



# **SWF File Format Specification Version 10**

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# Contents

<b>Introduction</b>	<b>9</b>
What's new in SWF 10	10
 <b>Chapter 1: Basic Data Types</b>	 <b>11</b>
Coordinates and twips	11
Integer types and byte order	11
Fixed-point numbers	12
Floating-point numbers	13
Encoded integers	14
Bit values	15
Using bit values	16
String values	17
Language code	18
RGB color record	18
RGBA color with alpha record	19
ARGB color with alpha record	19
Rectangle record	20
MATRIX record	20
Color transform record	22
Color transform with alpha record	23
 <b>Chapter 2: SWF Structure Summary</b>	 <b>25</b>
The SWF header	25
SWF file structure	26
Tag format	27
Definition and control tags	27
Tag ordering in SWF files	28
The dictionary	28
Processing a SWF file	29
File compression strategy	30
Summary	30

<b>Chapter 3: The Display List</b>	<b>31</b>
Clipping layers	32
Using the display list	33
Display list tags	34
PlaceObject	34
PlaceObject2	35
PlaceObject3	38
ClipEventFlags	50
RemoveObject	52
RemoveObject2	52
ShowFrame	52
 <b>Chapter 4: Control Tags</b>	 <b>53</b>
SetBackgroundColor	53
FrameLabel	53
Protect	54
End	55
ExportAssets	55
ImportAssets	56
EnableDebugger	57
EnableDebugger2	57
ScriptLimits	58
SetTabIndex	58
FileAttributes	59
ImportAssets2	60
SymbolClass	62
Metadata	63
DefineScalingGrid	65
DefineSceneAndFrameLabelData	66
 <b>Chapter 5: Actions</b>	 <b>67</b>
SWF 3 action model	67
SWF 3 actions	68
SWF 4 action model	72
The program counter	72
SWF 4 actions	73
Stack operations	74
Arithmetic operators	75
Numerical comparison	77
Logical operators	78
String manipulation	80
Type conversion	82

Control flow .....	84
Variables .....	86
Movie control .....	87
Utilities .....	92
SWF 5 action model .....	93
SWF 5 actions .....	94
ScriptObject actions .....	95
Type actions .....	105
Math actions .....	106
Stack operator actions .....	107
SWF 6 action model .....	112
SWF 6 actions .....	112
SWF 7 action model .....	115
SWF 7 actions .....	115
SWF 9 action model .....	122
SWF 10 action model .....	123
 <b>Chapter 6: Shapes .....</b>	 <b>125</b>
Shape overview .....	125
Shape example .....	126
Shape structures .....	127
Fill styles .....	127
Line styles .....	130
Shape structures .....	133
Shape records .....	134
Edge records .....	138
Shape tags .....	140
 <b>Chapter 7: Gradients .....</b>	 <b>143</b>
Gradient transformations .....	144
Gradient control points .....	144
Gradient structures .....	145
GRADIENT .....	145
FOCALGRADIENT .....	146
GRADRECORD .....	146
 <b>Chapter 8: Bitmaps .....</b>	 <b>147</b>
DefineBits .....	147
JPEGTables .....	148
DefineBitsJPEG2 .....	148
DefineBitsJPEG3 .....	149
DefineBitsLossless .....	150
DefineBitsLossless2 .....	153

DefineBitsJPEG4 .....	154
<b>Chapter 9: Shape Morphing .....</b>	<b>157</b>
DefineMorphShape .....	159
DefineMorphShape2 .....	161
Morph fill styles .....	163
MORPHFILLSTYLEARRAY .....	163
MORPHFILLSTYLE .....	163
Morph gradient values .....	164
MORPHGRADIENT .....	164
MORPHGRADRECORD .....	164
Morph line styles .....	165
MORPHLINESTYLEARRAY .....	165
MORPHLINESTYLE .....	165
MORPHLINESTYLE2 .....	166
<b>Chapter 10: Fonts and Text .....</b>	<b>169</b>
Glyph text and device text .....	169
Static text and dynamic text .....	170
Glyph text .....	171
Glyph definitions .....	171
The EM square .....	172
Converting TrueType fonts to SWF glyphs .....	172
Kerning and advance values .....	173
Advanced text rendering engine .....	173
DefineFont and DefineText .....	175
Static glyph text example .....	175
Font tags .....	176
DefineFont .....	176
DefineFontInfo .....	177
Western indirect fonts .....	180
Japanese indirect fonts .....	180
DefineFontInfo2 .....	180
DefineFont2 .....	181
DefineFont3 .....	184
DefineFontAlignZones .....	186
Kerning record .....	188
DefineFontName .....	188
Static text tags .....	189
DefineText .....	189
Text records .....	190
Dynamic text tags .....	193
DefineEditText .....	193

CSMTextSettings .....	196
DefineFont4 .....	198
<b>Chapter 11: Sounds .....</b>	<b>201</b>
Audio coding formats .....	201
Event sounds .....	202
DefineSound .....	202
StartSound .....	204
StartSound2 .....	205
Sound styles .....	205
Streaming sound .....	207
SoundStreamHead .....	207
SoundStreamHead2 .....	209
SoundStreamBlock .....	210
Frame subdivision for streaming sound .....	211
ADPCM compression .....	213
ADPCM sound data .....	214
MP3 compression .....	216
MP3 sound data .....	216
MP3 frame .....	217
Nellymoser compression .....	219
Speex compression .....	220
<b>Chapter 12: Buttons .....</b>	<b>221</b>
Button states .....	221
Button tracking .....	222
Events, state transitions, and actions .....	222
Button tags .....	224
Button record .....	224
DefineButton .....	225
DefineButton2 .....	226
DefineButtonCxform .....	228
DefineButtonSound .....	229
<b>Chapter 13: Sprites and Movie Clips .....</b>	<b>231</b>
Sprite names .....	232
DefineSprite .....	233
<b>Chapter 14: Video .....</b>	<b>235</b>
Sorenson H.263 Bitstream Format .....	235
Summary of differences from H.263 .....	236
Video packet .....	236

Macro block .....	238
Block data .....	239
Screen Video bitstream format .....	239
Block format .....	240
Video packet .....	240
Image block .....	242
Screen Video V2 bitstream format .....	242
V2 Colorspace .....	243
V2 Video Packet .....	243
Image Block V2 .....	245
Image format .....	245
Image block diff position .....	246
Image block prime position .....	247
On2 Truemotion VP6 bitstream format .....	247
VP6 FLV video packet .....	249
VP6 FLV Alpha video packet .....	249
VP6 SWF video packet .....	250
VP6 SWF Alpha video packet .....	250
SWF video tags .....	250
DefineVideoStream .....	251
VideoFrame .....	252
 <b>Chapter 15: Binary data .....</b>	 <b>253</b>
DefineBinaryData .....	253
 <b>Appendix A: SWF Uncovered: A Simple SWF File Dissected. ....</b>	 <b>255</b>
 <b>Appendix B: Reverse index of tag values. ....</b>	 <b>271</b>
 <b>Appendix C: Screen Video v2 Palette .....</b>	 <b>275</b>



# Introduction

The SWF (pronounced “swiff”) file format delivers vector graphics, text, video, and sound over the Internet and is supported by Adobe® Flash® Player software. The SWF file format is designed to be an efficient delivery format, not a format for exchanging graphics between graphics editors. It is designed to meet the following goals:

**On-screen display**—The format is primarily intended for on-screen display and supports anti-aliasing, fast rendering to a bitmap of any color format, animation, and interactive buttons.

**Extensibility**—The format is a tagged format, so it can be evolved with new features while maintaining backward compatibility with earlier versions of Flash Player.

**Network delivery**—The format can travel over a network with limited and unpredictable bandwidth. The files are compressed to be small and support incremental rendering through streaming. The SWF file format is a *binary format* and is not human readable like HTML. The SWF file format uses techniques such as bit-packing and structures with optional fields to minimize file size.

**Simplicity**—The format is simple so that Flash Player is small and easily ported. Also, Flash Player depends upon a limited set of operating system features only.

**File independence**—The files display with minimal dependence on external resources such as fonts.

**Scalability**—The files work well on limited hardware, and can take advantage of better hardware when it is available. This ability is important because computers have different monitor resolutions and bit depths.

**Speed**—The graphics described by SWF files render quickly.

**Scriptability**—The format includes tags that provide sequences of byte codes to be interpreted by a stack machine. The byte codes support the ActionScript® language. Flash Player provides a runtime ActionScript object model that allows interaction with drawing primitives, servers, and features of Flash Player.

SWF files have the extension .swf and a MIME type of application/x-shockwave-flash.

The SWF format has evolved through several versions. Through SWF 5, substantial additions were made to the SWF tag set. Starting with SWF 6 and later, the SWF format changes less, as more new features are implemented partly or entirely at the ActionScript level. Starting with SWF 9, the ActionScript 3.0 language, which employs the new ActionScript Virtual Machine 2 (AVM2) can be used. Anyone planning to generate SWF file content that uses newer features should become familiar with the ActionScript object model that Flash Player exposes. Some references for this information are *Programming ActionScript 3.0* (see [www.adobe.com/go/learn\\_fl\\_cs4\\_programmingAS3\\_en](http://www.adobe.com/go/learn_fl_cs4_programmingAS3_en)), *ActionScript 3.0 Language Reference* (see [www.adobe.com/go/learn\\_flashcs4\\_langref\\_en](http://www.adobe.com/go/learn_flashcs4_langref_en)), and the Adobe ActionScript Virtual Machine 2 Overview (PDF file) at [www.adobe.com/go/avm2overview](http://www.adobe.com/go/avm2overview).

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## What's new in SWF 10

Flash Player 10 introduces the following features and capabilities:

- Expands the SWF format's text capability with the capability to render bidirectional text (right-to-left) and complex scripts for languages such as Arabic, Hebrew, and Thai. To facilitate this rendering, SWF 10 introduces the [DefineFont4](#) tag.
- Adds another tag for defining a JPEG called [DefineBitsJPEG4](#). This allows embedding JPEG images that have an alpha channel for opacity and also a smoothing filter.
- Expands the Player's speech coding functionality by adding support for the free and open source Speex voice codec as well as adding support for higher frequencies in the existing Nellymoser codec. For more information, see ["Speex compression" on page 220](#).

This section describes the basic data types that make up the more complex data structures in the SWF file format. All other structures in the SWF file format are built on these fundamental types.

## Coordinates and twips

The SWF file format stores all  $x$ - $y$  coordinates as integers, usually in a unit of measurement called a *twip*. In the SWF format, a twip is 1/20th of a *logical pixel*. A logical pixel is the same as a screen pixel when the file is played at 100%—that is, without scaling.

For example, a rectangle 800 twips wide by 400 twips high is rendered as 40 by 20 logical pixels. Fractional pixel sizes are approximated with anti-aliasing. A rectangle 790 by 390 twips (39.5 by 19.5 pixels) appears to have slightly blurred edges.

Twips are a good compromise between size and precision. They provide sub-pixel accuracy for zooming and precise placement of objects, while consuming very few bits per coordinate.

Coordinates in the SWF file format use the traditional graphics axes:  $x$  is horizontal and proceeds from minimum values at the left to maximum values at the right, and  $y$  is vertical and proceeds from minimum values at the top to maximum values at the bottom.

## Integer types and byte order

The SWF file format uses 8-bit, 16-bit, 32-bit, 64-bit, signed, and unsigned integer types. All integer values are stored in the SWF file by using *little-endian* byte order: the least significant byte is stored first, and the most significant byte is stored last, in the same way as the Intel x86 architecture. The bit order within bytes in the SWF file format is *big-endian*: the most significant bit is stored first, and the least significant bit is stored last.

For example:

- The 32-bit value 0x456e7120 is stored as 20 71 6e 45.
- The 16-bit value 0xe712 is stored as 12 e7.

All integer types must be byte-aligned. That is, the first bit of an integer value must be stored in the first bit of a byte in the SWF file.

Signed integers are represented by using traditional *2's-complement* bit patterns. These are the signed integer representations used on most modern computer platforms. In the 2's complement system, negative numbers have 1 as the first bit, and zero and positive numbers have 0 as the first bit. A negative number,  $-n$ , is represented as the bitwise opposite of the positive-zero number  $n-1$ .

---

## Integer Types

Type	Comment
SI8	Signed 8-bit integer value
SI16	Signed 16-bit integer value
SI32	Signed 32-bit integer value
SI8[n]	Signed 8-bit array— $n$ is the number of array elements
SI16[n]	Signed 16-bit array— $n$ is the is number of array elements
UI8	Unsigned 8-bit integer value
UI16	Unsigned 16-bit integer value
UI32	Unsigned 32-bit integer value
UI8[n]	Unsigned 8-bit array— $n$ is the number of array elements
UI16[n]	Unsigned 16-bit array— $n$ is the number of array elements
UI24[n]	Unsigned 24-bit array— $n$ is the number of array elements
UI32[n]	Unsigned 32-bit array— $n$ is the number of array elements
UI64[n]	Unsigned 64-bit array— $n$ is the number of array elements

---

## Fixed-point numbers

The SWF file format supports two types of fixed-point numbers: 32-bit and 16-bit.

The 32-bit fixed-point numbers are 16.16. That is, the high 16 bits represent the number before the decimal point, and the low 16 bits represent the number after the decimal point. FIXED values are stored like 32-bit integers in the SWF file (using little-endian byte order) and must be byte aligned.

For example: The real value 7.5 is equivalent to: 0x0007.8000.

This value is stored in the SWF file as: 00 80 07 00.

SWF 8 and later supports 16-bit 8.8 signed, fixed-point numbers. The high 8 bits represent the number before the decimal point, and the low 8 bits represent the number after the decimal point. FIXED8 values are stored like 16-bit integers in the SWF file (using little-endian byte order) and must be byte aligned.

---

### Fixed-Point Types

Type	Comment
FIXED	32-bit 16.16 fixed-point number
FIXED8	16-bit 8.8 fixed-point number

---

## Floating-point numbers

SWF 8 and later supports the use of IEEE Standard 754 compatible floating-point types. Three types of floating-point numbers are supported.

---

### Floating-Point Types

Type	Comment
FLOAT16	Half-precision (16-bit) floating-point number
FLOAT	Single-precision (32-bit) IEEE Standard 754 compatible
DOUBLE	Double-precision (64-bit) IEEE Standard 754 compatible

---

FLOAT16 is identical to the characteristics of FLOAT except for changes to the number of bits allocated to the exponent and mantissa:

- 1 bit for the sign
- 5 bits for the exponent, with an exponent bias of 16
- 10 bits for the mantissa

# Encoded integers

SWF 9 and later supports the use of integers encoded with a variable number of bytes. One type of encoded integer is supported.

---

## Floating-Point Types

Type	Comment
EncodedU32	Variable length encoded 32-bit unsigned integer

This is a 32-bit unsigned integer value encoded with a variable number of bytes to save space. All EncodedU32's are encoded as 1-5 bytes depending on the value (larger values need more space). The encoding method is if the hi bit in the current byte is set, then the next byte is also part of the value. Each bit in a byte contributes 7 bits to the value, with the hi bit telling us whether to use the next byte, or if this is the last byte for the value.

This is the algorithm for parsing an EncodedU32:

```
int GetEncodedU32(unsigned char*& pos)
{
    int result = pos[0];
    if (!(result & 0x00000080))
    {
        pos++;
        return result;
    }
    result = (result & 0x0000007f) | pos[1]<<7;
    if (!(result & 0x00004000))
    {
        pos += 2;
        return result;
    }
    result = (result & 0x00003fff) | pos[2]<<14;
    if (!(result & 0x00200000))
    {
        pos += 3;
        return result;
    }
    result = (result & 0x001fffff) | pos[3]<<21;
    if (!(result & 0x10000000))
    {
        pos += 4;
        return result;
    }
    result = (result & 0x0fffffff) | pos[4]<<28;
    pos += 5;
    return result;
}
```

# Bit values

Bit values are variable-length bit fields that can represent three types of numbers:

- 1. Unsigned integers
- 2. Signed integers
- 3. Signed 16.16 fixed-point values.

Bit values do not have to be byte aligned. Other types (such as UI8 and UI16) are always byte aligned. If a byte-aligned type follows a bit value, the last byte that contains the bit value is padded with zeros.

The following example is a stream of 64 bits. The 64 bits represent 9 values of varying bit length, followed by a UI16 value:

```
Byte1---Byte2---Byte3---Byte4---Byte5---Byte6---Byte7---Byte8---
0101101010010010010010111100100011010111001100100000100110010101101
BV1---BV2---BV3---BV4-BV5-----BV6BV7--BV8BV9--pad-U16-----
```

The bit stream begins with a 6-bit value (BV1), followed by a 5-bit value (BV2) that is spread across Byte1 and Byte2. BV3 is spread across Byte2 and Byte3, while BV4 is wholly contained within Byte3. Byte 5 contains two bit values: BV7 and BV8. BV9 is followed by a byte-aligned type (UI16), so the last four bits of Byte 6 are padded with zeros.

Bit Values	
Type	Comment
SB[nBits]	Signed-bit value (nBits is the number of bits used to store the value)
UB[nBits]	Unsigned-bit value (nBits is the number of bits used to store the value)
FB[nBits]	Signed, fixed-point bit value (nBits is the number of bits used to store the value)

When an unsigned-bit value is expanded into a larger word size, the leftmost bits are filled with zeros. When a signed-bit value is expanded into a larger word size, the high bit is copied to the leftmost bits.

This expansion is called *sign extension*. For example, the 4-bit unsigned value  $UB[4] = 1110$  would be expanded to a 16-bit value like this:  $0000000000001110 = 14$ . The same value interpreted as a signed value,  $SB[4] = 1110$  would be expanded to  $1111111111111110 = -2$ .

Signed-bit values are similar but must take account of the sign bit. The signed value of 35 is represented as  $SB[7] = 0100011$ . The extra zero bit is required; otherwise the high bit is sign extended and the value is interpreted as negative.

Fixed-point bit values are 32-bit 16.16 signed, fixed-point numbers. That is, the high 16 bits represent the number before the decimal point, and the low 16 bits represent the number after the decimal point. A fixed-point bit value is identical to a signed-bit value, but the interpretation is different. For example, a 19-bit, signed-bit value of 0x30000 is interpreted as 196608 decimal. The 19-bit, fixed-point bit value 0x30000 is interpreted as 3.0. The format of this value is effectively 3.16 rather than 16.16.

# Using bit values

Bit values are stored by using the minimum number of bits possible for the range needed. Most bit value fields use a fixed number of bits. Some use a variable number of bits, but in all such cases, the number of bits to be used is explicitly stated in another field in the same structure. In these variable-length cases, applications that generate SWF files must determine the minimum number of bits necessary to represent the actual values that will be specified. For signed-bit values, if the number to be encoded is positive, an extra bit is necessary to preserve the leading 0; otherwise sign extension changes the bit value into a negative number. As an example of variable-sized bit values, consider the RECT structure:

RECT		
Field	Type	Comment
Nbits	UB[5]	Bits in each rect value field
Xmin	SB[Nbits]	x minimum position for rect
Xmax	SB[Nbits]	x maximum position for rect
Ymin	SB[Nbits]	y minimum position for rect
Ymax	SB[Nbits]	y maximum position for rect

The Nbits field determines the number of bits used to store the coordinate values Xmin, Xmax, Ymin, and Ymax. Say the coordinates of the rectangle are as follows:

Xmin = 127 decimal = 1111111 binary  
Xmax = 260 decimal = 100000100 binary  
Ymin = 15 decimal = 1111 binary  
Ymax = 514 decimal = 1000000010 binary



Nbits is calculated by finding the coordinate that requires the most bits to represent. In this case, that value is 514 (01000000010 binary) which requires 11 bits to represent. The rectangle is stored as the following table shows:

RECT		
Field	Type and Value	Comment
Nbits	UB[5] = 01011	Bits required (11)
Xmin	SB[11] = 00001111111	x minimum in twips (127)
Xmax	SB[11] = 00100000100	x maximum in twips (260)
Ymin	SB[11] = 00000001111	y minimum in twips (15)
Ymax	SB[11] = 01000000010	y maximum in twips (514)

## String values

A string value represents a null-terminated character string. The format for a string value is a sequential list of bytes terminated by the null character byte.

STRING		
Field	Type	Comment
String	UI8[zero or more]	Non-null string character data
StringEnd	UI8	Marks end of string; always zero

In SWF 5 or earlier, STRING values are encoded using either ANSI (which is a superset of ASCII) or shift-JIS (a Japanese encoding). You cannot indicate the encoding that is used; instead, the decoding choice is made according to the locale in which Flash Player is running. This means that text content in SWF 5 or earlier can only be encoded in ANSI or shift-JIS, and the target audience must be known during authoring—otherwise garbled text results.

In SWF 6 or later, STRING values are always encoded by using the Unicode UTF-8 standard. This is a multibyte encoding; each character is composed of between one and four bytes. UTF-8 is a superset of ASCII; the byte range 0 to 127 in UTF-8 exactly matches the ASCII mapping, and all ASCII characters 0 to 127 are represented by just one byte. UTF-8 guarantees that whenever a character other than character 0 (the null character) is encoded by using more than one byte, none of those bytes are zero. This avoids the appearance of internal null characters in UTF-8 strings, meaning that it remains safe to treat null bytes as string terminators, just as for ASCII strings.

# Language code

A language code identifies a spoken language that applies to text. Language codes are associated with font specifications in the SWF file format.

NOTE

A language code does not specify a text *encoding*; it specifies a spoken language.

## LANGCODE

Field	Type	Comment
LanguageCode	UI8	Language code (see following)

Flash Player uses language codes to determine line-breaking rules for dynamic text, and to choose backup fonts when a specified device font is unavailable. Other uses for language codes may be found in the future.

A language code of zero means *no language*. This code results in behavior that is dependent on the locale in which Flash Player is running.

At the time of writing, the following language codes are recognized by Flash Player:

- 1 = Latin (the western languages covered by Latin-1: English, French, German, and so on)
- 2 = Japanese
- 3 = Korean
- 4 = Simplified Chinese
- 5 = Traditional Chinese

# RGB color record

The RGB record represents a color as a 24-bit red, green, and blue value.

## RGB

Field	Type	Comment
Red	UI8	Red color value
Green	UI8	Green color value
Blue	UI8	Blue color value

# RGBA color with alpha record

The RGBA record represents a color as 32-bit red, green, blue and alpha value. An RGBA color with an alpha value of 255 is completely opaque. An RGBA color with an alpha value of zero is completely transparent. Alpha values between zero and 255 are partially transparent.

---

## RGBA

Field	Type	Comment
Red	UI8	Red color value
Green	UI8	Green color value
Blue	UI8	Blue color value
Alpha	UI8	alpha value defining opacity

---

# ARGB color with alpha record

The ARGB record behaves exactly like the RGBA record, but the alpha value for the ARGB record is in the first byte.

---

## ARGB

Field	Type	Comment
Alpha	UI8	alpha value defining opacity
Red	UI8	Red color value
Green	UI8	Green color value
Blue	UI8	Blue color value

---

# Rectangle record

A rectangle value represents a rectangular region defined by a minimum  $x$ - and  $y$ -coordinate position and a maximum  $x$ - and  $y$ -coordinate position. The RECT record must be byte aligned.

