

Manipulating Flash Projectors (Win32 OS)

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Overview

Do you want to use a Flash projector as a splash screen for a CD-ROM? Would you like to make a professional looking self executable multimedia presentation with Flash? Is that newly released [Projector Launcher](#) program not quite sufficient? As you well know the projector in it's default state pretty much sucks with it's hideous Macromedia branded right click pop ups, silly non-defeatable key commands, and crappy little hand cursor that appears when you roll over a button. Do you like the cheesy default icon that the Flash projector displays on your desktop? This tutorial will show you how to manipulate the aforementioned items, plus more.

Requirements

You will need the following items to do all of the things in this tutorial, but you may discriminate based on your specific needs.

- A Flash Projector.
- Exescope(non-crippled shareware) [[Download](#)]
- Axialis Icons Editor(non-crippled, 5 time use limit shareware) [[Download](#)]
- Axialis Cursors Editor(non-crippled, 5 time use limit shareware) [[Download](#)]
- Cursors

Disclaimer

Disabling or modifying certain properties of the Flash projector such as the "About.." or "version" information may invalidate the exclusion of the ["Made with Macromedia"](#) labeling that was granted in early 1999 when Macromedia made the Flash Player open source. In this recent act Macromedia has allowed the projector to be distributed without the "Made With Macromedia" logos. I have not inquired about this matter but I do suspect

that if you modify the version information or the about box data, you will be required to use the standard "Made with Macromedia" terms that were formally in effect. The previous terms states that you must display the "Made With Macromedia" logo a minimum of 4 seconds in the credits of the movie. You must also place the "Made With Macromedia" labeling on the packaging of the product. You can get these logos in post script format directly from Macromedia [here](#). **Nor I (MadWolfZX) or the website hosting this tutorial will be held liable for any trademark or copyright infringement that may potentially be caused from the use or misuse of the information contained within this tutorial. Use at your own risk.**

Command Codes



Use the following command codes table whenever you need to know the command to use within a string.

CODE	DESCRIPTION
20002	OPEN
20007	EXIT
20017	RIGHT CLICK MENU
20025	REWIND
20028	QUALITY SHIFT
20030	ZOOM OUT
20033	ZOOM IN
20034	SHOW ALL
20039	PLAY
20040	STEP FORWARD
20041	STEP BACK
20043	LOOP
20044	ABOUT POP-UP
20051	QUIT
20046	SHOW 100%
20048	FULL SCREEN
20050	FULL SCREEN EXIT

Step-by-step

These steps presume that you have already made a Flash (swf) movie into a projector.

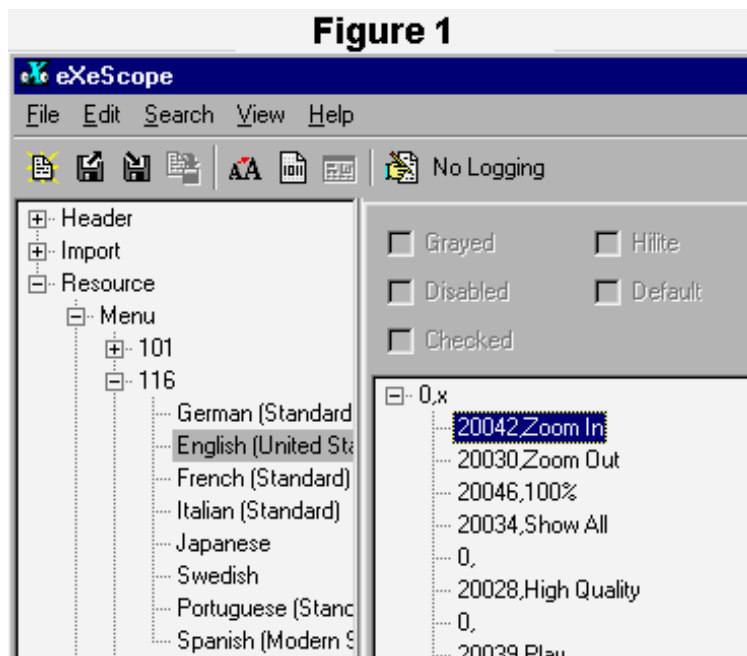
Helpful Tips

Click on the  to expand a directory tree. Click on the  to collapse a directory tree...

