

About SWF Cargo

Thank you for choosing SWF Cargo. SWF Cargo is an extremely easy program to convert your Flash content into powerful Desktop Applications. SWF Cargo allows for rapid application development by using Flash as the GUI interface, without having to learn complex programming languages such as Basic, C & C++.

Features

- Output 100% Standalone Projectors. User does not need to have Flash installed.
- Customize how the windows will look in your Projectors.
- Multiple window support
- Create custom shaped windows
- Flash 9 Player compatible
- Synchronous communication between the Projectors and the Operating System (requires Adobe Flash 8 authoring tool)
- Add over 150 ActionScript commands to communicate with the Operating System (requires Adobe Flash 8 authoring tool)
- Create Trial Projectors to expire after a specified date
- Export Applications for PowerPC and Intel Macintosh computers
- Save project files so you can save your work to allow you to make changes to an existing application over time
- Make unlimited number of Desktop Applications

System Requirements

- Power PC or Intel based Macintosh or greater
- Macintosh OS 10.2 or higher
- 128 MB of RAM
- 50 MB of available hard disk space
- QuickTime 6.0
- Adobe Flash 8 Authoring tool or higher for scripting with the SWF Cargo ActionScript API.

The latest QuickTime can be downloaded for free from Apple's QuickTime website at <http://www.quicktime.com>

Gettings Started

Below is a brief description and steps to start to creating Desktop Applications from your Flash movies (.swf) with SWF Cargo.

Install SWF Cargo API

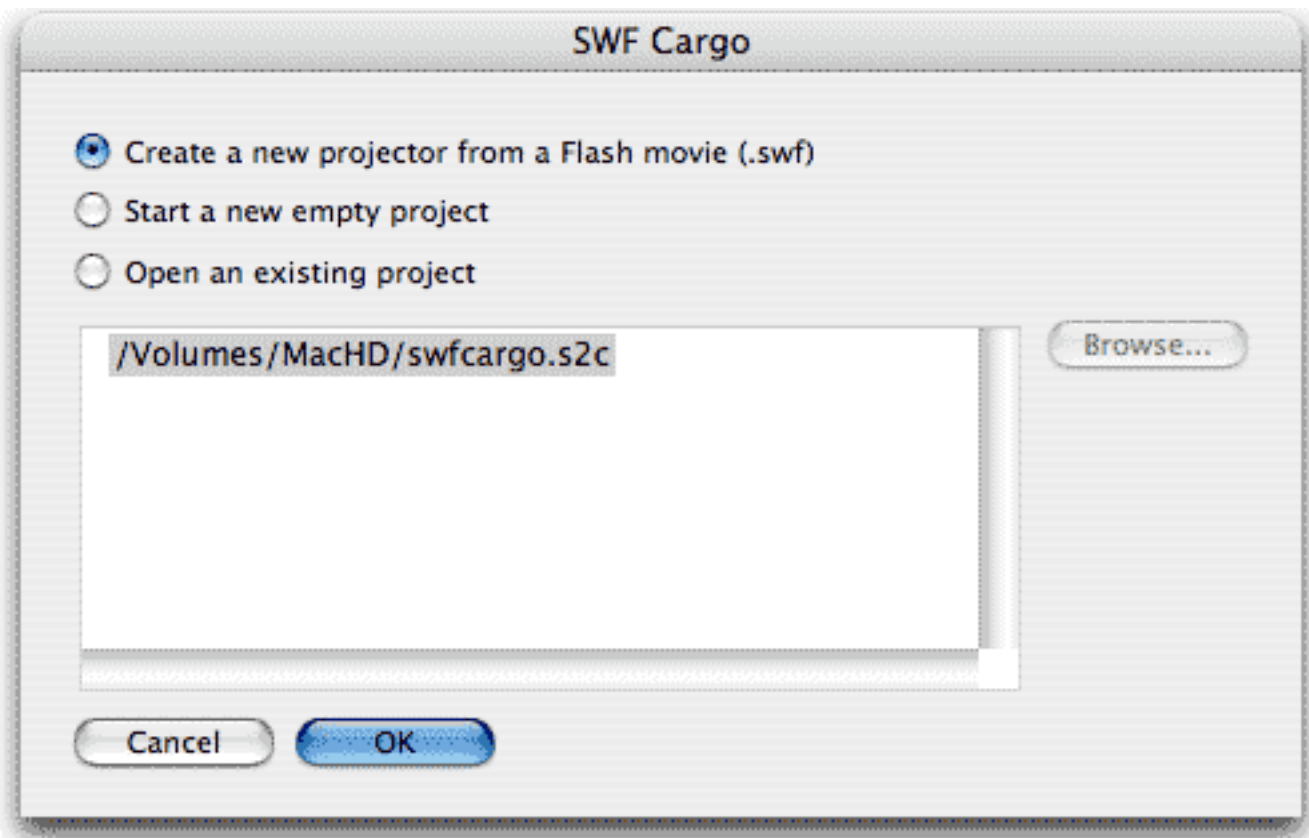
SWF Cargo provides an API with an extensive list of commands which can be directly integrated with Actionscript. The API is included as a SWC component and should be installed in the Components folder for your installation of Flash. The SWF Cargo API requires at least Flash 8 for development.

Create your Flash movie

Create your Flash movie as you normally would, but with the ability to use the added commands provided from the SWF Cargo API. When you are finished, export as a SWF file and then you can use SWF Cargo to convert the SWF into a Desktop Application.

Starting SWF Cargo

After launching SWF Cargo, you will be presented with the following window where you can choose to start a new project or open an existing project.



Create a new projector from a Flash movie (.swf): Start a new project and will prompt you to choose a SWF file to use for the main window of the application.

Start a new empty project: Start a blank project. You will have to later choose a SWF file to use for the main window of the application.

Open an existing project: Opens an existing SWF Cargo project file (.scgo). You can choose from the recent history list or click the "**Browse...**" button to select a project file from disk to open.

Configure your Application

The [Windows](#) tab is where you will add all of the windows for your application. After a window is added, you can specify what SWF to display in the [Settings Window](#) tab.

The [Output](#) tab is where you specify what platform/formats you wish to output your Application for.

Export your Application

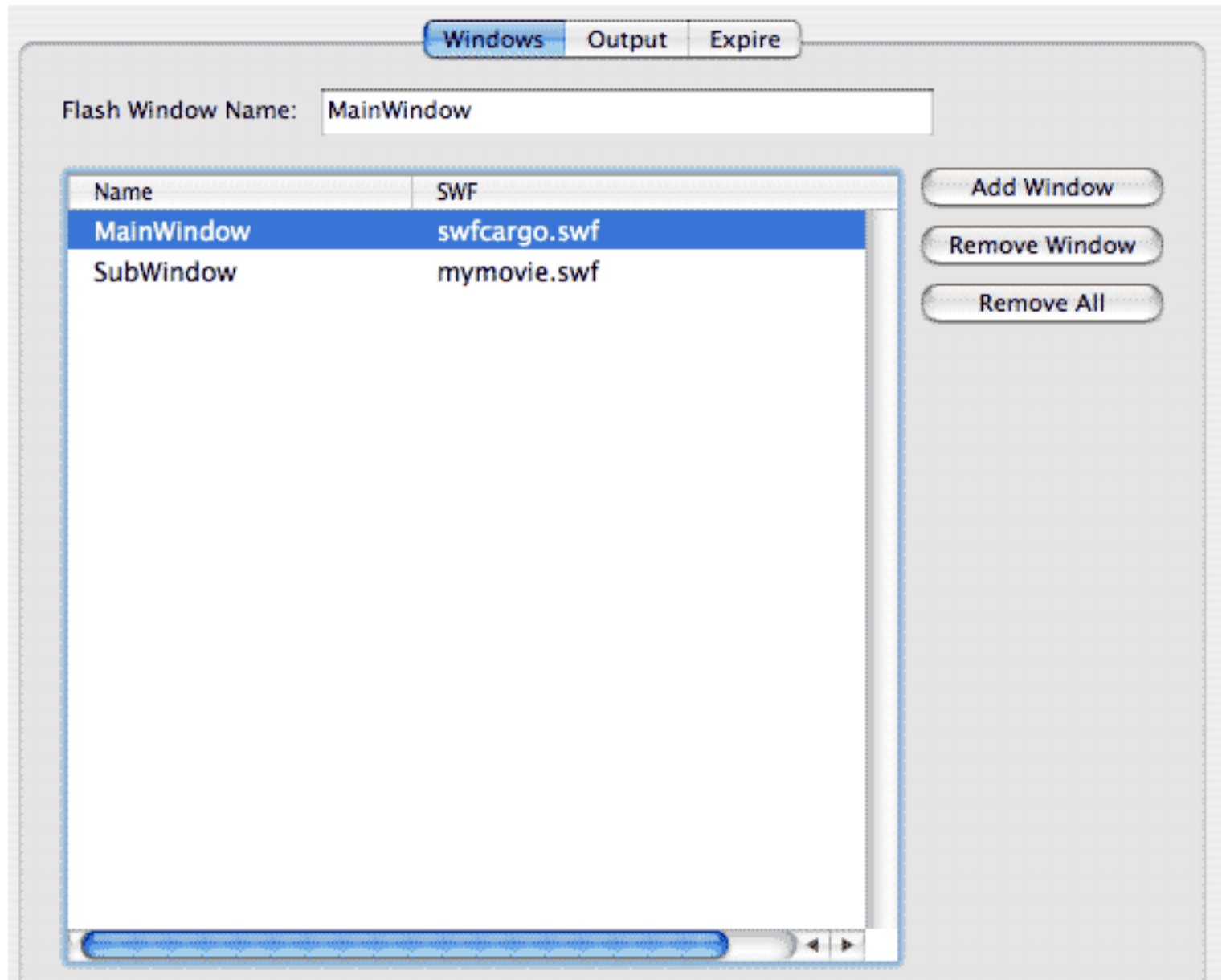
When you are ready to export your application, choose "**Export**" from the "**File**" menu or toolbar. The output formats specified in the Output tab will be exported at this time.

Saving your Project

You can save your project at any time by choosing "**Save**" or "**Save As...**" from the "**File**" menu. This will allow you to save the settings for your project, so you can open it again at a later time for further modifications or re-exporting your applications.

Windows

The **Windows** tab allows you to add windows to display Flash movies (swf) within the exported application. By default a main window will automatically be added and cannot be removed.



Flash Window Name: This will be the Flash variable name for the selected window. The name can only contain alphanumeric (A-Z, a-z, 0-9) or underscores (_) and cannot start with a number. The name is case sensitive.

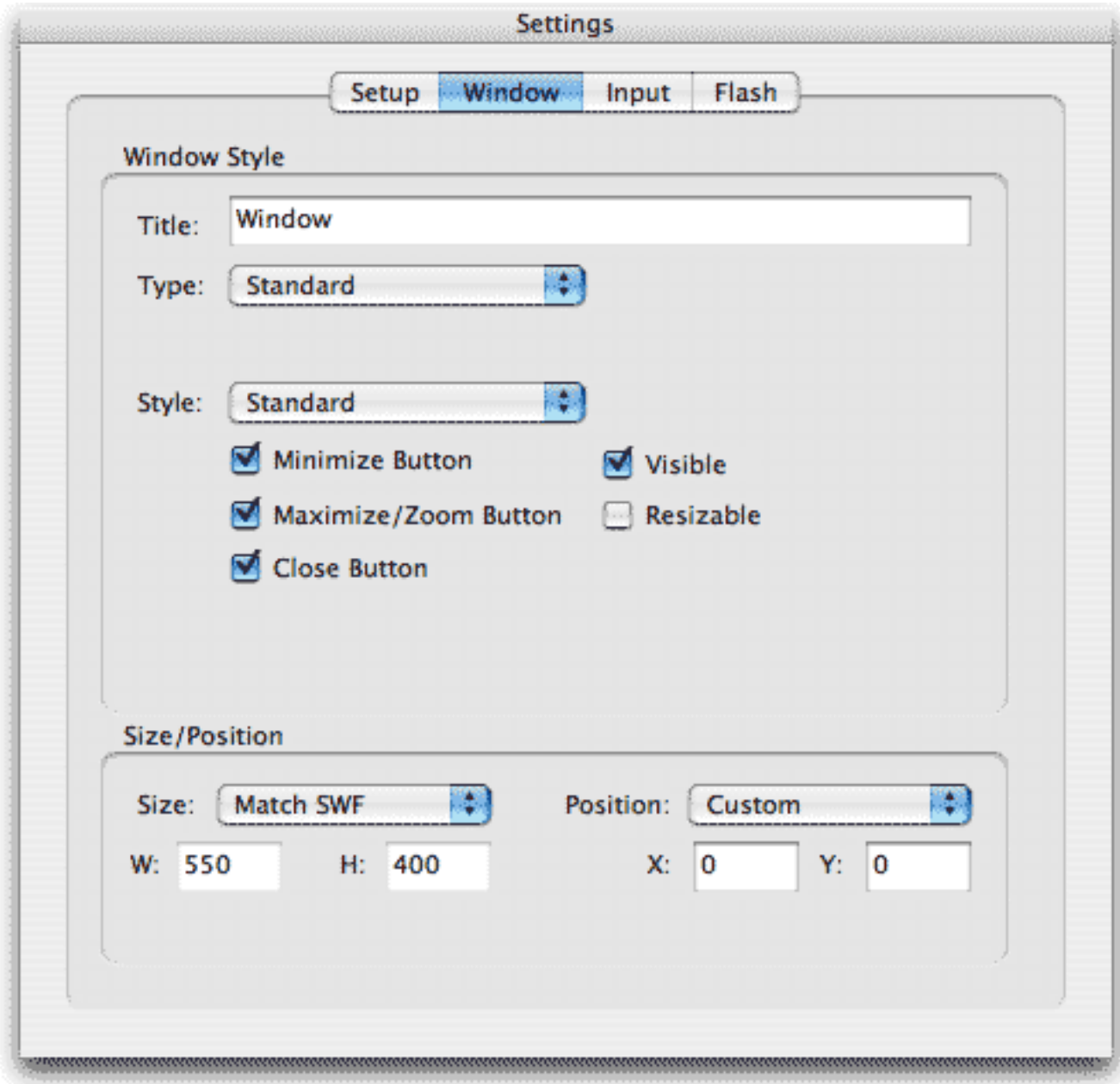
Add Window: Adds a new window

Remove Window: Removes the selected window from the list. You cannot remove the main window.