RECT		
Field	Type	Comment
Nbits	UB[5]	Bits used for each subsequent field
Xmin	SB[Nbits]	x minimum position for rectangle in twips
Xmax	SB[Nbits]	x maximum position for rectangle in twips
Ymin	SB[Nbits]	y minimum position for rectangle in twips
Ymax	SB[Nbits]	y maximum position for rectangle in twips

# MATRIX record

The MATRIX record represents a standard 2x3 transformation matrix of the sort commonly used in 2D graphics. It is used to describe the scale, rotation, and translation of a graphic object. The MATRIX record must be byte aligned.

MATRIX		
Field	Type	Comment
HasScale	UB[1]	Has scale values if equal to 1
NScaleBits	If HasScale = 1, UB[5]	Bits in each scale value field
ScaleX	If HasScale = 1, FB[NScaleBits]	x scale value
ScaleY	If HasScale = 1, FB[NScaleBits]	y scale value
HasRotate	UB[1]	Has rotate and skew values if equal to 1
NRotateBits	If HasRotate = 1, UB[5]	Bits in each rotate value field
RotateSkew0	If HasRotate = 1, FB[NRotateBits]	First rotate and skew value

---

## MATRIX

Field	Type	Comment
RotateSkew1	If HasRotate = 1, FB[NRotateBits]	Second rotate and skew value
NTranslateBits	UB[5]	Bits in each translate value field
TranslateX	SB[NTranslateBits]	x translate value in twips
TranslateY	SB[NTranslateBits]	y translate value in twips

The ScaleX, ScaleY, RotateSkew0 and RotateSkew1 fields are stored as 16.16 fixed-point values. The TranslateX and TranslateY values are stored as signed values in twips.

The MATRIX record is optimized for common cases such as a matrix that performs a translation only. In this case, the HasScale and HasRotate flags are zero, and the matrix only contains the TranslateX and TranslateY fields.

The mapping from the MATRIX fields to the 2x3 matrix is as follows:

ScaleX	RotateSkew0
RotateSkew1	ScaleY
TranslateX	TranslateY

For any coordinates  $(x, y)$ , the transformed coordinates  $(x', y')$  are calculated as follows:

$$\begin{aligned}x' &= x * \text{ScaleX} + y * \text{RotateSkew1} + \text{TranslateX} \\y' &= x * \text{RotateSkew0} + y * \text{ScaleY} + \text{TranslateY}\end{aligned}$$

The following table describes how the members of the matrix are used for each type of operation:

	ScaleX	RotateSkew0	RotateSkew1	ScaleY
Rotation	Cosine	Sine	Negative sine	Cosine
Scaling	Horizontal scaling component	Nothing	Nothing	Vertical scaling component
Shear	Nothing	Horizontal proportionality constant	Vertical proportionality constant	Nothing
Reflection	Horizontal reflection component	Nothing	Nothing	Vertical reflection component

# Color transform record

The CXFORM record defines a simple transform that can be applied to the color space of a graphic object. The following are the two types of transform possible:

- Multiplication transforms
- Addition transforms

Multiplication transforms multiply the red, green, and blue components by an 8.8 fixed-point multiplication term. The fixed-point representation of 1.0 is 0x100 or 256 decimal.

For any color (R,G,B), the transformed color (R', G', B') is calculated as follows:

$$\begin{aligned} R' &= (R * \text{RedMultTerm}) / 256 \\ G' &= (G * \text{GreenMultTerm}) / 256 \\ B' &= (B * \text{BlueMultTerm}) / 256 \end{aligned}$$

Addition transforms add an addition term (positive or negative) to the red, green, and blue components of the object being displayed. If the result is greater than 255, the result is clamped to 255. If the result is less than zero, the result is clamped to zero.

For any color (R,G,B), the transformed color (R', G', B') is calculated as follows:

$$\begin{aligned} R' &= \max(0, \min(R + \text{RedAddTerm}, 255)) \\ G' &= \max(0, \min(G + \text{GreenAddTerm}, 255)) \\ B' &= \max(0, \min(B + \text{BlueAddTerm}, 255)) \end{aligned}$$

Addition and multiplication transforms can be combined as follows. The multiplication operation is performed first:

$$\begin{aligned} R' &= \max(0, \min(((R * \text{RedMultTerm}) / 256) + \text{RedAddTerm}, 255)) \\ G' &= \max(0, \min(((G * \text{GreenMultTerm}) / 256) + \text{GreenAddTerm}, 255)) \\ B' &= \max(0, \min(((B * \text{BlueMultTerm}) / 256) + \text{BlueAddTerm}, 255)) \end{aligned}$$

The CXFORM record must be byte aligned.

---

## CXFORM

Field	Type	Comment
HasAddTerms	UB[1]	Has color addition values if equal to 1
HasMultTerms	UB[1]	Has color multiply values if equal to 1
Nbits	UB[4]	Bits in each value field
RedMultTerm	If HasMultTerms = 1, SB[Nbits]	Red multiply value
GreenMultTerm	If HasMultTerms = 1, SB[Nbits]	Green multiply value
BlueMultTerm	If HasMultTerms = 1, SB[Nbits]	Blue multiply value

---

## CXFORM

Field	Type	Comment
RedAddTerm	If HasAddTerms = 1, SB[Nbits]	Red addition value
GreenAddTerm	If HasAddTerms = 1, SB[Nbits]	Green addition value
BlueAddTerm	If HasAddTerms = 1, SB[Nbits]	Blue addition value

---

## Color transform with alpha record

The CXFORMWITHALPHA record extends the functionality of CXFORM by allowing color transforms to be applied to the alpha channel, as well as the red, green, and blue channels.

The following are the two types of transform possible:

- Multiplication Transforms
- Addition Transforms

Multiplication transforms multiply the red, green, blue, and alpha components by an 8.8 fixed-point value. The fixed-point representation of 1.0 is 0x100 or 256 decimal. Therefore, the result of a multiplication operation should be divided by 256.

For any color (R,G,B,A), the transformed color (R', G', B', A') is calculated as follows:

$$\begin{aligned} R' &= (R * \text{RedMultTerm}) / 256 \\ G' &= (G * \text{GreenMultTerm}) / 256 \\ B' &= (B * \text{BlueMultTerm}) / 256 \\ A' &= (A * \text{AlphaMultTerm}) / 256 \end{aligned}$$

The CXFORMWITHALPHA record is most commonly used to display objects as partially transparent, achieved by multiplying the alpha channel by some value between zero and 256.

Addition transforms add a fixed value (positive or negative) to the red, green, blue, and alpha components of the object being displayed. If the result is greater than 255, the result is clamped to 255. If the result is less than zero, the result is clamped to zero.

For any color (R,G,B,A), the transformed color (R', G', B', A') is calculated as follows:

$$\begin{aligned} R' &= \max(0, \min(R + \text{RedAddTerm}, 255)) \\ G' &= \max(0, \min(G + \text{GreenAddTerm}, 255)) \\ B' &= \max(0, \min(B + \text{BlueAddTerm}, 255)) \\ A' &= \max(0, \min(A + \text{AlphaAddTerm}, 255)) \end{aligned}$$

Addition and multiplication transforms can be combined as follows. The multiplication operation is performed first:

```

R' = max(0, min(((R * RedMultTerm) / 256) + RedAddTerm, 255))
G' = max(0, min(((G * GreenMultTerm) / 256) + GreenAddTerm, 255))
B' = max(0, min(((B * BlueMultTerm) / 256) + BlueAddTerm, 255))
A' = max(0, min(((A * AlphaMultTerm) / 256) + AlphaAddTerm, 255))

```

Like the CXFORM record, the CXFORMWITHALPHA record is byte aligned.

---

### CXFORMWITHALPHA

Field	Type	Comment
HasAddTerms	UB[1]	Has color addition values if equal to 1
HasMultTerms	UB[1]	Has color multiply values if equal to 1
Nbits	UB[4]	Bits in each value field
RedMultTerm	If HasMultTerms = 1, SB[Nbits]	Red multiply value
GreenMultTerm	If HasMultTerms = 1, SB[Nbits]	Green multiply value
BlueMultTerm	If HasMultTerms = 1, SB[Nbits]	Blue multiply value
AlphaMultTerm	If HasMultTerms = 1, SB[Nbits]	Alpha multiply value
RedAddTerm	If HasAddTerms = 1, SB[Nbits]	Red addition value
GreenAddTerm	If HasAddTerms = 1, SB[Nbits]	Green addition value
BlueAddTerm	If HasAddTerms = 1, SB[Nbits]	Blue addition value
AlphaAddTerm	If HasAddTerms = 1, SB[Nbits]	Transparency addition value

---



This chapter provides a summary of the elements that comprise a SWF file.

## The SWF header

All SWF files begin with the following header. The types are defined in [Chapter 1, “Basic Data Types,”](#) on page 11,

---

### SWF File Header

Field	Type	Comment
Signature	UI8	Signature byte: “F” indicates uncompressed “C” indicates compressed (SWF 6 and later only)
Signature	UI8	Signature byte always “W”
Signature	UI8	Signature byte always “S”
Version	UI8	Single byte file version (for example, 0x06 for SWF 6)
FileLength	UI32	Length of entire file in bytes
FrameSize	RECT	Frame size in twips
FrameRate	UI16	Frame delay in 8.8 fixed number of frames per second
FrameCount	UI16	Total number of frames in file

---

The header begins with a three-byte signature of either 0x46, 0x57, 0x53 (“FWS”); or 0x43, 0x57, 0x53 (“CWS”). An FWS signature indicates an uncompressed SWF file; CWS indicates that the entire file after the first 8 bytes (that is, after the FileLength field) was compressed by using the ZLIB open standard. The data format that the ZLIB library uses is described by Request for Comments (RFCs) documents 1950 to 1952. CWS file compression is permitted in SWF 6 or later only.

A one-byte version number follows the signature. The version number is not an ASCII character, but an 8-bit number. For example, for SWF 4, the version byte is 0x04, not the ASCII character “4” (0x34).

The FileLength field is the total length of the SWF file, including the header. If this is an uncompressed SWF file (FWS signature), the FileLength field should exactly match the file size. If this is a compressed SWF file (CWS signature), the FileLength field indicates the total length of the file after decompression, and thus generally does not match the file size. Having the uncompressed size available can make the decompression process more efficient.

The FrameSize field defines the width and height of the on-screen display. This field is stored as a RECT structure, meaning that its size may vary according to the number of bits needed to encode the coordinates. The FrameSize RECT always has Xmin and Ymin value of 0; the Xmax and Ymax members define the width and height (see [“Using bit values” on page 16](#)).

The FrameRate is the desired playback rate in frames per second. This rate is not guaranteed if, for example, Flash Player is running on a slow or busy CPU.

The FrameCount is the total number of frames in this SWF file.

## SWF file structure

Following the header is a series of tagged data blocks. All tags share a common format, so any program parsing a SWF file can skip over blocks it does not understand. Data inside the block can point to offsets within the block, but can never point to an offset in another block. This ability enables tags to be removed, inserted, or modified by tools that process a SWF file.

The FileAttributes tag is only required for SWF 8 and later.



*SWF File Structure*

# Tag format

Each tag begins with a tag type and a length. The tag-header formats can be either short or long. Short tag headers are used for tags with 62 bytes of data or less. Long tag headers, with a signed 32-bit length field, can be used for any tag size up to 2GB, far larger than is presently practical.

---

## RECORDHEADER (short)

Field	Type	Comment
TagCodeAndLength	UI16	Upper 10 bits: tag type Lower 6 bits: tag length

### NOTE

The TagCodeAndLength field is a two-byte word, not a bit field of 10 bits followed by a bit field of 6 bits. The little-endian byte ordering of a SWF file makes these two layouts different.

The length specified in the TagCodeAndLength field does not include the RECORDHEADER that starts a tag.

If the tag is 63 bytes or longer, it is stored in a long tag header. The long tag header consists of a short tag header with a length of 0x3f, followed by a 32-bit length.

---

## RECORDHEADER (long)

Field	Type	Comment
TagCodeAndLength	UI16	Tag type and length of 0x3F Packed together as in short header
Length	SI32	Length of tag

# Definition and control tags

The two categories of tags in a SWF file are as follows:

**Definition tags** define the content of the SWF file—the shapes, text, bitmaps, sounds, and so on. Each definition tag assigns a unique ID called a *character ID* to the content it defines. Flash Player then stores the character in a repository called the *dictionary*. Definition tags, by themselves, do not cause anything to be rendered.

**Control tags** create and manipulate rendered *instances* of characters in the dictionary, and control the flow of the file.

# Tag ordering in SWF files

Generally speaking, tags in a SWF can occur in any order. However, you must observe the following rules:

- The [FileAttributes](#) tag must be the first tag in the SWF file for SWF 8 and later.
- A tag should only depend on tags that come before it. A tag should never depend on a tag that comes later in the file.
- A definition tag that defines a character must occur before any control tag that refers to that character.
- Streaming sound tags must be in order. Out-of-order streaming sound tags result in the sound being played out of order.
- The End tag is always the last tag in the SWF file.

## The dictionary

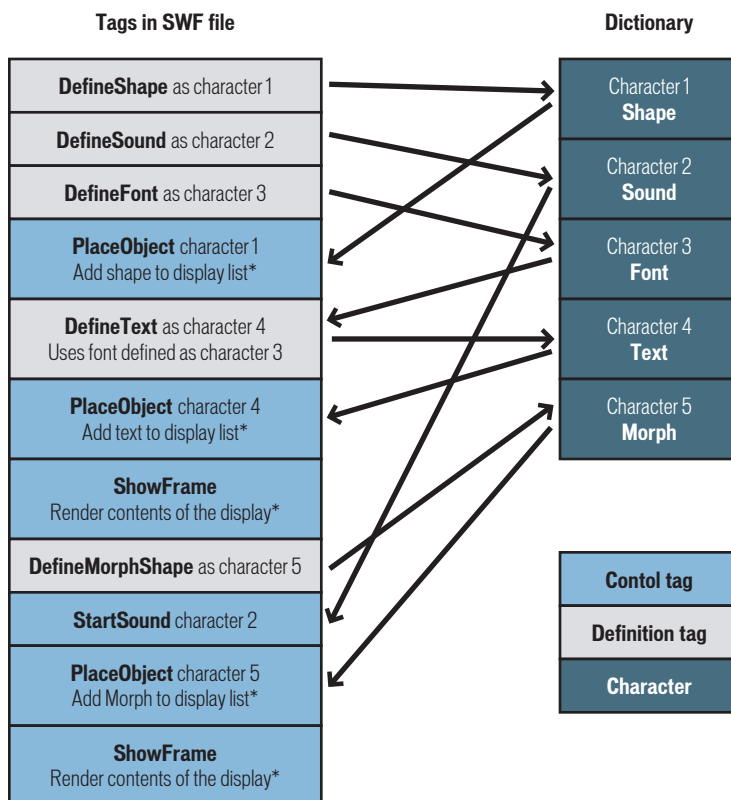
The dictionary is a repository of characters that are defined, and are available for control tags to use. The process of building and using the dictionary is as follows:

1. The definition tag defines some content, such as a shape, font, bitmap, or sound.
2. The definition tag assigns a unique CharacterId to the content.
3. The content is saved in the dictionary under the CharacterId.
4. A control tag uses the CharacterId to retrieve the content from the dictionary, and performs some action on the content, such as displaying a shape, or playing a sound.

Every definition tag must specify a unique ID. Duplicate IDs are not allowed. Typically, the first CharacterId is 1, the second CharacterId is 2, and so on. The number zero (0) is special and is considered a null character.

Control tags are not the only tags that reference the dictionary. Definition tags can use characters from the dictionary to define more complex characters. For example, the [DefineButton](#) and [DefineSprite](#) tags refer to other characters to define their contents. The [DefineText](#) tag can refer to font characters to select different fonts for the text.

The following diagram illustrates a typical interaction between definition tags, control tags, and the dictionary:



\* See [The Display List](#).

## Processing a SWF file

Flash Player processes all of the tags in a SWF file until a **ShowFrame** tag is encountered. At this point, the display list is copied to the screen and Flash Player is idle until it is time to process the next frame. The contents of the first frame are the cumulative effect of performing all of the control tag operations before the first ShowFrame tag. The contents of the second frame are the cumulative effect of performing all of the control tag operations from the beginning of the file to the second ShowFrame tag, and so on.

# File compression strategy

Since SWF files are frequently delivered over a network connection, they should be as compact as possible. Several techniques are used to accomplish this, including the following items:

**Reuse**—The structure of the character dictionary makes it easy to reuse elements in a SWF file. For example, a shape, button, sound, font, or bitmap can be stored in a file once and referenced many times.

**Compression**—Shapes are compressed by using an efficient delta encoding scheme; often the first coordinate of a line is assumed to be the last coordinate of the previous line. Distances are also often expressed relative to the last position.

**Default values**—Some structures, like matrixes and color transforms, have common fields that are used more often than others. For example, for a matrix, the most common field is the translation field. Scaling and rotation are less common. Therefore, if the scaling field is not present, it is assumed to be 100%. If the rotation field is not present, it is assumed that there is no rotation. This use of default values helps to minimize file sizes.

**Change Encoding**—As a rule, SWF files only store the changes between states. This is reflected in shape data structures and in the place-move-remove model that the display list uses.

**Shape Data Structure**—The shape data structure uses a unique structure to minimize the size of shapes and to render anti-aliased shapes efficiently on the screen.

## Summary

A SWF file is made up of a header, followed by a number of tags. The two types of tags are definition tags and control tags. Definition tags define the objects known as characters, which are stored in the dictionary. Control tags manipulate characters, and control the flow of the file.

Displaying a frame of a SWF file is a three-stage process:

1. Objects are defined with definition tags such as [DefineShape](#), [DefineSprite](#), and so on. Each object is given a unique ID called a *character*, and is stored in a repository called the *dictionary*.
2. Selected characters are copied from the dictionary and placed on the *display list*, which is the list of the characters that will be displayed in the next frame.
3. Once complete, the contents of the display list are rendered to the screen with [ShowFrame](#).

A *depth* value is assigned to each character on the display list. The depth determines the stacking order of the character. Characters with lower depth values are displayed underneath characters with higher depth values. A character with a depth value of 1 is displayed at the bottom of the stack. A character can appear more than once in the display list, but at different depths. Only one character can be at any given depth.

In SWF 1 and 2, the display list was a flat list of the objects that are present on the screen at any given time. In SWF 3 and later versions, the display list is a hierarchical list where an element on the display can have a list of child elements. For more information, see [DefineSprite](#).

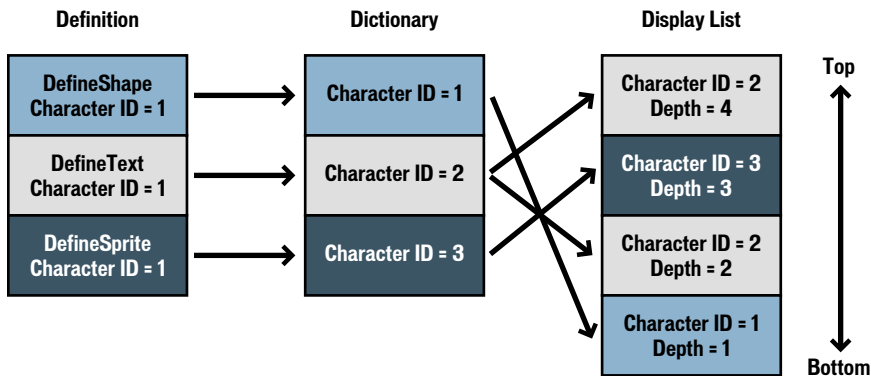
The following six tags are used to control the display list:

- [PlaceObject](#) Adds a character to the display list.
- [PlaceObject2](#) & [PlaceObject3](#) Adds a character to the display list, or modifies the character at the specified depth.
- [RemoveObject](#) Removes the specified character from the display list.
- [RemoveObject2](#) Removes the character at the specified depth.
- [ShowFrame](#) Renders the contents of the display list to the display.

**NOTE**

The older tags, [PlaceObject](#) and [RemoveObject](#), are rarely used in SWF 3 and later versions.

The following diagram illustrates the display process. First, three objects are defined: a shape, a text object, and a sprite. These objects are given character IDs and stored in the dictionary. Character 1 (the shape) is then placed at depth 1, the bottom of the stack, and will be obscured by all other characters when the frame is rendered. Character 2 (the text) is placed twice; once at depth 2, and once at depth 4, the top of the stack. Character 3 (the sprite) is placed at depth 3.

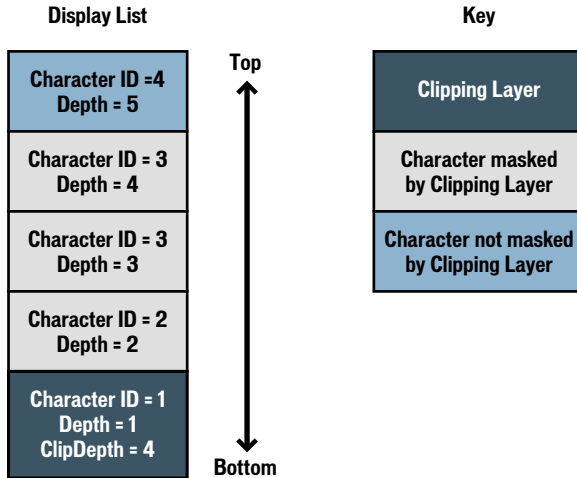


## Clipping layers

Flash Player supports a special kind of object in the display list called a *clipping layer*. A character placed as a clipping layer is not displayed; rather it clips (or masks) the characters placed above it. The ClipDepth field in [PlaceObject2](#) specifies the top-most depth that the clipping layer masks.



For example, if a shape was placed at depth 1 with a ClipDepth of 4, all depths above 1, up to and including depth 4, are masked by the shape placed at depth 1. Characters placed at depths above 4 are not masked.



## Using the display list

The following procedure creates and displays an animation:

1. Define each character with a definition tag.

Each character is given a unique character ID, and added to the dictionary.

2. Add each character to the display list with a [PlaceObject2](#) tag. Each PlaceObject2 tag specifies the character to be displayed, plus the following attributes:

**A depth value**, which controls the stacking order of the character being placed. Characters with lower depth values appear to be underneath characters with higher depth values. A depth value of 1 means the character is displayed at the bottom of the stack. Only one character can be at any given depth.

**A transformation matrix**, which determines the position, scale, factor, and angle of rotation of the character being placed. The same character can be placed more than once (at different depths) with a different transformation matrix.

**An optional color transform**, which specifies the color effect applied to the character being placed. Color effects include transparency and color shifts.

**An optional name string**, which identifies the character being placed for SetTarget actions. SetTarget is used to perform actions inside sprite objects.