A. Manipulate Right Click Menu

Kill Right Click Menu

1. **Open** Exescope and go to **File** and **Open** the projector movie that you wish to modify.
2. Expand **Resource**, now expand **Menu** and now expand **116**. (Figure 1)



3. Select **English** and go to the right window. **Right Click** on each and every string and select **Delete**. Leave the root entry which is **0,x** intact. If you delete **0,x** the projector will not function correctly.
4. *Go back to **Step 3** and do the same thing as you did to the **English** entry to all other language entries as well.
5. Collapse all open directories in the left Exescope window.
6. Go to **Edit** and choose **Save Update** to save these changes.
7. **Close** the file.
8. The right click pop up is now disabled... completely. You won't even get a small gray rectangle with a small line in it like you do when you use the FS command ShowMenu=False.

*You do not have to edit all languages if you are 100% sure that the projector will only be viewed on computers with the English version of Windows installed, but I do highly recommend that you edit all languages anyway just to be safe.

Edit Right Click Menu

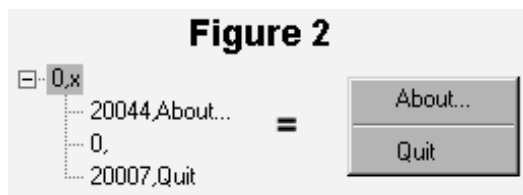
1. **Open** Exescope and go to **File** and **Open** the projector movie that you wish to modify.
2. Expand **Resource**, now expand **Menu** and now expand **116**. (See Figure 1)
3. *Select **English** and **right click** the strings that you want to modify and select **Edit**. To delete a string, **right click** on it and select **Delete**.

Use the following format to customize your menu.

String Structure (Figure 2)

[command],[display text]
0, = Separator Line

Example



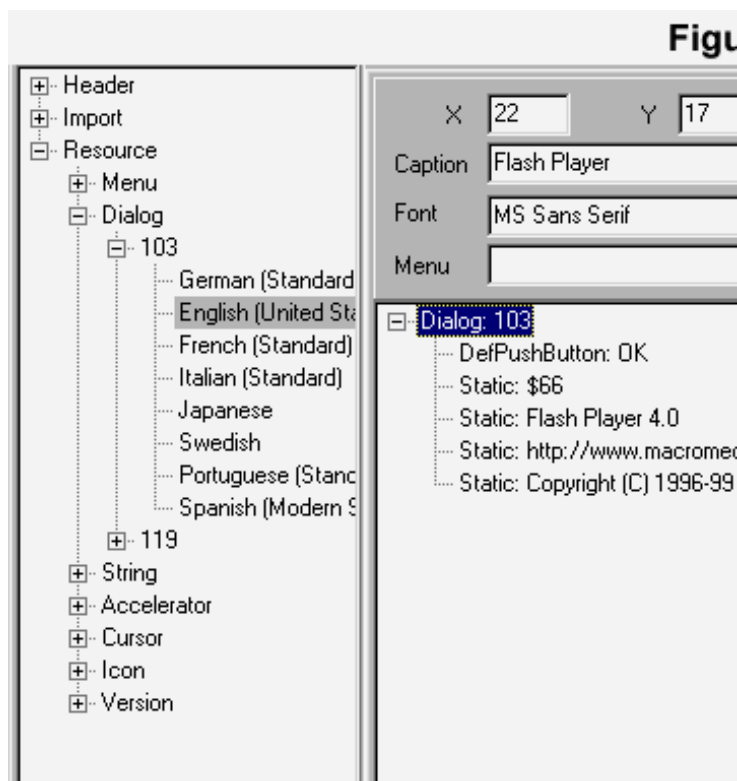
Note: Never edit or delete the **0,x** at the top of the right window, this will cause the Flash Player to crash.

