

The Document Class in Flash

1046: Type was not found or was not a compile-time constant:

this is an example of an error you will get if you don't import the right classes. Find the classes by going to Flash>Help>AS 3 Language Reference For example, if I wanted to use a glow filter, I would import flash.filters.GlowFilter;

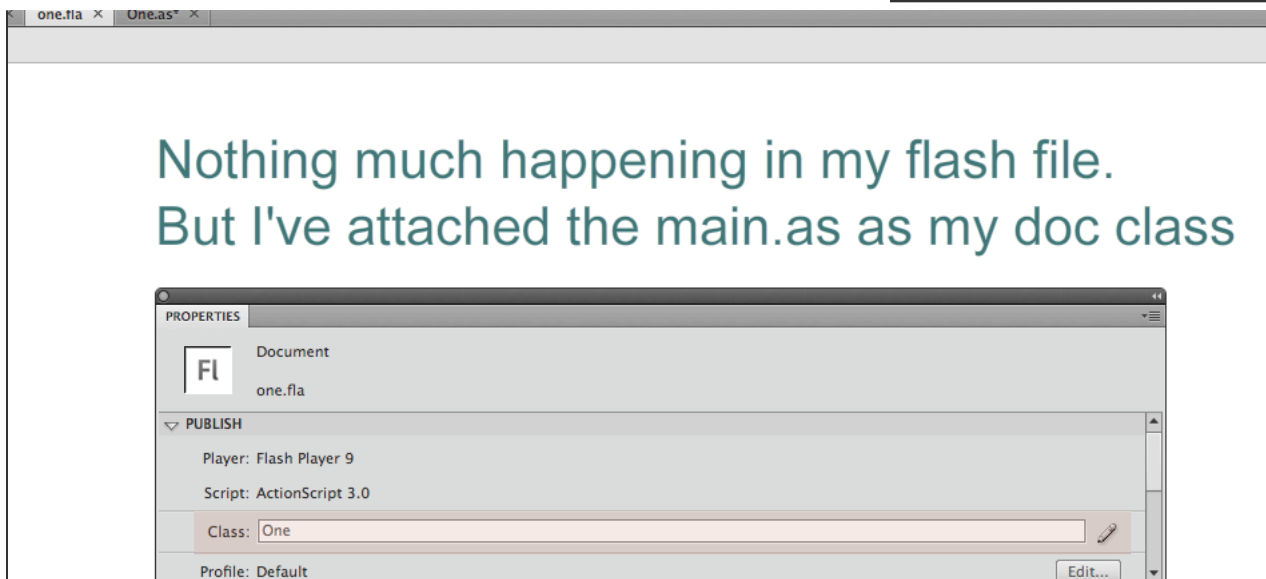
Package	flash.filters
Class	public final class GlowFilter

```
package{  
  
    import flash.display.MovieClip;  
    /*when creating a separate as file, you must import all classes. Think of this as file as having "amnesia. It does not "remember" what a movieclip DOES. (as opposed to the flash file which has all that info "built in". You must import this class (Movieclip) to use it. All document classes must derive from either a movieclip or a SPRITE (a movie clip with no timeline: ie: one frame.  
    */  
  
    public class One extends MovieClip{  
        //by convention, the class name is capitalized  
  
        public function One(){  
            /*this is the class constructor. This is the main "function". It runs automatically when an instance of the class is created.  
            */  
            trace("Cara wrote this document class. She is indeed amazing.");  
        }  
    }  
}  
  
//note that the as file has the same name as the class.  
//see the fla file to see how the doc class is applied.
```

Package: "packages" or holds the contents of the class.

Class definition names the class and what it extends (if anything)

Constructor: is the "verb" of the class. It runs automatically. Note: a class can have other functions as well. The constructor will be the only one that runs automatically. The other "methods" must be called.



Properties panel in the FLA file. Links to the document class. This is in the same directory as the FLA