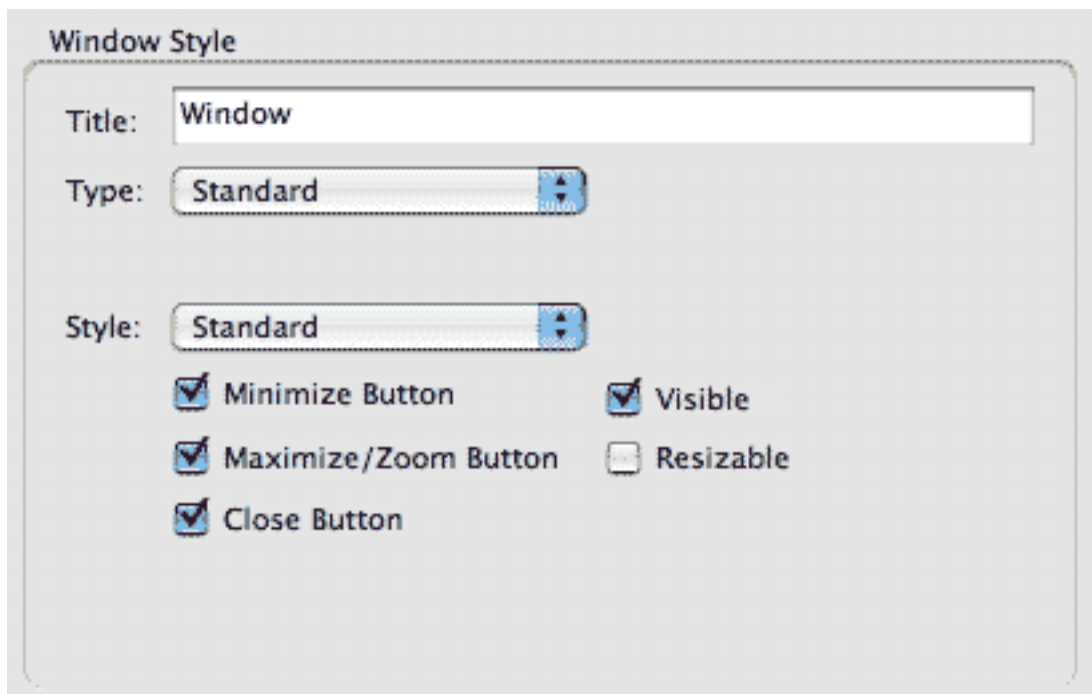
Remove All: Removes all windows from the list except for the main window.

Window

The **Window** tab is where you specify how the window will appear.



Window Style



Title: The text to display in the window's title bar.

Type: The type of window to create

- **Standard:** Standard window
- **Custom Shape:** Allows for non-rectangular window shapes

Mask: Choose an image file to use as the mask for the custom shape for the window. The image should be a black and white image where the black pixels will define the shape of the window.

Style: The window style

- **Standard:** Normal application document window.
- **Tool:** Window is layered above all application windows except for alert and modal windows.
- **Modal:** Window is used when the application needs the user's input immediately.
- **No Border:** Window has no frame

Minimize Button: Check if the window should have a minimize button

Maximize Button: Check if the window should have a maximize/zoom button

Close Button: Check if the window should have a close button

Visible: Check if the window should be initially visible when created

Resizable: Check if the window should be resizable

Size/Position

The image shows a 'Size/Position' dialog box with the following settings:

- Size:** Match SWF (dropdown menu)
- W:** 550 (input field)
- H:** 400 (input field)
- Position:** Custom (dropdown menu)
- X:** 0 (input field)
- Y:** 0 (input field)

Size: Choose how the window will be sized

- **Custom:** Specify a width and height for the window
- **Match SWF:** The width and height will automatically match the source dimensions of the SWF
- **Screen Percentage:** Specify a percentage of the screen for size of the window

W: The width of the window

H: The height of the Window

Position: Specify where the window will be displayed

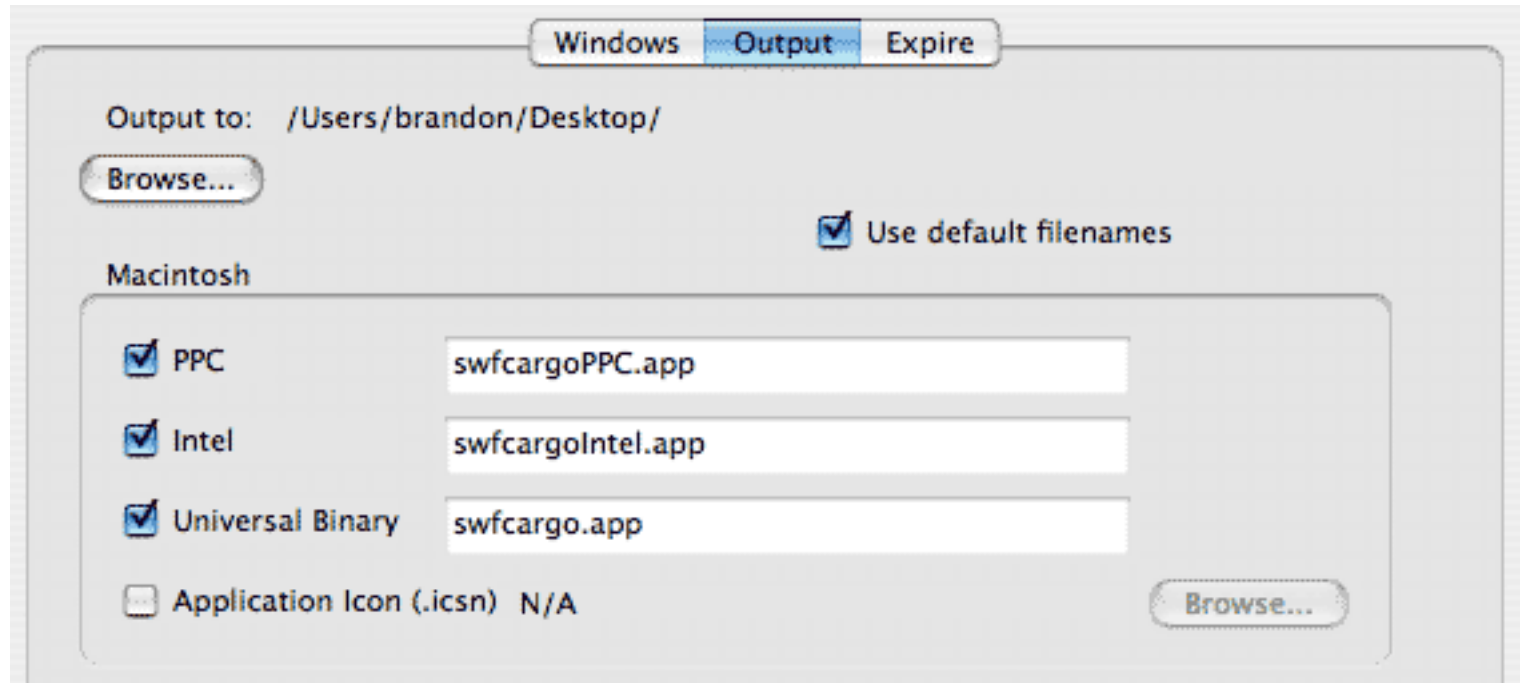
- **Custom:** Specify a X and Y coordinate, relative to the top-left corner of the screen
- **Center:** Automatically centers the window on the screen

X: The horizontal position of the window

Y: The vertical position of the window

Output

The **Output** tab allows you to specify the location and output filenames for the exported application.



Output to: The location where the files will be exported to. Click the Browse... button to specify a new output location

Use default filenames: Automatically set the output filenames to match the name of the current project file.

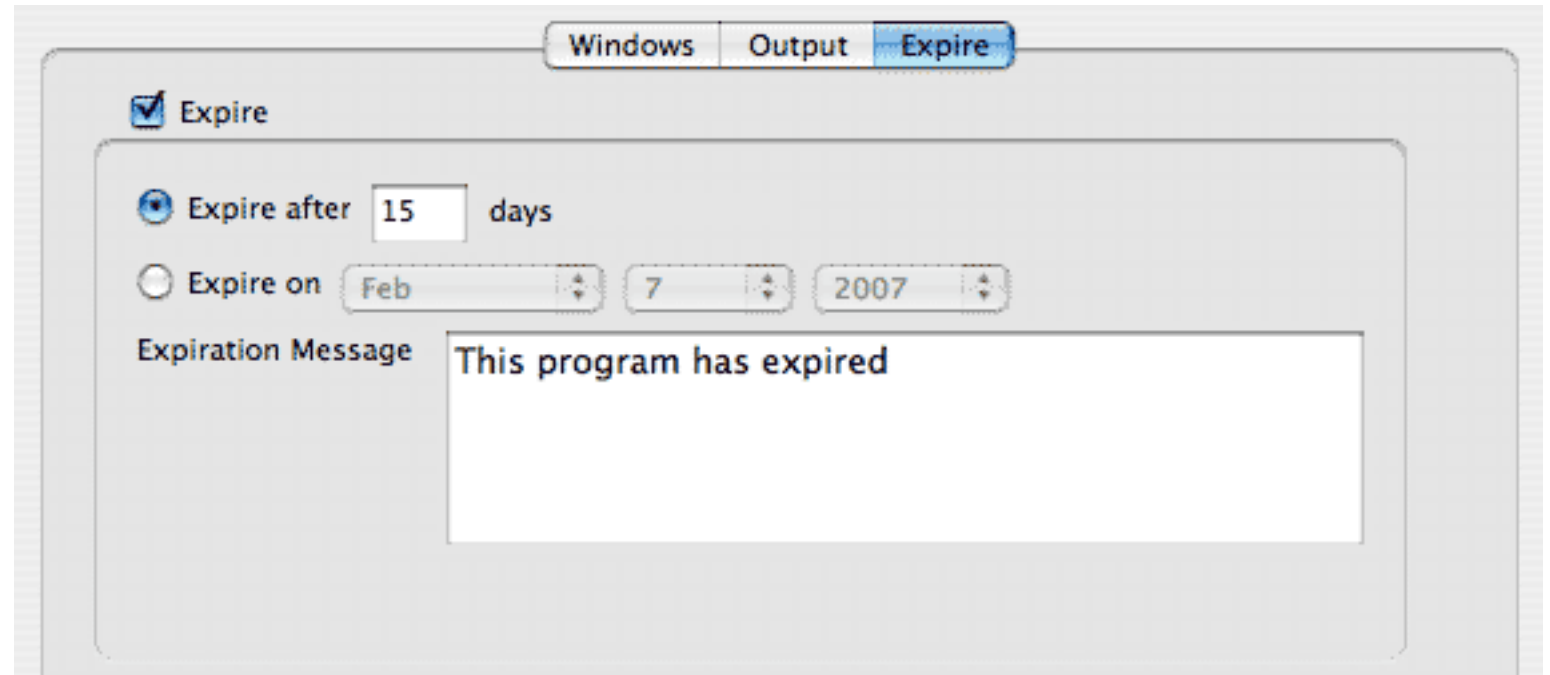
PPC: Runs on Power PC Based Macintosh computers running OSX

Intel: Runs on Intel Based Macintosh computers running OSX 10.4 or higher

Universal Binary: Runs on Power PC and Intel Based Macintosh computers running OSX 10.4. or higher. **Application Icon:** A custom icon to use for the exported application. Must be a .icns icon file.

Expire

The **Expire** tab allows you to specify an expiration date after which the application will not run.



Expire: Check if you want the application to expire.

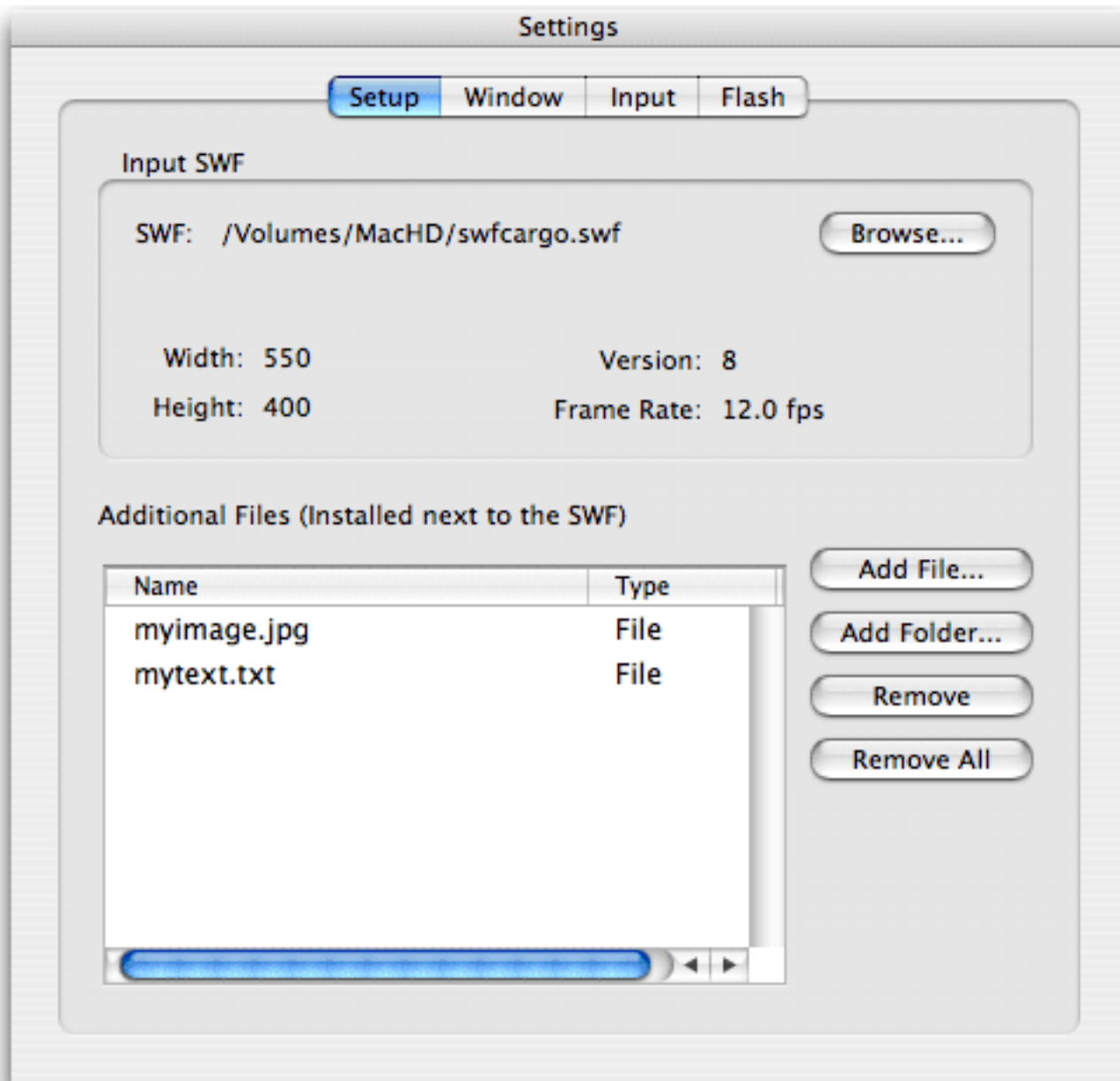
Expire after: Expires after a specified number of days from when the application was created.

