

How to publish a Flash document

You develop content in Adobe Flash Professional by using a Flash FLA document. These documents have a .fla extension and can be opened and edited in Flash.

For other people to see your movie, you publish it in a format that is accessible by other software. You use the Publish Settings dialog box or the Publish section in the document Properties panel to determine which formats to publish.

Publishing a Flash document for the web

By default, the Publish command creates a Flash SWF file, an HTML document that inserts your Flash content in a browser window, and a JavaScript file labeled AC_OETags.js that lets your SWF file play automatically in active content-compliant browsers.

To publish a Flash document for the web:

1. Start Flash and open the document you want to publish.
2. Make sure nothing on the Stage is selected (Edit > Deselect All).
3. In the Properties panel (Window > Properties), expand the Publish section (**Figure 1**).

In the Properties panel, you can select the Target runtime for the document and select the ActionScript version that matches your document.

4. Click to open the Target menu (**Figure 2**).

You can publish the document for the Flash Player runtime, as an Adobe AIR application, or for playback on a device running Flash Lite. For web publishing, you select a target version of the Flash Player.

You can publish a document for the most current version of the Flash Player or for older versions of the Flash Player.

Note: Some features available in an ActionScript 3 document may not run properly in older versions of the Flash Player. It's usually best to publish for the most current version of the Flash Player.

5. Select a target Flash Player version.

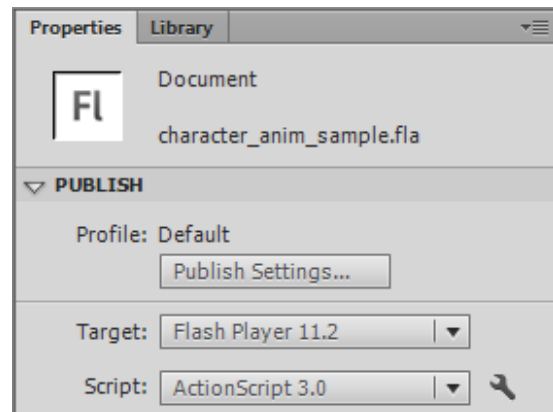


Figure 1 Properties panel, Publish section

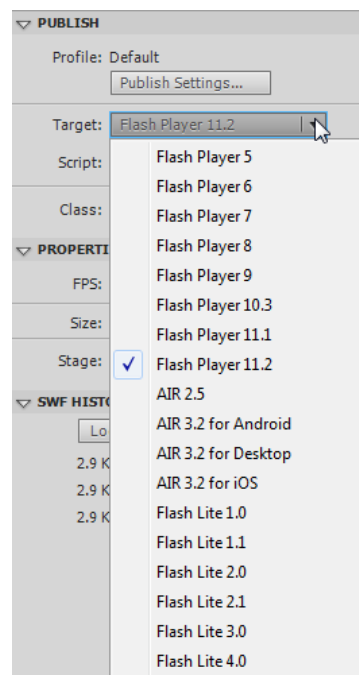


Figure 2 Target menu

6. Click Publish Settings in the Properties panel.

The Publish Settings dialog box appears (**Figure 3**). It shows the most recently selected options. Notice you can also select the target runtime and ActionScript version in the Publish Settings dialog box.

The default, Flash publishes a Flash (.swf) file, and an HTML Wrapper. These are the correct selections if you are publishing your content to run in a web browser.

7. In the list of publish format options, make sure the Flash (.swf) and HTML Wrapper options are both selected.
8. Click on the Flash (.swf) option to display the Flash publish settings on the right (**Figure 4**). Be careful not to deselect the option.

The default location for published files is to place them in the same location as the FLA file. To select a new location for the published files, you can click the folder icon beside the Output File text box, navigate to the new location, and click Save.

You can adjust the JPEG image quality. A higher value produces better looking images and larger files.

To make highly compressed JPEG images look smoother, select the option Enable JPEG Deblocking. This reduces artifacts resulting from JPEG compression.

To set the audio sample rate and compression for all streaming sounds or event sounds in the SWF file, click the current Audio Stream or Audio Event setting and select new options as needed.

Note: A streaming sound plays as soon as enough data for the first few frames downloads; it is synchronized to the timeline. An event sound does not play until it downloads completely, and it continues to play until stopped.

To override settings for individual sounds specified in the Sound section of the Properties panel, select the option Override Sound Settings.

