

# ActionScript アニメーション

[[ActionScript](#)]

## API

event.enterFrame

- [http://livedocs.adobe.com/flash/9.0\\_jp/ActionScriptLangRefV3/flash/display/DisplayObject.html#event:enterFrame](http://livedocs.adobe.com/flash/9.0_jp/ActionScriptLangRefV3/flash/display/DisplayObject.html#event:enterFrame)

Event.ENTER\_FRAME

- [http://livedocs.adobe.com/flash/9.0\\_jp/ActionScriptLangRefV3/flash/events/Event.html#ENTER\\_FRAME](http://livedocs.adobe.com/flash/9.0_jp/ActionScriptLangRefV3/flash/events/Event.html#ENTER_FRAME)

## 例

```
package
{
    import flash.display.Sprite;
    import flash.events.Event;
    import flash.events.TextEvent;
    import flash.text.TextField;

    public class SimpleEnterFrame extends Sprite
    {
        private var txt:TextField;
        public function SimpleEnterFrame()
        {
            if (stage) init();
            else addEventListener(Event.ADDED_TO_STAGE, init);
        }

        private function init(e:Event = null):void
        {
            txt = new TextField();
            txt.text = "Enter Frame";
            txt.autoSize = "left";
            addChild(txt);

            addEventListener(Event.ENTER_FRAME, enterFrameHandler);
        }
        private function enterFrameHandler(e:Event):void {
            trace(e);
            txt.y += 3;
            txt.x += 4;
        }
    }
}
```