



# Uploading swf files to GoAnimate

## Specifications

Read this before uploading .swf files on GoAnimate

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## Background

GoAnimate is about animation. So, nothing more natural than to allow our users to upload their own animated stuff to our platform.

As a GoPlus user, you can upload swf files to be used as props and backgrounds.

Read the document below carefully to make sure the .swf files you are uploading are formatted and published in the right way. In this document we assume that your animated stuff is created using Flash, and thus using a .fla source file.

## General Specifications

The below specifications apply to all kinds of .swf files you wish to upload to GoAnimate.

### Frame rate

The frame rate used on GoAnimate is 24 frames per second.

### Publishing settings

- Version: Flash Player 9
- Load order: bottom up
- Actionscript version: 3.0
- (if you are using Flash CS5) Actionscript Settings > Library path > Default linkage: merge into code

### Action Script

In your .swf files you may use limited frame-navigation functions in Action Script like "gotoAndPause", "pause", "play". Please note that action script functions within animated stuff may create problems when users watch a movie and drag the player timeline manually.



## Props

### .fla file composition

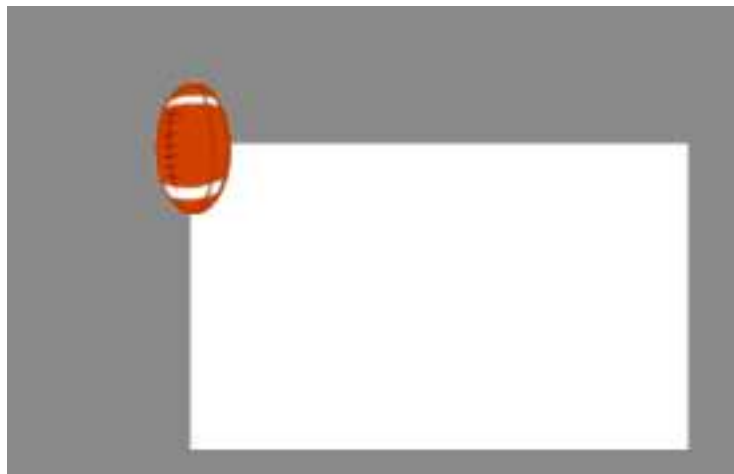
There is no restriction on the file composition of your .fla file for props. All the content within your file will be uploaded.

### Dimensions

After you upload your prop, you can adjust its position to fit characters either as a head or as a handheld prop.

### Content Positioning

Place the center of your prop at the origin of your stage (i.e.  $x=0$  &  $y=0$ ). See the picture below where the stage is represented in white.



### Limitations

As of today you can upload props as heads, handheld and other. You cannot upload headgears.

## Backgrounds

### **.fla file composition**

No restriction on the file composition

### **Dimensions**

The size of your stage should be the one of the GoAnimate stage: W = 550px and H = 360px.

### **Content Positioning**

All the content within the stage of your .fla file will be added as background.

### **Limitations**

You cannot create composite backgrounds (meaning with objects you can move around within the background) directly by uploading one file on GoAnimate for now. You can upload one background and separate props to recreate the composite background though.

