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The ActionScript 3.0 reference is a reference tool for application programming interfaces (APIs) for Adobe Flash Professional, Flash Player and Adobe AIR. This version includes ActionScript classes, methods, and properties that support Adobe AIR's execution environment. Where possible, AIR elements are specifically listed by a small AIR icon next to their names: This guide contains information about syntax and the use of supported elements in ActionScript. It includes the following sections: Language Elements such as Global, Operators, Statements, Keywords, Directives and Special Types of Alphabet Records Packages for Index Class Elements, containing all entries an app that compares some key languages and API changes from ActionScript 2.0 to ActionScript 3.0 Error and Warnings With App's Reference Information with XML Reference Information to Support Tweens and FLVPlayback Subtitles. Apps with background information about the use of databases with Adobe AIR. There is no advertising in the professional version. ActionScript 3.0 Reference is a free software application from another subcategory that includes the Education category. The app is currently available in English and it was last updated on 2011-08-31. The program can be installed on Android 1.6 and up. The ActionScript 3.0 link (version 1.0) has a file size of 5.87MB and is available for download from our website. Just click the green download button above to start. So far, the program has been downloaded 7,218 times. We've already checked that the download link will be secure, but for your own protection, we recommend that you scan the downloaded software with your antivirus. Publisher whawhawhat Studio released Date 2011-08-31 Languages English Category Education Subcategory Other Operating Systems Android File Size 5.87 MB Total downloads 7218 License Model Free Price N/A Here you can find the change ActionScript 3.0 Help since it was posted on our website on 2015-04-24. The latest version is 1.0 and has been updated to soft112.com 2018-03-25. See the changes in each version below: Several corrections and updates to RELATED PROGRAMS Our Recommendations Object-oriented programming language ActionScript 3 is an object-oriented programming language originally created by Macromedia Inc., which continued to evolve after the acquisition of Adobe Systems. It is a ECMAScript superset (more commonly known as JavaScript) with a stronger emphasis on classes, interfaces, and objects. While originally developed for Adobe Flash Player, ActionScript 3 can be used by developers today to create plug-in, free, cross-platform, web applications with Apache Royale. a snippet of code shows some of ActionScript's main syntax: org.apache.royale package - Public Class WelcomeToActionScript - Public Function WelcomeToActionScript () var message: String and Hello world; sayHi (message, 3); Private sayHi feature (message:String, times:int): void for (var i:int No. 0; i <=; once; i) / prints a message to debug the track console (messages); Sections Of this document is divided into several sections: Metadata describes the decorations of metadata that can be used for variables and functions. Code Conventions explains the typical ways Royale developers call files, classes, features, variables, and more. The new ActionScript features in the royale The Royale compiler expands ActionScript to useful, new features. These language extensions are considered optional, and certain compiler flags must be included to use the new syntax. The following new ActionScript features available with the Royale compiler: Abstract Classes Private Designers Restrictions On the expansion of The ActionScript Language Other ActionScript compilers, such as the one in Apache Flex SDK, cannot support Apache Royale's extension of the ActionScript language. Using source code or SWC libraries with these language extensions to another compiler can lead to compilation errors or unexpected behavior during the time of operation. In other words, to write 100% portable ActionScript code that works with any compiler, you should avoid using any of the Royale extensions. ActionScript 3 is a programming language for Adobe Flash Player and Adobe AIR environments. Understand what you can do with ActionScript 3 and get a start by creating your first ActionScript 3 class. Learn step by step in an object-oriented programming model and building blocks. In this tutorial I will go through the steps needed to create a simple driving program. You'll learn how to add keyListeners, eventListeners and a few other things using ActionScript 3.0. I originally wrote this program in ActionScript 2.0 and in this tutorial I'm comparing the two comparisons. Top 