the MFI sound of Sony extended type. With this sound present constitution it is not supported.

MFI sound of Fujitsu extended type is not supported in the platform below < Platform name >

The Flash Player, inspected the MFI sound of Fujitsu extended type. This sound is not supported in the platform of part. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

MFI sound of Mitsubishi extended type is not supported in the platform below < Platform name >

The Flash Player, inspected the MFI sound of Mitsubishi extended type. This sound is not supported in the platform of part. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

MFI sound of the NEC extended type is not supported in the platform below < Platform name >

The Flash Player, inspected the MFI sound of the NEC extended type. This sound is not supported in the platform of part. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

MFI sound of Panasonic extended type is not supported in the platform below < Platform name >

The Flash Player, inspected the MFI sound of Panasonic extended type. This sound is not supported in the platform of part. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

MFI sound of Mitsubishi Hari type is not supported.

MFI sound of the NEC extended type is not supported.

MFI sound of Panasonic extended type is not supported.

MFI sound of Sharp extended type is not supported.

Message identifier

FTPS075

FTPS076

FTPS077

FTPS078

FTPS079

FTPS080

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MFI sound of Sharp extended type is not supported in the platform of part. This platform message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

MFI sound of Sony extended type is not supported in the platform of part. This platform message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

ActionScript process error The Flash Player, inspected ActionScript process error. The was inspected. ActionScript command which has become cause of process error is included in warning message.

Invalid entry was inspected The Flash Player, inspected the fact that it is invalid entry in the Config file. Line number of the Config file. number < line number >

The Config file was inspected.

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The Flash Player, inspected the Config file.

Message identifier

Message

Explanation

FTPS085

The specification which calls only the loadVariables which in the keypress relation is attached is not supported in the platform below < Platform name >

The Flash Player, the loadVariables call which in the keypress relation is attached was inspected. This call is executed, but in the platform of part it is not supported. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

FTPS086

The specification which calls only the loadMovie which in the keypress relation is attached is not supported in the platform below < Platform name >

The Flash Player, the loadMovie call which in the keypress relation is attached was inspected. This call is executed, but in the platform of part it is not supported. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

FTPS087

The specification which calls only the getcUrl which in the keypress relation is attached is not supported in the platform below < Platform name >

The Flash Player, the getcUrl call which in the keypress relation is attached was inspected. This call is executed, but in the platform of part it is not supported. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

FTPS081

FTPS082

FTPS083

FTPS084

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FTPS088 The FSCommand which in the The Flash Player, the FSCommand which in the keypress relation is attached ()keypress relation is attached () the call was only the specification which is inspected. This call is executed, but in the called is not supported in the platform of part it is not supported. This message platform below < Platform name > is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

FTPS089 The loadVariables call which in The Flash Player, inspected the loadVariables the frame relation is attached is call. It is possible to do this call, vis-a-vis the not supported in the platform frame, but in the platform of part it is not below < Platform name > supported. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

FTPS090 The loadMovie call which in The Flash Player, inspected the loadMovie call. the frame relation is attached is It is possible to do this call, vis-a-vis the frame, not supported in the platform but in the platform of part it is not supported. This below < Platform name > message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

FTPS091 The getUrl call which in the **frame** relation is attached is not supported in the platform below < Platform name >

The Flash Player, inspected the getUrl call. It is possible to do this call, vis-a-vis the frame, but in the platform of part it is not supported. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

FTPS092 The FSCCommand () call which in the **frame** relation is attached is not supported in the platform below < Platform name >

The Flash Player, inspected the FSCCommand() call. It is possible to do this call, vis-a-vis the frame, but in the platform of part it is not supported. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

Message identifier

Message

FTPS093

The specification which supports all keys is not supported in the platform below < Platform name >

FTPS094

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The specification which supports only the key on the device is not supported in the platform below < Platform name >
FTPS095

As for the _capEmail as for the specification which sets to 1, in the platform below it is not supported < Platform name >
FTPS096

As for the _capSms as for the specification which sets to 1, in the platform below it is not supported < Platform name >
Explanation

With present constitution, complete key set is supported with the Flash Player. This function is not supported in the platform of part. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

With present constitution, only the key on the device is supported with the Flash Player. This function is not supported in the platform of part. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

With present constitution, the platform functional variable _capEmail is set to 1 with the Flash Player. This function is not supported in the platform of part. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

With present constitution, the platform functional variable _capSms is set to 1 with the Flash Player. This function is not supported in the platform of part. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

FTPS097 As for the
_capMms as
for the
specification
which sets to
1, in the
platform
below it is not
supported <
Platform name
>

FTPS098 As for the
_capLoadData
as for the
specification
which sets to
1, in the
platform
below it is not
supported <
Platform name
>

FTPS099 Print
command is
not supported.

FTPS100 < Sound type >
inside
compound
sound sound
is selected.

FTPS101 The sound
format which
is effective
inside
compound
sound is not
included.

With present constitution, the platform functional variable _capcMms is set to 1 with the Flash Player. This function is not supported in the platform of part. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

With present constitution, the platform functional variable _capLoadData is set to 1 with the Flash Player. This function is not supported in the platform of part. This message is indicated in only the case where the platform character string is appointed to the appropriate flag inside the Config file.

The Flash Player, inspected the call to Print command. This function to be supported, the plug.

The Flash Player, inspected Flash Lite compound sound. < Sound type > device sound is selected to the one for playback with the Flash Player.

The Flash Player, inspected Flash Lite compound sound. Device sound type everything inside compound sound is not supported with the Flash Player.

Message identifier

Message

Explanation

FTPS102

It failed in playback of SMAF sound.

The Flash Player, inspected the device sound of SMAF type. This type is supported on the apparatus, but the authoring tool in the movie preview player who is used it is not supported.

FTPS103

The invalid tag < tag name > it inspected in the Config file.

The invalid tag inside the Config file was inspected.

FTPS104

You cannot use the key. This function is not supported in the platform below < Platform name >

The Flash Player, the KeySetNone inspected the fact that it is set to " on " with the Config file. In addition, the keypress was inspected. This function is not supported in the platform of part. As for this message, Config

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It is indicated in only the case where the platform character string is appointed to the appropriate flag inside the file.

FTPS105

The SWF file is not FlashLite type.

The The FlashLite movie preview player inspected the fact that this SWF movie is not Flash 4 type.

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