Expire on: Expires on a specified date.

Expiration Message: The message to display when the application is launched after it has expired.

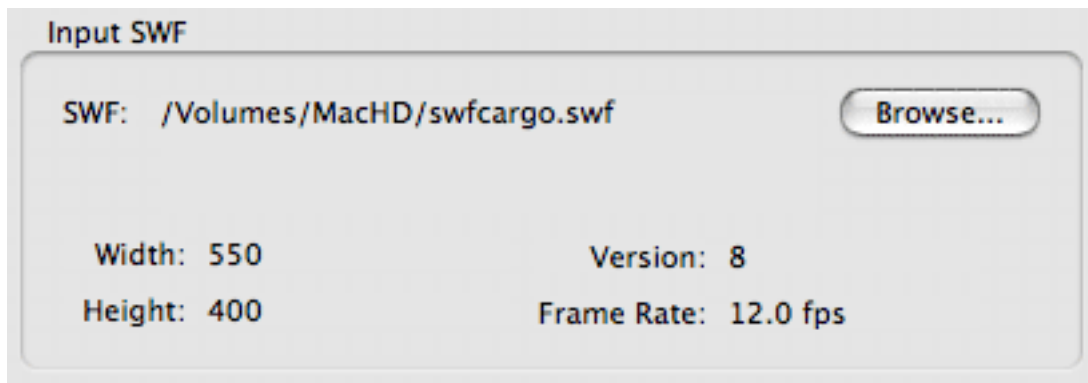
Setup

The **Setup** tab is where you specify the Flash movie (swf) and any additional needed files to display in the window.



Input SWF

This is where you specify the main Flash movie (swf) file to display in the window. Once selected, the properties of the SWF will be displayed below.



SWF: Displays the full path to the source SWF file to use for the window.

Browse...: Click to choose the SWF file to use.

Width: The width of the SWF.

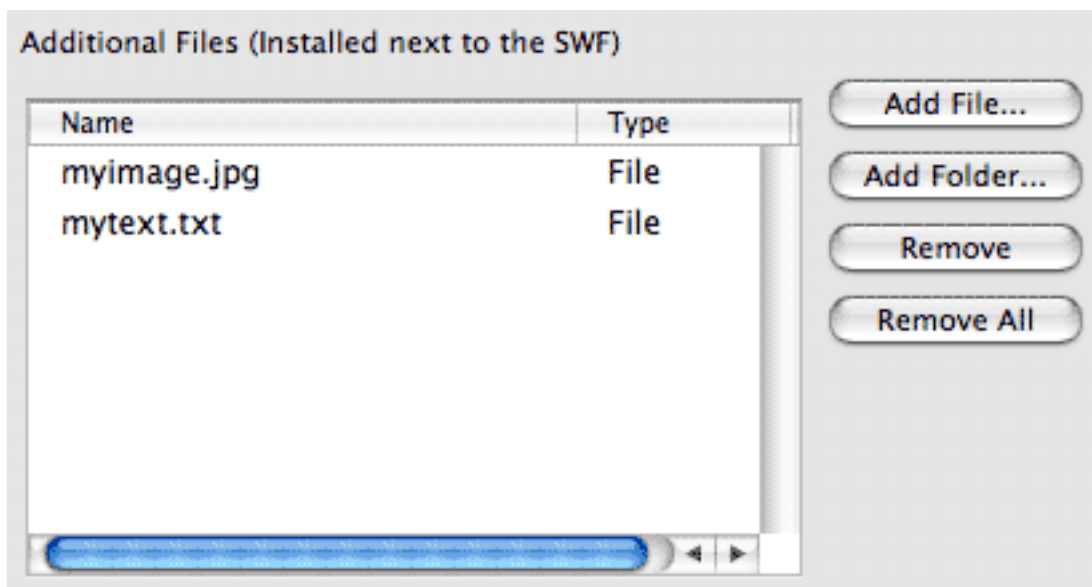
Height: The height of the SWF.

Version: The Flash version of the SWF.

Frame Rate: The frame rate of the SWF.

Additional Files

This is where you can add additional files or folders that are needed by the SWF, such as any external SWF, images, audio, or text files that get loaded at runtime. The files and folder will be installed at the same level as the SWF.



Add File: Click to choose a file to add.

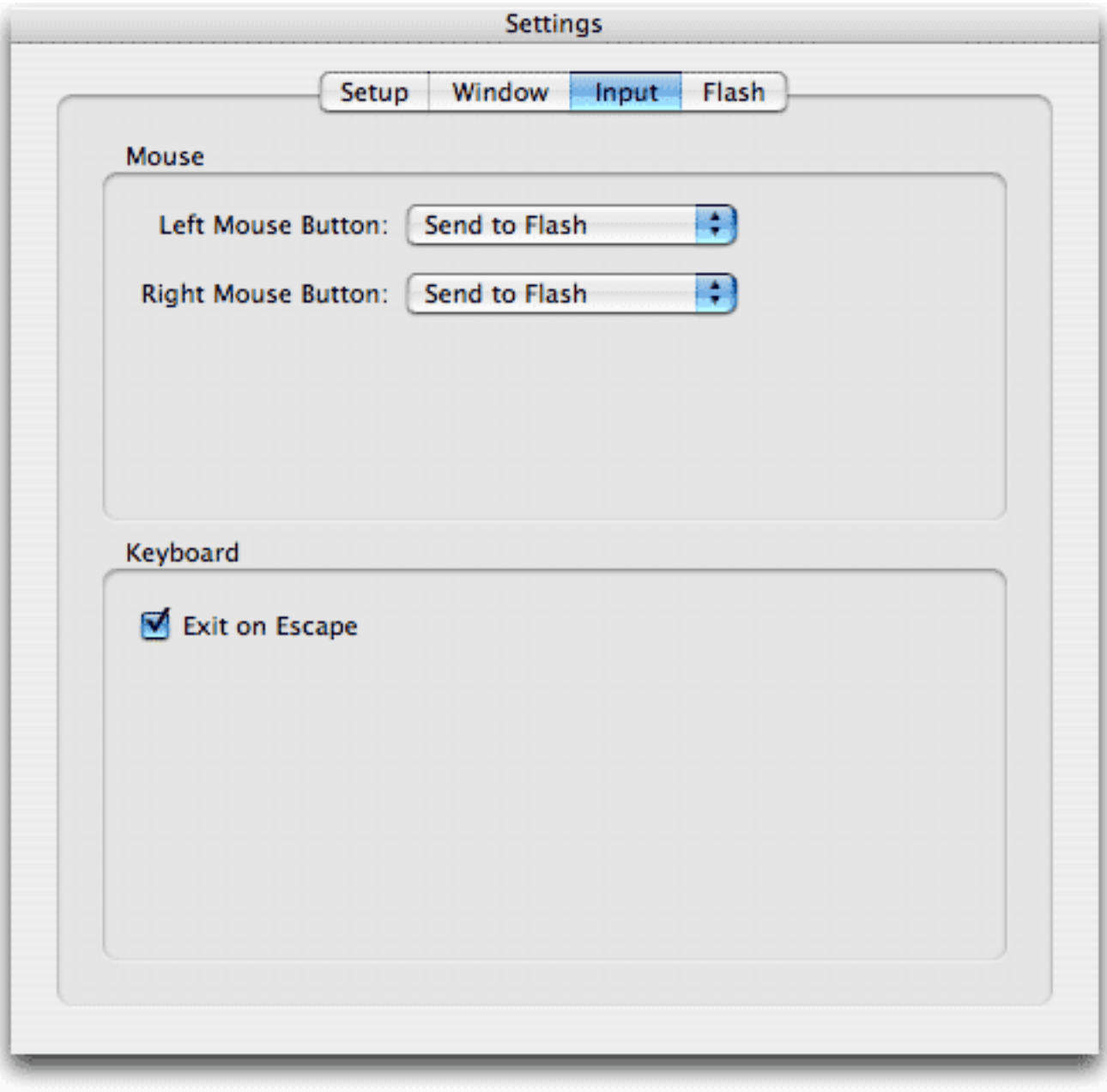
Add Folder: Click to choose a folder to add.

Remove: Removes the selected file or folder from the list.

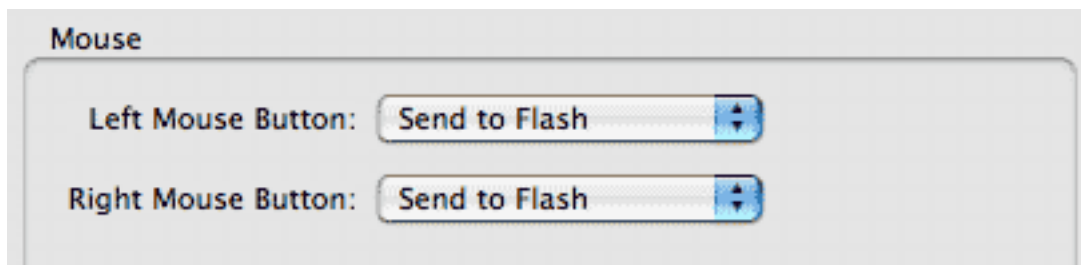
Remove All: Removes all files and folder that were added.

Input

The **Input** tab is where you can specify how user input will be handled.



Mouse



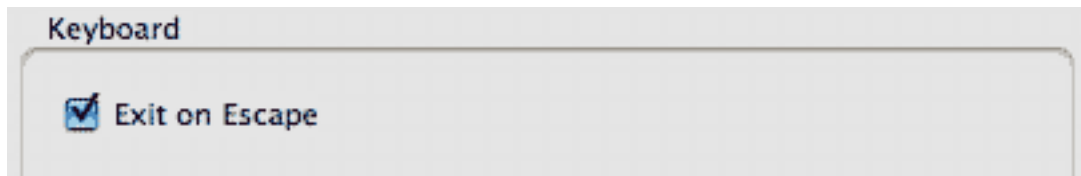
Left Mouse Button: How left mouse button clicks will be handled.

- **Drag Window:** Drags the window until the left mouse button is released.
- **Send to Flash:** The default handler.
- **Ignore:** Ignores all left mouse clicks.

Right Mouse Button: How right mouse button clicks will be handled.

- **Drag Window:** Drags the window until the right mouse button is released.
- **Send to Flash:** The default handler.
- **Ignore:** Ignores all right mouse clicks.
- **Custom Menu:** Displays a custom contextual menu.