4 Download periodically updates information about actionscript 3 0 software full versions from publishers, but some information may be a little out of date. ActionScript @ 3.0 Help for Adobe @ Flash @ Platform Home Show Packages and Classes List Hide Packages and Classes List Classes What is the new App Index. This tutorial consists of: - Create a button using the Oval Tool - Duplicate and Edit Object - Navigation Page - Go to and Play Frame Navigation - Exit the Script Button. Using the Warez version, hack, warez passwords, patches, serial numbers, registration codes, key generator, pirate key, key or key for actionscript 3 0 license key is illegal. Download links directly from our mirror or publisher's website, actionscript 3 0 torrent files or shared files from file sharing and free download services, including Rapidshare, MegaUpload, YouSendIt, Letitbit, DropSend, MediaMax, HellShare, HotFile, FileServe, LeapFile, MyOtherDrive MyOtherDrive MediaFire, not allowed! Your computer will be in danger of infecting spyware, advertising software, viruses, worms, trojan horses, kits, etc. while you search and browse these illegal sites that distribute the so-called keygen, key generator, pirate key, serial number, Warez full version or crack for actionscript 3 0. These infections can damage your computer's installation or compromise your privacy. Actionscrip 3 0 keygen or key generator can contain a Trojan horse opening a backdoor on your computer. ActionScriptParadigmMulti-paradigm: object-oriented (based on prototype), functional, imperative, scripted, created by Gary GrossmanDeveloperMacromedia (now dissolved in Adobe Systems)First appeared1998Table releaseTipping disciplinestrong, staticWebsitehelp.adobe.comMajor implementationAdobe Flash Player, Adobe AIR, Apache Flex, Scaleform GfxInfluenced byJavaScript, JavaInfluencedHaxeActionScriptFilename extension.asInternet media typeapplication/ecmascript-1ActionScript is an object-oriented programming language originally developed by Macromedia Inc. Currently, it is the implementation of ECMAScript (meaning this is the superset of syntax and semantics of the language, more commonly known as JavaScript), although it originally originated as a brother, both influenced by HyperTalk.ActionScript is used primarily for the development of websites and software focused on the Adobe Flash Player platform, used on web pages in the form of built-in SWF files. ActionScript 3 is also used with Adobe AIR to develop desktop and mobile applications. The language itself is open source in that its specification is free and available as an open source compiler (as part of Apache Flex) and an open source virtual machine (Mozilla Tamarin). ActionScript is also used with Scaleform Gfx to develop the user interfaces of 3D video games and HUDs.2History3Syntax4Data structuresActionScript was originally designed to control simple 2D vector animations made in Adobe Flash (formerly Macromedia Flash). Originally animated, early versions of Flash content offered few interactivity features and thus had very limited scripting capabilities. Later versions have added functionality that allows you to create web games and rich Internet applications with streaming media (such as video and audio). Today ActionScript is suitable for the development of desktops and mobile devices through Adobe AIR, use in some database applications, as well as in basic robotics, as with The Help of Make Controller Kit.Flash MX 2004 introduced ActionScript 2.0, script language, more to develop flash applications. Often you can save time by using a script for something rather than animate it, which usually also allows a higher level level Editing. Since the introduction of Flash Player 9 alpha (in 2006) a new version of ActionScri, ActionScript 3.0, has been released. This version of the language is designed to be compiled and launched on the ActionScript Virtual Machine version, which itself has been completely rewritten from scratch (named AVM2). Because of this, the code written in ActionScript 3.0 is usually intended for Flash Player 9 and above and will not work in previous versions. At the same time, ActionScript 3.0 is 10 times faster than the outdated ActionScript code, thanks to The Just-In-Time compiler improvements. Flash libraries can be used with XML browser capabilities to visualize rich content in the browser. This technology is known as asynchronous flash and XML, much like AJAX. Adobe offers its Flex product line to meet the demand for rich Internet applications built on Flash running time, with behavior and programming done in ActionScript. ActionScript 3.0 is the backbone of the Flex 2 API. ActionScript began as an object-oriented language for Macromedia's Flash authoring