**An optional ClipDepth value**, which specifies the top-most depth that will be masked by the character being placed.

**An optional ratio value**, which controls how a morph character is displayed when placed. A ratio of zero displays the character at the start of the morph. A ratio of 65535 displays the character at the end of the morph.

3. Use a [ShowFrame](#) tag to render the contents of the display list to the screen.

4. Use a [PlaceObject2](#) tag to modify each character on the display List.

Each [PlaceObject2](#) assigns a new transformation matrix to the character at a given depth. The character ID is not specified because each depth can have only one character.

5. Use a [ShowFrame](#) tag to display the characters in their new positions.

Repeat steps 4 and 5 for each frame of the animation.

NOTE

If a character does not change from frame to frame, you do not need to replace the unchanged character after each frame.

6. Use a [RemoveObject2](#) tag to Remove each character from the display list.

Only the depth value is required to identify the character being removed.

## Display list tags

Display list tags are used to add character and character attributes to a display list.

### PlaceObject

The [PlaceObject](#) tag adds a character to the display list. The [CharacterId](#) identifies the character to be added. The [Depth](#) field specifies the stacking order of the character. The [Matrix](#) field species the position, scale, and rotation of the character. If the size of the [PlaceObject](#) tag exceeds the end of the transformation matrix, it is assumed that a [ColorTransform](#) field is appended to the record. The [ColorTransform](#) field specifies a color effect (such as transparency) that is applied to the character. The same character can be added more than once to the display list with a different depth and transformation matrix.

NOTE

[PlaceObject](#) is rarely used in SWF 3 and later versions; it is superseded by [PlaceObject2](#) and [PlaceObject3](#).

The minimum file format version is SWF 1.

---

## PlaceObject

Field	Type	Comment
Header	RECORDHEADER	Tag type = 4
CharacterId	UI16	ID of character to place
Depth	UI16	Depth of character
Matrix	MATRIX	Transform matrix data
ColorTransform (optional)	CXFORM	Color transform data

---

## PlaceObject2

The PlaceObject2 tag extends the functionality of the PlaceObject tag. The PlaceObject2 tag can both add a character to the display list, and modify the attributes of a character that is already on the display list. The PlaceObject2 tag changed slightly from SWF 4 to SWF 5. In SWF 5, *clip actions* were added.

The tag begins with a group of flags that indicate which fields are present in the tag. The optional fields are CharacterId, Matrix, ColorTransform, Ratio, ClipDepth, Name, and ClipActions. The Depth field is the only field that is always required.

The depth value determines the stacking order of the character. Characters with lower depth values are displayed underneath characters with higher depth values. A depth value of 1 means the character is displayed at the bottom of the stack. Any given depth can have only one character. This means a character that is already on the display list can be identified by its depth alone (that is, a CharacterId is not required).

The PlaceFlagMove and PlaceFlagHasCharacter tags indicate whether a new character is being added to the display list, or a character already on the display list is being modified. The meaning of the flags is as follows:

- PlaceFlagMove = 0 and PlaceFlagHasCharacter = 1

A new character (with ID of CharacterId) is placed on the display list at the specified depth. Other fields set the attributes of this new character.

- PlaceFlagMove = 1 and PlaceFlagHasCharacter = 0

The character at the specified depth is modified. Other fields modify the attributes of this character. Because any given depth can have only one character, no CharacterId is required.

- `PlaceFlagMove = 1` and `PlaceFlagHasCharacter = 1`

The character at the specified `Depth` is removed, and a new character (with ID of `CharacterId`) is placed at that depth. Other fields set the attributes of this new character.

For example, a character that is moved over a series of frames has `PlaceFlagHasCharacter` set in the first frame, and `PlaceFlagMove` set in subsequent frames. The first frame places the new character at the desired depth, and sets the initial transformation matrix. Subsequent frames replace the transformation matrix of the character at the desired depth.

The optional fields in `PlaceObject2` have the following meaning:

- The `CharacterId` field specifies the character to be added to the display list. `CharacterId` is used only when a new character is being added. If a character that is already on the display list is being modified, the `CharacterId` field is absent.
- The `Matrix` field specifies the position, scale and rotation of the character being added or modified.
- The `ColorTransform` field specifies the color effect applied to the character being added or modified.
- The `Ratio` field specifies a morph ratio for the character being added or modified. This field applies only to characters defined with [DefineMorphShape](#), and controls how far the morph has progressed. A ratio of zero displays the character at the start of the morph. A ratio of 65535 displays the character at the end of the morph. For values between zero and 65535 Flash Player interpolates between the start and end shapes, and displays an in-between shape.
- The `ClipDepth` field specifies the top-most depth that will be masked by the character being added. A `ClipDepth` of zero indicates that this is not a clipping character.
- The `Name` field specifies a name for the character being added or modified. This field is typically used with sprite characters, and is used to identify the sprite for `SetTarget` actions. It allows the main file (or other sprites) to perform actions *inside* the sprite (see [“Sprites and Movie Clips” on page 231](#)).
- The `ClipActions` field, which is valid only for placing sprite characters, defines one or more event handlers to be invoked when certain events occur.

The minimum file format version is SWF 3.

---

## PlaceObject2

Field	Type	Comment
Header	RECORDHEADER	Tag type = 26
PlaceFlagHasClipActions	UB[1]	SWF 5 and later: has clip actions (sprite characters only) Otherwise: always 0
PlaceFlagHasClipDepth	UB[1]	Has clip depth
PlaceFlagHasName	UB[1]	Has name
PlaceFlagHasRatio	UB[1]	Has ratio
PlaceFlagHasColorTransform	UB[1]	Has color transform
PlaceFlagHasMatrix	UB[1]	Has matrix
PlaceFlagHasCharacter	UB[1]	Places a character
PlaceFlagMove	UB[1]	Defines a character to be moved
Depth	UI16	Depth of character
CharacterId	If PlaceFlagHasCharacter UI16	ID of character to place
Matrix	If PlaceFlagHasMatrix MATRIX	Transform matrix data
ColorTransform	If PlaceFlagHasColorTransform CXFORMWITHALPHA	Color transform data
Ratio	If PlaceFlagHasRatio UI16	
Name	If PlaceFlagHasName STRING	Name of character
ClipDepth	If PlaceFlagHasClipDepth UI16	Clip depth (see <a href="#">“Clipping layers” on page 32</a> )
ClipActions	If PlaceFlagHasClipActions CLIPACTIONS	SWF 5 and later: Clip Actions Data

---

Clip actions are valid for placing sprite characters only. Clip actions define event handlers for a sprite character.

---

## CLIPACTIONS

Field	Type	Comment
Reserved	UI16	Must be 0
AllEventFlags	CLIP EVENTFLAGS	All events used in these clip actions
ClipActionRecords	CLIP ACTIONRECORD [one or more]	Individual event handlers
ClipActionEndFlag	If SWF version <= 5, UI16 If SWF version >= 6, UI32	Must be 0

---

## CLIP ACTIONRECORD

Field	Type	Comment
EventFlags	CLIP EVENTFLAGS	Events to which this handler applies
ActionRecordSize	UI32	Offset in bytes from end of this field to next CLIP ACTIONRECORD (or ClipActionEndFlag)
KeyCode	If EventFlags contain ClipEventKeyPress: UI8 Otherwise absent	Key code to trap (see <a href="#">“DefineButton2” on page 226</a> )
Actions	<a href="#">ACTIONRECORD</a> [one or more]	Actions to perform

---

## PlaceObject3

The PlaceObject3 tag extends the functionality of the PlaceObject2 tag. PlaceObject3 adds the following new features:

- The PlaceFlagHasClassName field indicates that a class name will be specified, indicating the type of object to place. Because we no longer use ImportAssets in ActionScript 3.0, there needed to be some way to place a Timeline object using a class imported from another SWF, which does not have a 16-bit character ID in the instantiating SWF. Supported in Flash Player 9.0.45.0 and later.

- The `PlaceFlagHasImage` field indicates the creation of native `Bitmap` objects on the display list. When `PlaceFlagHasClassName` and `PlaceFlagHasImage` are both defined, this indicates a `Bitmap` class to be loaded from another SWF. Immediately following the flags is the class name (as above) for the `BitmapData` class in the loaded SWF. A `Bitmap` object will be placed with the named `BitmapData` class as its internal data. When `PlaceFlagHasCharacter` and `PlaceFlagHasImage` are both defined, this indicates a `Bitmap` from the current SWF. The `BitmapData` to be used as its internal data will be defined by the following `characterID`. This only occurs when the `BitmapData` has a class associated with it. If there is no class associated with the `BitmapData`, `DefineShape` should be used with a `Bitmap` fill. Supported in Flash Player 9.0.45.0 and later.
- The `PlaceFlagHasCacheAsBitmap` field specifies whether Flash Player should internally cache a display object as a bitmap. Caching can speed up rendering when the object does not change frequently.
- A number of different blend modes can be specified as an alternative to normal alpha compositing. The following blend modes are supported:

Add	Layer
Alpha	Lighten
Darken	Overlay
Difference	Multiply
Erase	Screen
Hardlight	Subtract
Invert	

- A number of bitmap filters can be applied to the display object. Adding filters implies that the display object will be cached as a bitmap. The following bitmap filters are supported:

Bevel	Drop shadow
Blur	Glow
Color matrix	Gradient bevel
Convolution	Gradient glow

The minimum file format version is SWF 8.

---

### PlaceObject3

Field	Type	Comment
Header	RECORDHEADER	Tag type = 70
PlaceFlagHasClipActions	UB[1]	SWF 5 and later: has clip actions (sprite characters only) Otherwise: always 0
PlaceFlagHasClipDepth	UB[1]	Has clip depth
PlaceFlagHasName	UB[1]	Has name
PlaceFlagHasRatio	UB[1]	Has ratio
PlaceFlagHasColorTransform	UB[1]	Has color transform
PlaceFlagHasMatrix	UB[1]	Has matrix
PlaceFlagHasCharacter	UB[1]	Places a character
PlaceFlagMove	UB[1]	Defines a character to be moved
Reserved	UB[3]	Must be 0
PlaceFlagHasImage	UB[1]	Has class name or character ID of bitmap to place. If PlaceFlagHasClassName, use ClassName. If PlaceFlagHasCharacter, use CharacterId
PlaceFlagHasClassName	UB[1]	Has class name of object to place
PlaceFlagHasCacheAsBitmap	UB[1]	Enables bitmap caching
PlaceFlagHasBlendMode	UB[1]	Has blend mode
PlaceFlagHasFilterList	UB[1]	Has filter list
Depth	UI16	Depth of character
ClassName	If PlaceFlagHasClassName or (PlaceFlagHasImage and PlaceFlagHasCharacter), String	Name of the class to place

---



---

**PlaceObject3**

Field	Type	Comment
CharacterId	If PlaceFlagHasCharacter, UI16	ID of character to place
Matrix	If PlaceFlagHasMatrix, MATRIX	Transform matrix data
ColorTransform	If PlaceFlagHasColorTransform, CXFORMWITHALPHA	Color transform data
Ratio	If PlaceFlagHasRatio, UI16	
Name	If PlaceFlagHasName, STRING	Name of character
ClipDepth	If PlaceFlagHasClipDepth, UI16	Clip depth (see <a href="#">Clipping layers</a> )
SurfaceFilterList	If PlaceFlagHasFilterList, FILTERLIST	List of filters on this object
BlendMode	If PlaceFlagHasBlendMode, UI8	0 or 1 = normal 2 = layer 3 = multiply 4 = screen 5 = lighten 6 = darken 7 = difference 8 = add 9 = subtract 10 = invert 11 = alpha 12 = erase 13 = overlay 14 = hardlight Values 15 to 255 are reserved.
BitmapCache	If PlaceFlagHasCacheAsBitmap, UI8	0 = Bitmap cache disabled 1-255 = Bitmap cache enabled
ClipActions	If PlaceFlagHasClipActions, CLIPACTIONS	SWF 5 and later: Clip Actions Data

---

**FILTERLIST**

Field	Type	Comment
NumberOfFilters	UI8	Number of Filters
Filter	FILTER[NumberOfFilters]	List of filters

---

---

## **FILTER**

<b>Field</b>	<b>Type</b>	<b>Comment</b>
FilterID	UI8	0 = Has DropShadowFilter 1 = Has BlurFilter 2 = Has GlowFilter 3 = Has BevelFilter 4 = Has GradientGlowFilter 5 = Has ConvolutionFilter 6 = Has ColorMatrixFilter 7 = Has GradientBevelFilter
DropShadowFilter	If FilterID = 0, DROPSHADOWFILTER	Drop Shadow filter
BlurFilter	If FilterID = 1, BLURFILTER	Blur filter
GlowFilter	If FilterID = 2, GLOWFILTER	Glow filter
BevelFilter	If FilterID = 3, BEVELFILTER	Bevel filter
GradientGlowFilter	If FilterID = 4, GRADIENTGLOWFILTER	Gradient Glow filter
ConvolutionFilter	If FilterID = 5, CONVOLUTIONFILTER	Convolution filter
ColorMatrixFilter	If FilterID = 6, COLORMATRIXFILTER	Color Matrix filter
GradientBevelFilter	If FilterID = 7, GRADIENTBEVELFILTER	Gradient Bevel filter

---

## **Color Matrix filter**

A Color Matrix filter applies a color transformation on the pixels of a display list object. Given an input RGBA pixel in a display list object, the color transformation is calculated in the following way:

The resulting RGBA values are saturated.

The matrix values are stored from left to right and each row from top to bottom. The last row is always assumed to be (0,0,0,0,1) and does not need to be stored.

---

## **COLORMATRIXFILTER**

<b>Field</b>	<b>Type</b>	<b>Comment</b>
Matrix	FLOAT[20]	Color matrix values

---

$$\begin{bmatrix} R' \\ G' \\ B' \\ A' \\ 1 \end{bmatrix} = \begin{bmatrix} r0 & r1 & r2 & r3 & r4 \\ g0 & g1 & g2 & g3 & g4 \\ b0 & b1 & b2 & b3 & b4 \\ a0 & a1 & a2 & a3 & a4 \\ 0 & 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} R \\ G \\ B \\ A \\ 1 \end{bmatrix}$$

## Convolution filter

The Convolution filter is a two-dimensional discrete convolution. It is applied on each pixel of a display object. In the following mathematical representation, F is the input pixel plane, G is the input matrix, and H is the output pixel plane:

$$H_{x \ y} = \sum_{j=0}^{MatrixY-1} \sum_{i=0}^{MatrixX-1} \frac{F \left[ x+i-\frac{MatrixX}{2} \right] \left[ y+j-\frac{MatrixY}{2} \right] + Bias \ G_{i \ j}}{Divisor}$$

The convolution is applied on each of the RGBA color components and then saturated, except when the PreserveAlpha flag is set; in this case, the alpha channel value is not modified. The clamping flag specifies how pixels outside of the input pixel plane are handled. If set to false, the DefaultColor value is used, and otherwise, the pixel is clamped to the closest valid input pixel.

CONVOLUTIONFILTER		
Field	Type	Comment
MatrixX	UI8	Horizontal matrix size
MatrixY	UI8	Vertical matrix size
Divisor	FLOAT	Divisor applied to the matrix values
Bias	FLOAT	Bias applied to the matrix values
Matrix	FLOAT[MatrixX * MatrixY]	Matrix values
DefaultColor	RGBA	Default color for pixels outside the image
Reserved	UB[6]	Must be 0
Clamp	UB[1]	Clamp mode
PreserveAlpha	UB[1]	Preserve the alpha

## Blur filter

The blur filter is based on a sub-pixel precise median filter (also known as a *box filter*). The filter is applied on each of the RGBA color channels.

The general mathematical representation of a simple non-sub-pixel precise median filter is as follows, and can be easily extended to support sub-pixel precision.

NOTE	This representation assumes that BlurX and BlurY are odd integers in order to get the same result as Flash Player. The filter window is always centered on a pixel in Flash Player.
------	---

$$H(x, y) = \frac{\sum_{j=0}^{BlurY-1} \sum_{i=0}^{BlurX-1} F\left[x + i - \frac{BlurX}{2}\right] \left[y + j - \frac{BlurY}{2}\right]}{BlurX \cdot BlurY}$$

When the number of passes is set to three, it closely approximates a Gaussian Blur filter. A higher number of passes is possible, but for performance reasons, Adobe does not recommend it.

---

## BLURFILTER

Field	Type	Comment
BlurX	FIXED	Horizontal blur amount
BlurY	FIXED	Vertical blur amount
Passes	UB[5]	Number of blur passes
Reserved	UB[3]	Must be 0

---

## Drop Shadow filter

The Drop Shadow filter is based on the same median filter as the blur filter, but the filter is applied only on the alpha color channel to obtain a shadow pixel plane.

The angle parameter is in radians. With angle set to 0, the shadow shows on the right side of the object. The distance is measured in pixels. The shadow pixel plane values are interpolated bilinearly if sub-pixel values are used.

The strength of the shadow normalized is 1.0 in fixed point. The strength value is applied by multiplying each value in the shadow pixel plane.

Various compositing options are available for the drop shadow to support both inner and outer shadows in regular or knockout modes.

The resulting color value of each pixel is obtained by multiplying the color channel of the provided RGBA color value by the associated value in the shadow pixel plane. The resulting pixel value is composited on the original input pixel plane by using one of the specified compositing modes.

---

## DROPSHADOWFILTER

Field	Type	Comment
DropShadowColor	RGBA	Color of the shadow
BlurX	FIXED	Horizontal blur amount
BlurY	FIXED	Vertical blur amount
Angle	FIXED	Radian angle of the drop shadow
Distance	FIXED	Distance of the drop shadow
Strength	FIXED8	Strength of the drop shadow
InnerShadow	UB[1]	Inner shadow mode
Knockout	UB[1]	Knockout mode
CompositeSource	UB[1]	Composite source Always 1
Passes	UB[5]	Number of blur passes

---

## Glow filter

The Glow filter works in the same way as the Drop Shadow filter, except that it does not have a distance and angle parameter. Therefore, it can run slightly faster.

---

## GLOWFILTER

Field	Type	Comment
GlowColor	RGBA	Color of the shadow
BlurX	FIXED	Horizontal blur amount
BlurY	FIXED	Vertical blur amount
Strength	FIXED8	Strength of the glow
InnerGlow	UB[1]	Inner glow mode
Knockout	UB[1]	Knockout mode

---

---

**GLOWFILTER**

Field	Type	Comment
CompositeSource	UB[1]	Composite source Always 1
Passes	UB[5]	Number of blur passes

---

## Bevel filter

The Bevel filter creates a smooth bevel on display list objects.

---

### BEVELFILTER

Field	Type	Comment
ShadowColor	RGBA	Color of the shadow
HighlightColor	RGBA	Color of the highlight
BlurX	FIXED	Horizontal blur amount
BlurY	FIXED	Vertical blur amount
Angle	FIXED	Radian angle of the drop shadow
Distance	FIXED	Distance of the drop shadow
Strength	FIXED8	Strength of the drop shadow
InnerShadow	UB[1]	Inner shadow mode
Knockout	UB[1]	Knockout mode
CompositeSource	UB[1]	Composite source Always 1
OnTop	UB[1]	OnTop mode
Passes	UB[4]	Number of blur passes

---

## Gradient Glow and Gradient Bevel filters

The Gradient Glow and Gradient Bevel filters are extensions of the normal Glow and Bevel Filters and allow a gradient to be specified instead of a single color. Instead of multiplying a single color value by the shadow-pixel plane value, the shadow-pixel plane value is mapped directly into the gradient ramp to obtain the resulting color pixel value, which is then composited by using one of the specified compositing modes.

---

### GRADIENTGLOWFILTER

Field	Type	Comment
NumColors	UI8	Number of colors in the gradient
GradientColors	RGBA[NumColors]	Gradient colors
GradientRatio	UI8[NumColors]	Gradient ratios

---



---

## GRADIENTGLOWFILTER

Field	Type	Comment
BlurX	FIXED	Horizontal blur amount
BlurY	FIXED	Vertical blur amount
Angle	FIXED	Radian angle of the gradient glow
Distance	FIXED	Distance of the gradient glow
Strength	FIXED8	Strength of the gradient glow
InnerShadow	UB[1]	Inner glow mode
Knockout	UB[1]	Knockout mode
CompositeSource	UB[1]	Composite source Always 1
OnTop	UB[1]	OnTop mode
Passes	UB[4]	Number of blur passes

---

## GRADIENTBEVELFILTER

Field	Type	Comment
NumColors	UI8	Number of colors in the gradient
GradientColors	RGBA[NumColors]	Gradient colors
GradientRatio	UI8[NumColors]	Gradient ratios
BlurX	FIXED	Horizontal blur amount
BlurY	FIXED	Vertical blur amount
Angle	FIXED	Radian angle of the gradient bevel
Distance	FIXED	Distance of the gradient bevel
Strength	FIXED8	Strength of the gradient bevel
InnerShadow	UB[1]	Inner bevel mode
Knockout	UB[1]	Knockout mode

---

## GRADIENTBEVELFILTER

Field	Type	Comment
CompositeSource	UB[1]	Composite source Always 1
OnTop	UB[1]	OnTop mode
Passes	UB[4]	Number of blur passes

---

## ClipEventFlags

The CLIPEVENTFLAGS sequence specifies one or more sprite events to which an event handler applies. In SWF 5 and earlier, CLIPEVENTFLAGS is 2 bytes; in SWF 6 and later, it is 4 bytes.

---

## CLIPEVENTFLAGS

Field	Type	Comment
ClipEventKeyUp	UB[1]	Key up event
ClipEventKeyDown	UB[1]	Key down event
ClipEventMouseUp	UB[1]	Mouse up event
ClipEventMouseDown	UB[1]	Mouse down event
ClipEventMouseMove	UB[1]	Mouse move event
ClipEventUnload	UB[1]	Clip unload event
ClipEventEnterFrame	UB[1]	Frame event
ClipEventLoad	UB[1]	Clip load event
ClipEventDragOver	UB[1]	SWF 6 and later: mouse drag over event Otherwise: always 0
ClipEventRollOut	UB[1]	SWF 6 and later: mouse rollout event Otherwise: always 0
ClipEventRollOver	UB[1]	SWF 6 and later: mouse rollover event Otherwise: always 0
ClipEventReleaseOutside	UB[1]	SWF 6 and later: mouse release outside event Otherwise: always 0

---

---

## CLIP EVENT FLAGS

Field	Type	Comment
ClipEventRelease	UB[1]	SWF 6 and later: mouse release inside event Otherwise: always 0
ClipEventPress	UB[1]	SWF 6 and later: mouse press event Otherwise: always 0
ClipEventInitialize	UB[1]	SWF 6 and later: initialize event Otherwise: always 0
ClipEventData	UB[1]	Data received event
Reserved	If SWF version $\geq$ 6, UB[5]	Always 0
ClipEventConstruct	If SWF version $\geq$ 6, UB[1]	SWF 7 and later: construct event Otherwise: always 0
ClipEventKeyPress	If SWF version $\geq$ 6, UB[1]	Key press event
ClipEventDragOut	If SWF version $\geq$ 6, UB[1]	Mouse drag out event
Reserved	If SWF version $\geq$ 6, UB[8]	Always 0

---

The extra events added in SWF 6 correspond to the *button movie clips* in the Flash authoring tool, which are sprites that can be scripted in the same way as buttons (see [BUTTONCONDACTION](#)). The DragOut through Press events correspond to the button state transition events in button action conditions; the correspondence between them is shown in the description of Button events (see “[Events, state transitions, and actions](#)” on page 222).

