FLASH for LWF production guideline

Last Update

・ 2011/ 12/ 21

Order specification

· You will be receiving storyboards for each production.
· You may need to set a special name for each symbol.
In that case, you will be receiving either of the followings:
• Instructions(xls file) that specify the naming
• Fla file that named by our side.

Delivery specification

Format: swf (Flash 7.0 / ActionScript 1.0) file.
Canvas Size: 960 x 540 pixels (16:9 ratio)
Frame rate: 12 fps
Output options:
• Choose the "Flash 7" in player
• Select "Action Script 1.0" in action script
• "Include XMP metadata": OFF
•"Omit Trace Actions": ON

Default setting

• File > Publish setting > Window > Select Flash tab

• Choose the "Flash 7" for player
• Select the "Action Script 1.0" for action script

Summary

· The function not supported by Flash 7.0 is unavailable.
· Limited action script is available.

· Please check the section "Available action script."
· Bid maps, movie clips, buttons, and text are available.
· line/shape are not available.
Add a layer converted to a image in the case symbol is created using a shape and set a layer which shape is stored.

Additional specifications

If you have additional things, please add here. Add 2011/12/21

SWF version
Publish Settings: SWF version 7, ActionScript 1.0

Elements description

[[Element (mathematics)|Elements]]	Supported/ Not Suported	Description
Bitmap	Supported	Change it to graphic symbol since it takes some scale when using direct bitmap.
Motion tween	Supported	Only % can work for color changing. + part is not available for drawing.
Shapes (vector graphics)	Not supported	
Shape tweening (morphing)	Not supported	
(Text Input)	Supported	Dynamic Text only
Graphic symbol	Supported	
Button symbol	Supported	Collision detection only (non-drawing)
Movie clip	Supported	
Mask	Not supported	
Sound	Not supported	
Action (FLASH3)	Supported	
Action Script 1.0	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 one rectangle with 100% scale without rotation. This will be used as a collision detection in the program.

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_ _ one-byte alphabet and numbers" or "_"
For the program object such as" _PROG_character".
"_PARTICLE_ _one-byte alphabet and numbers" or "_"
For particle such as "_PARTICLE _prizeeffect"

Text
Set as dynamic text. Other format such as static text is not available. Variable names must be used in the program. Please make sure to use only one-byte alphabet and numbers and "_" and follow the naming rule specified in the project.

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

Texture sheet
(Blank)

Available action script

Actions up to Flash3

Here are some actions for Flash 3.

- play
- stop
- gotoAndPlay
- gotoAndStop
- nextFrame
- prevFrame
- tellTarget
- fscommand

The above actions will need to be written in the format of Flash 3.
If those are wirtten 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.

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.

Points

This section describes the points to be careful for ActionScript. The below works for both FLASH PLAYER and LWF.

Order of ActionScript execution

When using ActionScript, the execution order is very important. If it's executed in wrong order, normal operation might not be expected.

1 . Frame action
2. onClipEvent (load)
3. onClipEvent (enterFrame)

In the below example, you will see the description about how to set the execution order for the above scripts in the case of following movie configuration.

Movie Configuration
_root
+ mcA (Child movie clip of _root)
+ mcB (Child movie clip of mcA)
+ mcC (Child movie clip of mcB)

In the case of the above movie configuration, the execution order of action script for one frame would be as follows:

↓ _root frame action
↓ onClipEvent(load) of mcA
↓ frame action of mcA
↓ onClipEvent(load) of mcB
↓ frame action of mcB
↓ onClipEvent(load) of mcC
↓ frame action of mcC
↓ onClipEvent(enterFrame) of mcC
↓ onClipEvent(enterFrame) of mcB
↓ onClipEvent(enterFrame) of mcA

For example, in the frame action of mcB,

If "gotoAndPlay (1);" is written in a frame action of mcC or onClipEvent(enterFrame),

it would go to the first frame finally even if "mcC.gotoAndPlay (10);" is executed,

This often happens in the case you want to move the execution to 10th frame of mcC during executing a frame action of mcB when
writing "gotoAndPlay (1); in the fifth frame of mcC and repating the execution between first frame and fifth frame/.

It also affects variable references.
Variable value set in onClipEvent (enterFrame) of mcB is available to confirm the reflection only in onClipEvent(enterFrame) by mcA
By mcC, you have to wait until next frame processing to confirm the reflection.

Note 1 for frame action

In the case same frames are played consistently, the second and subsequent frames actions won't be executed.
Frame action would be only one time if you set a frame action to a movie clip which has only one frame. On the contrary, frame actions can be executed alternately if you set frame action to a movie clip which has 2 frames to be looped.

```
|a0|
```

"a0" is played only one time.

```
| A0 | a1 |
↑ Those will be played consistently in the order of a0, a1, a0, a1, a0, ...
```

Note 2 for frame action

After executing an action frame, the frame would be drawn.
In the case you execute the frame jump using "gotoAndPlay", the frame where you jump to would be drawn after all frame actions are executed.

Frame 1
```
gotoAndPlay (2);
trace ("FRAME 1");
```
Frame2
```
trace ("FRAME 2");
```

In the above, the actions of Frame 1 and Frame 2 are executed continuously and displayed as follows:

```
FRAME 1
FRAME 2
```

Then contents of Frame 2 will be drawn. In this example, the next execution will be started from Frame 1.

Frame 1
```
gotoAndPlay (2);
```
Frame 2
```
gotoAndPlay (1);
```

Since it executes as an infinite loop, you cannot reach to the drawing process.
If you jump to running frame, the jump would be invalid such as the below example.

Frame 1
```
gotoAndPlay (1);
```