tool developed by Adobe Systems as Adobe Flash. The first three versions of the Flash authoring tool provided limited interactivity features. Early Flash developers could attach a simple command called action to a button or frame. The action set was the main navigation control, with commands such as Play, Stop, GetURL and GotoAndPlay. With the release of Flash 4 in 1999, this simple set of actions became a small script language. The new features introduced for Flash 4 included variables, expressions, operators, if operators and loops. Although the internal name is called ActionScript, flash 4's manual and marketing documents continued to use the term actions to describe this set of commands. Flash Player 2: The first version with scripted support. Actions included gotoAndPlay, gotoAndStop, nextFrame and nextScene to manage the timeline. Flash Player 3: Extended basic support for scripts with the ability to download external SWF (loadMovie). Flash Player 4: The first player with a full script implementation (called Action). The script was flash-based syntax and supported loops, conditional, variables, and other basic language structures. Flash Player 5: The first version of ActionScript is included. Used on prototype programming based on ECMAScript, and allowed full procedural programming and object-oriented programming. Design-based design. Flash Player 6: Added event handling model, availability controls, and switch support. The first version, with AMF and RTMP protocols support that allowed on-demand audio/video streaming. Flash Player 7: Supplements include CSS style text and ActionScript 2.0 support, programming based on ECMAScript 4 Netscape Netscape Inheritance. However, ActionScript 2.0 can cross the compilation in ActionScript 1.0 byte-code, so it can work in Flash Player 6.Flash Player 8: Further Advanced ActionScript 1/ActionScript 2 by adding new class libraries with API to manage bitmap data during time, downloading files and live filters to blur and dropshadow. Flash Player 9 (originally called 8.5): Added ActionScript 3.0 with the introduction of a new virtual machine called ActionScript Virtual Machine 2 (AVM2), which coexists with the previous AVM1 needed to support outdated content. Performance enhancement was one of the main goals for this player release, including the new JIT compiler. Added support for binary outlets, E4X XML parsing, full-screen mode and regular expressions. This is the first release of a player called Adobe Flash Player. Flash Player 10 (originally called Astro): Major 3D manipulations such as X, Y and q axis rotation, 3D drawing API and texture display have been added. The ability to create custom filters with Adobe Pixel Bender. Several visual processing tasks are now unloaded in the GPU, resulting in a marked reduction in rendering time for each frame, resulting in higher frame rates, especially with H.264 video. There is a new sound API that allows custom audio creation in flash, something that has never been possible before. Flash Player 10 also connects Peer to Peer (P2P) with the real-time media flow protocol (RTMFP). Flash Player 11: The main addition to this version is the advanced (graphics maps accelerated) 3D capabilities for Windows Desktop, Mac Desktop, iOS, Android and other major platforms. Significant compatibility improvements have been added to the iOS platform, and other non-desktop platforms. Other features include H.264 coding for cameras, Support Native JSON, Cubic Bezier Curves, a secure random number generator, LMA compression for swf files, workers to unload some execution code for other processor streams, graphics cards accelerated camera feed visualization, memory and performance analysis, and ActionScript 2.0 compiler, and some other minor additions. Flash Player 11.2: Released in March 2012, focused on adding features that are key to the gaming and video markets. Some of the features in the release include: Support for mouse-blocking. Support right and middle click. The context menu is off. Apple iOS and Android hardware/stage 3D support via Adobe AIR. Support for more hardware-accelerated graphics cards (since January 2008) to increase the availability of hardware-accelerated content. New Throttle Event API (sends an event when Flash licels, suspends, or renews content). Multi-way video decoding the pipeline on the PC, which improves overall video performance on all desktop platforms. Notice the use of premium features in Players The content works unlimitedly in the players release. Flash Player 11.3: Released in June 2012, focused on providing features and functionality key to the gaming market, as well as addressing popular feature requests from developers. Some of the features in this release include: a full-screen input keyboard. Improved