The KeyDown and KeyUp events are not specific to a particular key; handlers for these events are executed whenever any key on the keyboard (with the possible exception of certain special keys) transitions to the down state or up state, respectively. To find out what key made the transition, actions within a handler should call methods of the ActionScript *Key* object.

The KeyPress event works differently from KeyDown and KeyUp. KeyPress is specific to a particular key or ASCII character (which is specified in the CLIPACTIONRECORD). KeyPress events work in an identical way (see [BUTTONCONDACTION](#)).

## RemoveObject

The RemoveObject tag removes the specified character (at the specified depth) from the display list.

The minimum file format version is SWF 1.

---

### RemoveObject

Field	Type	Comment
Header	RECORDHEADER	Tag type = 5
CharacterId	UI16	ID of character to remove
Depth	UI16	Depth of character

---

## RemoveObject2

The RemoveObject2 tag removes the character at the specified depth from the display list.

The minimum file format version is SWF 3.

---

### RemoveObject2

Field	Type	Comment
Header	RECORDHEADER	Tag type = 28
Depth	UI16	Depth of character

---

## ShowFrame

The ShowFrame tag instructs Flash Player to display the contents of the display list. The file is paused for the duration of a single frame.

The minimum file format version is SWF 1.

---

### ShowFrame

Field	Type	Comment
Header	RECORDHEADER	Tag type = 1

---

Control tags manage some overall aspects of files, frames, and playback in SWF files.

## SetBackgroundColor

The SetBackgroundColor tag sets the background color of the display.

The minimum file format version is SWF 1.

---

### SetBackgroundColor

Field	Type	Comment
Header	RECORDHEADER	Tag type = 9
BackgroundColor	RGB	Color of the display background

---

## FrameLabel

The FrameLabel tag gives the specified Name to the current frame. [ActionGoToLabel](#) uses this name to identify the frame.

The minimum file format version is SWF 3.

---

### FrameLabel

Field	Type	Comment
Header	RECORDHEADER	Tag type = 43
Name	STRING	Label for frame

---

In SWF files of version 6 or later, an extension to the FrameLabel tag called *named anchors* is available. A named anchor is a special kind of frame label that, in addition to labeling a frame for seeking using [ActionGoToLabel](#), labels the frame for seeking using HTML anchor syntax. The browser plug-in versions of Adobe Flash Player, in version 6 and later, will inspect the URL in the browser's Location bar for an anchor specification (a trailing phrase of the form `#anchormame`). If an anchor specification is present in the Location bar, Flash Player will begin playback starting at the frame that contains a FrameLabel tag that specifies a named anchor of the same name, if one exists; otherwise playback will begin at Frame 1 as usual. In addition, when Flash Player arrives at a frame that contains a named anchor, it will add an anchor specification with the given anchor name to the URL in the browser's Location bar. This ensures that when users create a bookmark at such a time, they can later return to the same point in the SWF file, subject to the granularity at which named anchors are present within the file.

To create a named anchor, insert one additional non-null byte after the null terminator of the anchor name. This is valid only for SWF 6 or later.

---

### NamedAnchor

Field	Type	Comment
Header	RECORDHEADER	Tag type = 43
Name	Null-terminated STRING. (0 is NULL)	Label for frame.
Named Anchor flag	UI8	Always 1

---

## Protect

The Protect tag marks a file as not importable for editing in an authoring environment. If the Protect tag contains no data (tag length = 0), the SWF file cannot be imported. If this tag is present in the file, any authoring tool should prevent the file from loading for editing.

If the Protect tag does contain data (tag length is not 0), the SWF file can be imported if the correct password is specified. The data in the tag is a null-terminated string that specifies an MD5-encrypted password. Specifying a password is only supported in SWF 5 or later.

The MD5 password encryption algorithm used was written by Poul-Henning Kamp and is freely distributable. It resides in the FreeBSD tree at `src/lib/libcrypt/crypt-md5.c`. The [EnableDebugger](#) tag also uses MD5 password encryption algorithm.

The minimum file format version is SWF 2.

---

## Protect

Field	Type	Comment
Header	RECORDHEADER	Tag type = 24

---

# End

The End tag marks the end of a file. This must always be the last tag in a file. The End tag is also required to end a sprite definition.

The minimum file format version is SWF 1.

---

## End

Field	Type	Comment
Header	RECORDHEADER	Tag type = 0

---

# ExportAssets

The ExportAssets tag makes portions of a SWF file available for import by other SWF files (see [“ImportAssets” on page 56](#)). For example, ten SWF files that are all part of the same website can share an embedded custom font if one file embeds the font and exports the font character. Each exported character is identified by a string. Any type of character can be exported.

If the value of the character in ExportAssets was previously exported with a different identifier, Flash Player associates the tag with the latter identifier. That is, if Flash Player has already read a given value for Tag1 and the same Tag1 value is read later in the SWF file, the second Name1 value is used.

The minimum file format version is SWF 5.

---

## Export Assets

Field	Type	Comment
Header	RECORDHEADER	Tag type = 56
Count	UI16	Number of assets to export
Tag1	UI16	First character ID to export
Name1	STRING	Identifier for first exported character

---

---

## Export Assets

Field	Type	Comment
...		
TagN	UI16	Last character ID to export
NameN	STRING	Identifier for last exported character

---

## ImportAssets

The ImportAssets tag imports characters from another SWF file. The importing SWF file references the exporting SWF file by the URL where it can be found. Imported assets are added to the dictionary just like characters defined within a SWF file.

The URL of the exporting SWF file can be absolute or relative. If it is relative, it will be resolved relative to the location of the importing SWF file.

The ImportAssets tag must be earlier in the frame than any later tags that rely on the imported assets.

The ImportAssets tag was deprecated in SWF 8; Flash Player 8 or later ignores this tag. In SWF 8 or later, use the [ImportAssets2](#) tag instead.

The minimum file format version is SWF 5, and the maximum file format version is SWF 7.

---

## ImportAssets

Field	Type	Comment
Header	RECORDHEADER	Tag type = 57
URL	STRING	URL where the source SWF file can be found
Count	UI16	Number of assets to import
Tag1	UI16	Character ID to use for first imported character in importing SWF file (need not match character ID in exporting SWF file)
Name1	STRING	Identifier for first imported character (must match an identifier in exporting SWF file)
...		

---



---

## ImportAssets

Field	Type	Comment
TagN	UI16	Character ID to use for last imported character in importing SWF file
NameN	STRING	Identifier for last imported character

---

## EnableDebugger

The EnableDebugger tag enables debugging. The password in the EnableDebugger tag is encrypted by using the MD5 algorithm, in the same way as the [Protect](#) tag.

The EnableDebugger tag was deprecated in SWF 6; Flash Player 6 or later ignores this tag because the format of the debugging information required in the ActionScript debugger was changed in SWF 6. In SWF 6 or later, use the [EnableDebugger2](#) tag instead.

The minimum and maximum file format version is SWF 5.

---

### EnableDebugger

Field	Type	Comment
Header	RECORDHEADER	Tag type = 58
Password	Null-terminated STRING. (0 is NULL)	MD5-encrypted password

---

## EnableDebugger2

The EnableDebugger2 tag enables debugging. The Password field is encrypted by using the MD5 algorithm, in the same way as the [Protect](#) tag.

The minimum file format version is SWF 6.

---

### EnableDebugger2

Field	Type	Comment
Header	RECORDHEADER	Tag type = 64
Reserved	UI16	Always 0
Password	Null-terminated STRING. (0 is NULL)	MD5-encrypted password

---

# ScriptLimits

The ScriptLimits tag includes two fields that can be used to override the default settings for maximum recursion depth and ActionScript time-out: MaxRecursionDepth and ScriptTimeoutSeconds.

The MaxRecursionDepth field sets the ActionScript maximum recursion limit. The default setting is 256 at the time of this writing. This default can be changed to any value greater than zero (0).

The ScriptTimeoutSeconds field sets the maximum number of seconds the player should process ActionScript before displaying a dialog box asking if the script should be stopped.

The default value for ScriptTimeoutSeconds varies by platform and is between 15 to 20 seconds. This default value is subject to change.

The minimum file format version is SWF 7.

---

## ScriptLimits

Field	Type	Comment
Header	RECORDHEADER	Tag type = 65
MaxRecursionDepth	UI16	Maximum recursion depth
ScriptTimeoutSeconds	UI16	Maximum ActionScript processing time before script stuck dialog box displays

---

# SetTabIndex

Flash Player maintains a concept of tab order of the interactive and textual objects displayed. Tab order is used both for actual tabbing and, in SWF 6 and later, to determine the order in which objects are exposed to accessibility aids (such as screen readers). The SWF 7 SetTabIndex tag sets the index of an object within the tab order.

If no character is currently placed at the specified depth, this tag is ignored.

You can also use using the ActionScript *tabIndex* property to establish tab ordering, but this does not provide a way to set a tab index for a static text object, because the player does not provide a scripting reflection of static text objects. Fortunately, this is not a problem for the purpose of tabbing, because static text objects are never actually tab stops. However, this *is* a problem for the purpose of accessibility ordering, because static text objects are exposed to accessibility aids. When generating SWF content that is intended to be accessible and contains static text objects, the SetTabIndex tag is more useful than the *tabIndex* property.

The minimum file format version is SWF 7.

---

**SetTabIndex**

Field	Type	Comment
Header	RECORDHEADER	Tag type = 66
Depth	UI16	Depth of character
TabIndex	UI16	Tab order value

---

## FileAttributes

The FileAttributes tag defines characteristics of the SWF file. This tag is required for SWF 8 and later and must be the first tag in the SWF file. Additionally, the FileAttributes tag can optionally be included in all SWF file versions.

The HasMetadata flag identifies whether the SWF file contains the [Metadata](#) tag. Flash Player does not care about this bit field or the related tag but it is useful for search engines.

The UseNetwork flag signifies whether Flash Player should grant the SWF file local or network file access if the SWF file is loaded locally. The default behavior is to allow local SWF files to interact with local files only, and not with the network. However, by setting the UseNetwork flag, the local SWF can forfeit its local file system access in exchange for access to the network. Any version of SWF can use the UseNetwork flag to set the file access for locally loaded SWF files that are running in Flash Player 8 or later.

The minimum file format version is SWF 8.

FileAttributes		
Field	Type	Comment
Header	RECORDHEADER	Tag type = 69
Reserved	UB[1]	Must be 0
UseDirectBlit	UB[1]	If 1, the SWF file uses hardware acceleration to blit graphics to the screen, where such acceleration is available. If 0, the SWF file will not use hardware accelerated graphics facilities. Minimum file version is 10.
(see note following table)		
UseGPU	UB[1]	If 1, the SWF file uses GPU compositing features when drawing graphics, where such acceleration is available. If 0, the SWF file will not use hardware accelerated graphics facilities. Minimum file version is 10.
(see note following table)		
HasMetadata	UB[1]	If 1, the SWF file contains the <a href="#">Metadata</a> tag. If 0, the SWF file does not contain the Metadata tag.
ActionScript3	UB[1]	If 1, this SWF uses ActionScript 3.0. If 0, this SWF uses ActionScript 1.0 or 2.0. Minimum file format version is 9.
Reserved	UB[2]	Must be 0
UseNetwork	UB[1]	If 1, this SWF file is given network file access when loaded locally. If 0, this SWF file is given local file access when loaded locally.
Reserved	UB[24]	Must be 0

NOTE	The UseDirectBlit and UseGPU flags are relevant only when a SWF file is playing in the standalone Flash Player. When a SWF file plays in a web browser plug-in, UseDirectBlit is equivalent to specifying a wmode of “direct” in the tags that embed the SWF inside the HTML page, while UseGPU is equivalent to a wmode of “gpu”.
------	--

## ImportAssets2

The ImportAssets2 tag replaces the [ImportAssets](#) tag for SWF 8 and later. ImportAssets2

currently mirrors the ImportAssets tag's functionality.

The ImportAssets2 tag imports characters from another SWF file. The importing SWF file references the exporting SWF file by the URL where it can be found. Imported assets are added to the dictionary just like characters defined within a SWF file.

The URL of the exporting SWF file can be absolute or relative. If it is relative, it is resolved relative to the location of the importing SWF file.

The ImportAssets2 tag must be earlier in the frame than any later tags that rely on the imported assets.

The minimum file format version is SWF 8.

---

## ImportAssets2

Field	Type	Comment
Header	RECORDHEADER	Tag type = 71
URL	STRING	URL where the source SWF file can be found
Reserved	UI8	Must be 1
Reserved	UI8	Must be 0
Count	UI16	Number of assets to import
Tag1	UI16	Character ID to use for first imported character in importing SWF file (need not match character ID in exporting SWF file)
Name1	STRING	Identifier for first imported character (must match an identifier in exporting SWF file)
...		
TagN	UI16	Character ID to use for last imported character in importing SWF file
NameN	STRING	Identifier for last imported character

---

## SymbolClass

The SymbolClass tag creates associations between symbols in the SWF file and ActionScript 3.0 classes. It is the ActionScript 3.0 equivalent of the [ExportAssets](#) tag. If the character ID is zero, the class is associated with the main timeline of the SWF. This is how the root class of a SWF is designated. Classes listed in the SymbolClass tag are available for creation by other SWF files (see [StartSound2](#), [DefineEditText](#) (HasFontClass), and [PlaceObject3](#) (PlaceFlagHasClassName and PlaceFlagHasImage). For example, ten SWF files that are all part of the same website can share an embedded custom font if one file embeds and exports the font class.

SymbolClass		
Field	Type	Comment
Header	RECORDHEADER	Tag type = 76
NumSymbols	UI16	Number of symbols that will be associated by this tag.
Tag1	UI16	The 16-bit character tag ID for the symbol to associate
Name1	STRING	The fully-qualified name of the ActionScript 3.0 class with which to associate this symbol. The class must have already been declared by a DoABC tag.
...	...	...
TagN	UI16	Tag ID for symbol N
NameN	STRING	Fully-qualified class name for symbol N

## Metadata

The Metadata tag is an optional tag to describe the SWF file to an external process. The tag embeds XML metadata in the SWF file so that, for example, a search engine can locate this tag, access a title for the SWF file, and display that title in search results. Flash Player always ignores the Metadata tag.

If the Metadata tag is included in a SWF file, the [FileAttributes](#) tag must also be in the SWF file with its HasMetadata flag set. Conversely, if the [FileAttributes](#) tag has the HasMetadata flag set, the Metadata tag must be in the SWF file. The Metadata tag can only be in the SWF file one time.

The format of the metadata is RDF that is compliant with Adobe's Extensible Metadata Platform (XMP™) specification. For more information about RDF and XMP, see the following sources:

- The RDF Primer at [www.w3.org/TR/rdf-primer](http://www.w3.org/TR/rdf-primer)
- The RDF Specification at [www.w3.org/TR/1999/REC-rdf-syntax-19990222](http://www.w3.org/TR/1999/REC-rdf-syntax-19990222)
- The XMP home page at [www.adobe.com/products/xmp](http://www.adobe.com/products/xmp)

The following examples show two of many acceptable ways to represent the Metadata string in the SWF file. The first example provides basic information about the SWF file, the title and description:

```
<rdf:RDF xmlns:rdf='http://www.w3.org/1999/02/22-rdf-syntax-ns#'>
  <rdf:Description rdf:about='' xmlns:dc='http://purl.org/dc/1.1'>
    <dc:title>Simple Title</dc:title>
    <dc:description>Simple Description</dc:description>
  </rdf:Description>
</rdf:RDF>
```

In the second example, the title is described for multiple languages:

```
<rdf:RDF xmlns:rdf='http://www.w3.org/1999/02/22-rdf-syntax-ns#'>
  <rdf:Description rdf:about='' xmlns:dc='http://purl.org/dc/1.1'>
    <dc:title>
      <rdf:Alt>
        <rdf:li xml:lang='x-default'>Default Title</rdf:li>
        <rdf:li xml:lang='en-us'>US English Title</rdf:li>
        <rdf:li xml:lang='fr-fr'>Titre Français</rdf:li>
        <rdf:li xml:lang='it-it'>Titolo Italiano</rdf:li>
      </rdf:Alt>
    </dc:title>
    <dc:description>Simple Description</dc:description>
  </rdf:Description>
</rdf:RDF>
```

The Metadata string is stored in the SWF file with all unnecessary white space removed. The minimum file format version is SWF 1.

---

Metadata		
Field	Type	Comment
Header	RECORDHEADER	Tag type = 77
Metadata	STRING	XML Metadata

---



# DefineScalingGrid

The DefineScalingGrid tag introduces the concept of 9-slice scaling, which allows component-style scaling to be applied to a sprite or button character.

When the DefineScalingGrid tag associates a character with a 9-slice grid, Flash Player conceptually divides the sprite or button into nine sections with a grid-like overlay. When the character is scaled, each of the nine areas is scaled independently. To maintain the visual integrity of the character, corners are not scaled, while the remaining areas of the image are scaled larger or smaller, as needed.

DefineScalingGrid		
Field	Type	Comment
Header	RECORDHEADER	Tag type = 78
CharacterId	UI16	ID of sprite or button character upon which the scaling grid will be applied.
Splitter	RECT	Center region of 9-slice grid

The Splitter rectangle specifies the center portion of the nine regions of the scaling grid, and from this rectangle Flash Player derives the 9-slice grid. The width and height of the rectangle must be at least one twip each (1/20 pixel), or Flash Player ignores the DefineScalingGrid tag. When a sprite or button with a DefineScalingGrid association is scaled, the nine regions of the character scale according to the following table:

No scale	Horizontal scale	No scale
Vertical scale	Horizontal and vertical scale	Vertical scale
No scale	Horizontal scale	No scale

9-slice scaling does not affect the children of, or any text within, the specified character. These objects transform normally.

The sprite or button with a DefineScalingGrid association cannot be rotated or skewed, and doing so disables 9-slice behavior. However, this limitation does not apply to parents or children of the 9-slice object, and parent rotation or skew is applied to the 9-slice objects in the normal manner.

Flash Player stretches any fills in the character to fit the shape.

9-slice scaling does not affect the bounds or origin of any object.

If a 9-slice character is scaled below its original size, the five scaling regions are consumed until they become very small. Once the minimum size is reached, Flash Player reverts to normal, non-9-slice scaling.

The minimum file format version is SWF 8.

## DefineSceneAndFrameLabelData

The DefineSceneAndFrameLabelData tag contains scene and frame label data for a MovieClip. Scenes are supported for the main timeline only, for all other movie clips a single scene is exported.

---

DefineSceneAndFrameLabelData		
Field	Type	Comment
Header	RECORDHEADER	Tag type = 86
SceneCount	EncodedU32	Number of scenes
Offset1	EncodedU32	Frame offset for scene 1
Name1	STRING	Name of scene 1
...	...	...
OffsetN	EncodedU32	Frame offset for scene N
NameN	STRING	Name of scene N
FrameLabelCount	EncodedU32	Number of frame labels
FrameNum1	EncodedU32	Frame number of frame label #1 (zero-based, global to symbol)
FrameLabel1	STRING	Frame label string of frame label #1
...	...	...
FrameNumN	EncodedU32	Frame number of frame label #N (zero-based, global to symbol)
FrameLabelN	STRING	Frame label string of frame label #N

---

Actions are an essential part of an interactive SWF file. Actions allow a file to react to events such as mouse movements or mouse clicks. The [SWF 3 action model](#) and earlier supports a simple action model. The [SWF 4 action model](#) supports a greatly enhanced action model that includes an expression evaluator, variables, and conditional branching and looping. The [SWF 5 action model](#) adds a JavaScript-style object model, data types, and functions.

## SWF 3 action model

The SWF 3 action model consists of eleven instructions for Flash Player:

Instruction	See	Description
Play	<a href="#">ActionPlay</a>	Start playing at the current frame
Stop	<a href="#">ActionStop</a>	Stop playing at the current frame
NextFrame	<a href="#">ActionNextFrame</a>	Go to the next frame
PreviousFrame	<a href="#">ActionPreviousFrame</a>	Go to the previous frame
GotoFrame	<a href="#">ActionGotoFrame</a>	Go to the specified frame
GotoLabel	<a href="#">ActionGoToLabel</a>	Go to the frame with the specified label
WaitForFrame	<a href="#">ActionWaitForFrame</a>	Wait for the specified frame
GetURL	<a href="#">ActionGetURL</a>	Get the specified URL
StopSounds	<a href="#">ActionStopSounds</a>	Stop all sounds playing
ToggleQuality	<a href="#">ActionToggleQuality</a>	Toggle the display between high and low quality
SetTarget	<a href="#">ActionSetTarget</a>	Change the context of subsequent actions to a named object

An action (or list of actions) can be triggered by a button state transition, or by [SWF 3 actions](#). The action is not executed immediately, but is added to a list of actions to be processed. The list is executed on a [ShowFrame](#) tag, or after the button state has changed. An action can cause other actions to be triggered, in which case, the action is added to the list of actions to be processed. Actions are processed until the action list is empty.

By default, Timeline actions such as Stop (see [ActionStop](#)), Play (see [ActionPlay](#)), and GoToFrame (see [ActionGotoFrame](#)) apply to files that contain them. However, the SetTarget action (see [ActionSetTarget](#)), which is called *Tell Target* in the Adobe Flash user interface, can be used to send an action command to another file or sprite (see [DefineSprite](#)).

## SWF 3 actions

The actions in this section are available in SWF 3.

### DoAction

DoAction instructs Flash Player to perform a list of actions when the current frame is complete. The actions are performed when the [ShowFrame](#) tag is encountered, regardless of where in the frame the DoAction tag appears.

Starting with SWF 9, if the ActionScript3 field of the [FileAttributes](#) tag is 1, the contents of the DoAction tag will be ignored.

Field	Type	Comment
Header	RECORDHEADER	Tag type = 12
Actions	ACTIONRECORD [zero or more]	List of actions to perform (see following table, ActionRecord)
ActionEndFlag	UI8 = 0	Always set to 0

### ACTIONRECORD

An ACTIONRECORD consists of an ACTIONRECORDHEADER followed by a possible data payload. The ACTIONRECORDHEADER describes the action using an ActionCode. If the action also carries data, the ActionCode's high bit will be set which indicates that the ActionCode is followed by a 16-bit length and a data payload. Note that many actions have no data payload and only consist of a single byte value.

An ACTIONRECORDHEADER has the following layout:

Field	Type	Comment
ActionCode	UI8	An action code
Length	If code >= 0x80, UI16	The number of bytes in the ACTIONRECORDHEADER, not counting the ActionCode and Length fields.

## ActionGotoFrame

ActionGotoFrame instructs Flash Player to go to the specified frame in the current file.

