Loading your own swf's into the Q

The Q is built using AS3, the current standard Flash coding language. You may have a Flash file (swf) that was built in a previous version of ActionScript (AS2). Due to a notorious bug in the Flash Player, AS2 swf's do not mix well with AS3 swfs. Below is a technical reference to this bug:

http://www.gskinner.com/blog/archives/2008/04/failure_to_unlo.html

Because of this, we recommend against using AS2 swfs in the Q. Because you may experience undesired results by doing so.

If an AS3 Flash file is built correctly, you won't have any problems loading it into the Q. However, a poorly built AS3 swf can still cause the same problems highlighted in the link above. In technical terms, your AS3 Flash file should always have built in "Garbage Collection".

A little help from the Q

By default, the Q will attempt to automatically position an externally loaded swf. But because your swf may be dynamically sized (size settings read in by an xml file perhaps), it may not be positioned correctly in the Q. In addition, you may want to tell the Q to use that cool background blur behind your module for page consistency.

We have add a Custom Module Template for you to work with if you choose. Below is a sample of the ActionScript used to turn any swf into a custom module. The fla template called **"myModule.fla".** Inside this fla, the code below is commented extensively to assist you in creating your own custom modules.

```
import cj.qcreative.utils.MyEvent;

import cj.qcreative.Tracker;


addEventListener(Event.ADDED_TO_STAGE, added, false, 0, true);

function added(event:Event):void {

    removeEventListener(Event.ADDED_TO_STAGE, added);

    Tracker.swfIsReady = true;

}

function getSized():void {

    dispatchEvent(new MyEvent(MyEvent.POS_MODULE, 550, 400, true));

}
```