

1	Introduction	8
	Object overview	9
	Basic objects	9
	Scene object	9
	Canvas object	9
	Runtime object	10
	Console object	10
	Resource objects	10
	Event handlers	10
	CameraEvent.....	10
	KeyEvent.....	11
	MenuEvent	11
	MouseEvent	11
	RenderEvent.....	11
	ScrollWheelEvent	12
	SelectionEvent	12
	TimeEvent.....	12
	ToolEvent.....	12
2	JavaScript Objects for Acrobat 3D	13
	Animation	14
	Background	15
	getColor.....	15
	getImage	15
	setColor.....	15
	setImage.....	16
	Bone	17
	BoundingBox	18
	Camera	19
	getScreenFromPosition	20
	getDirectionFromScreen.....	21
	CameraEvent.....	22
	CameraEventHandler.....	23
	CameraEventHandler	23
	onEvent.....	23
	Canvas	24
	getCamera	24
	setCamera.....	24
	ClippingPlane	25
	remove.....	25
	Color.....	26
	Color.....	26
	Color.....	26
	set	26
	set	27
	set3.....	27
	Console	29
	print.....	29
	println.....	29
	Dummy	30
	FlashEvent.....	31

FlashEventHandler	32
onEvent.....	32
FlashEventHandler.....	32
FlashMovie	33
FlashMovie.....	35
call.....	35
getVariable	36
gotoFrame	36
isPlaying	37
pan.....	37
play.....	37
rewind	37
setVariable	38
setZoomRect.....	38
stop	39
zoom	39
HitInfo	40
Host	40
Image	41
Image.....	41
KeyEvent.....	42
EventHandler.....	44
EventHandler.....	44
onEvent.....	44
Light	45
Material	47
attachFlashMovie.....	48
Matrix4x4.....	49
Matrix4x4	49
Matrix4x4	49
invertInPlace	50
isEqual	50
multiply.....	50
multiplyInPlace	50
rotateWithQuaternion.....	51
rotateWithQuaternionInPlace	51
rotateAboutLine	51
rotateAboutLineInPlace.....	52
rotateAboutX.....	52
rotateAboutXInPlace	53
rotateAboutVector	53
rotateAboutVectorInPlace	53
rotateAboutY	54
rotateAboutYInPlace	54
rotateAboutZ.....	54
rotateAboutZInPlace	55
scale	55
scaleInPlace	56
set	56
set	56
set	57

setIdentity.....	57
setView.....	57
transformDirection.....	58
transformPosition.....	58
translate.....	58
translateInPlace.....	59
transposeInPlace.....	59
MenuEvent.....	60
MenuEventHandler.....	61
MenuEventHandler.....	61
onEvent.....	61
Mesh.....	62
computeBoundingBox.....	62
setColor.....	63
MouseEvent.....	64
MouseEventHandler.....	66
MouseEventHandler.....	67
onEvent.....	67
Node.....	68
detachFromCurrentAnimation.....	69
Procedural.....	70
Quaternion.....	71
Quaternion.....	71
Quaternion.....	71
Quaternion.....	71
interpolate.....	72
interpolateInPlace.....	72
normalize.....	72
RenderEvent.....	74
RenderEventHandler.....	75
RenderEventHandler.....	75
onEvent.....	75
RenderOptions.....	76
Resource.....	78
Resource.....	78
Runtime.....	79
addCustomMenuItem.....	82
addCustomToolButton.....	82
addEventHandler.....	83
disableTool.....	83
enableTool.....	83
getEventHandler.....	84
getRendererName.....	84
getView.....	84
getView.....	85
pause.....	85
play.....	85
refresh.....	86
removeEventHandler.....	86
removeCustomMenuItem.....	86
removeCustomToolButton.....	87

setCurrentTool	87
setCustomMenuItemChecked	87
setView.....	88
setView.....	88
Scene.....	90
activateAnimation	97
addFlashForeground	97
addModel.....	97
createClippingPlane.....	98
createLight	98
createSquareMesh.....	98
computeBoundingBox.....	99
update	99
SceneObject	100
SceneObjectList	101
getByGUID.....	101
getByID	101
getByIndex.....	101
getByName.....	102
removeAll.....	102
removeByIndex.....	102
removeItem.....	103
ScrollWheelEvent	104
ScrollWheelEventHandler	105
ScrollWheelEventHandler	105
onEvent.....	105
SelectionEvent.....	106
SelectionEventHandler.....	107
SelectionEventHandler	107
onEvent.....	107
StateEvent.....	108
StateEventHandler	109
onEvent.....	109
Syntax.....	109
StateEventHandler.....	109
Syntax.....	109
Texture	110
getImage	110
setImage.....	111
TimeEvent	112
TimeEventHandler	113
TimeEventHandler	113
onEvent.....	113
ToolEvent	114
ToolEventHandler	115
ToolEventHandler	115
onEvent.....	115
Vector3	116
Vector3.....	116
Vector3.....	116
add.....	117

addInPlace	117
addScaled	117
addScaledInPlace	118
blend.....	118
blendInPlace	118
cross	119
dot	119
normalize	119
scale	120
scaleInPlace	120
set	120
set	121
set3.....	121
subtract.....	122
subtractInPlace	122
View	123
Index	124