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Flash File Format SDK Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

* [AddRemoveEvent](class_addremoveevent.html)
* [FAButtonRecord](class_fabuttonrecord.html)
* [FButtonRecord1](class_fbuttonrecord1.html)
* [FButtonRecord2](class_fbuttonrecord2.html)
* [FACXForm](class_facxform.html)
* [FCXForm](class_fcxform.html)
* [FCXFormWAlpha](class_fcxformwalpha.html)
* [FAFillStyle](class_fafillstyle.html)
* [FFillStyle](class_ffillstyle.html)
* [FFillStyleBitmap](class_ffillstylebitmap.html)
* [FFillStyleGradient](class_ffillstylegradient.html)
* [FFillStyleSolid](class_ffillstylesolid.html)
* [FMorphFillStyle](class_fmorphfillstyle.html)
* [FMorphFillStyleBitmap](class_fmorphfillstylebitmap.html)
* [FMorphFillStyleGradient](class_fmorphfillstylegradient.html)
* [FMorphFillStyleSolid](class_fmorphfillstylesolid.html)
* [FAGradRecord](class_fagradrecord.html)
* [FGradRecord](class_fgradrecord.html)
* [FMorphGradRecord](class_fmorphgradrecord.html)
* [FALineStyle](class_falinestyle.html)
* [FLineStyle](class_flinestyle.html)
* [FMorphLineStyle](class_fmorphlinestyle.html)
* [FActionRecord](class_factionrecord.html)
* [FActionAdd](class_factionadd.html)
* [FActionAnd](class_factionand.html)
* [FActionAsciiToChar](class_factionasciitochar.html)
* [FActionCall](class_factioncall.html)
* [FActionCharToAscii](class_factionchartoascii.html)
* [FActionCloneSprite](class_factionclonesprite.html)
* [FActionDivide](class_factiondivide.html)
* [FActionEndDrag](class_factionenddrag.html)
* [FActionEquals](class_factionequals.html)
* [FActionGetProperty](class_factiongetproperty.html)
* [FActionGetTime](class_factiongettime.html)
* [FActionGetURL](class_factiongeturl.html)
* [FActionGetURL2](class_factiongeturl2.html)
* [FActionGetVariable](class_factiongetvariable.html)
* [FActionGotoFrame](class_factiongotoframe.html)
* [FActionGotoFrame2](class_factiongotoframe2.html)
* [FActionGotoLabel](class_factiongotolabel.html)
* [FActionIf](class_factionif.html)
* [FActionJump](class_factionjump.html)
* [FActionLess](class_factionless.html)
* [FActionMBAsciiToChar](class_factionmbasciitochar.html)
* [FActionMBCharToAscii](class_factionmbchartoascii.html)
* [FActionMBStringExtract](class_factionmbstringextract.html)
* [FActionMBStringLength](class_factionmbstringlength.html)
* [FActionMultiply](class_factionmultiply.html)
* [FActionNextFrame](class_factionnextframe.html)
* [FActionNot](class_factionnot.html)
* [FActionOr](class_factionor.html)
* [FActionPlay](class_factionplay.html)
* [FActionPop](class_factionpop.html)
* [FActionPrevFrame](class_factionprevframe.html)
* [FActionPush](class_factionpush.html)
* [FActionRandomNumber](class_factionrandomnumber.html)
* [FActionRemoveSprite](class_factionremovesprite.html)
* [FActionSetProperty](class_factionsetproperty.html)
* [FActionSetTarget](class_factionsettarget.html)
* [FActionSetTarget2](class_factionsettarget2.html)
* [FActionSetVariable](class_factionsetvariable.html)
* [FActionStartDrag](class_factionstartdrag.html)
* [FActionStop](class_factionstop.html)
* [FActionStopSounds](class_factionstopsounds.html)
* [FActionStringAdd](class_factionstringadd.html)
* [FActionStringEquals](class_factionstringequals.html)
* [FActionStringExtract](class_factionstringextract.html)
* [FActionStringLength](class_factionstringlength.html)
* [FActionStringLess](class_factionstringless.html)
* [FActionSubtract](class_factionsubtract.html)
* [FActionToInteger](class_factiontointeger.html)
* [FActionToggleQuality](class_factiontogglequality.html)
* [FActionTrace](class_factiontrace.html)
* [FActionWaitForFrame](class_factionwaitforframe.html)
* [FActionWaitForFrame2](class_factionwaitforframe2.html)
* [FButtonRecordList](class_fbuttonrecordlist.html)
* [FColor](class_fcolor.html)