4. Go to **Edit** and choose **Save Update** to save these changes.
5. **Close** the file.

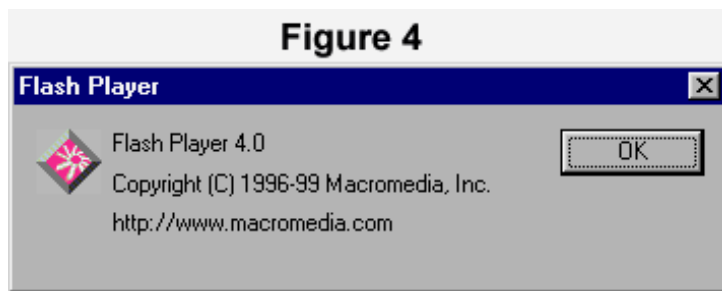
*You do not have to edit all languages if you are 100% sure that the projector will only be viewed on computers with the English version of Windows installed, but I do highly recommend that you edit all languages anyway just to be safe.

B. Edit "About" Dialogue Box

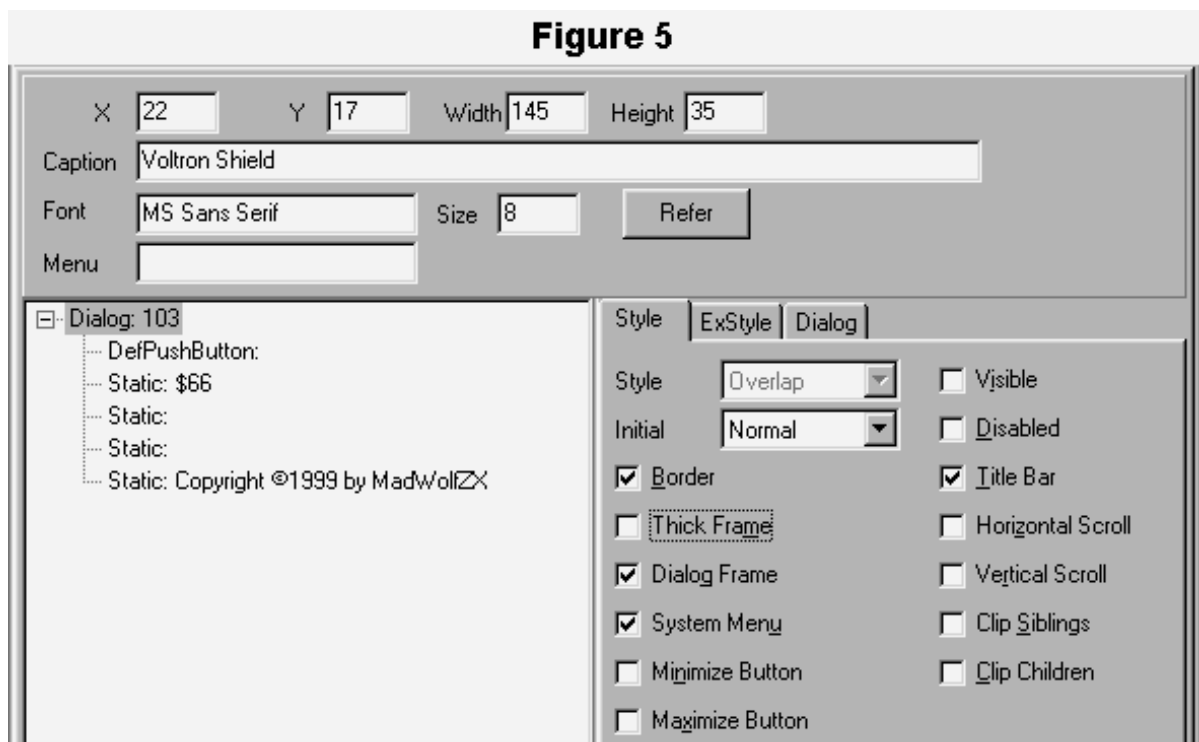
1. **Open** Exescope and go to **File** and **Open** the projector movie that you wish to modify.
2. Expand **Resource**, now expand **Dialog** and now expand **103**. (Figure 3)



