

Macromedia Flash MX2004 Escape Shortcut Keys

Element	Description	Quickkey
gotoAndPlay	Go to the specified frame and play	Esc - g - p
gotoAndStop	Go to the specified frame and stop	Esc - g - s
nextFrame	Go to the next frame	Esc - n - f
prevFrame	Go to the previous frame	Esc - p - f
nextScene	Go to the next scene	Esc - n - s
prevScene	Go to the previous scene	Esc - p - s
play	Start playing the movie	Esc - p - l
stop	Stop playing the movie	Esc - s - t
stopAllSounds	Stop playing all sounds	Esc - s - s
getURL	Tell Web browser to navigate to specified URL	Esc - g - u
loadMovie	Loads a SWF or JPEG from an URL into a movie clip	Esc - l - m
loadMovieNum	Loads a SWF or JPEG from an URL into a level	Esc - l - n
loadVariables	Load variables from an URL	Esc - l - v
loadVariablesNum	Load variables from an URL into a level	Esc - v - n
unloadMovie	Unload a movie clip loaded with loadMovie	Esc - u - m
unloadMovieNum	Unload a movie clip loaded with loadMovieNum	Esc - u - n
fscommand	Sends FSCommand to movie's container	Esc - f - s
onClipEvent	Performs actions when a particular movie clip event occurs	Esc - o - c
on	Performs actions when a particular mouse event occurs	Esc - o - n
setProperty	Set a property of a movie clip	Esc - s - p
duplicateMovieClip	Make a duplicate of a movie clip	Esc - d - m
removeMovieClip	Removes a movie clip created with duplicateMovieClip	Esc - r - m
startDrag	Start a drag operation on a movie clip	Esc - d - r
stopDrag	Stops a drag operation currently in progress	Esc - s - d
print	Print a movie clip	Esc - p - r
printAsBitmap	Prints a movie clip as a bitmap	Esc - p - b
printNum	Print a level	Esc - p - n
printAsBitmapNum	Prints a level as a bitmap	Esc - b - n
trace	Sends a message to the Output window	Esc - t - r

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set variable	Set a variable	Esc - s - v
with	Actions within with operate on the specified object	Esc - w - t
delete	Delete a variable or object	Esc - d - e
var	Declares local variables	Esc - v - r
if	Performs actions if a condition is true	Esc - i - f
else	Inside if, perform actions if condition is false	Esc - e - l
else if	Inside if, perform actions if alternate condition is true	Esc - e - i
while	Perform actions while the condition is true.	Esc - w - h
do while	Do While Loop	Esc - d - o
for	For Loop	Esc - f - r
for..in	Enumerates the children of an object	Esc - f - i
break	Break out of the enclosing loop	Esc - b - r
continue	Continue at the start of the enclosing loop	Esc - c - o
class	Declares a class construct	Esc - c - l
interface	Declared an interface construct	Esc - i - t
import	Imports a class or interface for use in the following script	Esc - i - p
function	Declares a user-defined function	Esc - f - n
return	Returns a value from a function	Esc - r - t
switch	Performs a block of code based on a condition	Esc - s - w
case	Identifies a block of code inside a 'switch' statement	Esc - c - e
default	Identifies the default block of code in a 'switch' statement	Esc - d - t
try	Try a block of code with exception handling	Esc - t - y
catch	Catches an exception	Esc - c - h
finally	Executes code after exception handling	Esc - f - y
throw	Throws an exception	Esc - t - h
#initclip	Begin a Component initialization block	Esc - i - c
#endinitclip	End a Component initialization block	Esc - e - c
#include	Include a script from a file	Esc - i - n

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ADDITIONAL QUICK KEYS PROVIDED BY ATN AT [SOLEILNOIR](#)

Visit [Just Another Rant](#) for code and installation instructions

Element	Description	Quickkey
stopClip	Stops the clip when loaded	Esc - o - s
invisibleClip	set _visible property of the clip to false when loaded	Esc - o - v
clipLoad	When clip is loaded on stage	Esc - o - l
invisible	Set _visible property of the clip to false	Esc - v - i
currentframe	Returns the current frame number	Esc - c - f
totalframes	Returns the number of frames	Esc - t - f
this"	Current object	Esc - t - h
_name"	Returns the _name of the clip	Esc - n - a
onEnterFrame	Insert onEnterFrame	Esc - o - e
setInterval	Insert setInterval	Esc - s - i
clearInterval	Insert clearInterval	Esc - c - i
switch"	Insert Switch/Case statement	Esc - s - w
updateAfterEvent	Insert updateAfterEvent	Esc - u - a
random	Generate a random number between 1 and x	Esc - r - a
createEmptyMovieClip	Create an Empty Movie Clip	Esc - c - m
_xmouse	Get/Set _xmouse	Esc - x - m
_ymouse	Get/Set _ymouse	Esc - y - m
onMouseMove	Insert onMouseMove event	Esc - o - m
newObject	Insert New Object	Esc - n - o
loremIpsum	Insert fake text	Esc - l - o
_global	Global	Esc - g - l
_alpha	Get/Set _alpha	Esc - a - l
_root	Set path to _root	Esc - r - o
_parent"	Set path to _parent	Esc - p - a
attachMovie	Attach a MovieClip from the library	Esc - a - m
_quality	Get/Set _quality	Esc - q - u
Shared Object	Create a Shared Object	Esc - s - h