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# **Adobe Animate Scripting Guide**

***Release 1.0.0***

**Adobe Systems Incorporated**

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# INTRODUCTION

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## INTRODUCTION

Welcome to the Adobe Animate Scripting Guide!

This is a living document, and is constantly being updated and edited. The latest public version of the SDK is available at: <https://www.adobe.io/apis/creativecloud/animate.html>

While we've tried to organize this document in a logical order and provide plenty of cross references, your specific needs may vary. Searching through this document based on keywords will often lead you to your answer.

If you need more information, your question may already be answered on the Animate forum: [Animate Forum](#)

Use the search box there, and post a new question if your question hasn't already been answered.



## WINDOW OBJECT

window

### Description

Is the global object in Animate, providing access to other core features including:

### Parameters

app an animate flash fl	application object
document	active document object





## DOCUMENT OBJECT

`document`

**Description** Provides access to objects and document settings within Animate. The single global object is always available by its name, **document**.

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### 3.1 Attributes

#### 3.1.1 `name`

`document.name`

**Description**

Name of the active document.

**Type**

String; read-only.

### 3.2 Methods



## APPLICATION OBJECT

`app` `an` `animate` `flash` `fl`

### Description

Provides access to objects and application settings within Animate. The single global object is always available by its name, **app**, **an**, **animate**, **flash**, or **fl**.

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## 4.1 Attributes

### 4.1.1 version

`app.version`

### Description

The version of Animate.

### Type

String; read-only.

## 4.2 Methods