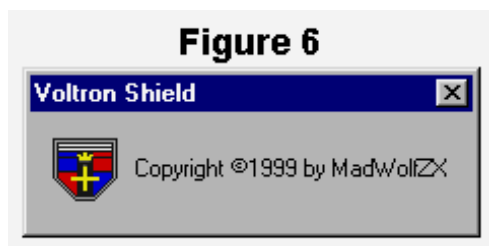
The entry above (Figure 3) results in the object below. (Figure 4)



3. *Select **English** and in the right side window select the parameter that you wish to edit. After the desired object is highlighted edit it using the fields above. You can control the size of text, system font used, location of the OK button, about box window name, location of the displayed icon and any text information. To delete an object clear all of the parameter associated with that object. The specific parameter are self-explanatory, therefore I will not cover these in detail.



The custom entry above (Figure 5) results in the object below. (Figure 6)



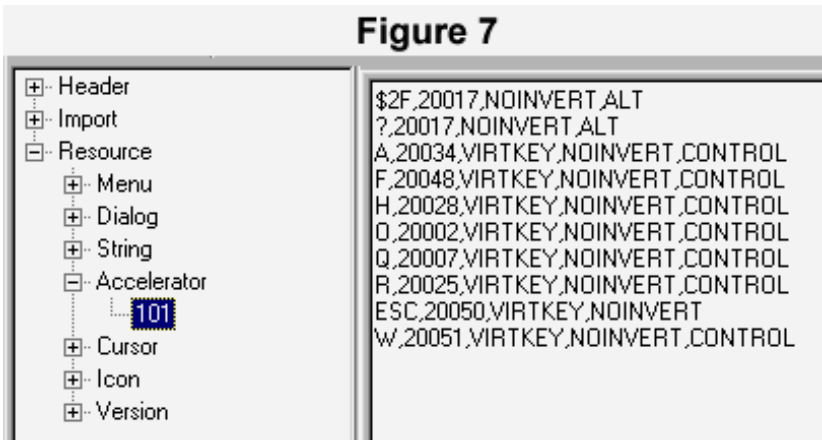
4. Go to **Edit** and choose **Save Update** to save these changes.
5. **Close** the file.

*You do not have to edit all languages if you are 100% sure that the projector will only be viewed on computers with the English version of Windows installed, but I do highly recommend that you edit all

languages anyway just to be safe.

C. Edit/Disable Key Commands

1. **Open** Exescope and go to **File** and **Open** the projector movie that you wish to modify.
2. Expand **Resource**, now expand **Accelerator** and now expand **101**. (Figure 7)



Editing Key Commands

3. To edit the key commands, select and type as you would in notepad. Use the following string structure to customize the key commands:

[key],[command],VIRTKEY, NOINVERT,[optional key]

STRING EXAMPLES

<p><i>Fullscreen= Press F + Control Keys</i></p> <p>F,20048,VIRTKEY,NOINVERT,CONTROL</p>	<p><i>Fullscreen= Press F Key</i></p> <p>F,20048,VIRTKEY,NOINVERT</p>
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KEY ABBREVIATIONS(Non-ASCII keys)

Alter Key	Escape Key	Control Key	Function Keys
ALT	ESC	CONTROL	F(x)

Disabling Key Commands

Note: If you wish to completely disable all key commands then delete all of the entries in the window on the right side and then enter a fake entry that does nothing. If you delete all strings and run the projector, then it will crash when a key is pressed. Use the fake string below to prevent crashes.

