

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

Object	Supported/ Not Suported	Description
Bitmap	Supported	
Motion tween	Supported	
Shape	Not supported	
Shape Tween	Not supported	
Text	Supported	Text should be "Dynamic Text"
Graphic	Supported	
Button	Supported	No rendering
Movie clip	Supported	
Mask	Not supported	
Sound	Not supported	
Action (Flash Version 3)	Supported	
ActionScript 1.0/2.0/3.0	Not supported	

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 a 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.