Field	Type	Comment
ActionGotoFrame	ACTIONRECORDHEADER	ActionCode = 0x81; Length is always 2
Frame	UI16	Frame index

## ActionGetURL

ActionGetURL instructs Flash Player to get the URL that UrlString specifies. The URL can be of any type, including an HTML file, an image or another SWF file. If the file is playing in a browser, the URL is displayed in the frame that TargetString specifies. The "\_level0" and "\_level1" special target names are used to load another SWF file into levels 0 and 1 respectively.

Field	Type	Comment
ActionGetURL	ACTIONRECORDHEADER	ActionCode = 0x83
UrlString	STRING	Target URL string
TargetString	STRING	Target string

## ActionNextFrame

ActionNextFrame instructs Flash Player to go to the next frame in the current file.

Field	Type	Comment
ActionNextFrame	ACTIONRECORDHEADER	ActionCode = 0x04

## ActionPreviousFrame

ActionPreviousFrame instructs Flash Player to go to the previous frame of the current file.

Field	Type	Comment
ActionPrevFrame	ACTIONRECORDHEADER	ActionCode = 0x05

## ActionPlay

ActionPlay instructs Flash Player to start playing at the current frame.

Field	Type	Comment
ActionPlay	ACTIONRECORDHEADER	ActionCode = 0x06

## ActionStop

ActionStop instructs Flash Player to stop playing the file at the current frame.

Field	Type	Comment
ActionStop	ACTIONRECORDHEADER	ActionCode = 0x07

## ActionToggleQuality

ActionToggleQuality toggles the display between high and low quality.

Field	Type	Comment
ActionToggleQuality	ACTIONRECORDHEADER	ActionCode = 0x08

## ActionStopSounds

ActionStopSounds instructs Flash Player to stop playing all sounds.

Field	Type	Comment
ActionStopSounds	ACTIONRECORDHEADER	ActionCode = 0x09

## ActionWaitForFrame

ActionWaitForFrame instructs Flash Player to wait until the specified frame; otherwise skips the specified number of actions.

Field	Type	Comment
ActionWaitForFrame	ACTIONRECORDHEADER	ActionCode = 0x8A; Length is always 3
Frame	UI16	Frame to wait for
SkipCount	UI8	Number of actions to skip if frame is not loaded

## ActionSetTarget

ActionSetTarget instructs Flash Player to change the context of subsequent actions, so they apply to a named object (TargetName) rather than the current file.

For example, the SetTarget action can be used to control the Timeline of a sprite object. The following sequence of actions sends a sprite called "spinner" to the first frame in its Timeline:

1. SetTarget "spinner"
2. GotoFrame zero
3. SetTarget " " (empty string)
4. End of actions. (Action code = 0)

All actions following SetTarget "spinner" apply to the spinner object until SetTarget "", which sets the action context back to the current file. For a complete discussion of target names see [DefineSprite](#).

Field	Type	Comment
ActionSetTarget	ACTIONRECORDHEADER	ActionCode = 0x8B
TargetName	STRING	Target of action target

## ActionGoToLabel

ActionGoToLabel instructs Flash Player to go to the frame associated with the specified label. You can attach a label to a frame with the FrameLabel tag.

Field	Type	Comment
ActionGoToLabel	ACTIONRECORDHEADER	ActionCode = 0x8C
Label	STRING	Frame label

# SWF 4 action model

The SWF 4 file format supports a greatly enhanced action model that includes an expression evaluator, variables, conditional branching and looping.

Flash Player 4 incorporates a stack machine that interprets and executes SWF 4 actions. The key SWF 4 action is [ActionPush](#). This action is used to push one or more parameters onto the stack. Unlike SWF 3 actions, SWF 4 actions do not have parameters embedded in the tag, rather they push parameters onto the stack, and pop results off the stack.

The expression evaluator is also stack based. Arithmetic operators include [ActionAdd](#), [ActionSubtract](#), [ActionMultiply](#), and [ActionDivide](#). The Flash authoring tool converts expressions to a series of stack operations. For example, the expression  $1+x*3$  is represented as the following action sequence:

```
ActionPush "x"  
ActionGetVariable  
ActionPush "3"  
ActionMultiply  
ActionPush "1"  
ActionAdd
```

The result of this expression is on the stack.

NOTE

All values on the stack, including numeric values, are stored as strings. In the preceding example, the numeric values 3 and 1 are pushed onto the stack as the strings "3" and "1".

## The program counter

The current point of execution of Flash Player is called the program counter (PC). The value of the PC is defined as the address of the action that follows the action currently being executed. Control flow actions such as [ActionJump](#) change the value of the PC. These actions are similar to branch instructions in assembler, or the goto instruction in other languages. For example, [ActionJump](#) tells Flash Player to jump to a new position in the action sequence. The new PC is specified as an offset from the current PC. Both positive and negative offsets can occur, so Flash Player can jump forward and backward in the action sequence.



# SWF 4 actions

The following actions are available in SWF 4:

Type of action	Name of action
Arithmetic operators	ActionAdd
	ActionDivide
	ActionMultiply
	ActionSubtract
Numerical comparison	ActionEquals
	ActionLess
Logical operators	ActionAnd
	ActionNot
	ActionOr
String manipulation	ActionStringAdd
	ActionStringEquals
	ActionStringExtract
	ActionStringLength
	ActionMBStringExtract
	ActionMBStringLength
	ActionStringLess
Stack operations	ActionPop
	ActionPush
Type conversion	ActionAsciiToChar
	ActionCharToAscii
	ActionToInteger
	ActionMBAsciiToChar
	ActionMBCharToAscii
Control flow	ActionCall
	ActionIf
	ActionJump
Variables	ActionGetVariable
	ActionSetVariable

Type of action	Name of action
Movie control	<a href="#">ActionGetURL2</a> <a href="#">ActionGetProperty</a> <a href="#">ActionGotoFrame2</a> <a href="#">ActionRemoveSprite</a> <a href="#">ActionSetProperty</a> <a href="#">ActionSetTarget2</a> <a href="#">ActionStartDrag</a> <a href="#">ActionWaitForFrame2</a> <a href="#">ActionCloneSprite</a> <a href="#">ActionEndDrag</a>
Utilities	<a href="#">ActionGetTime</a> <a href="#">ActionRandomNumber</a> <a href="#">ActionTrace</a>

## Stack operations

This section lists stack operations.

### ActionPush

ActionPush pushes one or more values to the stack.

Field	Type	Comment
ActionPush	ACTIONRECORDHEADER	ActionCode = 0x96
Type	UI8	0 = string literal 1 = floating-point literal The following types are available in SWF 5 and later: 2 = null 3 = undefined 4 = register 5 = Boolean 6 = double 7 = integer 8 = constant 8 9 = constant 16
String	If Type = 0, STRING	Null-terminated character string
Float	If Type = 1, FLOAT	32-bit IEEE single-precision little-endian floating-point value
RegisterNumber	If Type = 4, UI8	Register number

Field	Type	Comment
Boolean	If Type = 5, UI8	Boolean value
Double	If Type = 6, DOUBLE	64-bit IEEE double-precision little-endian double value
Integer	If Type = 7, UI32	32-bit little-endian integer
Constant8	If Type = 8, UI8	Constant pool index (for indexes < 256) (see <a href="#">ActionConstantPool</a> )
Constant16	If Type = 9, UI16	Constant pool index (for indexes >= 256) (see <a href="#">ActionConstantPool</a> )

ActionPush pushes one or more values onto the stack. The Type field specifies the type of the value to be pushed.

If Type = 1, the value to be pushed is specified as a 32-bit IEEE single-precision little-endian floating-point value. PropertyIds are pushed as FLOATs. [ActionGetProperty](#) and [ActionSetProperty](#) use PropertyIds to access the properties of named objects.

If Type = 4, the value to be pushed is a register number. Flash Player supports up to 4 registers. With the use of [ActionDefineFunction2](#), up to 256 registers can be used.

In the first field of ActionPush, the length in [ACTIONRECORD](#) defines the total number of Type and value bytes that follow the ACTIONRECORD itself. More than one set of Type and value fields may follow the first field, depending on the number of bytes that the length in ACTIONRECORD specifies.

## ActionPop

ActionPop pops a value from the stack and discards it.

Field	Type	Comment
ActionPop	ACTIONRECORDHEADER	ActionCode = 0x17

ActionPop pops a value off the stack and discards the value.

## Arithmetic operators

The following sections describe arithmetic operators.

## ActionAdd

ActionAdd adds two numbers and pushes the result back to the stack.

Field	Type	Comment
ActionAdd	ACTIONRECORDHEADER	ActionCode = 0x0A

ActionAdd does the following:

1. Pops value A off the stack.
2. Pops value B off the stack.
3. Converts A and B to floating-point; non-numeric values evaluate to 0.
4. Adds the numbers A and B.
5. Pushes the result, A+B, to the stack.

## ActionSubtract

ActionSubtract subtracts two numbers and pushes the result back to the stack.

Field	Type	Comment
ActionSubtract	ACTIONRECORDHEADER	ActionCode = 0x0B

ActionSubtract does the following:

1. Pops value A off the stack.
2. Pops value B off the stack.
3. Converts A and B to floating-point; non-numeric values evaluate to 0.
4. Subtracts A from B.
5. Pushes the result, B-A, to the stack.

## ActionMultiply

ActionMultiply multiplies two numbers and pushes the result back to the stack.

Field	Type	Comment
ActionMultiply	ACTIONRECORDHEADER	ActionCode = 0x0C

ActionMultiply does the following:

1. Pops value A off the stack.
2. Pops value B off the stack.
3. Converts A and B to floating-point; non-numeric values evaluate to 0.

4. Multiplies A times B.
5. Pushes the result,  $A*B$ , to the stack.

## ActionDivide

ActionDivide divides two numbers and pushes the result back to the stack.

Field	Type	Comment
ActionDivide	ACTIONRECORDHEADER	ActionCode = 0x0D

ActionDivide does the following:

1. Pops value A off the stack.
2. Pops value B off the stack.
3. Converts A and B to floating-point; non-numeric values evaluate to 0.
4. Divides B by A.
5. Pushes the result,  $B/A$ , to the stack.
6. If A is zero, the result NaN, Infinity, or -Infinity is pushed to the stack in SWF 5 and later. In SWF 4, the result is the string #ERROR#.

## Numerical comparison

### ActionEquals

ActionEquals tests two numbers for equality.

Field	Type	Comment
ActionEquals	ACTIONRECORDHEADER	ActionCode = 0x0E

ActionEquals does the following:

1. Pops value A off the stack.
2. Pops value B off the stack.
3. Converts A and B to floating-point; non-numeric values evaluate to 0.
4. Compares the numbers for equality.
5. If the numbers are equal, `true` is pushed to the stack for SWF 5 and later.  
For SWF 4, 1 is pushed to the stack.
6. Otherwise, `false` is pushed to the stack for SWF 5 and later.

For SWF 4, 0 is pushed to the stack.

## ActionLess

ActionLess tests if a number is less than another number

Field	Type	Comment
ActionLess	ACTIONRECORDHEADER	ActionCode = 0x0F

ActionLess does the following:

1. Pops value A off the stack.
2. Pops value B off the stack.
3. Converts A and B to floating-point; non-numeric values evaluate to 0.
4. If  $B < A$ , `true` is pushed to the stack for SWF 5 and later (1 is pushed for SWF 4); otherwise, `false` is pushed to the stack for SWF 5 and later (0 is pushed for SWF 4).

## Logical operators

### ActionAnd

ActionAnd performs a logical AND of two numbers.

Field	Type	Comment
ActionAnd	ACTIONRECORDHEADER	ActionCode = 0x10

ActionAdd does the following:

1. Pops value A off the stack.
2. Pops value B off the stack.
3. Converts A and B to floating-point; non-numeric values evaluate to 0.
4. If both numbers are nonzero, `true` is pushed to the stack for SWF 5 and later (1 is pushed for SWF 4); otherwise, `false` is pushed to the stack for SWF 5 and later (0 is pushed for SWF 4).

# ActionOr

ActionOr performs a logical OR of two numbers.

Field	Type	Comment
ActionOr	ACTIONRECORDHEADER	ActionCode = 0x11

ActionOr does the following:

1. Pops value A off the stack.
2. Pops value B off the stack.
3. Converts A and B to floating-point; non-numeric values evaluate to 0.
4. If either of the numbers is nonzero, `true` is pushed to the stack for SWF 5 and later (1 is pushed for SWF 4); otherwise, `false` is pushed to the stack for SWF 5 and later (0 is pushed for SWF 4).

# ActionNot

ActionNot performs a logical NOT of a number.

NOTE	In SWF 5 files, the ActionNot operator converts its argument to a Boolean value, and pushes a result of type Boolean. In SWF 4 files, the argument and result are numbers.
------	--

Field	Type	Comment
ActionNot	ACTIONRECORDHEADER	ActionCode = 0x12
Result	Boolean	

ActionNot does the following:

1. Pops a value off the stack.
2. Converts the value to floating point; non-numeric values evaluate to 0.
3. If the value is zero, `true` is pushed on the stack for SWF 5 and later (1 is pushed for SWF 4).
4. If the value is nonzero, `false` is pushed on the stack for SWF 5 and later (0 is pushed for SWF 4).

# String manipulation

## ActionStringEquals

ActionStringEquals tests two strings for equality.

Field	Type	Comment
ActionStringEquals	ACTIONRECORDHEADER	ActionCode = 0x13

ActionStringEquals does the following:

1. Pops value A off the stack.
2. Pops value B off the stack.
3. Compares A and B as strings.  
The comparison is case-sensitive.
4. If the strings are equal, `true` is pushed to the stack for SWF 5 and later (SWF 4 pushes 1).
5. Otherwise, `false` is pushed to the stack for SWF 5 and later (SWF 4 pushes 0).

## ActionStringLength

ActionStringLength computes the length of a string.

Field	Type	Comment
ActionStringLength	ACTIONRECORDHEADER	ActionCode = 0x14

ActionStringLength does the following:

1. Pops a string off the stack.
2. Calculates the length of the string and pushes it to the stack.

## ActionStringAdd

ActionStringAdd concatenates two strings.

Field	Type	Comment
ActionStringAdd	ACTIONRECORDHEADER	ActionCode = 0x21

ActionStringAdd does the following:

1. Pops value A off the stack.
2. Pops value B off the stack.



3. Pushes the concatenation BA to the stack.

## ActionStringExtract

ActionStringExtract extracts a substring from a string.

Field	Type	Comment
ActionStringExtract	ACTIONRECORDHEADER	ActionCode = 0x15

ActionStringExtract does the following:

1. Pops number `count` off the stack.
2. Pops number `index` off the stack.
3. Pops string `string` off the stack.
4. Pushes the substring of the string starting at the indexed character and count characters in `length` to the stack.
5. If either index or count do not evaluate to integers, the result is the empty string.

## ActionStringLess

ActionStringLess tests to see if a string is less than another string

Field	Type	Comment
ActionStringLess	ACTIONRECORDHEADER	ActionCode = 0x29

ActionStringLess does the following:

1. Pops value A off the stack.
2. Pops value B off the stack.
3. If  $B < A$  using a byte-by-byte comparison, `true` is pushed to the stack for SWF 5 and later (SWF 4 pushes 1); otherwise, `false` is pushed to the stack for SWF 5 and later (SWF 4 pushes 0).

## ActionMBStringLength

ActionMBStringLength computes the length of a string and is multi-byte aware.

Field	Type	Comment
ActionMBStringLength	ACTIONRECORDHEADER	ActionCode = 0x31

ActionMBStringLength does the following:

1. Pops a string off the stack.
2. Calculates the length of the string in characters and pushes it to the stack.

This is a multi-byte aware version of `ActionStringLength`. On systems with double-byte support, a double-byte character is counted as a single character.

## ActionMBSStringExtract

`ActionMBSStringExtract` extracts a substring from a string and is multi-byte aware.

Field	Type	Comment
ActionMBSStringExtract	ACTIONRECORDHEADER	ActionCode = 0x35

It does the following:

1. Pops the number `count` off the stack.
2. Pops the number `index` off the stack.
3. Pops the string `string` off the stack.
4. Pushes the substring of string starting at the `index`'th character and `count` characters in `length` to the stack.

NOTE

If either `index` or `count` do not evaluate to integers, the result is the empty string.

This is a multi-byte aware version of `ActionStringExtract`. `Index` and `count` are treated as character indexes, counting double-byte characters as single characters.

## Type conversion

### ActionToInteger

`ActionToInteger` converts a value to an integer.

Field	Type	Comment
ActionToInteger	ACTIONRECORDHEADER	ActionCode = 0x18

`ActionToInteger` does the following:

1. Pops a value off the stack.
2. Converts the value to a number.
3. Discards any digits after the decimal point, resulting in an integer.

4. Pushes the resulting integer to the stack.

## ActionCharToAscii

ActionCharToAscii converts character code to ASCII.

Field	Type	Comment
ActionCharToAscii	ACTIONRECORDHEADER	ActionCode = 0x32

ActionCharToAscii does the following:

1. Pops a value off the stack.
2. Converts the first character of the value to a numeric ASCII character code.
3. Pushes the resulting character code to the stack.

## ActionAsciiToChar

ActionAsciiToChar converts a value to an ASCII character code.

Field	Type	Comment
ActionAsciiToChar	ACTIONRECORDHEADER	ActionCode = 0x33

ActionAsciiToChar does the following:

1. Pops a value off the stack.
2. Converts the value from a number to the corresponding ASCII character.
3. Pushes the resulting character to the stack.

## ActionMBCharToAscii

ActionMBCharToAscii converts character code to ASCII and is multi-byte aware.

Field	Type	Comment
ActionMBCharToAscii	ACTIONRECORDHEADER	ActionCode = 0x36

ActionMBCharToAscii does the following:

1. Pops a value off the stack.
2. Converts the first character of the value to a numeric character code.  
If the first character of the value is a double-byte character, a 16-bit value is constructed with the first byte as the high-order byte and the second byte as the low-order byte.
3. Pushes the resulting character code to the stack.

## ActionMBAAsciiToChar

ActionMBAAsciiToChar converts ASCII to character code and is multi-byte aware.

Field	Type	Comment
ActionMBAAsciiToChar	ACTIONRECORDHEADER	ActionCode = 0x37

ActionMBAAsciiToChar does the following:

1. Pops a value off the stack.
2. Converts the value from a number to the corresponding character.  
If the character is a 16-bit value ( $\geq 256$ ), a double-byte character is constructed with the first byte containing the high-order byte, and the second byte containing the low-order byte.
3. Pushes the resulting character to the stack.

## Control flow

### ActionJump

ActionJump creates an unconditional branch.

Field	Type	Comment
ActionJump	ACTIONRECORDHEADER	ActionCode = 0x99
BranchOffset	SI16	Offset

ActionJump adds BranchOffset bytes to the instruction pointer in the execution stream.

The offset is a signed quantity, enabling branches from  $-32,768$  bytes to  $32,767$  bytes. An offset of 0 points to the action directly after the ActionJump action.

### ActionIf

ActionIf creates a conditional test and branch.

Field	Type	Comment
ActionIf	ACTIONRECORDHEADER	ActionCode = 0x9D
BranchOffset	SI16	Offset

ActionIf does the following:

1. Pops `Condition`, a number, off the stack.
2. Converts `Condition` to a Boolean value.
3. Tests if `Condition` is true.

If `Condition` is true, `BranchOffset` bytes are added to the instruction pointer in the execution stream.

NOTE

When playing a SWF 4 file, `Condition` is not converted to a Boolean value and is instead compared to 0, not `true`.

The offset is a signed quantity, enabling branches from  $-32768$  bytes to  $32767$  bytes. An offset of 0 points to the action directly after the ActionIf action.

## ActionCall

ActionCall calls a subroutine.

Field	Type	Comment
ActionCall	ACTIONRECORDHEADER	ActionCode = 0x9E

ActionCall does the following:

1. Pops a value off the stack.

This value should be either a string that matches a frame label, or a number that indicates a frame number. The value can be prefixed by a target string that identifies the movie clip that contains the frame being called.

2. If the frame is successfully located, the actions in the target frame are executed.

After the actions in the target frame are executed, execution resumes at the instruction after the ActionCall instruction.

3. If the frame cannot be found, nothing happens.

# Variables

## ActionGetVariable

ActionGetVariable gets a variable's value.

Field	Type	Comment
ActionGetVariable	ACTIONRECORDHEADER	ActionCode = 0x1C

ActionGetVariable does the following:

1. Pops a name off the stack, a string that names is the variable to get.
2. Pushes the value of the variable to the stack.

A variable in another execution context can be referenced by prefixing the variable name with the target path and a colon. For example: `/A/B:F00` references variable `F00` in a movie clip with a target path of `/A/B`.

## ActionSetVariable

ActionSetVariable sets a variable.

Field	Type	Comment
ActionSetVariable	ACTIONRECORDHEADER	ActionCode = 0x1D

ActionSetVariable does the following:

1. Pops the value off the stack.
2. Pops the name off the stack, a string which names the variable to set.
3. Sets the variable name in the current execution context to value.

A variable in another execution context can be referenced by prefixing the variable name with the target path and a colon. For example: `/A/B:F00` references the `F00` variable in the movie clip with a target path of `/A/B`.

# Movie control

## ActionGetURL2

ActionGetURL2 gets a URL and is stack based.

Field	Type	Comment
ActionGetURL2	ACTIONRECORDHEADER	ActionCode = 0x9A; Length is always 1
SendVarsMethod	UB[2]	0 = None 1 = GET 2 = POST
Reserved	UB[4]	Always 0
LoadTargetFlag	UB[1]	0 = Target is a browser window 1 = Target is a path to a sprite
LoadVariablesFlag	UB[1]	0 = No variables to load 1 = Load variables

ActionGetURL2 does the following:

1. Pops target off the stack.
  - A LoadTargetFlag value of 0 indicates that the target is a window. The target can be an empty string to indicate the current window.
  - A LoadTargetFlag value of 1 indicates that the target is a path to a sprite. The target path can be in slash or dot syntax.
2. Pops a URL off the stack; the URL specifies the URL to be retrieved.
3. SendVarsMethod specifies the method to use for the HTTP request.
  - A SendVarsMethod value of 0 indicates that this is not a form request, so the movie clip's variables should not be encoded and submitted.
  - A SendVarsMethod value of 1 specifies a HTTP GET request.
  - A SendVarsMethod value of 2 specifies a HTTP POST request.
4. If the SendVarsMethod value is 1 (GET) or 2 (POST), the variables in the current movie clip are submitted to the URL by using the standard x-www-form-urlencoded encoding and the HTTP request method specified by method.

If the LoadVariablesFlag is set, the server is expected to respond with a MIME type of application/x-www-form-urlencoded and a body in the format var1=value1&var2=value2&...&varx=valuex. This response is used to populate ActionScript variables rather than display a document. The variables populated can be in a timeline (if LoadTargetFlag is 0) or in the specified sprite (if LoadTargetFlag is 1).