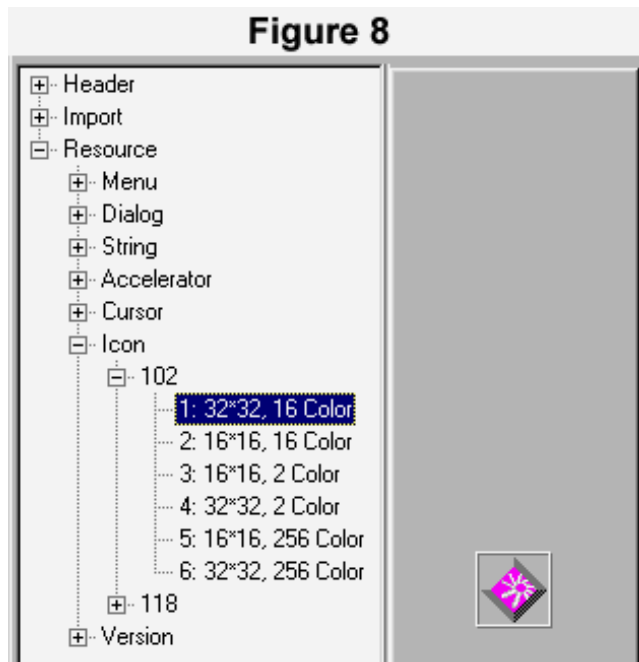
A,0,VIRTKEY,NOINVERT

4. Go to **Edit** and choose **Save Update** to save these changes.

5. **Close** the file.

D. Changing Icons

1. **Open** Exescope and go to **File** and **Open** the projector movie that you wish to modify.
2. Expand **Resource**, now expand **Icon** and now expand **102**. (Figure 8)



3. Now, select the **1: 32*32, 16 Color** entry so that it is highlighted. Now go to **File**, select **import** and choose the new icon file.
4. Repeat step 3 for the following entries:

2: 16*16, 16 Color

5: 16*16, 256 Color

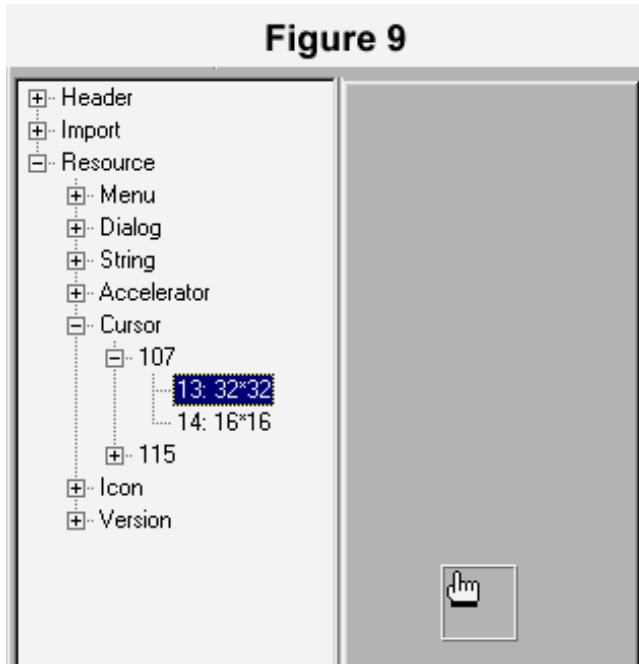
6: 32*32, 256 Color
5. Go to **Edit** and choose **Save Update** to save these changes.
6. **Close** the file.

Note: There is no need to replace the "2 color icons", they will never show unless you are using a monochrome display, which is very unlikely since I know of no computer that can execute 32 bit programs that has anything less than a 16 color display with the exception of some freak machine that somebody with a lot of spare time might custom build. You must use icons of the exact size and number of colors in order to effectively replace an old one. There is no reason to bother with the icons under the **118** directory; these are only for SWF files. You will need to use an icon editor to manipulate or make your own icons... the program referred to at the beginning of this tutorial, [Axialis Icons](#), is the best icon editor that you can get for your money in my opinion.

E. Changing Cursors

Changing Button Rollover Cursor

1. **Open** Exescope and go to **File** and **Open** the projector movie that you wish to modify.
2. Expand **Resource**, now expand **Cursor** and now expand **107**. (Figure 9)



3. Now, select the **13: 32*32** entry so that it is highlighted.
4. Now go to **File**, select **import** and choose the new cursor file.
5. Go to **Edit** and choose **Save Update** to save these changes.
6. **Close** the file.

