[Class Hierarchy](hierarchy.html) [Alphabetical
List](classes.html) [Header Files](headers.html) [Compound Members](functions.html) 18 Nov 1999

Flash File Format SDK Header Files

Here are the header files that make up the API:

* [FAction.h](class_factionwaitforframe2-include.html)
* [FCT.h](class_fctstartsound-include.html)
* [FDT.h](class_fdt-include.html)
* [FDTBitmaps.h](class_fdtjpegtables-include.html)
* [FDTButtons.h](class_fdtdefinebuttonsound-include.html)
* [FDTFonts.h](class_fdtdefinefontinfo-include.html)
* [FDTShapes.h](class_fshapewstyle-include.html)
* [FDTSounds.h](class_fsoundinfo-include.html)
* [FDTSprite.h](class_fdtsprite-include.html)
* [FDTText.h](class_ftextglyphrecord__glyphentry-include.html)
* [FObj.h](class_fobjcollection-include.html)
* [FPrimitive.h](class_fstring-include.html)
* [FSWFStream.h](class_fswfstream__largedata-include.html)
* [HFAction.h](class_hfactiongotoframe-include.html)
* [HFBitmap.h](class_hfbitmap-include.html)
* [HFButton.h](class_hfbutton-include.html)
* [HFFont.h](class_hffont__glyph-include.html)
* [HFFrame.h](class_hfframe-include.html)
* [HFMovie.h](class_hfmovie-include.html)
* [HFObject.h](class_hfobject-include.html)
* [HFOval.h](class_hfcircle-include.html)
* [HFPolygon.h](class_hfpolygon__pointdata-include.html)
* [HFRectangle.h](class_hfrectangle-include.html)
* [HFShape.h](class_hfshape__bitmapdata-include.html)
* [HFSound.h](class_hfsound-include.html)
* [HFText.h](class_hfedittext-include.html)
* [Macromedia.H](class_spoint-include.html)

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