If the LoadTargetFlag is specified without the LoadVariablesFlag, the server is expected to respond with a MIME type of application/x-shockwave-flash and a body that consists of a SWF file. This response is used to load a subfile into the specified sprite rather than to display an HTML document.

## ActionGotoFrame2

ActionGotoFrame2 goes to a frame and is stack based.

Field	Type	Comment
ActionGotoFrame2	ACTIONRECORDHEADER	ActionCode = 0x9F
Reserved	UB[6]	Always 0
SceneBiasFlag	UB[1]	Scene bias flag
Play flag	UB[1]	0 = Go to frame and stop 1 = Go to frame and play
SceneBias	If SceneBiasFlag = 1, UI16	Number to be added to frame determined by stack argument

ActionGotoFrame2 does the following:

1. Pops a frame off the stack.
  - If the frame is a number,  $n$ , the next frame of the movie to be displayed is the  $n$ th frame in the current movie clip.
  - If the frame is a string, frame is treated as a frame label. If the specified label exists in the current movie clip, the labeled frame will become the current frame. Otherwise, the action is ignored.
2. Either a frame or a number can be prefixed by a target path, for example, /MovieClip:3 or /MovieClip:FrameLabel.
3. If the Play flag is set, the action goes to the specified frame and begins playing the enclosing movie clip. Otherwise, the action goes to the specified frame and stops.



## ActionSetTarget2

ActionSetTarget2 sets the current context and is stack based.

Field	Type	Comment
ActionSetTarget2	ACTIONRECORDHEADER	ActionCode = 0x20

ActionSetTarget2 pops the target off the stack and makes it the current active context.

This action behaves exactly like [ActionSetTarget](#) but is stack based to enable the target path to be the result of expression evaluation.

## ActionGetProperty

ActionGetProperty gets a file property.

Field	Type	Comment
ActionGetProperty	ACTIONRECORDHEADER	ActionCode = 0x22

ActionGetProperty does the following:

1. Pops index off the stack.
2. Pops target off the stack.
3. Retrieves the value of the property enumerated as index from the movie clip with target path `target` and pushes the value to the stack.

The following table lists property index values. The `_quality`, `_xmouse` and `_ymouse` properties are available in SWF 5 and later.

Property	Value
<code>_X</code>	0
<code>_Y</code>	1
<code>_xscale</code>	2
<code>_yscale</code>	3
<code>_currentframe</code>	4
<code>_totalframes</code>	5
<code>_alpha</code>	6
<code>_visible</code>	7
<code>_width</code>	8
<code>_height</code>	9

Property	Value
_rotation	10
_target	11
_framesloaded	12
_name	13
_droptarget	14
_url	15
_highquality	16
_focusrect	17
_soundbuftime	18
_quality	19
_xmouse	20
_ymouse	21

## Action SetProperty

Action SetProperty sets a file property.

Field	Type	Comment
Action SetProperty	ACTIONRECORDHEADER	ActionCode = 0x23

Action SetProperty does the following:

1. Pops a value off the stack.
2. Pops an index off the stack.
3. Pops a target off the stack.
4. Sets the property enumerated as index in the movie clip with the target path `target` to the value `value`.

## Action Clone Sprite

Action Clone Sprite clones a sprite.

Field	Type	Comment
Action Clone Sprite	ACTIONRECORDHEADER	ActionCode = 0x24

Action Clone Sprite does the following:

1. Pops a depth off the stack.
2. Pops a target off the stack.
3. Pops a source off the stack.
4. Duplicates the movie clip source, giving the new instance the name *target*, at z-order depth depth.

## ActionRemoveSprite

ActionRemoveSprite removes a clone sprite.

Field	Type	Comment
ActionRemoveSprite	ACTIONRECORDHEADER	ActionCode = 0x25

ActionRemoveSprite does the following:

1. Pops a target off the stack.
2. Removes the clone movie clip that the target path *target* identifies.

## ActionStartDrag

ActionStartDrag starts dragging a movie clip.

Field	Type	Comment
ActionStartDrag	ACTIONRECORDHEADER	ActionCode = 0x27

ActionStartDrag does the following:

1. Pops a target off the stack; target identifies the movie clip to be dragged.
2. Pops lockcenter off the stack. If lockcenter evaluates to a nonzero value, the center of the dragged movie clip is locked to the mouse position. Otherwise, the movie clip moves relative to the mouse position when the drag started.
3. Pops constrain off the stack.
4. If constrain evaluates to a nonzero value:
  - Pops y2 off the stack.
  - Pops x2 off the stack.
  - Pops y1 off the stack.
  - Pops x1 off the stack.

## ActionEndDrag

ActionEndDrag ends the drag operation in progress, if any.

Field	Type	Comment
ActionEndDrag	ACTIONRECORDHEADER	ActionCode = 0x28

## ActionWaitForFrame2

ActionWaitForFrame2 waits for a frame to be loaded and is stack based.

Field	Type	Comment
ActionWaitForFrame2	ACTIONRECORDHEADER	ActionCode = 0x8D; Length is always 1
SkipCount	UI8	The number of actions to skip

ActionWaitForFrame2 does the following:

1. Pops a frame off the stack.
2. If the frame is loaded, skip the next  $n$  actions that follow the current action, where  $n$  is indicated by SkipCount.

The frame is evaluated in the same way as [ActionGotoFrame2](#).

## Utilities

### ActionTrace

ActionTrace sends a debugging output string.

Field	Type	Comment
ActionTrace	ACTIONRECORDHEADER	ActionCode = 0x26

ActionTrace does the following:

1. Pops a value off the stack.
2. In the Test Movie mode of the Adobe Flash editor, ActionTrace appends a value to the output window if the debugging level is not set to `None`.

In Adobe Flash Player, nothing happens.

## ActionGetTime

ActionGetTime reports the milliseconds since Adobe Flash Player started.

Field	Type	Comment
ActionGetTime	ACTIONRECORDHEADER	ActionCode = 0x34

ActionGetTime does the following:

1. Calculates as an integer the number of milliseconds since Flash Player was started.
2. Pushes the number to the stack.

## ActionRandomNumber

ActionRandomNumber calculates a random number.

Field	Type	Comment
ActionRandomNumber	ACTIONRECORDHEADER	ActionCode = 0x30

ActionRandomNumber does the following:

1. Pops the maximum off the stack.
2. Calculates a random number as an integer in the range 0...(maximum-1).
3. Pushes the random number to the stack.

## SWF 5 action model

SWF 5 is similar to SWF 4. New actions greatly expand ActionScript functionality. There are also new type conversion, math and stack operator actions.

# SWF 5 actions

Following is an overview of SWF 5 actions:

Type of action	Name of action
ScriptObject actions	ActionCallFunction
	ActionCallMethod
	ActionConstantPool
	ActionDefineFunction
	ActionDefineLocal
	ActionDefineLocal2
	ActionDelete
	ActionDelete2
	ActionEnumerate
	ActionEquals2
	ActionGetMember
	ActionInitArray
	ActionInitObject
	ActionNewMethod
	ActionNewObject
	ActionSetMember
	ActionTargetPath
	ActionWith
Type actions	ActionToNumber
	ActionToString
	ActionTypeOf
Math actions	ActionAdd2
	ActionLess2
	ActionModulo
Stack operator actions	ActionBitAnd
	ActionBitLShift
	ActionBitOr
	ActionBitRShift
	ActionBitURShift
	ActionBitXor
	ActionDecrement
	ActionIncrement
	ActionPush (Enhancements)
	ActionPushDuplicate
	ActionReturn
	ActionStackSwap
	ActionStoreRegister

# ScriptObject actions

## ActionCallFunction

ActionCallFunction executes a function. The function can be an ActionScript built-in function (such as `parseInt`), a user-defined ActionScript function, or a native function. For more information, see [ActionNewObject](#).

Field	Type	Comment
ActionCallFunction	ACTIONRECORDHEADER	ActionCode = 0x3D

ActionCallFunction does the following:

1. Pops the function name (String) from the stack.
2. Pops numArgs (int) from the stack.
3. Pops the arguments off the stack.
4. Invokes the function, passing the arguments to it.
5. Pushes the return value of the function invocation to the stack.

If no appropriate return value is present (that is, the function does not have a return statement), a *push undefined* message is generated by the compiler and is pushed to the stack. The `undefined` return value should be popped off the stack.

For all of the call actions ([ActionCallMethod](#), [ActionNewMethod](#), [ActionNewObject](#), and [ActionCallFunction](#)) and initialization actions ([ActionInitObject](#) and [ActionInitArray](#)), the arguments of the function are pushed onto the stack in reverse order, with the rightmost argument first and the leftmost argument last. The arguments are subsequently popped off in order (first to last).

## ActionCallMethod

ActionCallMethod pushes a method (function) call onto the stack, similar to [ActionNewMethod](#).

Field	Type	Comment
ActionCallMethod	ACTIONRECORDHEADER	ActionCode = 0x52

If the named method exists, `ActionCallMethod` does the following:

1. Pops the name of the method from the stack.

If the method name is blank or undefined, the object is taken to be a function object that should be invoked, rather than the container object of a method. For example, if `CallMethod` is invoked with object `obj` and method name blank, it's equivalent to using the syntax:

```
obj();
```

If a method's name is `foo`, it's equivalent to:

```
obj.foo();
```

2. Pops the `ScriptObject`, `object`, from the stack.
3. Pops the number of arguments, `args`, from the stack.
4. Pops the arguments off the stack.
5. Executes the method call with the specified arguments.
6. Pushes the return value of the method or function to the stack.

If no appropriate return value is present (the function does not have a return statement), a *push undefined* is generated by the compiler and is pushed to the stack. The `undefined` return value should be popped off the stack.

For all of the call actions ([ActionCallMethod](#), [ActionNewMethod](#), [ActionNewObject](#), and [ActionCallFunction](#)) and initialization actions ([ActionInitObject](#) and [ActionInitArray](#)), the arguments of the function are pushed onto the stack in reverse order, with the rightmost argument first and the leftmost argument last. The arguments are subsequently popped off in order (first to last).

## ActionConstantPool

`ActionConstantPool` creates a new constant pool, and replaces the old constant pool if one already exists.

Field	Type	Comment
<code>ActionConstantPool</code>	<code>ACTIONRECORDHEADER</code>	<code>ActionCode = 0x88</code>
<code>Count</code>	<code>UI16</code>	Number of constants to follow
<code>ConstantPool</code>	<code>STRING[Count]</code>	String constants



## ActionDefineFunction

NOTE

ActionDefineFunction is rarely used as of SWF 7 and later; it was superseded by [ActionDefineFunction2](#).

ActionDefineFunction defines a function with a given name and body size.

Field	Type	Comment
ActionDefineFunction	ACTIONRECORDHEADER	ActionCode = 0x9B
FunctionName	STRING	Function name, empty if anonymous
NumParams	UI16	# of parameters
param 1	STRING	Parameter name 1
param 2	STRING	Parameter name 2
...		
param N	STRING	Parameter name N
codeSize	UI16	# of bytes of code that follow

ActionDefineFunction parses (in order) FunctionName, NumParams, [param1, param2, ..., param N] and then code size.

ActionDefineFunction does the following:

1. Parses the name of the function (name) from the action tag.
2. Skips the parameters in the tag.
3. Parses the code size from the tag.

After the DefineFunction tag, the next codeSize bytes of action data are considered to be the body of the function.

4. Gets the code for the function.

ActionDefineFunction can be used in the following ways:

**Usage 1** Pushes an anonymous function on the stack that does not persist. This function is a *function literal* that is declared in an expression instead of a statement. An anonymous function can be used to define a function, return its value, and assign it to a variable in one expression, as in the following ActionScript:

```
area = (function () {return Math.PI * radius *radius;})(5);
```

**Usage 2** Sets a variable with a given FunctionName and a given function definition. This is the more conventional function definition. For example, in ActionScript:

```
function Circle(radius) {  
    this.radius = radius;  
    this.area = Math.PI * radius * radius;  
}
```

## ActionDefineLocal

ActionDefineLocal defines a local variable and sets its value. If the variable already exists, the value is set to the newly specified value.

Field	Type	Comment
ActionDefineLocal	ACTIONRECORDHEADER	ActionCode = 0x3C

ActionDefineLocal does the following:

1. Pops a value off the stack.
2. Pops a name off the stack.

## ActionDefineLocal2

ActionDefineLocal2 defines a local variable without setting its value. If the variable already exists, nothing happens. The initial value of the local variable is *undefined*.

Field	Type	Comment
ActionDefineLocal2	ACTIONRECORDHEADER	ActionCode = 0x41

ActionDefineLocal2 pops *name* off the stack.

## ActionDelete

ActionDelete deletes a named property from a ScriptObject.

Field	Type	Comment
ActionDelete	ACTIONRECORDHEADER	ActionCode = 0x3A

ActionDelete does the following:

1. Pops the name of the property to delete off the stack.
2. Pops the object to delete the property from.

## ActionDelete2

ActionDelete2 deletes a named property. Flash Player first looks for the property in the current scope, and if the property cannot be found, continues to search in the encompassing scopes.

Field	Type	Comment
ActionDelete2	ACTIONRECORDHEADER	ActionCode = 0x3B

ActionDelete2 pops the name of the property to delete off the stack.

## ActionEnumerate

ActionEnumerate obtains the names of all “slots” in use in an ActionScript object—that is, for an object `obj`, all names `X` that could be retrieved with the syntax `obj.X`. ActionEnumerate is used to implement the `for...in` statement in ActionScript.

<b>NOTE</b>	Certain special slot names are omitted; for a list of these, search for the term <code>DontEnum</code> in the ECMA-262 standard.
-------------	--

Field	Type	Comment
ActionEnumerate	ACTIONRECORDHEADER	ActionCode = 0x46

ActionEnumerate does the following:

1. Pops the name of the object variable (which can include slash-path or dot-path syntax) off of the stack.
2. Pushes a null value onto the stack to indicate the end of the slot names.
3. Pushes each slot name (a string) onto the stack.

<b>NOTE</b>	The order in which slot names are pushed is undefined.
-------------	--

## ActionEquals2

ActionEquals2 is similar to [ActionEquals](#), but ActionEquals2 knows about types. The equality comparison algorithm from ECMA-262 Section 11.9.3 is applied.

Field	Type	Comment
ActionEquals2	ACTIONRECORDHEADER	ActionCode = 0x49

ActionEquals2 does the following:

1. Pops arg1 off the stack.
2. Pops arg2 off the stack.
3. Pushes the return value to the stack.

## ActionGetMember

ActionGetMember retrieves a named property from an object, and pushes the value of the property onto the stack.

Field	Type	Comment
ActionGetMember	ACTIONRECORDHEADER	ActionCode = 0x4E

ActionGetMember does the following:

1. Pops the name of the member function.
2. Pops the ScriptObject object off of the stack.
3. Pushes the value of the property on to the stack.

For example, assume `obj` is an object, and it is assigned a property, `foo`, as follows:

```
obj.foo = 3;
```

Then, ActionGetMember with object set to `obj` and name set to `foo` pushes 3 onto the stack. If the specified property does not exist, `undefined` is pushed to the stack.

The object parameter cannot actually be of type `Object`. If the object parameter is a primitive type such as number, Boolean, or string, it is converted automatically to a temporary wrapper object of class Number, Boolean, or String. Thus, methods of wrapper objects can be invoked on values of primitive types. For example, the following correctly prints 5:

```
var x = "Hello";  
trace (x.length);
```

In this case, the variable, `x`, contains the primitive string, "Hello". When `x.length` is retrieved, a temporary wrapper object for `x` is created by using the String type, which has a `length` property.

## ActionInitArray

ActionInitArray initializes an array in a ScriptObject and is similar to [ActionInitObject](#). The newly created object is pushed to the stack. The stack is the only existing reference to the newly created object. A subsequent SetVariable or SetMember action can store the newly created object in a variable.

Field	Type	Comment
ActionInitArray	ACTIONRECORDHEADER	ActionCode = 0x42

ActionInitArray pops `elems` and then `[arg1, arg2, ..., argn]` off the stack.

ActionInitArray does the following:

1. Gets the number of arguments (or elements) from the stack.
2. If arguments are present, ActionInitArray initializes an array object with the right number of elements.
3. Initializes the array as a ScriptObject.
4. Sets the object type to `Array`.
5. Populates the array with initial elements by popping the values off of the stack.

For all of the call actions ([ActionCallMethod](#), [ActionNewMethod](#), [ActionNewObject](#), and [ActionCallFunction](#)) and initialization actions ([ActionInitObject](#) and [ActionInitArray](#)), the arguments of the function are pushed onto the stack in reverse order, with the rightmost argument first and the leftmost argument last. The arguments are subsequently popped off in order (first to last).

## ActionInitObject

ActionInitObject initializes an object and is similar to [ActionInitArray](#). The newly created object is pushed to the stack. The stack is the only existing reference to the newly created object. A subsequent SetVariable or SetMember action can store the newly created object in a variable.

Field	Type	Comment
ActionInitObject	ACTIONRECORDHEADER	ActionCode = 0x43

ActionInitObject pops `elems` off of the stack. Pops `[value1, name1, ..., valueN, nameN]` off the stack.

ActionInitObject does the following:

1. Pops the number of initial properties from the stack.
2. Initializes the object as a ScriptObject.
3. Sets the object type to Object.
4. Pops each initial property off the stack.

For each initial property, the value of the property is popped off the stack, then the name of the property is popped off the stack. The name of the property is converted to a string. The value can be of any type.

For all of the call actions ([ActionCallMethod](#), [ActionNewMethod](#), [ActionNewObject](#), and [ActionCallFunction](#)) and initialization actions ([ActionInitObject](#) and [ActionInitArray](#)), the arguments of the function are pushed onto the stack in reverse order, with the rightmost argument first and the leftmost argument last. The arguments are subsequently popped off in order (first to last).

## ActionNewMethod

ActionNewMethod invokes a constructor function to create a new object. A new object is constructed and passed to the constructor function as the value of the `this` keyword. Arguments can be specified to the constructor function. The return value from the constructor function is discarded. The newly constructed object is pushed to the stack, similar to [ActionCallMethod](#) and [ActionNewObject](#).

Field	Type	Comment
ActionNewMethod	ACTIONRECORDHEADER	ActionCode = 0x53

ActionNewMethod does the following:

1. Pops the name of the method from the stack.
2. Pops the ScriptObject from the stack.

If the name of the method is blank, the ScriptObject is treated as a function object that is invoked as the constructor function. If the method name is not blank, the named method of the ScriptObject is invoked.

3. Pops the number of arguments from the stack.
4. Executes the method call.
5. Pushes the newly constructed object to the stack.

If no appropriate return value occurs (for instance, the function does not have a return statement), the compiler generates a *push undefined* and pushes it to the stack. The `undefined` return value should be popped off the stack.

For all of the call actions ([ActionCallMethod](#), [ActionNewMethod](#), [ActionNewObject](#), and [ActionCallFunction](#)) and initialization actions ([ActionInitObject](#) and [ActionInitArray](#)), the arguments of the function are pushed onto the stack in reverse order, with the rightmost argument first and the leftmost argument last. The arguments are subsequently popped off in order (first to last).

## ActionNewObject

ActionNewObject invokes a constructor function. A new object is created and passed to the constructor function as the `this` keyword. In addition, arguments can optionally be specified to the constructor function on the stack. The return value of the constructor function is discarded. The newly constructed object is pushed to the stack. ActionNewObject is similar to [ActionCallFunction](#) and [ActionNewMethod](#).

Field	Type	Comment
ActionNewObject	ACTIONRECORDHEADER	ActionCode = 0x40

ActionNewObject does the following:

1. Pops the object name (STRING) `this` from the stack.
2. Pops `numArgs` (int) from the stack.
3. Pops the arguments off the stack.
4. Invokes the named object as a constructor function, passing it the specified arguments and a newly constructed object as the `this` keyword.
5. The return value of the constructor function is discarded.
6. The newly constructed object is pushed to the stack.

For all of the call actions ([ActionCallMethod](#), [ActionNewMethod](#), [ActionNewObject](#), and [ActionCallFunction](#)) and initialization actions ([ActionInitObject](#) and [ActionInitArray](#)), the arguments of the function are pushed onto the stack in reverse order, with the rightmost argument first and the leftmost argument last. The arguments are subsequently popped off in order (first to last).

## ActionSetMember

ActionSetMember sets a property of an object. If the property does not already exist, it is created. Any existing value in the property is overwritten.

Field	Type	Comment
ActionSetMember	ACTIONRECORDHEADER	ActionCode = 0x4F

ActionSetMember does the following:

1. Pops the new value off the stack.
2. Pops the object name off the stack.
3. Pops the object off of the stack.

## ActionTargetPath

If the object in the stack is of type `MovieClip`, the object's target path is pushed on the stack in dot notation. If the object is not a `MovieClip`, the result is `undefined` rather than the movie clip target path.

Field	Type	Comment
ActionTargetPath	ACTIONRECORDHEADER	ActionCode = 0x45

ActionTargetPath does the following:

1. Pops the object off the stack.
2. Pushes the target path onto the stack.

## ActionWith

Defines a With block of script.

Field	Type	Comment
ActionWith	ACTIONRECORDHEADER	ActionCode = 0x94
Size	UI16	# of bytes of code that follow

ActionWith does the following:

1. Pops the object involved with the With.
2. Parses the size (body length) of the With block from the ActionWith tag.
3. Checks to see if the depth of calls exceeds the maximum depth, which is 16 for SWF 6 and later, and 8 for SWF 5.  
If the With depth exceeds the maximum depth, the next Size bytes of data are skipped rather than executed.
4. After the ActionWith tag, the next Size bytes of action codes are considered to be the body of the With block.
5. Adds the With block to the scope chain.



## Type actions

### ActionToNumber

Converts the object on the top of the stack into a number, and pushes the number back to the stack.

For the `Object` type, the `ActionScript valueOf()` method is invoked to convert the object to a `Number` type for `ActionToNumber`. Conversions between primitive types, such as from `String` to `Number`, are built-in.

Field	Type	Comment
ActionToNumber	ACTIONRECORDHEADER	ActionCode = 0x4A

ActionToNumber does the following:

1. Pops the object off of the stack.
2. Pushes the number on to the stack.

### ActionToString

ActionToString converts the object on the top of the stack into a `String`, and pushes the string back to the stack.

For the `Object` type, the `ActionScript toString()` method is invoked to convert the object to the `String` type for `ActionToString`.

Field	Type	Comment
ActionToString	ACTIONRECORDHEADER	ActionCode = 0x4B

ActionToString does the following:

1. Pops the object off of the stack.
2. Pushes the string on to the stack.

## ActionTypeOf

ActionTypeOf pushes the object type to the stack, which is equivalent to the `ActionScript TypeOf()` method. The possible types are:

```
"number"  
"boolean"  
"string"  
"object"  
"movieclip"  
"null"  
"undefined"  
"function"
```

Field	Type	Comment
ActionTypeOf	ACTIONRECORDHEADER	ActionCode = 0x44

ActionTypeOf does the following:

1. Pops the value to determine the type of off the stack.
2. Pushes a string with the type of the object on to the stack.