* [FFillStyleArray](class_ffillstylearray.html)
* [FGradient](class_fgradient.html)
* [FKerningRec](class_fkerningrec.html)
* [FLineStyleArray](class_flinestylearray.html)
* [FMatrix](class_fmatrix.html)
* [FObj](class_fobj.html)
* [FCT](class_fct.html)
* [FCTDoAction](class_fctdoaction.html)
* [FCTFrameLabel](class_fctframelabel.html)
* [FCTPlaceObject](class_fctplaceobject.html)
* [FCTPlaceObject2](class_fctplaceobject2.html)
* [FCTProtect](class_fctprotect.html)
* [FCTRemoveObject](class_fctremoveobject.html)
* [FCTRemoveObject2](class_fctremoveobject2.html)
* [FCTSetBackgroundColor](class_fctsetbackgroundcolor.html)
* [FCTShowFrame](class_fctshowframe.html)
* [FCTStartSound](class_fctstartsound.html)
* [FDT](class_fdt.html)
* [FDTDefineBits](class_fdtdefinebits.html)
* [FDTDefineBitsJPEG2](class_fdtdefinebitsjpeg2.html)
* [FDTDefineBitsJPEG3](class_fdtdefinebitsjpeg3.html)
* [FDTDefineBitsLosslessBase](class_fdtdefinebitslosslessbase.html)
* [FDTDefineBitsLossless](class_fdtdefinebitslossless.html)
* [FDTDefineBitsLossless2](class_fdtdefinebitslossless2.html)
* [FDTDefineButton](class_fdtdefinebutton.html)
* [FDTDefineButton2](class_fdtdefinebutton2.html)
* [FDTDefineButtonCXForm](class_fdtdefinebuttoncxform.html)
* [FDTDefineButtonSound](class_fdtdefinebuttonsound.html)
* [FDTDefineEditText](class_fdtdefineedittext.html)
* [FDTDefineFont](class_fdtdefinefont.html)
* [FDTDefineFont2](class_fdtdefinefont2.html)
* [FDTDefineFontInfo](class_fdtdefinefontinfo.html)
* [FDTDefineMorphShape](class_fdtdefinemorphshape.html)
* [FDTDefineShape](class_fdtdefineshape.html)
* [FDTDefineShape2](class_fdtdefineshape2.html)
* [FDTDefineShape3](class_fdtdefineshape3.html)
* [FDTDefineSound](class_fdtdefinesound.html)
* [FDTDefineSoundADPCM](class_fdtdefinesoundadpcm.html)
* [FDTDefineSoundWAV](class_fdtdefinesoundwav.html)
* [FDTDefineText](class_fdtdefinetext.html)
* [FDTDefineText2](class_fdtdefinetext2.html)
* [FDTJPEGTables](class_fdtjpegtables.html)
* [FDTSoundStreamBlock](class_fdtsoundstreamblock.html)
* [FDTSoundStreamHead](class_fdtsoundstreamhead.html)
* [FDTSoundStreamHead2](class_fdtsoundstreamhead2.html)
* [FDTSprite](class_fdtsprite.html)
* [FFragment](class_ffragment.html)
* [FObjCollection](class_fobjcollection.html)
* [FRGB](class_frgb.html)
* [FRGBA](class_frgba.html)
* [FRect](class_frect.html)
* [FSWFStream](class_fswfstream.html)
* [FShape](class_fshape.html)
* [FShapeRec](class_fshaperec.html)
* [FShapeRecChange](class_fshaperecchange.html)
* [FShapeRecEdgeCurved](class_fshaperecedgecurved.html)
* [FShapeRecEdgeStraight](class_fshaperecedgestraight.html)
* [FShapeRecEnd](class_fshaperecend.html)
* [FShapeWStyle](class_fshapewstyle.html)
* [FSndEnv](class_fsndenv.html)
* [FSoundInfo](class_fsoundinfo.html)
* [FString](class_fstring.html)
* [FTextRecord](class_ftextrecord.html)
* [FTextChangeRecord](class_ftextchangerecord.html)
* [FTextGlyphRecord](class_ftextglyphrecord.html)
* [HFAction](class_hfaction.html)
* [HFActionGetURL](class_hfactiongeturl.html)
* [HFActionGoToFrame](class_hfactiongotoframe.html)
* [HFActionPlay](class_hfactionplay.html)
* [HFActionStop](class_hfactionstop.html)
* [HFFrame](class_hfframe.html)
* [HFMovie](class_hfmovie.html)
* [HFObject](class_hfobject.html)
* [HFButton](class_hfbutton.html)
* [HFFont](class_hffont.html)
* [HFShape](class_hfshape.html)
* [HFEditText](class_hfedittext.html)
* [HFOval](class_hfoval.html)
* [HFCircle](class_hfcircle.html)
* [HFPolygon](class_hfpolygon.html)
* [HFRectangle](class_hfrectangle.html)
* [HFBitmap](class_hfbitmap.html)
* [HFText](class_hftext.html)
* [HFSound](class_hfsound.html)
* [HFShape::BitmapData](class_hfshape__bitmapdata.html)
* [SPOINT](class_spoint.html)
* [SSound](class_ssound.html)

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