Note: If the Select Override Sound Settings option is deselected, Flash scans all stream sounds in the document (including sounds in imported video) and publishes all stream sounds at the highest individual setting. This can increase file size if one or more stream sounds has a high export setting.

To export sounds suitable for devices, including mobile devices, instead of the original library sound, select the option Export Device Sounds.

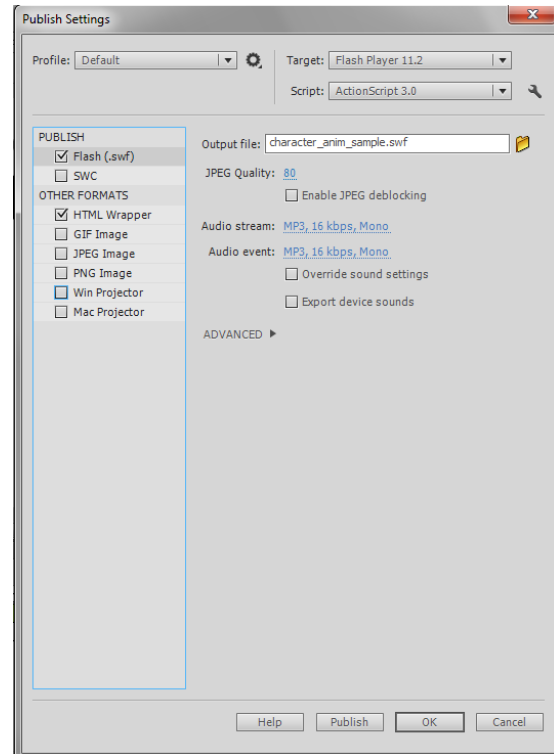


Figure 3 Publish Settings dialog box

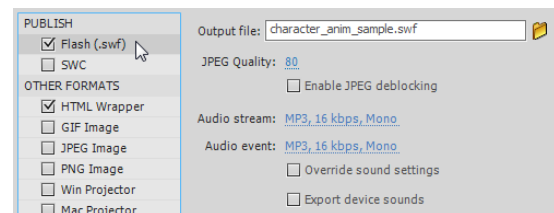


Figure 4 Flash (.swf) publish settings

9. Click the HTML Wrapper option on the left to display the HTML publish settings on the right (**Figure 5**). Be careful not to deselect the option.

You can select the template to use for creating the Flash HTML page the contains your SWF file. A Flash HTML template is a file that contains HTML code and flexible template code consisting of a special type of variables (which differ from ActionScript variables). When you publish a SWF file, Flash replaces these variables with the HTML publish options you select in the Publish Settings dialog box and produces an HTML page with your SWF file embedded.

If you are publishing to Flash Player version 4 or later, select Detect Flash Version. Flash version detection configures your document to detect the version of Flash Player that the user has and sends the user to an alternative HTML page if the user does not have the targeted player.

By default, the file dimensions are set to match that of the movie you're publishing. You can specify new dimensions in pixels or as a percent of the current movie size.

There are four Playback control options (**Figure 6**). These include:

- *Paused At Start* pauses the SWF file until a user clicks a button or selects Play from the shortcut menu. (Default) The option is deselected and the content begins to play as soon as it is loaded.
- *Loop* repeats the content when it reaches the last frame. Deselect this option to stop the content when it reaches the last frame. This is on by default.
- *Display Menu* shows a shortcut menu when users right-click (Windows) or Control-click (Mac OS) the SWF file. To show only About Flash in the shortcut menu, deselect this option. This option is selected by default.
- *Device Font* substitutes anti-aliased (smooth-edged) system fonts for fonts not installed on the user's system.

To determine the trade-off between processing time and appearance, you can open the Quality menu and select from six quality options that range from Low to Best (**Figure 6**).