Changing Drag Cursor

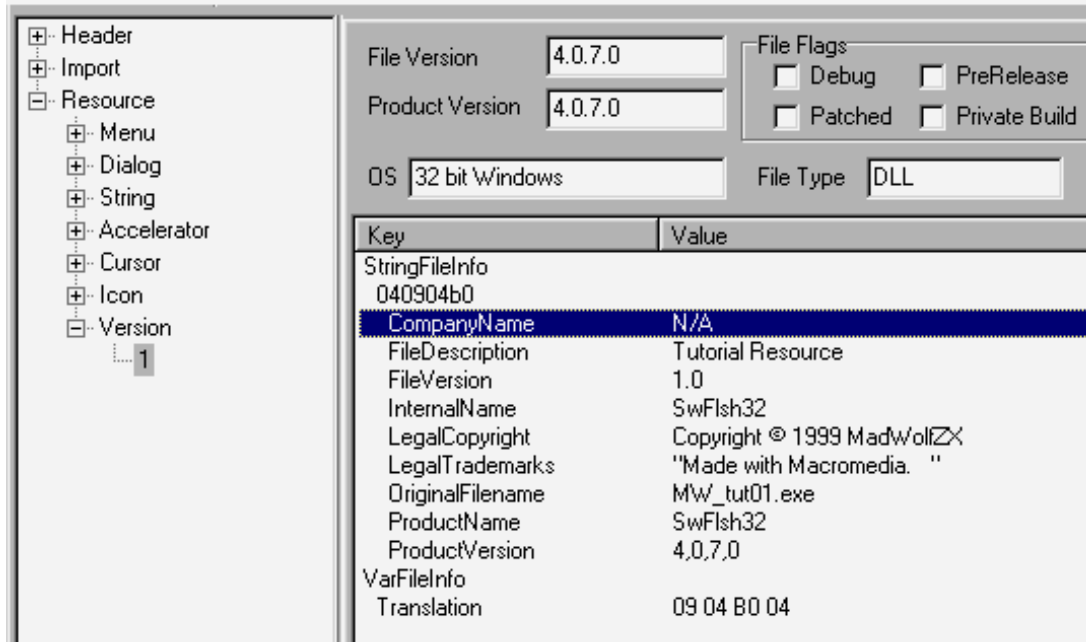
1. **Open** Exescope and go to **File** and **Open** the projector movie that you wish to modify.
2. Expand **Resource**, now expand **Cursor** and now expand **115**.
3. Now, select the **15: 32*32** entry so that it is highlighted.
4. Now go to **File**, select **Import** and choose the new cursor file.
5. Go to **Edit** and choose **Save Update** to save these changes.
6. **Close** the file.

Note: You do not normally have to change the 16x16 cursors, but you may want to do so just to be safe. I recommend the following cursor editor.: [Axialis AX-Cursors](#)

F. Edit Version Information

1. **Open** Exescope and go to **File** and **Open** the projector movie that you wish to modify.
2. Expand **Resource**, now expand **Version**.
3. Now, select the **1** entry so that it is highlighted. Now right click the version entrie(s) in the right side window that you wish to change and choose **Edit**, change the info in the text field as you see fit.

Figure 10



4. Go to **Edit** and choose **Save Update** to save these changes.
5. **Close** the file.

Additional Important Information

This tutorial was written by MadWolfZX and it may not be reproduced in whole or in part in any manner without the express written consent of the author. This tutorial was written based on the following combination of software; Exescope v4.30, Flash v4.0 32-bit projector on a Windows v95 machine. Most of the information contained within this tutorial may also be used with Flash v3.0 projectors but some steps may vary slightly, however, all of the command codes and string structures are identical to the Flash v4.0 projector. The Voltron name and the Voltron Shield logo are the intellectual property of World Events Production. This tutorial is currently licensed for use by www.flashlite.net and www.flashkit.com.