## Math actions

### ActionAdd2

ActionAdd2 is similar to [ActionAdd](#), but performs the addition differently, according to the data types of the arguments. The addition operator algorithm in ECMA-262 Section 11.6.1 is used. If string concatenation is applied, the concatenated string is `arg2` followed by `arg1`.

Field	Type	Comment
ActionAdd2	ACTIONRECORDHEADER	ActionCode = 0x47

ActionAdd2 does the following:

1. Pops `arg1` off of the stack.
2. Pops `arg2` off of the stack.
3. Pushes the result back to the stack.

## ActionLess2

ActionLess2 calculates whether  $\text{arg1}$  is less than  $\text{arg2}$  and pushes a Boolean return value to the stack. This action is similar to [ActionLess](#), but performs the comparison differently according to the data types of the arguments. The abstract relational comparison algorithm in ECMA-262 Section 11.8.5 is used.

Field	Type	Comment
ActionLess2	ACTIONRECORDHEADER	ActionCode = 0x48

ActionLess2 does the following:

1. Pops  $\text{arg1}$  off of the stack.
2. Pops  $\text{arg2}$  off of the stack.
3. Compares  $\text{arg2} < \text{arg1}$ .
4. Pushes the return value (a Boolean value) onto the stack.

## ActionModulo

ActionModulo calculates  $x$  modulo  $y$ . If  $y$  is 0, then NaN (0x7FC00000) is pushed to the stack.

Field	Type	Comment
ActionModulo	ACTIONRECORDHEADER	ActionCode = 0x3F

ActionModulo does the following:

1. Pops  $x$  then  $y$  off of the stack.
2. Pushes the value  $x \% y$  on to the stack.

## Stack operator actions

### ActionBitAnd

ActionBitAnd pops two numbers off of the stack, performs a bitwise AND, and pushes an S32 number to the stack. The arguments are converted to 32-bit unsigned integers before performing the bitwise operation. The result is a SIGNED 32-bit integer.

Field	Type	Comment
ActionBitAnd	ACTIONRECORDHEADER	ActionCode = 0x60

ActionBitAnd does the following:

1. Pops arg1 then arg2 off of the stack.
2. Pushes the result to the stack.

## ActionBitLShift

ActionBitLShift pops the shift count `arg` and then `value` off of the stack. The value argument is converted to 32-bit signed integer and only the least significant 5 bits are used as the shift count. The bits in the value `arg` are shifted to the left by the shift count. ActionBitLShift pushes an S32 number to the stack.

Field	Type	Comment
ActionBitLShift	ACTIONRECORDHEADER	ActionCode = 0x63

ActionBitLShift does the following:

1. Pops shift count `arg`, then `value` off of the stack.
2. Pushes the result to the stack.

## ActionBitOr

ActionBitOr pops two numbers off of the stack, performs a bitwise OR, and pushes an S32 number to the stack. The arguments are converted to 32-bit unsigned integers before performing the bitwise operation. The result is a SIGNED 32-bit integer.

Field	Type	Comment
ActionBitOr	ACTIONRECORDHEADER	ActionCode = 0x61

ActionBitOr does the following:

1. Pops arg1 then arg2 off of the stack.
2. Pushes the result to the stack.

## ActionBitRShift

ActionBitRShift pops the shift count from the stack. Pops the value from the stack. The value argument is converted to a 32-bit signed integer and only the least significant 5 bits are used as the shift count.

The bits in the `arg` value are shifted to the right by the shift count. ActionBitRShift pushes an S32 number to the stack.

Field	Type	Comment
ActionBitRShift	ACTIONRECORDHEADER	ActionCode = 0x64

ActionBitRShift does the following:

1. Pops the shift count from the stack.
2. Pops the value to shift from the stack.
3. Pushes the result to the stack.

## ActionBitURShift

ActionBitURShift pops the value and shift count arguments from the stack. The value argument is converted to 32-bit signed integer and only the least significant 5 bits are used as the shift count.

The bits in the `arg` value are shifted to the right by the shift count. ActionBitURShift pushes a UI32 number to the stack.

Field	Type	Comment
ActionBitURShift	ACTIONRECORDHEADER	ActionCode = 0x65

ActionBitURShift does the following:

1. Pops the shift count from the stack.
2. Pops the value to shift from the stack.
3. Pushes the result to the stack.

## ActionBitXor

ActionBitXor pops two numbers off of the stack, performs a bitwise XOR, and pushes an S32 number to the stack.

The arguments are converted to 32-bit unsigned integers before performing the bitwise operation. The result is a SIGNED 32-bit integer.

Field	Type	Comment
ActionBitXor	ACTIONRECORDHEADER	ActionCode = 0x62

ActionBitXor does the following:

1. Pops arg1 and arg2 off of the stack.
2. Pushes the result back to the stack.

## ActionDecrement

ActionDecrement pops a value from the stack, converts it to number type, decrements it by 1, and pushes it back to the stack.

Field	Type	Comment
ActionDecrement	ACTIONRECORDHEADER	ActionCode = 0x51

ActionDecrement does the following:

1. Pops the number off of the stack.
2. Pushes the result on to the stack.

## ActionIncrement

ActionIncrement pops a value from the stack, converts it to number type, increments it by 1, and pushes it back to the stack.

Field	Type	Comment
ActionIncrement	ACTIONRECORDHEADER	ActionCode = 0x50

ActionIncrement does the following:

1. Pops the number off of the stack.
2. Pushes the result on to the stack.

## ActionPush (Enhancements)

With SWF 5, eight new types were added to [ActionPush](#). For more on [ActionPush](#), see the [SWF 4 actions](#).

### ActionPushDuplicate

ActionPushDuplicate pushes a duplicate of top of stack (the current return value) to the stack.

Field	Type	Comment
ActionPushDuplicate	ACTIONRECORDHEADER	ActionCode = 0x4C

### ActionReturn

ActionReturn forces the return item to be pushed off the stack and returned. If a return is not appropriate, the return item is discarded.

Field	Type	Comment
ActionReturn	ACTIONRECORDHEADER	ActionCode = 0x3E

ActionReturn pops a value off the stack.

### ActionStackSwap

ActionStackSwap swaps the top two ScriptAtoms on the stack.

Field	Type	Comment
ActionStackSwap	ACTIONRECORDHEADER	ActionCode = 0x4D

ActionStackSwap does the following:

1. Pops Item1 and then Item2 off of the stack.
2. Pushes Item2 and then Item1 back to the stack.

### ActionStoreRegister

ActionStoreRegister reads the next object from the stack (without popping it) and stores it in one of four registers. If [ActionDefineFunction2](#) is used, up to 256 registers are available.

Field	Type	Comment
ActionStoreRegister	ACTIONRECORDHEADER	ActionCode = 0x87
RegisterNumber	UI8	

ActionStoreRegister parses register number from the StoreRegister tag.

## SWF 6 action model

SWF 6 adds the DoInitAction action-definition tag, and a few new action bytecodes.

### SWF 6 actions

The following actions are available in SWF 6:

- [DoInitAction](#)
- [ActionInstanceOf](#)
- [ActionEnumerate2](#)
- [ActionStrictEquals](#)
- [ActionGreater](#)
- [ActionStringGreater](#)

### DoInitAction

The DoInitAction tag is similar to the [DoAction](#) tag; it defines a series of bytecodes to be executed. However, the actions defined with DoInitAction are executed earlier than the usual DoAction actions, and are executed only once.

In some situations, actions must be executed *before* the ActionScript representation of the first instance of a particular sprite is created. The most common such action is calling `Object.registerClass` to associate an ActionScript class with a sprite. Such a call is generally found within the `#initclip` pragma in the ActionScript language. DoInitAction is used to implement the `#initclip` pragma.

A DoInitAction tag specifies a particular sprite to which its actions apply. A single frame can contain multiple DoInitAction tags; their actions are executed in the order in which the tags appear. However, the SWF file can contain only one DoInitAction tag for any particular sprite.

The specified actions are executed immediately before the normal actions of the frame in which the DoInitAction tag appears. This only occurs the first time that this frame is encountered; playback reaches the same frame again later, actions provided in DoInitAction are skipped.



Starting with SWF 9, if the `ActionScript3` field of the [FileAttributes](#) tag is 1, the contents of the `DoInitAction` tag will be ignored.

NOTE	Specifying actions at the beginning of a <code>DoAction</code> tag is not the same as specifying them <i>in</i> a <code>DoInitAction</code> tag. Flash Player takes steps before the first action in a <code>DoAction</code> tag, most relevantly the creation of <code>ActionScript</code> objects that represent sprites. The actions in <code>DoInitAction</code> occur before these implicit steps are performed.
------	---

Field	Type	Comment
Header	RECORDHEADER	Tag type = 59
Sprite ID	UI16	Sprite to which these actions apply
Actions	ACTIONRECORD[zero or more]	List of actions to perform
ActionEndFlag	UI8	Always set to 0

## ActionInstanceOf

`ActionInstanceOf` implements the `ActionScript` `instanceof()` operator. This is a Boolean operator that indicates whether the left operand (typically an object) is an instance of the class represented by a constructor function passed as the right operand.

Additionally, with SWF 7 or later, `ActionInstanceOf` also supports with interfaces. If the right operand constructor is a reference to an interface object, and the left operand implements this interface, `ActionInstanceOf` accurately reports that the left operand is an instance of the right operand.

Field	Type	Comment
ActionInstanceOf	ACTIONRECORDHEADER	ActionCode = 0x54

`ActionInstanceOf` does the following:

1. Pops constr then obj off of the stack.
2. Determines if obj is an instance of constr.
3. Pushes the return value (a Boolean value) onto the stack.

## ActionEnumerate2

`ActionEnumerate2` is similar to [ActionEnumerate](#), but uses a stack argument of object type rather than using a string to specify its name.

Field	Type	Comment
ActionEnumerate2	ACTIONRECORDHEADER	ActionCode = 0x55

ActionEnumerate2 does the following:

1. Pops obj off of the stack.
2. Pushes a null value onto the stack to indicate the end of the slot names.
3. Pushes each slot name (a string) from obj onto the stack.

NOTE

The order in which slot names are pushed is undefined.

## ActionStrictEquals

ActionStrictEquals is similar to [ActionEquals2](#), but the two arguments must be of the same type in order to be considered equal. Implements the '===' operator from the ActionScript language.

Field	Type	Comment
ActionStrictEquals	ACTIONRECORDHEADER	ActionCode = 0x66

ActionStrictEquals does the following:

1. Pops arg1 then arg2 off the stack.
2. Pushes the return value, a Boolean value, to the stack.

## ActionGreater

ActionGreater is the exact opposite of [ActionLess2](#). Originally there was no ActionGreater, because it can be emulated by reversing the order of argument pushing, then performing an [ActionLess](#) followed by an [ActionNot](#). However, this argument reversal resulted in a reversal of the usual order of evaluation of arguments, which in a few cases led to surprises.

Field	Type	Comment
ActionGreater	ACTIONRECORDHEADER	ActionCode = 0x67

ActionGreater does the following:

1. Pops arg1 and then arg2 off of the stack.
2. Compares if arg2 > arg1.
3. Pushes the return value, a Boolean value, onto the stack.

## ActionStringGreater

ActionStringGreater is the exact opposite of [ActionStringLess](#). This action code was added for the same reasons as [ActionGreater](#).

Field	Type	Comment
ActionStringGreater	ACTIONRECORDHEADER	ActionCode = 0x68

ActionStringGreater does the following:

1. Pops arg1 and then arg2 off of the stack.
2. Compares if arg2 > arg1, using byte-by-byte comparison.
3. Pushes the return value, a Boolean value, onto the stack.

## SWF 7 action model

### SWF 7 actions

The following actions are available in SWF 7:

- [ActionDefineFunction2](#)
- [ActionExtends](#)
- [ActionCastOp](#)
- [ActionImplementsOp](#)
- [ActionTry](#)
- [ActionThrow](#)

### ActionDefineFunction2

ActionDefineFunction2 is similar to [ActionDefineFunction](#), with additional features that can help speed up the execution of function calls by preventing the creation of unused variables in the function's activation object and by enabling the replacement of local variables with a variable number of registers. With ActionDefineFunction2, a function can allocate its own private set of up to 256 registers. Parameters or local variables can be replaced with a register, which is loaded with the value instead of the value being stored in the function's activation object. (The activation object is an implicit local scope that contains named arguments and local variables. For further description of the activation object, see the ECMA-262 standard.)

ActionDefineFunction2 also includes six flags to instruct Flash Player to preload variables, and three flags to suppress variables. By setting PreloadParentFlag, PreloadRootFlag, PreloadSuperFlag, PreloadArgumentsFlag, PreloadThisFlag, or PreloadGlobalFlag, common variables can be preloaded into registers before the function executes (`_parent`, `_root`, `super`, `arguments`, `this`, or `_global`, respectively). With flags SuppressSuper, SuppressArguments, and SuppressThis, common variables `super`, `arguments`, and `this` are not created. By using suppress flags, Flash Player avoids pre-evaluating variables, thus saving time and improving performance.

No suppress flags are provided for `_parent`, `_root`, or `_global` because Flash Player always evaluates these variables as needed; no time is ever wasted on pre-evaluating these variables.

Specifying both the preload flag and the suppress flag for any variable is not allowed.

The body of the function that ActionDefineFunction2 specifies should use [ActionPush](#) and [ActionStoreRegister](#) for local variables that are assigned to registers. [ActionGetVariable](#) and [ActionSetVariable](#) cannot be used for variables assigned to registers.

Flash Player 6 release 65 and later supports ActionDefineFunction2.

Field	Type	Comment
ActionDefineFunction2	ACTIONRECORDHEADER	ActionCode = 0x8E
FunctionName	STRING	Name of function, empty if anonymous
NumParams	UI16	# of parameters
RegisterCount	UI8	Number of registers to allocate, up to 255 registers (from 0 to 254)
PreloadParentFlag	UB[1]	0 = Don't preload <code>_parent</code> into register 1 = Preload <code>_parent</code> into register
PreloadRootFlag	UB[1]	0 = Don't preload <code>_root</code> into register 1 = Preload <code>_root</code> into register
SuppressSuperFlag	UB[1]	0 = Create <code>super</code> variable 1 = Don't create <code>super</code> variable

Field	Type	Comment
PreloadSuperFlag	UB[1]	0 = Don't preload <code>super</code> into register 1 = Preload <code>super</code> into register
SuppressArgumentsFlag	UB[1]	0 = Create <code>arguments</code> variable 1 = Don't create <code>arguments</code> variable
PreloadArgumentsFlag	UB[1]	0 = Don't preload <code>arguments</code> into register 1 = Preload <code>arguments</code> into register
SuppressThisFlag	UB[1]	0 = Create <code>this</code> variable 1 = Don't create <code>this</code> variable
PreloadThisFlag	UB[1]	0 = Don't preload <code>this</code> into register 1 = Preload <code>this</code> into register
Reserved	UB[7]	Always 0
PreloadGlobalFlag	UB[1]	0 = Don't preload <code>_global</code> into register 1 = Preload <code>_global</code> into register
Parameters	REGISTERPARAM[NumParams]	See REGISTERPARAM, following
codeSize	UI16	# of bytes of code that follow

REGISTERPARAM is defined as follows:

Field	Type	Comment
Register	UI8	For each parameter to the function, a register can be specified. If the register specified is zero, the parameter is created as a variable named ParamName in the activation object, which can be referenced with ActionGetVariable and ActionSetVariable. If the register specified is nonzero, the parameter is copied into the register, and it can be referenced with ActionPush and ActionStoreRegister, and no variable is created in the activation object.
ParamName	STRING	Parameter name

The function body following an ActionDefineFunction2 consists of further action codes, just as for [ActionDefineFunction](#).

Flash Player selects register numbers by first copying each argument into the register specified in the corresponding REGISTERPARAM record. Next, the preloaded variables are copied into registers starting at 1, and in the order `this`, `arguments`, `super`, `_root`, `_parent`, and `_global`, skipping any that are not to be preloaded. (The SWF file must accurately specify which registers will be used by preloaded variables and ensure that no parameter uses a register number that falls within this range, or else that parameter is overwritten by a preloaded variable.)

The value of NumParams should equal the number of parameter registers. The value of RegisterCount should equal NumParams plus the number of preloaded variables and the number of local variable registers desired.

For example, if NumParams is 2, RegisterCount is 6, PreloadThisFlag is 1, and PreloadRootFlag is 1, the REGISTERPARAM records will probably specify registers 3 and 4. Register 1 will be `this`, register 2 will be `_root`, registers 3 and 4 will be the first and second parameters, and registers 5 and 6 will be for local variables.

## ActionExtends

ActionExtends implements the ActionScript `extends` keyword. ActionExtends creates an inheritance relationship between two classes, called the subclass and the superclass.

SWF 7 adds ActionExtends to the file format to avoid spurious calls to the superclass constructor function (which would occur when inheritance was established under ActionScript 1.0). Consider the following code:

```
Subclass.prototype = new Superclass();
```

Before the existence of ActionExtends, this code would result in a spurious call to the `Superclass` `superconstructor` function. Now, ActionExtends is generated by the ActionScript compiler when the code `class A extends B` is encountered, to set up the inheritance relationship between A and B.

Field	Type	Comment
ActionExtends	ACTIONRECORDHEADER	ActionCode = 0x69

ActionExtends does the following:

1. Pops the `ScriptObject` superclass constructor off the stack.
2. Pops the `ScriptObject` subclass constructor off the stack.
3. Creates a new `ScriptObject`.
4. Sets the new `ScriptObject`'s `__proto__` property to the superclass' prototype property.
5. Sets the new `ScriptObject`'s `__constructor__` property to the superclass.
6. Sets the subclass' prototype property to the new `ScriptObject`.

These steps are the equivalent to the following ActionScript:

```
Subclass.prototype = new Object();  
Subclass.prototype.__proto__ = Superclass.prototype;  
Subclass.prototype.__constructor__ = Superclass;
```

## ActionCastOp

ActionCastOp implements the ActionScript `cast` operator, which allows the casting from one data type to another. ActionCastOp pops an object off the stack and attempts to convert the object to an instance of the class or to the interface represented by the constructor function.

Field	Type	Comment
ActionCastOp	ACTIONRECORDHEADER	ActionCode = 0x2B

ActionCastOp does the following:

1. Pops the ScriptObject to cast off the stack.
2. Pops the constructor function off the stack.
3. Determines if object is an instance of constructor (doing the same comparison as ActionInstanceOf).
4. If the object is an instance of constructor, the popped ScriptObject is pushed onto the stack.

If the object is not an instance of constructor, a null value is pushed onto the stack.

## ActionImplementsOp

ActionImplementsOp implements the ActionScript `implements` keyword. The ActionImplementsOp action specifies the interfaces that a class implements, for use by ActionCastOp. ActionImplementsOp can also specify the interfaces that an interface implements, as interfaces can extend other interfaces.

Field	Type	Comment
ActionImplementsOp	ACTIONRECORDHEADER	ActionCode = 0x2C

ActionImplementsOp does the following:

1. Pops the constructor function off the stack.  
The constructor function represents the class that will implement the interfaces. The constructor function must have a prototype property.
2. Pops the count of implemented interfaces off the stack.
3. For each interface count, pops a constructor function off of the stack.  
The constructor function represents an interface.
4. Sets the constructor function's list of interfaces to the array collected in the previous step, and sets the count of interfaces to the count popped in step 2.



## ActionTry

ActionTry defines handlers for exceptional conditions, implementing the ActionScript `try`, `catch`, and `finally` keywords.

Field	Type	Comment
ActionTry	ACTIONRECORDHEADER	ActionCode = 0x8F
Reserved	UB[5]	Always zero
CatchInRegisterFlag	UB[1]	0 - Do not put caught object into register (instead, store in named variable) 1 - Put caught object into register (do not store in named variable)
FinallyBlockFlag	UB[1]	0 - No finally block 1 - Has finally block
CatchBlockFlag	UB[1]	0 - No catch block 1 - Has catch block
TrySize	UI16	Length of the try block
CatchSize	UI16	Length of the catch block
FinallySize	UI16	Length of the finally block
CatchName	If CatchInRegisterFlag = 0, STRING	Name of the catch variable
CatchRegister	If CatchInRegisterFlag = 1, UI8	Register to catch into
TryBody	UI8[TrySize]	Body of the try block
CatchBody	UI8[CatchSize]	Body of the catch block, if any
FinallyBody	UI8[FinallySize]	Body of the finally block, if any

NOTE

The CatchSize and FinallySize fields always exist, whether or not the CatchBlockFlag or FinallyBlockFlag settings are 1.

NOTE

The try, catch, and finally blocks do not use end tags to mark the end of their respective blocks. Instead, the length of a block is set by the TrySize, CatchSize, and FinallySize values.

## ActionThrow

ActionThrow implements the ActionScript `throw` keyword. ActionThrow is used to signal, or throw, an exceptional condition, which is handled by the exception handlers declared with ActionTry.

If any code within the `try` block throws an object, control passes to the `catch` block, if one exists, then to the `finally` block, if one exists. The `finally` block always executes, regardless of whether an error was thrown.

If an exceptional condition occurs within a function and the function does not include a `catch` handler, the function and any caller functions are exited until a `catch` block is found (executing all `finally` handlers at all levels).

Any ActionScript data type can be thrown, though typically usage is to throw objects.

Field	Type	Comment
ActionThrow	ACTIONRECORDHEADER	ActionCode = 0x2A

ActionThrow pops the value to be thrown off the stack.

## SWF 9 action model

SWF 9 added the DoABC action-definition tag. This tag contains an `.abc` bytecode block that is parsed by the ActionScript 3.0 virtual machine. The DoABC tag is the main vehicle for delivering ActionScript 3.0 bytecode.

## DoABC

The DoABC tag is similar to the [DoAction](#) tag: it defines a series of bytecodes to be executed. However, the bytecodes contained within the DoABC tag run in the ActionScript 3.0 virtual machine.

Field	Type	Comment
Header	RECORDHEADER	Tag type = 82
Flags	UI32	A 32-bit flags value, which may contain the following bits set: kDoAbcLazyInitializeFlag = 1: Indicates that the ABC block should not be executed immediately, but only parsed. A later finddef may cause its scripts to execute.
Name	STRING	The name assigned to the bytecode.
ABCData	BYTE[]	A block of .abc bytecode to be parsed by the ActionScript 3.0 virtual machine, up to the end of the tag.

For details on the contents and format of the ABCData field, see the Adobe ActionScript Virtual Machine 2 (AVM2) Overview at [www.adobe.com/go/avm2overview/](http://www.adobe.com/go/avm2overview/).

## SWF 10 action model

There are no changes to the action model in SWF 10.



The SWF shape architecture is designed to be compact, flexible and rendered very quickly to the screen. It is similar to most vector formats in that shapes are defined by a list of edges called a *path*. A path may be *closed*, where the start and end of the path meet to close the figure, or *open*, where the path forms an open-ended stroke. A path may contain a mixture of straight edges, curved edges, and ‘pen up and move’ commands. The latter allows multiple disconnected figures to be described by a single shape structure.

