

New ActionScript Class Dialog

File | New | ActionScript Class

Use this dialog to specify the settings for an ActionScript [class](#) or [interface](#) to be created. You can also create a new [package](#) if you specify the package that doesn't yet exist.

Item	Description
Name	<p>Specify the name of the class or interface.</p> <p>When the cursor is in this field, you can use the Up and Down arrow keys to browse the contents of the Template list.</p>
Package	<p>Specify the fully qualified name of the package in which the class or interface should be created. To do that, you can:</p> <ul style="list-style-type: none">■ Select the package from the list.■ Click  (Shift+Enter) and select the package in the Choose Destination Package dialog that opens.■ Type in the field. To enable package name completion, press Ctrl+Space. <p>This field may be left blank. In this case, the class or interface will be created in the default root package (usually corresponds to the src folder).</p> <p>If you type the name of a package that doesn't yet exist (the name in this case is shown red), the corresponding package will be created.</p> <p>You can create more than one package at once. For example, if you type myPackage.mySubpackage and none of these packages currently exists, both these packages (myPackage and mySubpackage) will be created.</p>
Template	<p>Select the file template to be used.</p> <ul style="list-style-type: none">■ Class. Select this template to create a class that doesn't extend another class or implement an interface.■ Class with Supers. Select this template to create a class that extends another class and/or implements one or more interfaces.■ Interface. Select this template to create an interface. <p>To edit an existing file template or to create a new one, click  (Shift+Enter). The File Templates dialog will open.</p> <p>If the selected template contains variables whose values are undefined, the Next button appears in the dialog instead of the Create button. In such a case, if you click Next, an additional dialog opens in which you can set the variable values. (This may happen if a custom template that contains custom variables is used.)</p> <p>See also, Predefined file template variables for ActionScript and Flex and An example of creating a custom file template for an MXML component.</p>

Item	Description
Superclass	<p>For the Class with Supers template: specify the class that the class you are creating should extend. To do that, you can:</p> <ul style="list-style-type: none">■ Click  (Shift+Enter) and select the class in the Choose Superclass dialog that opens.■ Type in the field. To enable class name completion, press Ctrl+Space.
Interfaces	<p>For the Class with Supers template: specify the interface or interfaces that the class you are creating should implement.</p> <p>To add an interface to the list, point to >> and click  (Alt+Insert). Select the interface in the Choose Super Interface dialog that opens.</p> <p>To remove unnecessary interfaces from the list, select them and click  (Alt+Delete).</p>

See Also

Procedures:

- [Creating and Editing ActionScript and Flex Application Elements](#)

Web Resources:

- [Developer Community](#) 