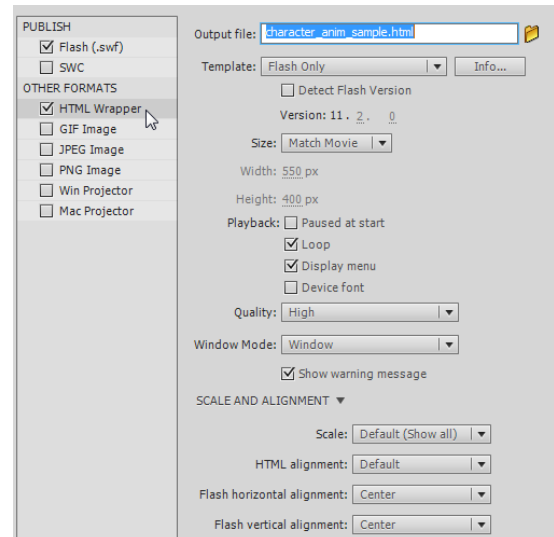


Figure 5 HTML publish settings

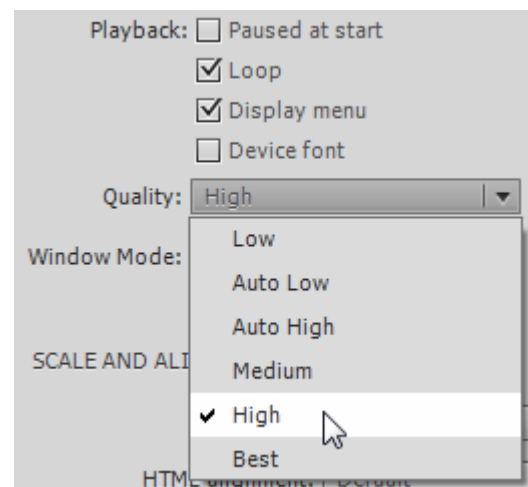


Figure 6 HTML playback and Quality options

To modify the style of the window that contains your HTML file, you can open the Window Mode menu (Figure 7) and select from four window options:

- *Window* uses the HTML background color behind the content.
- *Opaque Windowless* sets the background of the Flash content to opaque, obscuring anything under the content. Lets HTML content appear above or on top of content.
- *Transparent Windowless* sets the background of the Flash content to transparent, allowing the HTML content to appear above and below the content. This requires viewing in a browser that supports windowless content.
- *Direct* turns on hardware acceleration. By default this is turned off.

You can use the settings in the Scale and Alignment section of the HTML publish settings (Figure 8) to control how the SWF content is aligned in the HTML page. You can also specify if and how a browser scales the SWF content when a user changes the size of their browser window.

10. Click Publish at the bottom of the Publish Settings dialog box.

Flash publishes files in the same folder as your FLA or to another output location that you specified.

11. Click OK to save these settings for the current file and to close the Publish Settings dialog box.

Note: After setting publish options, you can choose File > Publish to publish without opening the Publish Settings dialog box.

12. To view the published document, open the folder that contains the published file and double-click the HTML file.

The HTML file opens in your default web browser and displays the SWF content.

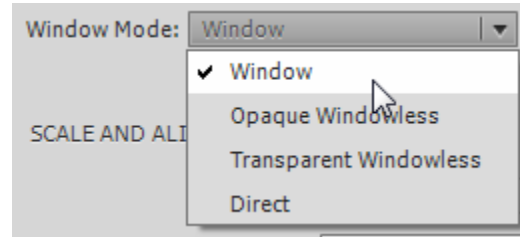


Figure 7 HTML Window Mode menu

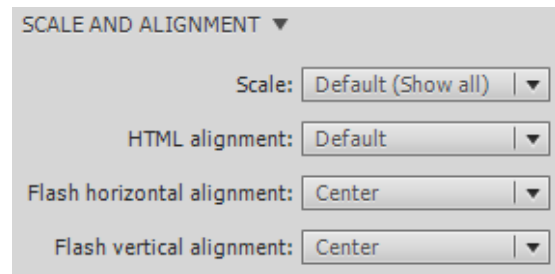


Figure 8 HTML scale and alignment settings

Publishing a Windows or Mac OS projector file

To create a self-contained application file that runs without the Flash Player installed, publish your Flash document as a Windows or Mac OS projector file.

To publish a projector file:

1. Start Flash and open the document you want to publish.
2. Make sure nothing on the Stage is selected (Edit > Deselect All).
3. In the Properties panel (Window > Properties), expand the Publish section.
4. Click Publish Settings to open the Publish Settings dialog box.
5. Select Win Projector or Mac Projector from the list of publish format options (**Figure 9**).
6. Click Publish to publish the projector file, or click OK to save your publish settings and publish at a later time.

