FLASH for LWF production guideline

Publish settings

- **Target: Flash 7**
  - Choose the "Flash 7" in player target
- **Script: ActionScript 1.0**
  - Select "Action Script 1.0" in action script
- **Frame rate: SWF’s frame rate will be used by LWF**

Supports SWF Object

<table>
<thead>
<tr>
<th>Object</th>
<th>Supported/ Not Supported</th>
<th>Description</th>
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<tbody>
<tr>
<td>Bitmap</td>
<td>Supported</td>
<td></td>
</tr>
<tr>
<td>Motion tween</td>
<td>Supported</td>
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</tr>
<tr>
<td>Shape</td>
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<tr>
<td>Shape Tween</td>
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<tr>
<td>Text</td>
<td>Supported</td>
<td>Text should be “Dynamic Text”</td>
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<tr>
<td>Graphic</td>
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<tr>
<td>Button</td>
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<tr>
<td>Movie clip</td>
<td>Supported</td>
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<tr>
<td>Mask</td>
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</tr>
<tr>
<td>Sound</td>
<td>Not supported</td>
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<tr>
<td>Action (Flash Version 3)</td>
<td>Supported</td>
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<tr>
<td>ActionScript 1.0/2.0/3.0</td>
<td>Not supported</td>
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**Bitmap**
You will be using a symbol name and linkage name of the bitmap symbol property in the program symbol name and symbol properties. Please make sure to use only one-byte alphabet/numbers and "_".

**Movie clip**
You will be using an instance name and symbol name in the program. Please make sure to use only one-byte alphabet/numbers and "_" and follow the naming rule specified in the project.

**Button**
You will be using an instance name in the program. Please make sure to use only one-byte alphabet and numbers and "_.". Button will be used as a collision detection to place a rectangle in the hit frame, therefore it is not drawn at all.

**Hit frame for the button**
Place a rectangle with 100% scale without rotation. This is for collision detection.

**Particular purpose of the button usage**
By specifying a linkage name of the button symbol property, you can set it as a particular object to be used in the program. Please make sure to use only one-byte alphabet/ numbers and "_" and follow the naming rule specified in the project.

"_PROG_" + alphabets and numbers or "_
For the program object such as "_PROG_character".
"_PARTICLE_" + alphabets and numbers or "_
For particle such as "_PARTICLE_prizeeffect"

**Text**
Set as dynamic text. static text doesn’t work. Variable names will be used in the program. Please make sure to use only alphabets and numbers and "_".

**Color change**
Unity: % parts of the details are supported, but not + parts.
HTML5 CSS/Canvas: only transparency % of the details % (0 ~ 100%) is supported, but not RGB and +part.

**Action (Flash version 3)**
- play
- stop
- gotoAndPlay
- gotoAndStop
- nextFrame
- prevFrame
- tellTarget
- fscommand

The above actions should be written in the format of Flash 3.
**If those are written in the format of Flash 5, the action script for Flash 5 and the later version will be generated.**
**For the publish, please be sure to use the Flash version 7 / ActionScript1.0.**

**Write Actions as Flash3 format**
"stop();" is FLASH 3 format.
"this.stop();" won't work because it's FLASH5 format.

**Example**
Move it to label using loop.

gotoAndPlay("start");

Stop

stop();

Move a parent movie clip to the label

tellTarget("..") {
  gotoAndPlay("test");
}

Move a child movie clip to the label

tellTarget("test_movie") {
  gotoAndPlay("test");
}

Move the other movie which is in same hierarchy to the label.

tellTarget("../other") {
  gotoAndPlay("test");
}

fscommand
It will be used to notify the program. It's called "event".
fscommand ("event", "done");
The event, "done" would be notified to the program in this example.