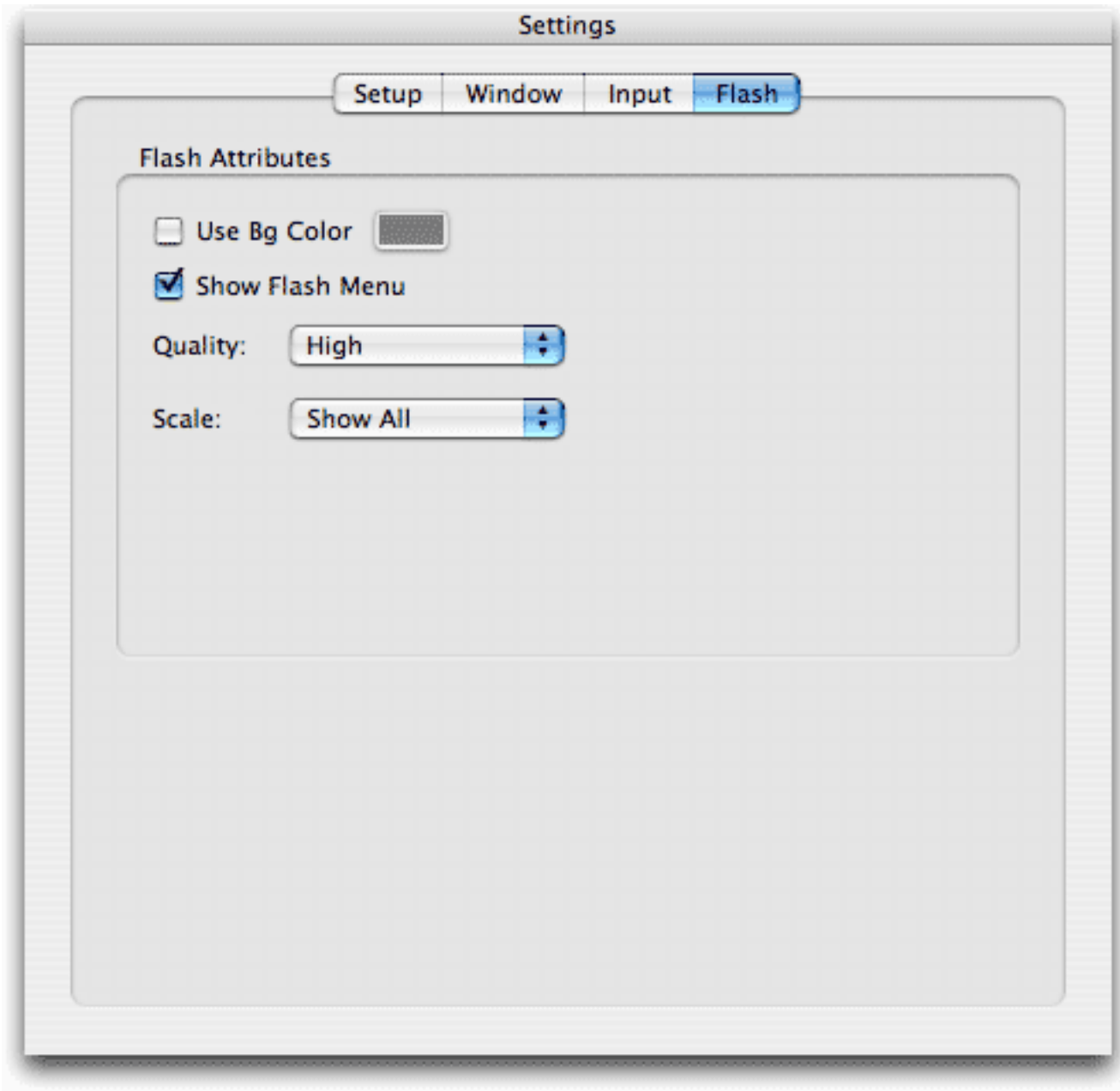
Keyboard



Exit on Escape: Exits the application when the escape key is hit

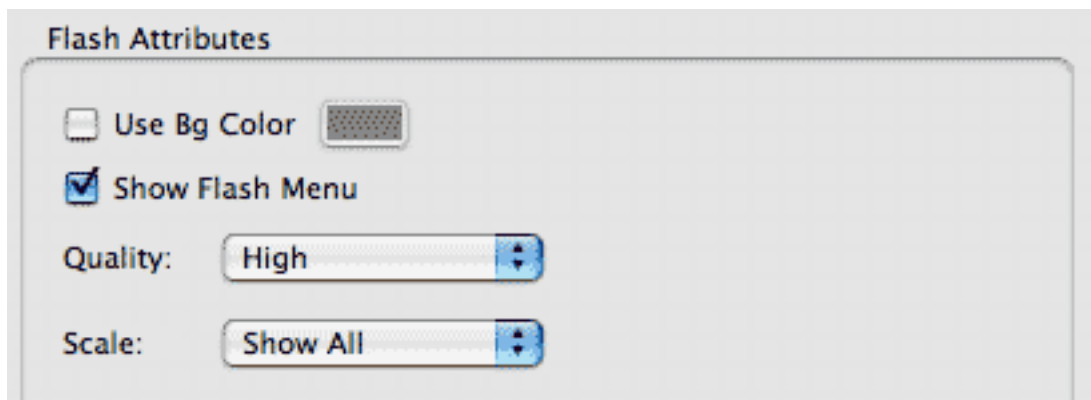
Flash

The **Flash** tab is where you specify various Flash attributes.



Flash Attributes

The Flash Attributes in this section are equivalent to the tag attributes used in the <OBJECT> and <EMBED> tags used to display Flash movies.



Use Bg Color: If checked, the specified color will be used for the background.

Show Flash Menu: If checked, displays the full Flash menu, allowing the user a variety of options to enhance or control playback. If unchecked, displays a menu that contains only the Settings options and the About Flash option. If the Custom Menu option is chosen in the Input tab for the Right Mouse Button option, this option is ignored.

Quality: The playback quality of the Flash movie.

- **Low:** Favors playback speed over appearance and never uses anti-aliasing.
- **Autolow:** emphasizes speed at first but improves appearance whenever possible. Playback begins with anti-aliasing turned off. If the Flash Player detects that the processor can handle it, anti-aliasing is turned on.
- **Autohigh:** Emphasizes playback speed and appearance equally at first but sacrifices appearance for playback speed if necessary. Playback begins with anti-aliasing turned on. If the actual frame rate drops below the specified frame rate, anti-aliasing is turned off to improve playback speed.
- **Medium:** Favors appearance over playback speed and always applies anti-aliasing. If the movie does not contain animation, bitmaps are smoothed. If the movie has animation, bitmaps are not smoothed.
- **Best:** Provides the best display quality and does not consider playback speed. All output is anti-aliased and all bitmaps are smoothed.

Scale: How the Flash movie will scale.

- **Show All :** Makes the entire movie visible in the specified area without distortion, while maintaining the original aspect ratio of the movie. Borders may appear on two sides of the movie.
- **No Border :** Scales the movie to fill the specified area, without distortion, but possibly with some cropping, while maintaining the original aspect ratio of the movie.
- **Exact Fit:** Makes the entire movie visible in the specified area without trying to preserve the original aspect ratio. Distortion may occur

Frequently Asked Questions

What is a SWF file?

The Macromedia Flash file format (SWF) (pronounced "swiff") delivers vector graphics and animation over the Internet to the Macromedia Flash Player.

What platforms are supported for the Desktop Applications outputted by SWF Cargo?

Macintosh OSX 10.2 or higher

What version of the SWF files is SWF Cargo compatible with?

You should be able to use any Flash file up to version 8. However if you need to communicate between the SWF and operating system via our SWF Cargo Flash API, you must use at least Flash 8.

I use two computers (home and office). Can I install my software on both computers?

You are entitled to a License for installing the software at home and work, provided they are not both used at the same time, or by more than one person. However, you will need to generate separate Activation Codes for each installation of the program.

How do I obtain an Activation Code?

Please visit <http://www.verticalmoon.com/register> and follow the instructions on the page.

Contact Us

E-mail:

support@verticalmoon.com

Web:

<http://www.verticalmoon.com/support>

swfcargo.AppleScript.runFile()

Availability

MacOSX

Usage

```
swfcargo.AppleScript.runFile( file:String ) : Boolean
```

Parameters

file - Path to the file that contains AppleScript commands

Returns

A boolean

Description

Runs the AppleScript contained in the specified file

Notes

If you specify just a filename, SWF Cargo will assume the file exists at the same location as the main SWF file. Otherwise you must specify a full path

Example

```
var file = "/Users/John/Documents/myscript.script";  
swfcargo.AppleScript.runFile( file);
```

swfcargo.AppleScript.runScript()

Availability

MacOSX

Usage

```
swfcargo.AppleScript.runScript( script:String ) : Boolean
```

Parameters

script - The AppleScript script to execute

Returns

A boolean. Returns true if the script was able to run, otherwise false.

Description

Runs the specified AppleScript script

Notes

The script must be formatted with new lines ("\n") where necessary.

Example

```
var script:String = "tell application \"Finder\"\n\ndisplay dialog \"Hello World\"\n\nend tell";  
swfcargo.AppleScript.runScript(script);
```

swfcargo.Application.bounceDockIcon()

Availability

MacOSX

Usage

```
swfcargo.Application.bounceDockIcon( bounce:String ) : Void
```

Parameters

None

Returns

Nothing

Description

Starts and stops bouncing the icon for this application in the doc

Notes

None

Example

```
// start bouncing  
swfcargo.Application.bounceDockIcon(true);
```

swfcargo.Application.getFolder()

Availability

Windows, MacOSX

Usage

```
swfcargo.Application.getFolder() : String
```

Parameters

None

Returns

A string

Description

Gets the directory path to this application

Notes

None

Example

```
var path:String = swfcargo.Application.getFolder();
```

swfcargo.Application.getFullPath()

Availability

Windows, MacOSX

Usage

```
swfcargo.Application.getFullPath() : String
```

Parameters

None

Returns

A string

Description

Gets the full path of this application

Notes

None

Example

```
var path:String = swfcargo.Application.getFullPath();
```

swfcargo.Application.quit()

Availability

Windows, MacOSX

Usage

```
swfcargo.Application.quit() : Void
```

Parameters

None

Returns

Nothing

Description

Quits the application

Notes

None

Example

```
swfcargo.Application.quit();
```

swfcargo.Clipboard.clear()

Availability

Windows, MacOSX

Usage

```
swfcargo.Clipboard.clear() : Void
```

Parameters

None

Returns

Nothing

Description

Clears the contents of the clipboard

Notes

None

Example

```
swfcargo.Clipboard.clear();
```

swfcargo.Clipboard.copyString()

Availability

Windows, MacOSX

Usage

```
swfcargo.Clipboard.copyString( str:String ) : Void
```

Parameters

None

Returns

Nothing

Description

Copies a string to the clipboard

Notes

None

Example

```
swfcargo.Clipboard.copyString( "mystring" );
```

swfcargo.Clipboard.paste()

Availability

Windows, MacOSX

Usage

swfcargo.Clipboard.paste() : Void

Parameters

None

Returns

Nothing

Description

Pastes the contents of the clipboard

Notes

Nothing

Example

```
swfcargo.Clipboard.paste();
```

swfcargo.Dialogs.chooseColor()

Availability

Windows, MacOSX

Usage

```
swfcargo.Dialogs.chooseColor( initColor:Number ) : Number
```

Parameters

initColor - The initial color chosen

Returns

A number. Returns the chosen color as a number.

Description

Displays a color picker dialog

Notes

None

Example

```
new_color = swfcargo.Dialogs.chooseColor(0xff0000);  
if ( new_color != undefined) {  
  c = new Color(this);  
  c.setRGB( nc);  
}
```

swfcargo.Dialogs.errorBox()

Availability

Windows, MacOSX

Usage

```
swfcargo.Dialogs.errorBox( title:String, message:String, type:String) : String
```

Parameters

title - The text to display for the title of the error box

message - The text to display for the message of the error box

type - The type of error box to display. Can be any of the following (ok; ok_cancel; yes_no; yes_no_cancel; retry_cancel; abort_retry_ignore)

Returns

A string. Returns a string based on the button that was clicked (ok, cancel, yes, no, retry, abort, ignore)

Description

Displays an error box with the specified text

Notes

Closes

Example

```
var result:String = swfcargo.Dialogs.errorBox( "my title", "my error message", "ok_cancel");
if ( result == "ok") {
// the ok button was hit
}
else if ( result == "cancel") {
// the cancel button was hit
}
```

swfcargo.Dialogs.messageBox()

Availability

Windows, MacOSX

Usage

```
swfcargo.Dialogs.messageBox( title:String, message:String, type:String) : String
```

Parameters

title - The text to display for the title of the message box

message - The text to display for the message of the message box

type - The type of message box to display. Can be any of the following (ok; ok_cancel; yes_no; yes_no_cancel; retry_cancel; abort_retry_ignore)

Returns

A string. Returns a string based on the button that was clicked (ok, cancel, yes, no, retry, abort, ignore)

Description

Displays a message box with the specified text

Notes

None

Example

```
var result:String = swfcargo.Dialogs.messageBox( "my title", "my message", "ok_cancel");
if ( result == "ok") {
// the ok button was hit
}
else if ( result == "cancel") {
// the cancel button was hit
}
```

swfcargo.Dialogs.warningBox()

Availability

Windows, MacOSX

Usage

```
swfcargo.Dialogs.warningBox( title:String, message:String, type:String) : Boolean
```

Parameters

title - The text to display for the title of the warning box

message - The text to display for the message of the warning box

type - The type of warning box to display. Can be any of the following (ok; ok_cancel; yes_no; yes_no_cancel; retry_cancel; abort_retry_ignore)

Returns

A string. Returns a string based on the button that was clicked (ok, cancel, yes, no, retry, abort, ignore)

Description

Displays a warning box with the specified text

Notes

Closes

Example

```
var result:String = swfcargo.Dialogs.warningBox( "my title", "my warning message", "ok_cancel");
if ( result == "ok") {
// the ok button was hit
}
else if ( result == "cancel") {
// the cancel button was hit
}
```

swfcargo.FileSystem.copyFile()

Availability

Windows, MacOSX

Usage

```
swfcargo.FileSystem.copyFile( sourceFile:String, destinationPath:String ) : Boolean
```

Parameters

sourceFile - Full path of the file to copy

destinationFile - Full path of the destination file

Returns

A boolean

Description

Makes a copy of the specified source file.

Notes

None

Example

```
var src:String = swfcargo.FileSystem.getSpecialFolder("Documents");  
var dst:String = swfcargo.FileSystem.getSpecialFolder("Desktop");  
swfcargo.FileSystem.copyFile(src + "File.txt", dst + "File.txt");
```

swfcargo.FileSystem.copyFolder()

Availability

Windows, MacOSX

Usage

```
swfcargo.FileSystem.copyFolder( sourceFolder:String, destinationFolder:String ) : Boolean
```

Parameters

sourceFolder - Full path of the folder to copy

destinationFolder - Full path of the destination folder

Returns

A boolean

Description

Makes a copy of the specified source folder

Notes

None

Example

```
var src:String = swfcargo.FileSystem.getSpecialFolder("Documents");  
var dst:String = swfcargo.FileSystem.getSpecialFolder("Desktop");  
swfcargo.FileSystem.copyFolder(src + "MyFolder", dst + "MyFolder");
```

swfcargo.FileSystem.createFolder()

Availability

Windows, MacOSX

Usage

```
swfcargo.Registry.createFolder( folderPath:String ) : Boolean
```

Parameters

folderPath - Full path of the folder to create

Returns

A boolean

Description

Creates the specified folder

Notes

None

Example

```
swfcargo.FileSystem.createFolder();
```

swfcargo.FileSystem.createShortcut()

Availability

Windows, MacOSX

Usage

```
swfcargo.FileSystem.createShortcut( targetFile:String, shortcutFile:String ) : Boolean
```

Parameters

targetFile - Full path of the file the shortcut will point to

destinationFile - Full path of the shortcut file to create

Returns

A boolean.

Description

Creates a shortcut to an existing file.