audio support for low-delayed audio. The ability to gradually stream textures for Stage 3D content. Protected mode for Flash Player in Firefox. Frame tag events. Support for BitmapData compression to JPEG and PNG formats. Support for the sandbox requirements of Mac OS X App Store apps. Streaming support for stage 3D. Enhanced information about GPU driver details. Bitmap draw with quality API (new). Release an off-the-API mouse event. Flash Player Silent update support Mac OS. Stylus support Android 4.0 devices (Adobe AIR). Debugging USB for iOS (Adobe AIR). Support for iOS (Adobe AIR) simulators. Flash Player 11.4: Released in August 2012, focused on providing features and functionality that are key to the gaming market, as well as addressing popular feature requests from developers. Some of the features in this release include: ActionScript workers (allowing simultaneous Execution of ActionScript on selected threads). Support for extended profiling. LAMA's compression support for ByteArray. Support for Hardware graphics cards for Stage 3D expanded to 2006. Improve ActionScript performance when targeting Apple iOS. Performance index API to inform you about current environment performance opportunities. Support compressed textures with alpha support. Support for StageVideo.attachCamera API. Support push notifications for iOS (Adobe AIR). Flash Player 11.5: Released in November 2012, focused on improving performance and stability. Some of the features in this release include: General Support for ByteArray for ActionScript workers. A trace of the debugging stack in the flash player assemblies. Various bug fixesFlash Player 11.6: Released in March 2013, focuses on improving performance, improving security and stability. Some of the features in this release include: The ability to request graphic vector data while running. Full-screen resolution dialogue improves the user interface. The ability to download SWF while you deploy as an AIR app in AOT mode on iOS. Thinner grain control over the supported display resolution on iOS devices when deployed as an AIR app. HiDPI support for Flash Professional. ActionScript 3 Access to Fast Memory Operations / IntrinsicsFlash Player 11.7: released in June 2013, coded Weights. This release focuses on premium video, games, security and stability. Some of the features planned for this release include: Android captive time fixing. Support for the OUYA controller. Remote hosting hosting iOS files. Prevent you from backing up common objects on iOS for better iCloud support. Flash Player 11.8 (code name Harrison): Adobe is planning a release in the early second half of 2013 codenamed Harrison. This release focuses on premium video, games, security and stability. Some of the features in this release include: Recursive STOP API on MovieClips. Support for GamePad on desktop browsers and Android2000-2004: ActionScript '1.0' With the release of Flash 5 in September 2000, 'actions' from Flash 4 have been improved once again and named 'ActionScript' for the first time. It was the first JavaScript version of ActionScript and ecMA-262 (Third Edition) to support the object model of the standard and many of its main data types. Local variables can be announced with a var statement, and features that are determined by the user can be created with transfer and return values. It's noteworthy that ActionScript can now also type with a text editor rather than collect, selecting actions from drop-off lists and managing a dialog window. With the next release of its author's instrument, Flash MX, and the corresponding player, Flash Player 6, the language remained virtually unchanged; there have been only minor changes, such as the addition of a switch operator and a strict equality operator ({}), which has brought it closer to being compatible with the ECMA-262. Two important features of ActionScript that distinguish it from later versions are its free type system and its reliance on prototype-based inheritance. Free input refers to the ability of the variable to hold any type of data. This allows you to quickly develop a scenario and is especially good for small script projects. A prototype-based inheritance is the ActionScript 1.0 mechanism for reusing code and object-oriented programming. Instead of a class keyword, defining the general characteristics of the class, ActionScript 1.0 uses a special object that serves as a prototype for the object class. All general class characteristics are defined in the class prototype object, and each instance of this class contains a link to this prototype object.2003-2006: ActionScript 2.0 The next major language revision, ActionScript 2.0, was introduced in September 2003 with the release of