

Reserved Keyword List

The following keywords should **NOT** be used when naming custom user variables.

abstract	doubleClickEnabled	if
accessibilityProperties	dropTarget	implements
alpha	droptarget	import
as	dynamic	in
blendMode	each	include
boolean	else	instanceof
break	enabled	interface
buttonMode	enum	internal
byte	export	intrinsic
cacheAsBitmap	extends	is
case	false	loaderInfo
cast	filters	lockroot
catch	final	long
char	finally	mask
class	float	menu
const	focusEnabled	mouseChildren
constructor	focusRect	mouseEnabled
contextMenu	focusrect	mouseX
continue	for	mouseY
currentFrame	forceSmoothing	name
currentframe	framesLoaded	namespace
currentLabel	framesloaded	native
currentLabels	function	new
currentScene	get	null
debugger	goto	numChildren
default	graphics	opaqueBackground
delete	height	override
do	highquality	package
double	hitArea	parent

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private	totalframes
protected	trackAsMenu
prototype	transform
public	transient
quality	true
return	try
root	type
rotation	typeof
scale9Grid	url
scaleX	use
scaleY	useHandCursor
scenes	var
scrollRect	virtual
set	visible
short	void
soundbuftime	volatile
soundTransform	while
stage	width
static	x
stop	xmouse
super	xscale
switch	y
synchronized	ymouse
tabChildren	ys
tabEnabled	
tabIndex	
target	
textSnapshot	
this	
throw	
throws	
to	
totalFrames	