Notes

None

Example

```
var src:String = swfcargo.FileSystem.getSpecialFolder("Documents");  
var dst:String = swfcargo.FileSystem.getSpecialFolder("Desktop");  
swfcargo.FileSystem.createShortcut(src + "file.txt", dst + "myshortcut");
```

swfcargo.FileSystem.deleteFile()

Availability

Windows, MacOSX

Usage

```
swfcargo.FileSystem.deleteFile( filePath:String ) : Boolean
```

Parameters

filePath - Full path of the file to delete

Returns

A boolean

Description

Deletes the specified file.

Notes

None

Example

```
swfcargo.FileSystem.deleteFile();
```

swfcargo.FileSystem.deleteFolder()

Availability

Windows, MacOSX

Usage

```
swfcargo.FileSystem.deleteFolder( folderPath:String, forceRemove:Boolean ) : Boolean
```

Parameters

folderPath - Full path of the folder to delete

forceRemove - If the folder is not empty, it will not be deleted unless you set this parameter to true

Returns

A boolean

Description

Delete the specified folder

Notes

None

Example

```
swfcargo.FileSystem.deleteFolder();
```

swfcargo.FileSystem.fileExists()

Availability

Windows, MacOSX

Usage

swfcargo.FileSystem.fileExists(filePath:String) : Boolean

Parameters

filePath - Full path of the file to check the existence of

Returns

A boolean

Description

Checks for the existence of the specified file

Notes

None

Example

```
if ( swfcargo.FileSystem.fileExists() ) {  
  // file exists  
}
```

swfcargo.FileSystem.folderExists()

Availability

Windows, MacOSX

Usage

swfcargo.FileSystem.folderExists(folderPath:String) : Boolean

Parameters

folderPath - Full path of the folder to check the existence of

Returns

A boolean

Description

Checks for the existence of the specified folder

Notes

None

Example

```
if ( swfcargo.FileSystem.folderExists() ) {  
  // folder exists  
}
```

swfcargo.FileSystem.getFileCreator()

Availability

MacOSX

Usage

```
swfcargo.FileSystem.getFileCreator( filePath:Stirng ) : String
```

Parameters

filePath - full path of the file to get the file creator

Returns

A string

Description

Gets the file creator for the specified file

Notes

None

Example

```
var creator:String = swfcargo.FileSystem.getFileCreator( file );
```

swfcargo.FileSystem.getFileCreateDate()

Availability

Windows, MacOSX

Usage

```
swfcargo.FileSystem.getFileCreateDate( filePath:Stirng ) : Date
```

Parameters

filePath - full path of the file to get the creation date

Returns

A date object

Description

Gets the creation date for the specified file

Notes

None

Example

```
var d:Date = swfcargo.FileSystem.getFileCreateDate( file );
```

swfcargo.FileSystem.getFileExtension()

Availability

Windows, MacOSX

Usage

```
swfcargo.FileSystem.getFileExtension( sourceFile:String ) : String
```

Parameters

sourceFile - Full path of the file to get the extension for

Returns

A string

Description

Gets the file extension for the specified file

Notes

None

Example

```
var src:String = swfcargo.System.getSpecialFolder("Documents");
var ext:String = swfcargo.FileSystem.getFileExtension(src + "File.txt");
// ext will be ".txt"
```

swfcargo.FileSystem.getFileModifiedDate()

Availability

Windows, MacOSX

Usage

```
swfcargo.FileSystem.getFileModifiedDate( filePath:String ) : Date
```

Parameters

filePath - full path of the file to get the last modified date

Returns

A date object

Description

Gets the modification date for the specified file

Notes

None

Example

```
var d:Date = swfcargo.FileSystem.getFileModifiedDate( file );
```

swfcargo.FileSystem.getFileSizeBytes()

Availability

Windows, MacOSX

Usage

```
swfcargo.FileSystem.getFileSizeBytes( filePath:String ) : Number
```

Parameters

filePath - full path of the file to get the file size

Returns

An integer

Description

Gets the size of the specified file in bytes

Notes

None

Example

```
var sz:Number = swfcargo.FileSystem.getFileSizeBytes( file );
```

swfcargo.FileSystem.getFileSizeKBytes()

Availability

Windows, MacOSX

Usage

```
swfcargo.FileSystem.getFileSizeKBytes( filePath:Stirng ) : Number
```

Parameters

filePath - full path of the file to get the file size

Returns

An integer

Description

Gets the size of the specified file in kilobytes

Notes

None

Example

```
var sz:Number = swfcargo.FileSystem.getFileSizeKBytes( file );
```

swfcargo.FileSystem.getFileSizeMBytes()

Availability

Windows, MacOSX

Usage

```
swfcargo.Registry.getFileSizeMBytes( filePath:Stirng ) : Number
```

Parameters

filePath - full path of the file to get the file size

Returns

A number

Description

Gets the size of the specified file in megabytes

Notes

None

Example

```
var sz:Number = swfcargo.FileSystem.getFileSizeMBytes( file );
```

swfcargo.FileSystem.getFileSizeGBytes()

Availability

Windows, MacOSX

Usage

```
swfcargo.FileSystem.getFileSizeGBytes( filePath:String ) : Number
```

Parameters

filePath - full path of the file to get the file size

Returns

A number

Description

Gets the size of the speicified file in gigabytes

Notes

None

Example

```
var sz:Number = swfcargo.FileSystem.getFileSizeGBytes( file );
```

swfcargo.FileSystem.getFileType()

Availability

MacOSX

Usage

```
swfcargo.FileSystem.getFileType( filePath:String ) : String
```

Parameters

filePath - full path of the file to get the file type

Returns

A string

Description

Gets the file type for the specified file

Notes

None

Example

```
var filetype:String = swfcargo.FileSystem.getFileType( file );
```

swfcargo.FileSystem.getSpecialFolder()

Availability

Windows, MacOSX

Usage

```
swfcargo.FileSystem.getSpecialFolder( folder:String ) : String
```

Parameters

folder - The special folder to get. Can be the following:

- desktop - user's Desktop
- applications - system's Applications folder
- applications_user - user's Applications folder
- application_support - users's Application Support folder
- fonts - users's Fonts folder
- documents - user's Documents folder
- documents_shared - shared Documents folder
- library - users's Library folder (Mac only)
- movies - user's Movies folder
- music - user's Music folder
- pictures - user's Pictures folder
- preferences - user's Preferences folder
- system - System folder
- temp - user's temporary folder
- trash - user's trash
- startmenu - Windows Start Menu (Windows only)
- startup - user's Startup folder

Returns

A String

Description

Gets the full path to the specified folder

Notes

None

Example

```
var src:String = swfcargo.FileSystem.getSpecialFolder("documents");  
var dst:String = swfcargo.FileSystem.getSpecialFolder("desktop");  
swfcargo.FileSystem.copyFile(src + "File.txt", dst + "File.txt");
```

swfcargo.FileSystem.listFiles()

Availability

Windows, MacOSX

Usage

```
swfcargo.FileSystem.listFiles( folderPath:String ) : Array
```

Parameters

folderPath - full path to the folder to list the files in

Returns

An array

Description

Gets an array of files in the specified folder

Notes

None

Example

```
var files:Array = swfcargo.FileSystem.listFiles( folder);  
for (i=0; i<files.length; i++) {  
  trace( files[i]);  
}
```

swfcargo.FileSystem.listFolders()

Availability

Windows, MacOSX

Usage

```
swfcargo.FileSystem.listFolders( folderPath:Stirng ) : Array
```

Parameters

folderPath - full path to the folder to list the folders in

Returns

An array

Description

Gets an array of folders in the specified folder

Notes

None

Example

```
var folders:Array = swfcargo.FileSystem.listFolders( folder);  
for (i=0; i<folders.length; i++) {  
  trace( folders[i]);  
}
```

swfcargo.FileSystem.saveFile()

Availability

Windows, MacOSX

Usage

```
swfcargo.FileSystem.saveFile( filePath:String, data:String ) : Boolean
```

Parameters

filePath - full path of the file to save the data to

data - string data to save to the file

Returns

A boolean

Description

Saves the specified string to the specified file.

Notes

None

Example

```
swfcargo.FileSystem.saveFile( file, "save this data to the file");
```

swfcargo.FileSystem.saveFileHEX()

Availability

Windows, MacOSX

Usage

```
swfcargo.FileSystem.saveFileHEX( filePath:String, data:String ) : Boolean
```

Parameters

filePath - full path of the file to save the data to

data - hex data to save to the file

Returns

A boolean

Description

Saves the specified hex data to the specified file

Notes

None

Example

```
swfcargo.FileSystem.saveFile( file, "FF00AB35");
```

swfcargo.FileSystem.setFileExtension()

Availability

Windows, MacOSX

Usage

```
swfcargo.FileSystem.setFileExtension( sourceFile:String, extension:String ) : Void
```

Parameters

sourceFile - Full path of the file to set the extension for

extension - The new extension to set for the file

Returns

Nothing

Description

Sets the file extensions for the specified file

Notes

None

Example

```
var src:String = swfcargo.System.getSpecialFolder("Documents")
swfcargo.FileSystem.setFileExtension(src + "mypicture.jpg", ".jpeg");
```

swfcargo.Registry.close()

Availability

Windows, MacOSX

Usage

```
swfcargo.Registry.close() : Boolean
```

Parameters

None

Returns

A boolean

Description

Closes the registry

Notes

None

Example

```
var reg = new swfcargo.Registry;  
reg.open("myprefs", "user");  
reg.setString("mystring", "this is a string");  
reg.close();
```

swfcargo.Registry.deleteKey()

Availability

Windows, MacOSX

Usage

```
swfcargo.Registry.deleteKey( key:String ) : Boolean
```

Parameters

key - name of the key to delete

Returns

A boolean

Description

Deletes the specified key from the registry

Notes

None

Example

```
reg.deleteKey("mykey");
```

swfcargo.Registry.getBoolean()

Availability

Windows, MacOSX

Usage

```
swfcargo.Registry.getBoolean( key:String ) : Boolean
```

Parameters

key - name of the key to get the value for

Returns

A boolean

Description

Gets the boolean value for the specified key

Notes

None

Example

```
var b:Boolean = reg.getBoolean("mykey");
```

swfcargo.Registry.getFloat()

Availability

Windows, MacOSX

Usage

```
swfcargo.Registry.getFloat( key:String ) : Boolean
```

Parameters

key - name of the key to get the value for

Returns

A float

Description

Gets the float value for the specified key

Notes

None

Example

```
var n:Number = reg.getFloat("mykey");
```

swfcargo.Registry.getInteger()

Availability

Windows, MacOSX

Usage

swfcargo.Registry.getInteger(key:String) : Number

Parameters

key - name of the key to get the integer value for

Returns

An integer

Description

Gets the integer value for the specified key

Notes

None

Example

```
reg.getInteger( "mykey");
```

swfcargo.Registry.getString()

Availability

Windows, MacOSX

Usage

```
swfcargo.Registry.getString( key:String ) : String
```

Parameters

key - name of the key to get the string value for

Returns

A string

Description

Gets the string value for the specified key

Notes

None

Example

```
var s:String = reg.getString("mystring");
```

swfcargo.Registry.keyExists()

Availability

Windows, MacOSX

Usage

```
swfcargo.Registry.keyExists( key:String ) : Boolean
```

Parameters

key - name of the key to test whether it exists.

Returns

A boolean. True if key exists, otherwise returns false

Description

Tests whether the specified key exists

Notes

None

Example

```
if ( reg.keyExists("mykey") ) {  
  // key exists  
}
```

swfcargo.Registry.open()

Availability

Windows, MacOSX

Usage

swfcargo.Registry.open(name:String, domain:String) : Boolean

Parameters

name - name of the new entry in the Registry

domain - where the new entry will be created. Can be the following

- system - available to all users
- user - available to the current user

Returns

A boolean

Description

Creates new entry in the registry

Notes

Windows: creates entry in the Registry

MacOSX: creates entry in Library/Preferences

If adding to the "system" domain, you must have privileges to do so, otherwise it will fail.

Example

```
var reg = new swfcargo.Registry;  
if ( reg.open("myprefs", "user" ) ) {  
  // ok  
}
```

swfcargo.Registry.setBoolean()

Availability

Windows, MacOSX

Usage

```
swfcargo.Registry.setBoolean( key:Stirng, val:Boolean) : Boolean
```

Parameters

key - name of the key to set the value for

val - boolean value to set for the key

Returns

A boolean

Description

Sets a boolean value for the value of the specified key

Notes

None

Example

```
reg.setBoolean("mykey", false);
```

swfcargo.Registry.setFloat()

Availability

Windows, MacOSX

Usage

```
swfcargo.Registry.setFloat( key:String, val:Number) : Boolean
```

Parameters

key - name of the key to set the value for

val - decimal value to set the value for the key

Returns

A boolean

Description

Sets the float value for the specified key

Notes

None

Example

```
reg.setFloat("mykey", 1.5);
```

swfcargo.Registry.setInteger()

Availability

Windows, MacOSX

Usage

```
swfcargo.Registry.setInteger( key:String, val:Number) : Boolean
```

Parameters

key - name of the key to set the value for

val - integer value to set the value for the key

Returns

A boolean

Description

Sets the integer value for the specified key

Notes

None

Example

```
reg.setInteger("mykey", 1000);
```

swfcargo.Registry.setString()

Availability

Windows, MacOSX

Usage

```
swfcargo.Registry.setString( key:String, value:String) : Boolean
```

Parameters

key - name of the key to set the value for

value - string value to set for the key

Returns

A boolean

Description

Sets the string value for the specified key

Notes

None

Example

```
reg.setString("mystring", "this is my string value");
```

swfcargo.System.closeCDTray()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.closeCDTray() : Boolean
```

Parameters

None

Returns

A boolean.

Description

Closes the CD tray

Notes

None

Example

```
swfcargo.System.closeCDTray();
```

swfcargo.System.getComputerName()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.getComputerName() : String
```

Parameters

None

Returns

A string

Description

Gets the name of the computer

Notes

None

Example

```
var name = swfcargo.System.getComputerName();
```

swfcargo.System.getCPU SpeedGhz()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.getCPU SpeedGhz() : Number
```

Parameters

None

Returns

The CPU Speed in Ghz

Description

Gets the computers CPU speed

Notes

None

Example