Flash MX 2004 and its corresponding player, Flash Player 7. In response to user demand for language better equipped for larger and more complex applications, ActionScript 2.0 showed a time check of compilation and syntax based on classes such as class keywords and expands. (Although this has enabled a more structured object-oriented approach to programming, the code will still be compiled into bytecode ActionScript 1.0, allowing for it and on the previous Flash Player 6. In other words, class-based syntax was layered on top existing system based on prototypes.) With ActionScript 2.0, developers can limit variables to a certain type by adding a type annotation so that type mismatch errors can be found during compilation. ActionScript 2.0 also introduced class-based syntax so that developers could create classes and interfaces, as well as languages based on classes such as Java and C. This version was in part consistent with the draft specification of the fourth edition of ECMAScript. Download free Islamic children's songs. This special Islamic children's song mp3 is still always in demand, especially for those of you who have children and want to listen to songs that are good and worthy for children. For those who want to collect I have prepared 22 children's songs mp3 edition of Islam among them, such as Learning to Pay and 25 Prophets, you can download them quickly and for free. June 18, 2014 This Islamic children's article downloading the song contains a collection of Islamic children's songs complete with video clips and lyrics or lyrics that are ideal for children learning religion while singing, which can be downloaded for free. The song of Islamic children or Muslims is also full of guidance, attitudes and examples to educate children more soleh and soleha, who form Muslim and human beings. Download Laga Anak Anak tamanPAUD.com welcome to the father of the mother in the teacher's room and parents for children with a pause. This time we will share a collection of the latest Islamic children's songs, which you can download for free and easily. An Islamic children's song sung by the Princess Annis Academy, these 10 Islamic songs have beautiful words and profound meanings. Download the video of the song Anak Islami - I want to Mecca (MP4) Download MP3 Lago Anak Islami - I want to go to Mecca. Islamic children's song - Dean Assalam Lyric Lagu Din Assalam: Killa hadzil ard mataqfii.2006-today: ActionScript 3.0 In June 2006, ActionScript 3.0 debuted with Adobe Flex 2.0 and the corresponding player, Flash Player 9. ActionScript 3.0 was a fundamental language adjustment, so much so that it uses a completely different virtual machine. Flash Player 9 contains two virtual machines, AVM1 for code written in ActionScript 1.0 and 2.0, and AVM2 for content written in ActionScript 3.0. ActionScript 3.0 has added limited hardware acceleration support (DirectX, OpenGL). The language update introduced several new features: Description: Download Digimon World 2003 ROM/ISO for Sony PlayStation (PSX). The ROM game file comes in EBOOT. PBP format. Digimon World 2003 is a video game released by Bandai on November 29, 2002 for Sony PlayStation (PSX). Digimon World 2003 is Digimon World 3, except the fun doesn't end at Galaticmon! Think of this game as dlc digimon world 3! 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Revised Flash Player API, organized in packages. A single event handling system based on the DOM event processing standard. ECMAScript integration for XML (E4X) for XML processing purposes. Direct access to the Flash runtime display list for full control of what is displayed on runtime.Completely consistent with the implementation of the ECMAScript fourth edition of the project specification. Limited support for dynamic 3D objects. (X, Y, rotating and displaying texture) Flash Lite 1.0: Flash Lite is a Flash technology specifically designed for mobile phones and consumer electronics. Supports Flash 4 ActionScript.Flash Lite 1.1: Flash 4 ActionScript support and additional device API added. Flash Lite 2.0 and 2.1: Flash 7 ActionScript 2.0 support and some additional FSCommand2 API added. Flash Lite 3: Added support for Flash 8 ActionScript 2.0, as well as FLV video playback. Flash Lite 4: Added support for Flash 10 ActionScript 3.0 as a browser plug-in as well as hardware graphics acceleration. Adobe AIR supports ActionScript, in addition to some advanced content, such as Adobe's Stage3D engine. The number of APIs (app programming interfaces) available for ActionScript 3.0 has also increased dramatically. The ActionScript code is a free form and can thus be created with any amount or style of white space that the author desires. The basic syntax comes from ECMAScript.The next