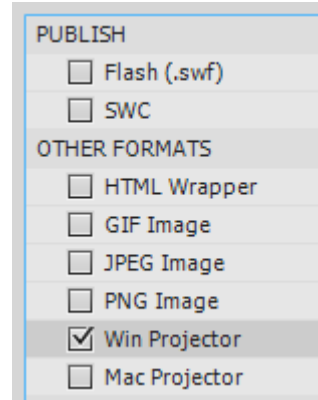


Figure 9 Publish format options

Publishing an Adobe AIR application

You can also publish Adobe Flash Professional documents as Adobe AIR applications. The Adobe AIR runtime makes it possible to deploy your Flash movie as a stand-alone desktop application that runs without opening a web browser. You can also publish Adobe AIR applications that run on popular mobile devices, including Android phones and tablets as well as iOS devices (iPhones and iPads). You can even create an Adobe AIR app that runs on your television.

To publish an Adobe AIR application:

1. Start Flash and open the document you want to publish.
2. Make sure nothing on the Stage is selected (Edit > Deselect All).
3. In the Properties panel (Window > Properties), expand the Publish section.
4. Click Publish Settings to open the Publish Settings dialog box.
5. Select Flash (.swf) from the list of publish format options (**Figure 10**).

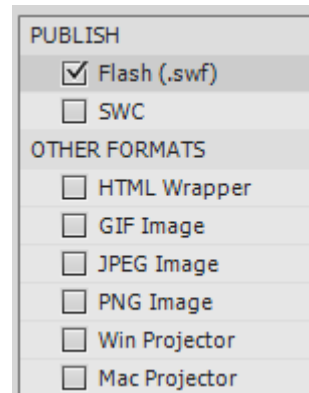


Figure 10 Publish format options

6. In the Publish Settings dialog box, open the Target menu (**Figure 11**).
7. Select a target runtime option that matches your target device, such as AIR 3.2 for Android or AIR 3.2 for Desktop.
8. Click Publish.

The AIR Settings dialog box opens to the Signature tab (**Figure 12**). The first thing you need to do is select or create a certificate for the AIR application.

9. Click Create (Windows) or New (Mac OS) to create a new certificate.

The Create Self-Signed Digital Certificate dialog box (unnamed in Mac OS) appears (**Figure 13**). All fields must be filled in to create the new certificate

10. Complete the form, including the password fields.
11. Click in the Save As text box and enter a name for the certificate.
12. Click Browse (Windows) or the folder icon (Mac OS), select a target location for the new certificate, and click Save.
13. Click OK to create the certificate.
A confirmation message appears when the certificate is created.
14. Click OK to close the message.
15. Click in the Password text box and enter the password you created for the new certificate.