```
var ghz = swfcargo.System.getCPU SpeedGhz();
```

swfcargo.System.getCPU SpeedMhz()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.getCPU SpeedMhz() : Number
```

Parameters

None

Returns

The CPU Speed in Mhz

Description

Gets the computers CPU speed

Notes

None

Example

```
var mhz = swfcargo.System.getCPU SpeedMhz();
```

swfcargo.System.getFreeSpaceBytes()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.getFreeSpaceBytes( drive:Stirng ) : Number
```

Parameters

drive: The name of the drive

Returns

An integer

Description

Gets the free space of the specified drive in bytes

Notes

None

Example

```
var free = swfcargo.System.getFreeSpaceBytes("MyMacintosh");
```

swfcargo.System.getFreeSpaceKBytes()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.getFreeSpaceKBytes( drive:Stirng ) : Number
```

Parameters

drive: The name of the drive

Returns

An integer

Description

Gets the free space of the specified drive in kilobytes

Notes

None

Example

```
var free = swfcargo.System.getFreeSpaceKBytes("MyMacintosh");
```

swfcargo.System.getFreeSpaceMBytes()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.getFreeSpaceMBytes( drive:Stirng ) : Number
```

Parameters

drive: The name of the drive

Returns

A decimal

Description

Gets the free space of the specified drive in megabytes

Notes

None

Example

```
var free = swfcargo.System.getFreeSpaceMBytes("MyMacintosh");
```

swfcargo.System.getFreeSpaceGBytes()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.getFreeSpaceGBytes( drive:Stirng ) : Number
```

Parameters

drive: The name of the drive

Returns

A decimal

Description

Gets the free space of the specified drive in gigabytes

Notes

Closes

Example

```
var free = swfcargo.System.getFreeSpaceGBytes("MyMacintosh");
```

swfcargo.System.getNumberOfVolumes()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.getNumberOfVolumes() : Number
```

Parameters

None

Returns

An integer

Description

Gets the total number of volumes

Notes

None

Example

```
var total = swfcargo.System.getNumberOfVolumes();
```

swfcargo.System.getOSVersionNumber()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.getOSVersionNumber() : Number
```

Parameters

None

Returns

The OS Version number

Description

Gets the native operating system version number

Notes

None

Example

```
var os = swfcargo.System.getOSVersionNumber();
```

swfcargo.System.getOSVersionString()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.getOSVersionString() : String
```

Parameters

None

Returns

The OS Version as a string

Description

Gets the operating systems version

Notes

None

Example

```
var os = swfcargo.System.getOSVersionString();
```

swfcargo.System.getOutputSoundVolume()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.getOutputSoundVolume() : Number
```

Parameters

None

Returns

An integer

Description

Gets the system's output sound volume

Notes

None

Example

```
var vol:Number = swfcargo.System.getOutputSoundVolume();
```

swfcargo.System.getRAMSizeBytes()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.getRAMSizeBytes() : Number
```

Parameters

None

Returns

The amount of RAM in bytes

Description

Get the amount of RAM in bytes

Notes

None

Example

```
var ram = swfcargo.System.getRAMSizeBytes();
```

swfcargo.System.getRAMSizeKBytes()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.getRAMSizeKBytes() : Number
```

Parameters

None

Returns

The amount of RAM in kilobytes

Description

Gets the amount of RAM in kilobytes

Notes

None

Example

```
var ram = swfcargo.System.getRAMSizeKBytes();
```

swfcargo.System.getRAMSizeMBytes()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.getRAMSizeMBytes() : Number
```

Parameters

None

Returns

The amount of RAM in megabytes

Description

Gets the amount of RAM in megabytes

Notes

None

Example

```
var ram = swfcargo.System.getRAMSizeMBytes();
```

swfcargo.System.getRAMSizeGBytes()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.getRAMSizeGBytes() : Number
```

Parameters

None

Returns

The amount of RAM in gigabytes

Description

Gets the amount of RAM in gigabytes

Notes

None

Example

```
var ram = swfcargo.System.getRAMSizeGBytes();
```

swfcargo.System.getScreenDepth()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.getScreenDepth() : Number
```

Parameters

None

Returns

The color depth of the screen

Description

Gets the color depth of the screen as bits per pixel

Notes

None

Example

```
var depth = swfcargo.System.getScreenDepth();
```

swfcargo.System.getScreenHeight()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.getScreenHeight() : Number
```

Parameters

None

Returns

The height of the screen

Description

Gets the height of the screen in pixels

Notes

None

Example

```
var h = swfcargo.System.getScreenHeight();
```

swfcargo.System.getScreenSize()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.getScreenSize() : Object
```

Parameters

None

Returns

Object with a *w* parameter containing the screen width and a *h* parameter containing the screen height

Description

Gets the dimensions of the screen

Notes

None

Example

```
var sz = swfcargo.System.getScreenSize();  
var str = "Width: " + sz.w + ",Height: " + sz.h;
```

swfcargo.System.getScreenWidth()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.getScreenWidth() : Number
```

Parameters

None

Returns

The width of the screen

Description

Gets the width of the screen in pixels

Notes

None

Example

```
var w = swfcargo.System.getScreenWidth();
```

swfcargo.System.getTotalSpaceBytes()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.getTotalSpaceBytes( drive:String ) : Number
```

Parameters

drive: The name of the drive

Returns

An integer

Description

Gets the total space of the specified drive in bytes

Notes

None

Example

```
var total = swfcargo.System.getTotalSpaceBytes("MyMacintosh");
```

swfcargo.System.getTotalSpaceKBytes()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.getTotalSpaceKBtes( drive:Stirng ) : Number
```

Parameters

drive: The name of the drive

Returns

An integer

Description

Gets the total space of the specified drive in kilobytes

Notes

None

Example

```
var total = swfcargo.System.getTotalSpaceKBytes("MyMacintosh");
```

swfcargo.System.getTotalSpaceMBytes()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.getTotalSpaceMBytes( drive:Stirng ) : Number
```

Parameters

drive: The name of the drive

Returns

An integer

Description

Gets the total space of the specified drive in megabytes

Notes

None

Example

```
var total = swfcargo.System.getTotalSpaceMBytes("MyMacintosh");
```

swfcargo.System.getTotalSpaceGBytes()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.getTotalSpaceGBytes( drive:Stirng ) : Number
```

Parameters

drive: The name of the drive

Returns

A decimal

Description

Gets the total space of the specified drive in gigabytes

Notes

None

Example

```
var total = swfcargo.System.getTotalSpaceGBytes("MyMacintosh");
```

swfcargo.System.getUserName()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.getUserName() : String
```

Parameters

None

Returns

A string

Description

Gets the name of the currently logged in user

Notes

None

Example

```
var name = swfcargo.System.getUserName();
```

swfcargo.System.getVolumeName()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.getVolumeName( disk:Number ) : String
```

Parameters

disk: The disk number to get the name for

Returns

A string

Description

Gets the name of the volume

Notes

None

Example

```
var disks:Array = swfcargo.System.getVolumes();  
for (i=0; i<disks.length(); i++) {  
    var name = swfcargo.System.getVolumeName( disks[i]);  
}
```

swfcargo.System.getVolumes()

Availability

Windows, MacOSX

Usage

swfcargo.System.getVolumes() : Array

Parameters

None

Returns

An array.

Description

Gets an array of disk id numbers.

Notes

None

Example

```
var disks:Array = swfcargo.System.getVolumes();
```

swfcargo.System.isMacintosh()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.isMacintosh() : Boolean
```

Parameters

None

Returns

True if running on a Macintosh, false otherwise

Description

Tests whether the application is running on a Macintosh

Notes

None

Example

```
var ismac = swfcargo.System.isMacintosh();
```

swfcargo.System.isWindows()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.isWindows() : Boolean
```

Parameters

None

Returns

True if running on Windows, false otherwise

Description

Test whether the application is running on Windows

Notes

None

Example

```
var iswin = swfcargo.System.isWindows();
```

swfcargo.System.isLinux()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.isLinux() : Boolean
```

Parameters

None

Returns

True if running on Linux, false otherwise

Description

Test whether the application is running on Linux

Notes

None

Example

```
var islinux = swfcargo.System.isLinux();
```

swfcargo.System.launchApplication()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.launchApplication( appPath:String) : Boolean
```

Parameters

appPath: Full path to the application to launch

Returns

A boolean

Description

Launches the specified application

Notes

None

Example

```
swfcargo.System.launchApplication("/Applications/TextEdit.app");
```

swfcargo.System.launchDocument()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.launchDocument( docPath:String) : Boolean
```

Parameters

docPath: Full path to the document file to launch

Returns

A boolean

Description

Launches the specified document

Notes

None

Example

```
swfcargo.System.launchDocument("~/Documents/mydoc.txt");
```

swfcargo.System.logoff()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.logoff() : Boolean
```

Parameters

None

Returns

A boolean

Description

Logs off the current user

Notes

None

Example

```
swfcargo.System.logoff();
```

swfcargo.System.openCDTray()**Availability**

Windows, MacOSX

Usage

```
swfcargo.System.openCDTray() : Boolean
```

Parameters

None

Returns

A boolean

Description

Opens/Ejects the CD tray

Notes

None

Example

```
swfcargo.System.openCDTray();
```

swfcargo.System.restart()**Availability**

Windows, MacOSX

Usage

```
swfcargo.System.restart() : Boolean
```

Parameters

None

Returns

A boolean

Description

Restarts the computer

Notes

None

Example

```
swfcargo.System.restart();
```

swfcargo.System.setOutputSoundVolume()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.setOutputSoundVolume( volume:Number ) : Boolean
```

Parameters

volume: The new volume level. 0 is total silence, while 100 is full volume.

Returns

A boolean

Description

Sets the system's output sound volume to the specified level.

Notes

None

Example

```
swfcargo.System.setOutputVolume(50);
```

swfcargo.System.sleep()

Availability

Windows, MacOSX

Usage

```
swfcargo.System.sleep() : Boolean
```

Parameters

None

Returns

A boolean

Description

Puts the computer to sleep

Notes

None

Example

```
swfcargo.System.sleep();
```

swfcargo.System.shutdown()

Availability

Windows, MacOSX

Usage

`swfcargo.System.shutdown() : Boolean`

Parameters

None

Returns

A boolean

Description

Shutdown the computer

Notes

None

Example

```
swfcargo.System.shutdown();
```

swfcargo.Window.bringToFront()

Availability

Windows, MacOSX

Usage

```
swfcargo.Window.WindowName.bringToFront() : Boolean
```

Parameters

none

Returns

A boolean

Description

Brings the window to the front of all other windows

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
swfcargo.Window.MainWindow.bringToFront();
```

swfcargo.Window.center()

Availability

Windows, MacOSX

Usage

```
swfcargo.Window.WindowName.center() : Boolean
```

Parameters

None

Returns

A boolean

Description

Sets the window's position so that the window is centered on the screen.

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
swfcargo.Window.SubForm1.center();
```

swfcargo.Window.close()

Availability

Windows, MacOSX

Usage

`swfcargo.Window.WindowName.close() : Boolean`

Parameters

None

Returns

A boolean

Description

Closes the window

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
swfcargo.Window.SubForm1.close()
```

swfcargo.Window.getAlpha()

Availability

MacOSX

Usage

`swfcargo.Window.WindowName.getAlpha() : Number`

Parameters

None

Returns

A number.

Description

Gets the transparency for the window. A value of 0 is completely transparent, while a value of 1.0 is completely opaque.

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
var a:Number = swfcargo.Window.MainWindow.getAlpha();
```

swfcargo.Window.getHeight()

Availability

Windows, MacOSX

Usage

`swfcargo.Window.WindowName.getHeight() : Number`

Parameters

None

Returns

An integer

Description

Gets the height of the window

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
swfcargo.Window.SubForm1.getHeight();
```

swfcargo.Window.getPosition()

Availability

Windows, MacOSX

Usage

```
swfcargo.Window.WindowName.getPosition() : Object
```

Parameters

None

Returns

An object with the following properties

- x - horizontal position
- y - vertical position

Description

Gets the window's position relative to the top-left corner of the screen.

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
var pos = swfcargo.Window.SubForm1.getPosition();  
trace( pos.x + ', ' + pos.y);
```

swfcargo.Window.getSize()

Availability

Windows, MacOSX

Usage

```
swfcargo.Window.WindowName.getSize() : Object
```

Parameters

None

Returns

An object with the following properties

- w - width of the window
- h - height of the window

Description

Gets the window's size

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
var sz = swfcargo.Window.SubForm1.getSize();
trace("Width: " + sz.w + ", Height: " + sz.h);
```

swfcargo.Window.getTitle()

Availability

Windows, MacOSX

Usage

```
swfcargo.Window.WindowName.getTitle() : String
```

Parameters

None

Returns

A boolean

Description

Gets the title of the window

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
var title:String = swfcargo.Window.MainWindow.getTitle();
```

swfcargo.Window.getWidth()

Availability

Windows, MacOSX

Usage

swfcargo.Window.*WindowName*.getWidth() : Number

Parameters

None

Returns

An integer

Description

Gets the width of the window

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
swfcargo.Window.SubForm1.getWidth();
```

swfcargo.Window.getXPosition()

Availability

Windows, MacOSX

Usage

```
swfcargo.Window.WindowName.getXPosition() : Number
```

Parameters

None

Returns

An integer.

Description

Gets the window's horizontal position relative to the top-left corner of the screen.