code that works in any compatible player creates a text field at a depth of 0, in a position (0, 0) on the screen (measured by pixels), i.e. 100 pixels wide and high. The text option is then set to Hello World and it automatically appears in the player: When writing the external files of The ActionScript 2.0, the above example can be recorded in a file called Greeter.as as follows. ActionScript 3.0 similar to ActionScript 2.0 syntax, but a different set of APIs to create objects. Compare the script below with the previous version of ActionScript 2.0:Minimum 2.0:Minimum 3.0 programs can be somewhat bigger and more complex due to the increased separation of the programming language and Flash IDE. Suppose the next file is Greeter.as:(See. also:Sprite.) ActionScript 3 can also be used in MXML files when using the Apache flex-frame:ActionScript primarily consists of fundamental or simple data types that are used to create other types of data. These types of data are very similar to java data types. Because ActionScript 3 was a complete rewrite of ActionScript 2, the types of data and their inheritance have changed. ActionScript 2 top-level data typesString - List of characters such as Hello World Number - Any numbered valueBoolean - simple binary storage that can only be true or false. Object - Object is the type of data from which all complex data types are inherited. This allows you to group methods, functions, parameters, and other objects. Complex Types of ActionScript 2 Data Types are additional types of complex data. They are more processor and memory intensive and consist of many simple types of data. For AS2, some of these types of data are:MovieClip - ActionScript creation that makes it easy to use visible objects. TextField is a simple dynamic or introductory text field. Inherits the Movieclip type. The button is a simple button with 4 frames (states): Up, Over, Down and Hit. Inherits the MovieClip type. Date - Allows you to access information about a particular moment in time. Array - Allows linear storage of data. XML - XML objectXMLNode - XML NodeLoadVars - Load variables allow you to store and send http POST and HTTP GET variablesSoundNetStreamUnionMovieClipLoaderventListenerActionScript 3 primitive (prime) types of data No other values are not valid.int - The data int type is a 32-bit integrator between 2,147,483,648 and 2,147,483,647.Null - The type of Null data contains only one value, zero. This is the default for the line data type and all classes that determine complex data types, including the Object class. Number - The type of data number can be integrators, unsigned integrators, and floating point numbers. The number type uses the 64-bit two-point format specified by the IEEE Standard for binary floating arithmetic point (IEEE-754). values from 9,007,199,254,740,992 euros (253 euros) to 9,007,199,254,740,992 (253) can be stored. Line - The type of string data is a sequence of 16-bit characters. The lines are stored internally as Unicode symbols using the UTF-16 format. Previous versions of Flash have used UTF-8 format.uint - the type of data uint (Unsigned Integer) is a 32-bit unsigned integer between 0 and 4,294,967,295.void - The type of invalid data contains only one value, uncertain. Previous versions of ActionScript was the default default instances of the object class. In ActionScript 3.0, the default for object instances is zero. ActionScript 3 contains some complex data types (12)Array- contains a list of data. Although ActionScript 3 is a highly thip language, Array content can be of any type, and values should be discarded to the original type after search. (Support for typical arrays has recently been added with the Vector class.) Date - Date object that contains a digital view of date/time. Error - Common error object that allows you to report time errors when thrown as an object displaying the clip of an animated movie:Bitmap - a non-animated bit display object.flash.display.MovieClip - Animated object display of the movie clip; Flash Timeline, by default, MovieClip.flash.display.Shape - non-animated vector form object.flash.display.SimpleButton - simple interactive type of support button up, above and down states with an arbitrary hit area.flash.display.Sprite - container object display without timeline.flash.media:Video - video playback of the direct support object (rtMP) The H.264/MP4 high-definition video format is also supported along with standard Flash video (FLV) content.flash.text:TextField - dynamic, additionally interactive text field object.flash.utils:ByteArray - contains an array of binary data byte data.flash.utils.Dictionary - Dictionary is an object option that can contain any type of data (while the object always uses the key). Function - Basic class for all definitions of the Flash method. Object - The type of object data is determined by the class of the object. The Object class serves as the basic class for all class definitions in ActionScript. Objects in their main form can be used as associative arrays that contain pairs of key values where the keys are strings and the values can be of any type. RegExp is a common string expression object. Vector - The array option is only supported when published for Flash Player 10 or higher. Vectors are set, dense arrays (values must be defined or annulled) that can be fixed lengths, and boundaries are checked during search. Vectors are not only more type-safe than Arrays, but they also work faster. XML - revised XML facility based on E4X (ECMA-357); nodes and attributes are available in a different way than ActionScript 2.0 (an outdated class called XMLDocument is designed for backward compatibility). XMLList is an array-based object for different objects in the XML class. Basic syntax: So, in order to make an empty object.Or, informally: Some types are automatically inserted into action: Unlike some object-oriented languages, ActionScript makes no difference primitive types and types of references. In ActionScript, all variables are reference types. However, objects belonging to the data types, including Boolean, Number, int, uint and String, are immutable. So if a variable is supposedly primitive, such as an integrator, the function is transferred, changing that variable within the function won't change the original variable, since the new int Object is created when inside the function. If a variable of another (non-primitive) type of data, such as XML, is transmitted to the function, changing that variable within the function will also change the original variable because the new XML object is not created. Some types of data may be assigned literal values: the link in ActionScript is a pointer to a class instance. The link stores the object's memory address - vs. links operations will monitor the link to the object's memory address and perform the operation on that object. Access all objects in ActionScript to access them through links rather than accessing them directly. Only links to an object can be removed using a keyword removed. Removing actual objects and data is done by the Flash Player garbage collector, which checks any existing links in the Flash memory space. If they don't exist (no other reference to orphaned objects is made), it is removed from memory. For this reason, Memory Management in ActionScript requires careful application development planning. As with all code-written languages such as Flash and Microsoft .NET, it can be removed to source code and assets after local compliance with the SWF file. Some decompilers are able to work almost entirely on the original file, down to the actual code that was used at the time of creation (although the results vary on a case-by-case basis). In opposition to the decompilers, ActionScript obcompators were introduced, converting the code into a form that disrupts the decompiler's output while maintaining the functionality and structure of the program. Better obfuscators implement lexical conversions, such as renaming the identifier, transforming the control flow, and converting data abstraction, making it difficult for decompilers to create a output that can be useful to humans. Free examples of powerpont presentations. Less reliable obfuscators insert traps for decompilers. Such obfuscators either lead to an unexpected failure of the decompiler software, or generate incomprehensible source code. Here's an example of actionScript 3.0 code generated by the decompiler program before and after obfuscation. Code before obfuscation: Code after obfuscation: RFC4329 (limit compatible with EcmaScript) Lost decade of Apple, HyperCard, and what might not be if apple, something like Apple today. zdnet.com. April 17, 2011. Received on December 4, 2014 , 'ActionScript 3 Language Specification.' Archive from the original dated March 27, 2017. Received November 12, Lee (August 18, 2008). 'Six reasons to use ActionScript 3.0'. Adobe Systems Incorporated. Received June 18, 2010 by Juan, Emmy (June 27, 2006). 'ActionScript 3.0 review'. Adobe Systems Incorporated. Received on June 18, 2010, ECMA-262. Ecma-international.org received April 22, 2013 , ECMAScript 4 Netscape Offer. Netscape. Archive from the original dated July 11, 2007. Received April 11, 2019 Adobe Flash Player 11 review.' Adobe.com. April 9, 2013. Received April 22, 2013.' Adobe Labs - Adobe Flash Player 10.1'. Labs.adobe.com. Archive from the original on January 5, 2010. Received on December 17, 2009. 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