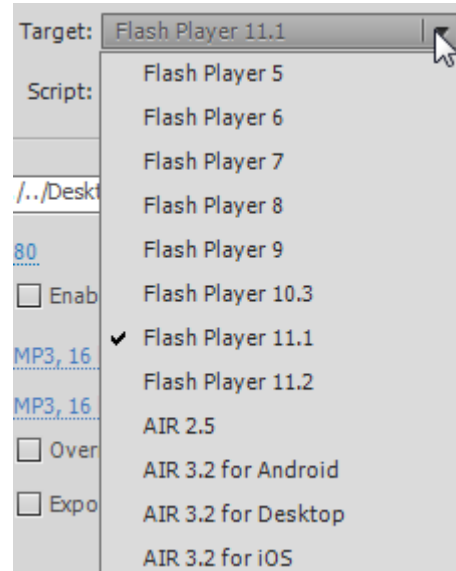


Figure 11 Publish Settings Target menu

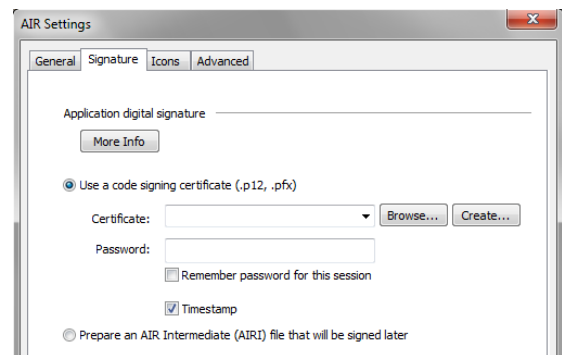


Figure 12 AIR Settings dialog box

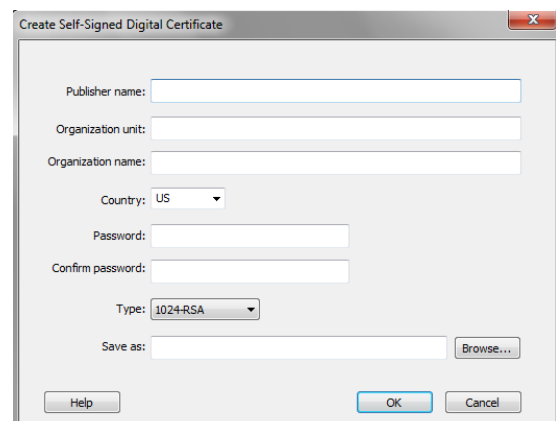


Figure 13 Create Self-Signed Digital Certificate dialog box

16. Click the General tab in the AIR Settings dialog box.

You can enter a file name for the AIR installer file (.air) and enter a name and version number for the application (**Figure 14**).

You can include other information, including a description and copyright messaging.

17. Click Publish to create the AIR application or click OK to save your publish settings and publish at a later time.

Flash publishes the AIR application and a message appears when the process is complete.

18. Click OK to close the message, and then click OK twice to close the AIR Settings and Publish Settings dialog boxes.

19. Open the folder you designated as the location for the published AIR application.

The folder contains the AIR installer file (**Figure 15**). You share this file with users who can double-click the AIR file to install and run the application.

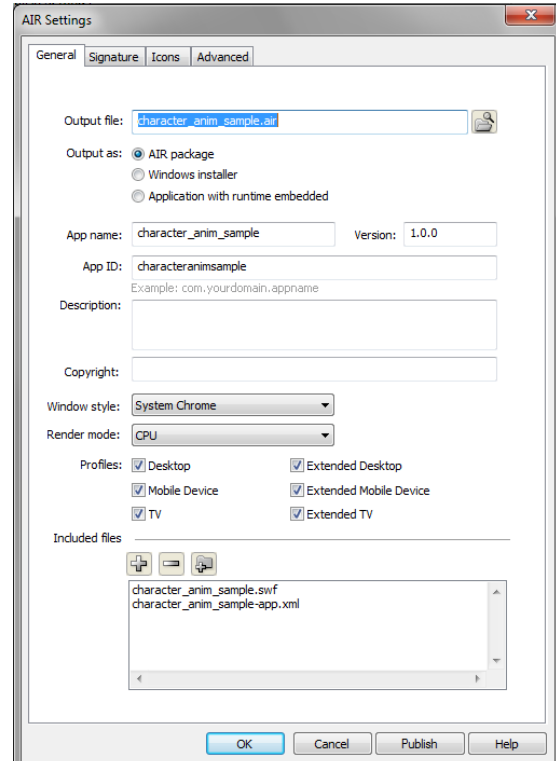


Figure 14 AIR Settings dialog box, General tab

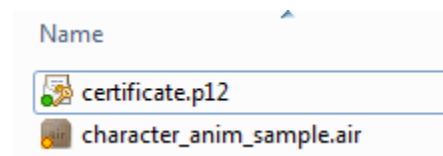


Figure 15 Published AIR application files

Exporting Flash content as an image

Sometimes you may want to export Flash content as an image for use in another document. You can export Flash content in JPEG, PNG, or GIF format.

To export Flash content as an image:

1. Start Flash and open the document you want to publish.
2. Make sure nothing is selected on the Stage.
3. Open the Properties panel (if it is not already open) and expand the Publish section.
4. Click Publish Settings to open the Publish Settings dialog box(**Figure 16**).
5. Select a graphic file type for the image in the list of publish format options in the Publish Settings dialog box.
6. If you want to change the names of the image, enter new name in the Output file field.

By default, every file type uses the same name as the FLA file. Only the file extensions are different.

7. Click Publish to create the image.

By default, files are published in the same folder as the FLA file.

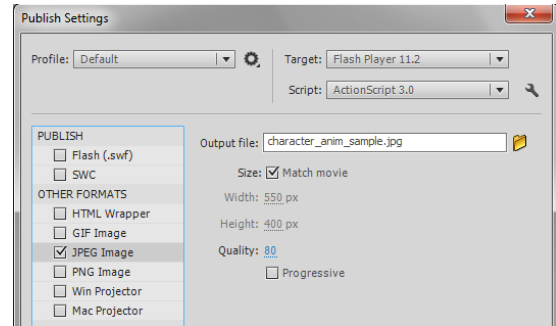


Figure 16 Publish Settings dialog box