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
var x:Number = swfcargo.Window.SubForm1.getXPosition();
```

swfcargo.Window.getYPosition()

Availability

Windows, MacOSX

Usage

```
swfcargo.Window.WindowName.getYPosition() : Number
```

Parameters

None

Returns

An integer

Description

Gets the window's vertical position relative to the top-left corner of the screen.

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
var y:Number = swfcargo.Window.SubForm1.getYPosition();
```

swfcargo.Window.hide()

Availability

Windows, MacOSX

Usage

```
swfcargo.Window.WindowName.hide() : Boolean
```

Parameters

None

Returns

A boolean

Description

Hides the window

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
swfcargo.Window.MainWindow.hide();
```

swfcargo.Window.isMaximized()

Availability

Windows, MacOSX

Usage

```
swfcargo.Window.WindowName.isMaximized() : Boolean
```

Parameters

None

Returns

A boolean

Description

Check to see if the window is maximized

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
if ( swfcargo.Window.MainWindow.isMaximized() ) {  
}
```

swfcargo.Window.isMinimized()

Availability

Windows, MacOSX

Usage

swfcargo.Window.*WindowName*.isMinimized() : Boolean

Parameters

None

Returns

A boolean

Description

Check to see if the window is minimized

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
if ( swfcargo.Window.MainWindow.isMinimized() ) {  
}
```

swfcargo.Window.isVisible()

Availability

Windows, MacOSX

Usage

swfcargo.Window.*WindowName*.isVisible() : Boolean

Parameters

None

Returns

A boolean

Description

Check to see if the window is currently visible

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
if ( swfcargo.Window.MainWindow.isVisible()) {  
}
```

swfcargo.Window.maximize()

Availability

Windows, MacOSX

Usage

swfcargo.Window.*WindowName*.maximize() : Boolean

Parameters

None

Returns

A boolean

Description

Maximizes the window

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
swfcargo.Window.MainWindow.maximize();
```

swfcargo.Window.minimize()

Availability

Windows, MacOSX

Usage

swfcargo.Window.*WindowName*.minimize() : Boolean

Parameters

None

Returns

A boolean

Description

Minimizes the window

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
swfcargo.Window.MainWindow.minimize();
```

swfcargo.Window.open()

Availability

Windows, MacOSX

Usage

```
swfcargo.Window.open( windowName:String ) : Boolean
```

Parameters

windowName - Name of the window to open

Returns

A boolean. Returns true if the window opened ok, otherwise false.

Description

Opens a new window for the specified window name

Notes

None

Example

```
swfcargo.Window.open("SubWindow1");
```

swfcargo.Window.restore()

Availability

Windows, MacOSX

Usage

```
swfcargo.Window.WindowName.restore() : Boolean
```

Parameters

None

Returns

A boolean

Description

Restores the window

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
swfcargo.Window.MainWindow.restore();
```

swfcargo.Window.sendToBack()

Availability

Windows, MacOSX

Usage

```
swfcargo.Window.WindowName.sendToBack() : Boolean
```

Parameters

None

Returns

A boolean

Description

Sends the window behind all other windows

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
swfcargo.Window.MainWndow.sendToBack();
```

swfcargo.Window.setAlpha()

Availability

MacOSX

Usage

```
swfcargo.Window.WindowName.setAlpha( alpha:Number ) : Boolean
```

Parameters

alpha - the transparency value to set for the window. A value of 0 is completely transparent, while a value of 1.0 is completely opaque.

Returns

A boolean

Description

Sets the transparency for the window

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
swfcargo.Window.MainWindow.setAlpha(0.5);
```

swfcargo.Window.setPosition()

Availability

Windows, MacOSX

Usage

```
swfcargo.Window.WindowName.setPosition( x:Number, y:Number ) : Boolean
```

Parameters

None

Returns

A boolean

Description

Sets the window's position relative to the top-left corner of the screen

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
swfcargo.Window.SubForm1.setPosition(100, 200);
```

swfcargo.Window.setXPosition()

Availability

Windows, MacOSX

Usage

```
swfcargo.Window.WindowName.setXPosition( x:Number ) : Boolean
```

Parameters

None

Returns

A boolean

Description

Sets the window's horizontal position relative to the top-left corner of the screen

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
swfcargo.Window.SubForm1.setXPosition(50);
```

swfcargo.Window.setYPosition()

Availability

Windows, MacOSX

Usage

```
swfcargo.Window.WindowName.setYPosition( y:Number ) : Boolean
```

Parameters

None

Returns

A boolean

Description

Sets the window's vertical position relative to the top-left corner of the screen

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
swfcargo.Window.SubForm1.setYPosition(100);
```

swfcargo.Window.setHeight()

Availability

Windows, MacOSX

Usage

```
swfcargo.Window.WindowName.setHeight( h:Number ) : Boolean
```

Parameters

h - new height

Returns

A boolean

Description

Sets the height of the window

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
swfcargo.Window.SubWindow1.setHeight( 200);
```

swfcargo.Window.setSize()

Availability

Windows, MacOSX

Usage

```
swfcargo.Window.WindowName.setSize( w:Number, h:Number) : Boolean
```

Parameters

w - new width

h - new height

Returns

A boolean

Description

Set the size of the window to the specified dimensions

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
swfcargo.Window.SubWindow1.setSize( 300, 200);
```

swfcargo.Window.setTitle()

Availability

Windows, MacOSX

Usage

```
swfcargo.Window.WindowName.setTitle( title:String ) : Boolean
```

Parameters

title - the new title for the window

Returns

A boolean

Description

Sets the title of the window

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
swfcargo.Window.MainWindow.setTitle( "my title");
```

swfcargo.Window.setWidth()

Availability

Windows, MacOSX

Usage

```
swfcargo.Window.WindowName.setWidth( w:Number ) : Boolean
```

Parameters

w - new width

Returns

A boolean

Description

Sets the width of the window

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
swfcargo.Window.SubWindow1.setWidth( 300);
```

swfcargo.Window.show()

Availability

Windows, MacOSX

Usage

```
swfcargo.Window.WindowName.show() : Boolean
```

Parameters

None

Returns

A boolean

Description

Makes the window visible

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
swfcargo.Window.MainWindow.show( true);
```

swfcargo.Window.showFullScreen()

Availability

Windows, MacOSX

Usage

```
swfcargo.Window.WindowName.showFullScreen( enter:Boolean ) : Boolean
```

Parameters

enter - if true, the window will enter full screen mode.

Returns

A boolean

Description

Show the window at full screen

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
swfcargo.Window.MainWIndow.showFullScreen( true);
```

swfcargo.Window.startDrag()

Availability

Windows, MacOSX

Usage

```
swfcargo.Window.WindowName.startDrag() : Void
```

Parameters

None

Returns

Nothing

Description

When activated, the left mouse button can be used to drag the window

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
swfcargo.Window.MainWindow.startDrag();
```

swfcargo.Window.stopDrag()

Availability

Windows, MacOSX

Usage

```
swfcargo.Window.WindowName.stopDrag() : Void
```

Parameters

None

Returns

Nothing

Description

Disables the left mouse button drag that was activated from `swfcargo.Window.startDrag()`

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
swfcargo.Window.MainWindow.stopDrag();
```

swfcargo.Window.onSize

Availability

MacOSX

Usage

```
swfcargo.Window.WindowName.onSize = function( w:Number, h:Number) {  
}
```

Parameters

w - width of the window
h - height of the window

Returns

Nothing

Description

Event handler to be called when the window is resized

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
swfcargo.Window.MainWindow.onSize = function( w:Number, h:Number) {  
// window was resized  
}
```

swfcargo.Window.onPosition

Availability

MacOSX

Usage

```
swfcargo.Window.WindowName.onPosition = function( x:Number, y:Number) {  
}
```

Parameters

x - new horizontal position of the window
y - new vertical position of the window

Returns

Nothing

Description

Event handler to be called when the window is moved

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
swfcargo.Window.MainWindow.onPosition = function( x:Number: y:Number) {  
// window was moved  
}
```

swfcargo.Window.onMinimize

Availability

MacOSX

Usage

```
swfcargo.Window.WindowName.onMinimize = function() {  
}
```

Parameters

None

Returns

Nothing

Description

Event handler to be called when the window is minimized

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
swfcargo.Window.MainWindow.onMinimize = function() {  
// window has been minimized  
}
```

swfcargo.Window.onMaximize

Availability

MacOSX

Usage

```
swfcargo.Window.WindowName.onMaximize = function() {  
}
```

Parameters

None

Returns

Nothing

Description

Event handler to be called when the window is maximized

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
swfcargo.Window.MainWindow.onMaximize = function() {  
// window has been maximized  
}
```

swfcargo.Window.onRestore

Availability

MacOSX

Usage

```
swfcargo.Window.WindowName.onRestore = function() {  
}
```

Parameters

None

Returns

Nothing

Description

Event handler to be called when the window is restored

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
swfcargo.Window.MainWindow.onRestore = function() {  
// window has been restored  
}
```

swfcargo.Window.onClose

Availability

MacOSX

Usage

```
swfcargo.Window.WindowName.onClose = function() {  
}
```

Parameters

None

Returns

Nothing

Description

Event handler to be called when the window is closed

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
swfcargo.Window.MainWindow.onClose = function() {  
// window has been closed  
}
```

swfcargo.Window.onActivate

Availability

MacOSX

Usage

```
swfcargo.Window.WindowName.onActivate
```

Parameters

None

Returns

Nothing

Description

Event handler to be called when the window is activated

Notes

WindowName is the window's Flash variable name that was specified in SWF Cargo

Example

```
swfcargo.Window.MainWindow.onActivate = function() {  
  // window has been activated  
}
```



swfcargo.Menu.Context.addItem()

Availability

Windows, MacOSX

Usage

```
swfcargo.Menu.Context.addItem( itemName:String ) : Boolean
```

Parameters

itemName - name of the menu item to add

Returns

A boolean

Description

Adds a menu item to the contextual menu

Notes

None

Example

```
swfcargo.Menu.Context.addItem("Open");
```

swfcargo.Menu.Context.addSeparator()

Availability

Windows, MacOSX

Usage

```
swfcargo.Menu.Context.addSeparator() : Boolean
```

Parameters

None

Returns

A boolean

Description

Adds a separator

Notes

None

Example

```
swfcargo.Menu.Context.addSeparator();
```

swfcargo.Menu.Context.checkItem()

Availability

Windows, MacOSX

Usage

```
swfcargo.Menu.Context.checkItem( itemName:String, check:Boolean) : Boolean
```

Parameters

itemName - name of the item to check

check - if true, adds a checkmark, otherwise removes a checkmark

Returns

A boolean

Description

Adds/Removes a checkmark to the specified menu item

Notes

None

Example

```
swfcargo.Menu.Context.checkItem("Open", true);
```

swfcargo.Menu.Context.disableItem()

Availability

Windows, MacOSX

Usage

```
swfcargo.Menu.Contextst.disableItem( itemName:String ) : Boolean
```

Parameters

itemName - name of the item to disable

Returns

A boolean

Description

Disables the specified menu item

Notes

None

Example

```
swfcargo.Menu.Contextst.disableItem("Open");
```

swfcargo.Menu.Context.enableItem()

Availability

Windows, MacOSX

Usage

```
swfcargo.Menu.Context.enableItem( itemName:Number, enable:Boolean) : Boolean
```

Parameters

itemName - name of the item to enable

enable - if true, enables the item, otherwise disables the item

Returns

A boolean

Description

Enables/Disables the specified menu item

Notes

None

Example

```
swfcargo.Menu.Context.enableItem("Open", true);
```

swfcargo.Menu.Context.itemIsChecked()

Availability

Windows, MacOSX

Usage

```
swfcargo.Menu.Context.itemIsChecked( itemName:String ) : Boolean
```

Parameters

itemName - name of the item to see if it is checked

Returns

A boolean

Description

Returns true if the menu item is checked, otherwise false

Notes

None

Example

```
swfcargo.Menu.Main.itemIsChecked("Open");
```

swfcargo.Menu.Context.itemIsEnabled()

Availability

Windows, MacOSX

Usage

```
swfcargo.Menu.Context.itemIsEnabled( itemName:String ) : Boolean
```

Parameters

itemName - name of the item to see if it is enabled

Returns

A boolean

Description

Returns true if the menu item is enabled, otherwise false

Notes

None

Example

```
swfcargo.Menu.Context.ItemIsEnabled("Open");
```

swfcargo.Menu.Context.removeAllItems()

Availability

Windows, MacOSX

Usage

```
swfcargo.Menu.Context.removeAllItems() : Boolean
```

Parameters

None

Returns

A boolean

Description

Removes all menu items

Notes

None

Example

```
swfcargo.Menu.Context.removeAllItems();
```

swfcargo.Menu.Context.removeItem()

Availability

Windows, MacOSX

Usage

```
swfcargo.Menu.Context.removeItem( itemName:String ) : Boolean
```

Parameters

itemName - name of the menu item to remove

Returns

A boolean

Description

Removes a menu item

Notes

None

Example

```
swfcargo.Menu.Context.removeItem("Open");
```

swfcargo.Menu.Context.uncheckItem()

Availability

Windows, MacOSX

Usage

```
swfcargo.Menu.Context.uncheckItem( itemName:String ) : Boolean
```

Parameters

itemName - name of the item to uncheck

Returns

A boolean

Description

Removes the checkmark from the specified menu item

Notes

None

Example

```
swfcargo.Menu.Context.uncheckItem("Open");
```

swfcargo.Menu.Context.onCommand

Availability

Windows, MacOSX

Usage

```
swfcargo.Menu.Context.onCommand = function( menuName:String, itemName:String) {  
}
```

Parameters

menuName - name of the menu the item was selected from. The value should be "Context".

itemName - name of the item that was selected

Returns

Nothing

Description

Event handler to be called when a command is chosen from the menu.

Notes

None

Example

```
swfcargo.Menu.Context.addItem("Do This");
swfcargo.Menu.Context.addItem("Do That");
swfcargo.Menu.Context.onCommand = function( menuName:String, itemName:String) {
  if ( itemName == "Do This") {
  }
  else if ( itemName == "DoThat") {
  }
}
```

swfcargo.Menu.Main.addItem()

Availability

Windows, MacOSX

Usage

```
swfcargo.Menu.Main.addItem( menuName:String, itemName:String ) : Boolean
```

Parameters

menuName - name of the menu to add the menu item to

itemName - name of the menu item to add to the specified menu

Returns

A boolean

Description

Adds a menu item to a menu

Notes

None

Example

```
swfcargo.Menu.Main.addItem("File", "Open");
```

swfcargo.Menu.Main.addMenu()

Availability

Windows, MacOSX

Usage

```
swfcargo.Menu.Main.addMenu( menuName:String ) : Boolean
```

Parameters

menuName - name for the new menu to add

Returns

A boolean

Description

Adds a new menu to the main menu bar

Notes

Windows: The menu will be added to the menu bar of the Main Window

MacOSX: The menu will be added to the main menu bar

Example

```
swfcargo.Menu.Main.addMenu("File");
```

swfcargo.Menu.Main.addSeparator()

Availability

Windows, MacOSX

Usage

```
swfcargo.Menu.Main.addSeparator( menuName:String ) : Boolean
```

Parameters

None

Returns

A boolean

Description

Creates new entry in the registry

Notes

None

Example

```
swfcargo.Menu.Main.addSeparator("File");
```

swfcargo.Menu.Main.checkItem()

Availability

Windows, MacOSX

Usage

```
swfcargo.Menu.Main.checkItem( menuName:String, menuItem:String, bCheck:Boolean ) : Boolean
```

Parameters

menuName - name of the menu

menuItem - name of the item to check

bCheck - if true, adds a checkmark, otherwise unchecks the item

Returns

A boolean

Description

Adds/Removes a checkmark to the specified menu item

Notes

None

Example

```
swfcargo.Menu.Main.checkItem("View", "Settings", true);
```

swfcargo.Menu.Main.enableItem()

Availability

Windows, MacOSX

Usage

swfcargo.Menu.Main.enableItem(menuName:String, menuItem:String, enable:Boolean) : Boolean

Parameters

menuName - name of the menu

menuItem - name of the item to enable/disable

enable - if true, enables the item, otherwise disables

Returns

A boolean

Description

Enables/Disables the specified menu item

Notes

None

Example

```
swfcargo.Menu.Main.enableItem( "View", "Settings", true);
```

swfcargo.Menu.Main.disableItem()

Availability

Windows, MacOSX

Usage

```
swfcargo.Menu.Main.disableItem( menuName:String, menuItem:String ) : Boolean
```

Parameters

menuName - name of the menu

menuItem - name of the item to disable

Returns

A boolean

Description

Disables the specified menu item

Notes

None

Example

```
swfcargo.Menu.Main.disableItem( "View", "Settings");
```

swfcargo.Menu.Main.itemIsChecked()

Availability

Windows, MacOSX

Usage

```
swfcargo.Menu.Main.itemIsChecked( menuName:String, menuItem:String ) : Boolean
```

Parameters

menuName - name of the menu
menuItem - name of the item to test

Returns

A boolean

Description

Returns true if the specified item is checked, otherwise false

Notes

None

Example

```
if( swfcargo.Menu.Main.itemIsChecked("View", "Settings")) {  
  // do something  
}
```

swfcargo.Menu.Main.itemIsEnabled()

Availability

Windows, MacOSX

Usage

```
swfcargo.Menu.Main.itemIsEnabled( menuName:String, menuItem:String ) : Boolean
```

Parameters

menuName - name of the menu
menuItem - name of the item to test

Returns

A boolean

Description

Returns true if the specified menu item is enabled, otherwise false

Notes

None

Example

```
if ( swfcargo.Menu.Main.itemIsEnabled( "View", "Settings")) {  
  // do something  
}
```

swfcargo.Menu.Main.removeAllItems()

Availability

Windows, MacOSX

Usage

```
swfcargo.Menu.Main.removeAllItems( menuName:String ) : Boolean
```

Parameters

menuName - name of the menu to remove all of the items from

Returns

A boolean

Description

Removes all menu items from a menu

Notes

None

Example

```
swfcargo.Menu.Main.removeAllItems( "File");
```

swfcargo.Menu.Main.removeAllMenus()

Availability

Windows, MacOSX

Usage

```
swfcargo.Menu.Main.removeAllMenus() : Boolean
```

Parameters

None

Returns

A boolean

Description

Remove all menus

Notes

Windows: The menus will be removed from the menu bar of the Main Window

MacOSX: The menus will be removed from the main menu bar

Example

```
swfcargo.Menu.Main.removeMenus();
```

swfcargo.Menu.Main.removeItem()

Availability

Windows, MacOSX

Usage

```
swfcargo.Main.Menu.removeItem( menuName:String, menuItem:String) : Boolean
```

Parameters

menuName - name of the menu to remove the menu item from
itemName - name of the menu item to from to the specified menu

Returns

A boolean

Description

Removes a menu item

Notes

None

Example

```
swfcargo.Menu.Main.removeItem("File", "Open");
```

swfcargo.Menu.Main.removeMenu()

Availability

Windows, MacOSX

Usage

```
swfcargo.Menu.Main.removeMenu( menuName:String ) : Boolean
```

Parameters

menuName - name of the menu to remove

Returns

A boolean

Description

Remove the menu with the specified name

Notes

Windows: The menu will be removed from the menu bar of the Main Window

MacOSX: The menu will be removed from the main menu bar

Example

```
swfcargo.Menu.Main.removeMenu("File");
```

swfcargo.Menu.Main.uncheckItem()

Availability

Windows, MacOSX

Usage

```
swfcargo.Menu.Main.uncheckItem( menuName:String, menuItem:String) : Boolean
```

Parameters

menuName - name of the menu

menuItem - name of the item to uncheck

Returns

A boolean

Description

Removes a checkmark from the specified menu item

Notes

None

Example

```
swfcargo.Menu.Main.uncheckItem("View", "Settings");
```

swfcargo.Menu.Main.onCommand

Availability

Windows, MacOSX

Usage

```
swfcargo.Menu.Main.onCommand = function( menuName:String, itemName:String) {  
}
```

Parameters

menuName - name of the menu the item was selected from
itemName - name of the item that was selected

Returns

Nothing

Description

Event handler to be called when a command is chosen from the menu.

Notes

None

Example

```
swfcargo.Menu.Main.addItem( "File", "Do This");  
swfcargo.Menu.Main.addItem( "File", "Do That");  
swfcargo.Menu.Main.onCommand = function( menuName:String, itemName:String) {  
  if ( itemName == "Do This") {  
  }  
  else if ( itemName == "DoThat") {  
  }  
}
```

swfcargo.FileSystem.File.close()

Availability

Windows, MacOSX

Usage

swfcargo.FileSystem.File.close() : Boolean

Parameters

None

Returns

A boolean

Description

Closes the file

Notes

None

Example

```
fp.close();
```

swfcargo.FileSystem.File.eof()

Availability

Windows, MacOSX

Usage

swfcargo.FileSystem.File.eof() : Boolean

Parameters

None

Returns

A boolean. Returns true if the file position is at the end of the file.

Description

Checks if the End-of-File indicator is set.

Notes

Closes

Example

```
while (fp.eof() == false) { // reads all characters one by one in the file until it reaches the end of the file
    fp.fgetc();
}
```

swfcargo.FileSystem.File.getc()

Availability

Windows, MacOSX

Usage

```
swfcargo.FileSystem.File.getc() : String
```

Parameters

None

Returns

A string.

Description

Returns the character currently pointed by the internal file position. The internal file position is then advanced by one character to point to the next character.

Notes

None

Example

```
var c:String = fp.getc();
```

swfcargo.FileSystem.File.gets()

Availability

Windows, MacOSX

Usage

```
swfcargo.FileSystem.File.gets( ) : String
```

Parameters

None

Returns

A boolean

Description

Reads characters from the file and returns them as a string. Characters are read until a newline or End-of-File is reached, whichever comes first.

Notes

None

Example

```
var s:String = fp.gets();
```

swfcargo.FileSystem.File.open()

Availability

Windows, MacOSX

Usage

swfcargo.FileSystem.File.open(filePath:String, openMode:String) : Boolean

Parameters

filePath - Full path of the file to open

openMode - Access mode. Can be the following

- r - open a file for reading
- w - open a file for writing
- a - append to a file

Returns

A boolean

Description

Opens the specified file for reading and/or writing

Notes

None

Example

```
var fp = new swfcargo.FileSystem.File(); // create a new file object
fp.open( "test.txt", "rw"); // open the file for reading and writing
```

swfcargo.FileSystem.File.putc()

Availability

Windows, MacOSX

Usage

swfcargo.FileSystem.File.putc(c:String) : Boolean

Parameters

c - The character to be written

Returns

A boolean

Description

Writes a character to the file at the current position and advances the internal file position.

Notes

None

Example

```
fp.putc("a");
```

swfcargo.FileSystem.File.puts()

Availability

Windows, MacOSX

Usage

```
swfcargo.FileSystem.File.puts( str:String ) : Boolean
```

Parameters

str - The string to write to the file

Returns

A boolean

Description

Writes the string to the file at the current file position.

Notes

None

Example

```
fp.puts("My string");
```

swfcargo.FileSystem.File.seek()

Availability

Windows, MacOSX

Usage

```
swfcargo.FileSystem.File.seek( offset:Number, origin:String ) : Number
```

Parameters

offset - Number of bytes to offset from the origin

origin - Position from where the offset is added. Can be the following

- beg - Beginning of file
- cur - Current position of the file
- end - End of file

Returns

An integer. If successful, returns the current file position. Otherwise, returns 0.

Description

Sets the internal file position to a new position

Notes

None

Example

```
fp.seek(0, "beg"); // seek to the beginning of the file  
fp.seek(0, "end"); // seek to the end of the file  
fp.seek(100, "cur"); // skip 100 bytes from the current position
```

swfcargo.FileSystem.File.tell()

Availability

Windows, MacOSX

Usage

swfcargo.FileSystem.File.tell() : Number

Parameters

None

Returns

An integer. If successful, returns the current position.

Description

Returns the current position in the file

Notes

None

Example

```
// get the file size  
fp.seek(0, "end");  
var sz:Number = fp.tell();
```

swfcargo.Dialogs.ChooseFile.show()

Availability

Windows, MacOSX

Usage

```
swfcargo.Dialogs.ChooseFile.show() : Array
```

Parameters

None

Returns

An array. The array will be an array of strings, where each entry in the array is a file path chosen from the dialog box.

Description

Displays the choose file dialog box. If no files were chosen or the dialog box was cancelled, the resulting array will be empty. Otherwise it will contain a string entry for each file that was chosen.

Notes

None

Example

```
var choosefile = new swfcargo.Dialogs.ChooseFile();  
choosefile.show();
```

swfcargo.Dialogs.ChooseFile.allowMultiple

Availability

Windows, MacOSX

Usage

```
swfcargo.Dialogs.ChooseFile.allowMultiple
```

Parameters

None

Returns

Nothing

Description

Enables or disables multiple selection

Notes

None

Example

```
choosefile.allowMultiple = true;
```

swfcargo.Dialogs.ChooseFile.title

Availability

Windows, MacOSX

Usage

swfcargo.Dialogs.ChooseFile.title

Parameters

None

Returns

Nothing

Description

Sets the dialog title

Notes

None

Example

```
choosefile.title = "My Title";
```

swfcargo.Dialogs.ChooseFile.buttonText

Availability

Windows, MacOSX

Usage

swfcargo.Dialogs.ChooseFile.buttonText

Parameters

None

Returns

Nothing

Description

The text to display in the button

Notes

None

Example

```
choosefile.buttonText = "Choose File ";
```

swfcargo.Dialogs.ChooseFile.dialogText

Availability

Windows, MacOSX

Usage

swfcargo.Dialogs.ChooseFile.dialogText

Parameters

None

Returns

Nothing

Description

The description text to display in the dialog box

Notes

None

Example

```
choosefile.dialogText = "Please choose a file";
```

swfcargo.Dialogs.ChooseFolder.show()

Availability

Windows, MacOSX

Usage

```
swfcargo.Dialogs.ChooseFolder.show() : String
```

Parameters

None

Returns

A string. Returns the chosen folder path.

Description

Displays the choose folder dialog box.

Notes

None

Example

```
var choosefolder = new swfcargo.Dialogs.ChooseFolder();  
choosefolder.show();
```

swfcargo.Dialogs.ChooseFolder.title

Availability

Windows, MacOSX

Usage

```
swfcargo.Dialogs.ChooseFolder.title
```

Parameters

None

Returns

Nothing

Description

Sets the dialog title

Notes

None

Example

```
choosefolder.title = "My Title";
```

swfcargo.Dialogs.ChooseFolder.buttonText

Availability

Windows, MacOSX

Usage

```
swfcargo.Dialogs.ChooseFolder.buttonText
```

Parameters

None

Returns

Nothing

Description

The text to display in the button

Notes

None

Example

```
choosefolder.buttonText = "Choose Folder ";
```

swfcargo.Dialogs.ChooseFolder.dialogText

Availability

Windows, MacOSX

Usage

```
swfcargo.Dialogs.ChooseFolder.dialogText
```

Parameters

None

Returns

Nothing

Description

The description text to display in the dialog box

Notes

None

Example

```
choosefolder.dialogText = "Please choose a folder";
```

swfcargo.Dialogs.SaveFile.show()

Availability

Windows, MacOSX

Usage

```
swfcargo.Dialogs.SaveFile.show() : Strng
```

Parameters

None

Returns

A string. Returns the chosen file path.

Description

Displays the save file dialog box.

Notes

None

Example

```
var savefile = new swfcargo.Dialogs.SaveFile();  
savefile.show();
```

swfcargo.Dialogs.SaveFile.title

Availability

Windows, MacOSX

Usage

```
swfcargo.Dialogs.SaveFile.title
```

Parameters

None

Returns

Nothing

Description

Sets the dialog title

Notes

None

Example

```
savefile.title = "My Title";
```

swfcargo.Dialogs.SaveFile.defaultFilename

Availability

Windows, MacOSX

Usage

```
swfcargo.Dialogs.SaveFile.defaultFilename
```

Parameters

None

Returns

Nothing

Description

The default filename

Notes

None

Example

```
savefile.defaultFilename = "myfile.txt";
```

swfcargo.Dialogs.SaveFile.buttonText

Availability

Windows, MacOSX

Usage

```
swfcargo.Dialogs.SaveFile.buttonText
```

Parameters

None

Returns

Nothing

Description

The text to display in the button

Notes

None

Example

```
savefile.buttonText = "Save ";
```

swfcargo.Dialogs.SaveFile.dialogText

Availability

Windows, MacOSX

Usage

```
swfcargo.Dialogs.SaveFile.dialogText
```

Parameters

None

Returns

Nothing

Description

The description text to display in the dialog box

Notes

None

Example

```
savefile.dialogText = "Please choose a filename";
```