A *fill style* defines the appearance of an area enclosed by a path. Fill styles supported by the SWF file format include a color, a gradient, or a bitmap image.

A *line style* defines the appearance of the outline of a path. The line style may be a stroke of any thickness and color.

Most vector formats allow only one fill and line style per path. The SWF file format extends this concept by allowing each *edge* to have its own line and fill style. This can have unpredictable results when fill styles change in the middle of a path.

The Adobe Flash authoring tool also supports two fill styles per edge, one for each side of the edge: *FillStyle0* and *FillStyle1*. *FillStyle0* should always be used first and then *FillStyle1* if the shape is filled on both sides of the edge.

## Shape overview

A shape is composed of the following elements:

**CharacterId**—A 16-bit value that uniquely identifies this shape as a ‘character’ in the dictionary. The CharacterId can be referred to in control tags such as `PlaceObject`. Characters can be reused and combined with other characters to make more complex shapes.

**Bounding box**—The rectangle that completely encloses the shape.

**Fill style array**—A list of all the fill styles used in a shape.

**Line style array**—A list of all the line styles used in a shape.

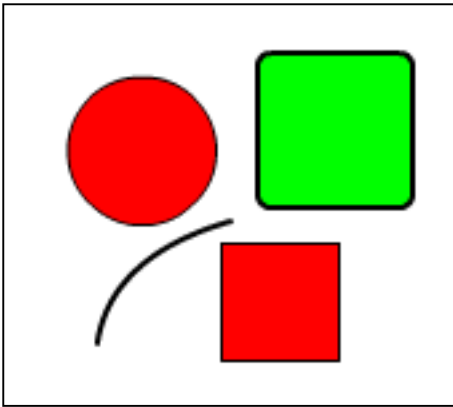
**Shape record array**—A list of shape records. Shape records can define straight or curved edges, style changes, or move the drawing position.

NOTE

Line and fill styles are defined only once and may be used (and reused) by any of the edges in the shape.

## Shape example

The following example appears to be a collection of shapes, but it can be described with a single [DefineShape](#) tag.



The red circle, red square and green rounded-rectangle are closed paths. The curved line is an open path. The red square consists of all straight edges, the red circle consists of all curved edges, while the rounded rectangle has curved edges interspersed with straight edges.

There are two fill styles, solid green and solid red, and two line styles, 1-pixel black, and 2-pixel black. The red circle and red square share the same fill and line styles. The rounded rectangle and curved line share the same line style.

Here's how to describe this example with the SWF file format.

### Define the fill styles:

1. First, the fill styles are defined with a [FILLSTYLEARRAY](#). The two unique fill styles are solid red and solid green.
2. This is followed by a [LINESTYLEARRAY](#) that includes the two unique line styles: 1-pixel black, and 2-pixel black.
3. This is followed by an array of shape records (see [Shape records](#)).

All shape records share a similar structure but can have varied meaning. A shape record can define straight or curved edge, a style change, or it can move the current drawing position.

#### **Define the curved line:**

1. The first shape record selects the 2-pixel-wide line style, and moves the drawing position to the top of the curved line by setting the [StateMoveTo](#) flag.
2. The next shape record is a curved edge, which ends to the bottom of the line. The path is not closed.

#### **Define the red square:**

1. The next shape record selects the 1-pixel line style and the red fill style. It also moves the drawing position to the upper-left corner of the red rectangle.
2. The following four shape records are straight edges. The last edge must end at the upper-left corner. Flash Player requires that closed figures be joined explicitly. That is, the first and last points must be coincident.

#### **Define the red circle:**

1. The next shape record does not change any style settings, but moves the drawing position to the top of the red circle.
2. The following eight shape records are curved edges that define the circle. Again, the path must finish where it started.

#### **Define the green rounded-rectangle:**

1. The next shape record selects the 2-pixel-wide line style, and the green fill. It also moves the drawing position to the upper left of the rounded-rectangle.
2. The following twelve shape records are a mixture of straight shape records (the sides) interspersed with curved shape records (the rounded corners). The path finishes where it began.

## Shape structures

### Fill styles

The SWF file format supports three basic types of fills for a shape.

**Solid fill** A simple RGB or RGBA color that fills a portion of a shape. An alpha value of 255 means a completely opaque fill. An alpha value of zero means a completely transparent fill. Any alpha between 0 and 255 will be partially transparent.

**Gradient Fill** A gradient fill can be either a linear or a radial gradient. For an in-depth description of how gradients are defined, see [Gradients](#).

**Bitmap fill** Bitmap fills refer to a bitmap characterId. There are two styles: clipped and tiled. A clipped bitmap fill repeats the color on the edge of a bitmap if the fill extends beyond the edge of the bitmap. A tiled fill repeats the bitmap if the fill extends beyond the edge of the bitmap.

## FILLSTYLEARRAY

A fill style array enumerates a number of fill styles. The format of a fill style array is described in the following table:

FILLSTYLEARRAY		
Field	Type	Comment
FillStyleCount	UI8	Count of fill styles.
FillStyleCountExtended	If FillStyleCount = 0xFF, UI16	Extended count of fill styles. Supported only for Shape2 and Shape3.
FillStyles	FILLSTYLE[FillStyleCount]	Array of fill styles.



# FILLSTYLE

The format of a fill style value within the file is described in the following table:

FILLSTYLE		
Field	Type	Comment
FillStyleType	UI8	Type of fill style: 0x00 = solid fill 0x10 = linear gradient fill 0x12 = radial gradient fill 0x13 = focal radial gradient fill (SWF 8 file format and later only) 0x40 = repeating bitmap fill 0x41 = clipped bitmap fill 0x42 = non-smoothed repeating bitmap 0x43 = non-smoothed clipped bitmap
Color	If type = 0x00, RGBA (if Shape3); RGB (if Shape1 or Shape2)	Solid fill color with opacity information.
GradientMatrix	If type = 0x10, 0x12, or 0x13, MATRIX	Matrix for gradient fill.
Gradient	If type = 0x10 or 0x12, GRADIENT If type = 0x13, FOCALGRADIENT (SWF 8 and later only)	Gradient fill.
BitmapId	If type = 0x40, 0x41, 0x42 or 0x43, UI16	ID of bitmap character for fill.
BitmapMatrix	If type = 0x40, 0x41, 0x42 or 0x43, MATRIX	Matrix for bitmap fill.

# Line styles

A line style array enumerates a number of line styles.

## LINESTYLEARRAY

The format of a line style array is described in the following table:

LINESTYLEARRAY		
Field	Type	Comment
LineStyleCount	UI8	Count of line styles.
LineStyleCountExtended	If LineStyleCount = 0xFF, UI16	Extended count of line styles.
LineStyles	If Shape1, Shape2, or Shape3, LINESTYLE[count] If Shape4, LINESTYLE2[count]	Array of line styles.

## LINESTYLE

A line style represents a width and color of a line. The format of a line style value within the file is described in the following table:

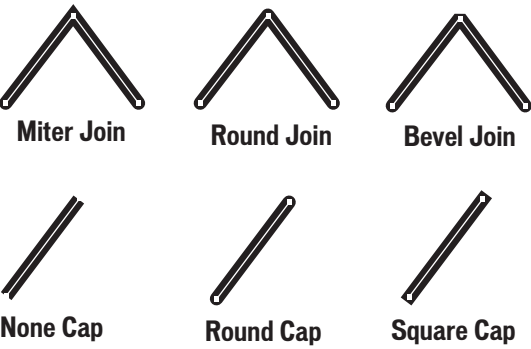
LINESTYLE		
Field	Type	Comment
Width	UI16	Width of line in twips.
Color	RGB (Shape1 or Shape2) RGBA (Shape3)	Color value including alpha channel information for Shape3.

NOTE	Before the introduction of LINESTYLE2 in SWF 8, all lines in the SWF file format have rounded joins and round caps. Different join styles and end styles can be simulated with a very narrow shape that looks identical to the desired stroke.
NOTE	The SWF file format has no native support for dashed or dotted line styles. A dashed line can be simulated by breaking up the path into a series of short lines.

# LINESTYLE2

LINESTYLE2 builds upon the capabilities of the LINESTYLE record by allowing the use of new types of joins and caps as well as scaling options and the ability to fill a stroke. In order to use LINESTYLE2, the shape must be defined with [DefineShape4](#)—not [DefineShape](#), [DefineShape2](#), or [DefineShape3](#).

While the LINESTYLE record permits only rounded joins and round caps, LINESTYLE2 also supports miter and bevel joins, and square caps and no caps. The following diagram illustrates the complete array of joins and caps:



When using LINESTYLE2 for a miter join, a MiterLimitFactor must be specified and is used to calculate the maximum miter length:

$$\text{Maximum miter length} = \text{LINESTYLE2 MiterLimitFactor} * \text{LINESTYLE2 Width}$$

If the miter join exceeds the maximum miter length, Flash Player will cut off the miter. Note that MiterLimitFactor is an 8.8 fixed-point value.

LINESTYLE2 also includes the option for pixel hinting to correct blurry vertical or horizontal lines.

LINESTYLE2		
Field	Type	Comment
Width	UI16	Width of line in twips.
StartCapStyle	UB[2]	Start cap style: 0 = Round cap 1 = No cap 2 = Square cap

---

**LINESTYLE2**

Field	Type	Comment
JoinStyle	UB[2]	Join style: 0 = Round join 1 = Bevel join 2 = Miter join
HasFillFlag	UB[1]	If 1, fill is defined in FillType. If 0, uses Color field.
NoHScaleFlag	UB[1]	If 1, stroke thickness will not scale if the object is scaled horizontally.
NoVScaleFlag	UB[1]	If 1, stroke thickness will not scale if the object is scaled vertically.
PixelHintingFlag	UB[1]	If 1, all anchors will be aligned to full pixels.
Reserved	UB[5]	Must be 0.
NoClose	UB[1]	If 1, stroke will not be closed if the stroke's last point matches its first point. Flash Player will apply caps instead of a join.
EndCapStyle	UB[2]	End cap style: 0 = Round cap 1 = No cap 2 = Square cap
MiterLimitFactor	If JoinStyle = 2, UI16	Miter limit factor is an 8.8 fixed-point value.
Color	If HasFillFlag = 0, RGBA	Color value including alpha channel.
FillType	If HasFillFlag = 1, FILLSTYLE	Fill style for this stroke.

---

# Shape structures

The SHAPE structure defines a shape *without* fill style or line style information.

## SHAPE

SHAPE is used by the [DefineFont](#) tag, to define character glyphs.

SHAPE		
Field	Type	Comment
NumFillBits	UB[4]	Number of fill index bits.
NumLineBits	UB[4]	Number of line index bits.
ShapeRecords	SHAPERECORD[one or more]	Shape records (see following).

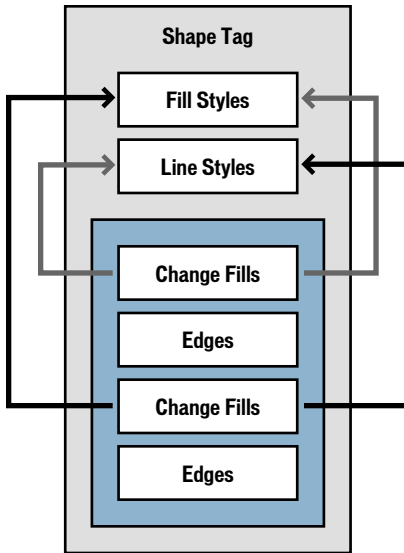
## SHAPEWITHSTYLE

The SHAPEWITHSTYLE structure extends the SHAPE structure by including fill style and line style information. SHAPEWITHSTYLE is used by the [DefineShape](#) tag.

SHAPEWITHSTYLE		
Field	Type	Comment
FillStyles	FILLSTYLEARRAY	Array of fill styles.
LineStyles	LINESTYLEARRAY	Array of line styles.
NumFillBits	UB[4]	Number of fill index bits.
NumLineBits	UB[4]	Number of line index bits.
ShapeRecords	SHAPERECORD[one or more]	Shape records (see following).

NOTE	The LINESTYLELARRAY and FILLSTYLEARRAY begin at index 1, not index 0.
------	---

The following diagram illustrates the SHAPEWITHSTYLE structure.



First, the Fill styles and Line styles are defined. These are defined only once and are referred to by array index.

The blue area represents the array of [Shape records](#). The first shape record selects a fill from the fill style array, and moves the drawing position to the start of the shape. This is followed by a series of edge records that define the shape. The next record changes the fill style, and the subsequent edge records are filled using this new style.

This tag is a completely autonomous object. The style change records only refer to fill and line styles that have been defined in this tag.

## Shape records

There are four types of shape records:

- End shape record
- Style change record
- Straight edge record
- Curved edge record

Each individual shape record is byte-aligned within an array of shape records; one shape record is padded to a byte boundary before the next shape record begins.

Each shape record begins with a TypeFlag. If the TypeFlag is zero, the shape record is a non-edge record, and a further five bits of flag information follow.

## EndShapeRecord

The end shape record simply indicates the end of the shape record array. It is a non-edge record with all five flags equal to zero.

---

### ENDSHAPERECORD

Field	Type	Comment
TypeFlag	UB[1]	Non-edge record flag. Always 0.
EndOfShape	UB[5]	End of shape flag. Always 0.

---

## StyleChangeRecord

The style change record is also a non-edge record. It can be used to do the following:

1. Select a fill or line style for drawing.
2. Move the current drawing position (without drawing).
3. Replace the current fill and line style arrays with a new set of styles.

Because fill and line styles often change at the start of a new path, it is useful to perform more than one action in a single record. For example, say a [DefineShape](#) tag defines a red circle and a blue square. After the circle is closed, it is necessary to move the drawing position, and replace the red fill with the blue fill. The style change record can achieve this with a single shape record.

---

### STYLECHANGERECORD

Field	Type	Comment
TypeFlag	UB[1]	Non-edge record flag. Always 0.
StateNewStyles	UB[1]	New styles flag. Used by DefineShape2 and DefineShape3 only.
StateLineStyle	UB[1]	Line style change flag.
StateFillStyle1	UB[1]	Fill style 1 change flag.
StateFillStyle0	UB[1]	Fill style 0 change flag.

---

---

## STYLECHANGERECORD

Field	Type	Comment
StateMoveTo	UB[1]	Move to flag.
MoveBits	If StateMoveTo, UB[5]	Move bit count.
MoveDeltaX	If StateMoveTo, SB[MoveBits]	Delta X value.
MoveDeltaY	If StateMoveTo, SB[MoveBits]	Delta Y value.
FillStyle0	If StateFillStyle0, UB[FillBits]	Fill 0 Style.
FillStyle1	If StateFillStyle1, UB[FillBits]	Fill 1 Style.
LineStyle	If StateLineStyle, UB[LineBits]	Line Style.
FillStyles	If StateNewStyles, FILLSTYLEARRAY	Array of new fill styles.
LineStyles	If StateNewStyles, LINESTYLEARRAY	Array of new line styles.
NumFillBits	If StateNewStyles, UB[4]	Number of fill index bits for new styles.
NumLineBits	If StateNewStyles, UB[4]	Number of line index bits for new styles.

---

In the first shape record `MoveDeltaX` and `MoveDeltaY` are relative to the shape origin. In subsequent shape records, `MoveDeltaX` and `MoveDeltaY` are relative to the current drawing position.

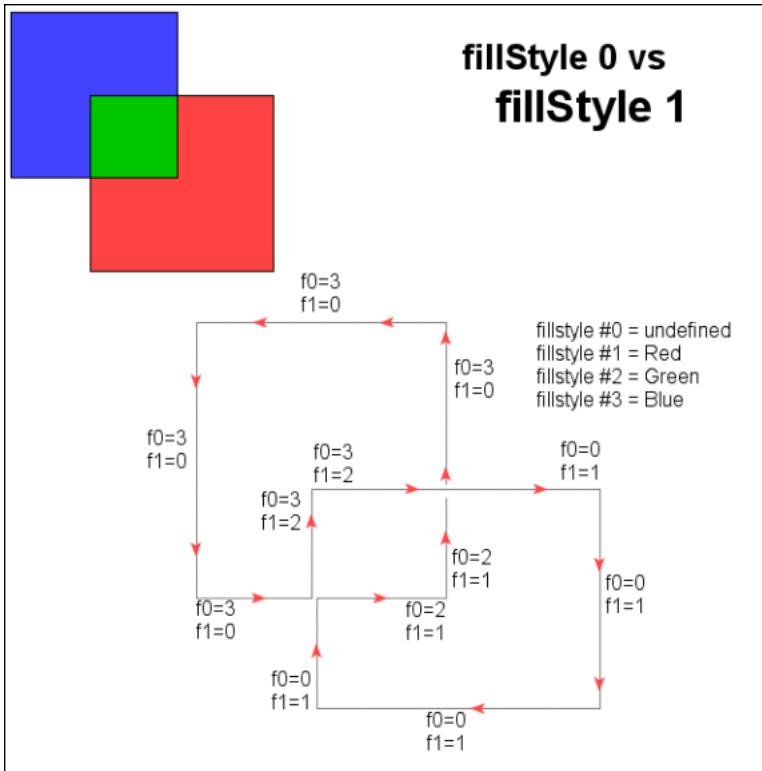
The style arrays begin at index 1, not index 0. `FillStyle = 1` refers to the first style in the fill style array, `FillStyle = 2` refers to the second style in the fill style array, and so on. A fill style index of zero means the path is not filled, and a line style index of zero means the path has no stroke. Initially the fill and line style indices are set to zero—no fill or stroke.

### FillStyle0 and FillStyle1

The Adobe Flash authoring tool supports two fill styles per edge, one for each side of the edge: *FillStyle0* and *FillStyle1*. For shapes that don't self-intersect or overlap, *FillStyle0* should be used. For overlapping shapes the situation is more complex.



For example, if a shape consists of two overlapping squares, and only FillStyle0 is defined, Flash Player renders a 'hole' where the paths overlap. This area can be filled using FillStyle1. In this situation, the rule is that for any directed vector, FillStyle0 is the color to the left of the vector, and FillStyle1 is the color to the right of the vector (as shown in the following diagram).



**NOTE**

FillStyle0 and FillStyle1 should not be confused with FILLSTYLEARRAY indices. FillStyle0 and FillStyle1 are variables that contain indices into the FILLSTYLEARRAY.

## Edge records

Edge records have a TypeFlag of 1. There are two types of edge records: straight and curved. The StraightFlag determines the type.

### StraightEdgeRecord

The StraightEdgeRecord stores the edge as an  $X$ - $Y$  delta. The delta is added to the current drawing position, and this becomes the new drawing position. The edge is rendered between the old and new drawing positions.

Straight edge records support three types of lines:

1. General lines.
2. Horizontal lines.
3. Vertical lines.

General lines store both  $X$  and  $Y$  deltas, the horizontal and vertical lines store only the  $X$  delta and  $Y$  delta respectively.

---

#### STRAIGHTEDGERECORD

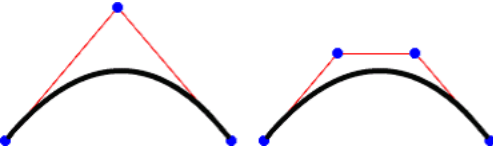
Field	Type	Comment
TypeFlag	UB[1]	This is an edge record. Always 1.
StraightFlag	UB[1]	Straight edge. Always 1.
NumBits	UB[4]	Number of bits per value (2 less than the actual number).
GeneralLineFlag	UB[1]	General Line equals 1. Vert/Horz Line equals 0.
VertLineFlag	If GeneralLineFlag = 0, SB[1]	Vertical Line equals 1. Horizontal Line equals 0.
DeltaX	If GeneralLineFlag = 1 or if VertLineFlag = 0, SB[NumBits+2]	$X$ delta.
DeltaY	If GeneralLineFlag = 1 or if VertLineFlag = 1, SB[NumBits+2]	$Y$ delta.

---

# CurvedEdgeRecord

The SWF file format differs from most vector file formats by using Quadratic Bezier curves rather than Cubic Bezier curves. PostScript™ uses Cubic Bezier curves, as do most drawing applications. The SWF file format uses Quadratic Bezier curves because they can be stored more compactly, and can be rendered more efficiently.

The following diagram shows a Quadratic Bezier curve and a Cubic Bezier curve.



A Quadratic Bezier curve has 3 points: 2 on-curve anchor points, and 1 off-curve control point. A Cubic Bezier curve has 4 points: 2 on-curve anchor points, and 2 off-curve control points.

The curved-edge record stores the edge as two *X-Y* deltas. The three points that define the Quadratic Bezier are calculated like this:

1. The first anchor point is the current drawing position.
2. The control point is the current drawing position + ControlDelta.
3. The last anchor point is the current drawing position + ControlDelta + AnchorDelta.

The last anchor point becomes the current drawing position.

---

## CURVEDEDERECORD

Field	Type	Comment
TypeFlag	UB[1]	This is an edge record. Always 1.
StraightFlag	UB[1]	Curved edge. Always 0.
NumBits	UB[4]	Number of bits per value (2 less than the actual number).
ControlDeltaX	SB[NumBits+2]	X control point change.
ControlDeltaY	SB[NumBits+2]	Y control point change.
AnchorDeltaX	SB[NumBits+2]	X anchor point change.
AnchorDeltaY	SB[NumBits+2]	Y anchor point change.

---

## Converting between quadratic and cubic Bezier curves

Replace the single off-curve control point of the quadratic Bezier curve with two new off-curve control points for the cubic Bezier curve. Place each new off-curve control point along the line between one of the on-curve anchor points and the original off-curve control point. The new off-curve control points should be  $2/3$  of the way from the on-curve anchor point to the original off-curve control point. The diagram of quadratic and cubic Bezier curves above illustrates this substitution.

A cubic Bezier curve can be approximated only with a quadratic Bezier curve, because you are going from a third-order curve to a second-order curve. This involves recursive subdivision of the curve, until the cubic curve and the quadratic equivalent are matched within some arbitrary tolerance.

For a discussion of how to approximate cubic Bezier curves with quadratic Bezier curves see the following:

- *Converting Bezier Curves to Quadratic Splines* at [stevehollasch.com/cgindex/curves/cbez-quadspline.html](http://stevehollasch.com/cgindex/curves/cbez-quadspline.html)
- TrueType Reference Manual, *Converting Outlines to the TrueType Format* at [developer.apple.com/fonts/TTRefMan/RM08/appendixE.html](http://developer.apple.com/fonts/TTRefMan/RM08/appendixE.html)

## Shape tags

### DefineShape

The DefineShape tag defines a shape for later use by control tags such as PlaceObject. The ShapeId uniquely identifies this shape as ‘character’ in the Dictionary. The ShapeBounds field is the rectangle that completely encloses the shape. The SHAPEWITHSTYLE structure includes all the paths, fill styles and line styles that make up the shape.

The minimum file format version is SWF 1.

---

#### DefineShape

Field	Type	Comment
Header	RECORDHEADER	Tag type = 2.
ShapeId	UI16	ID for this character.
ShapeBounds	RECT	Bounds of the shape.
Shapes	SHAPEWITHSTYLE	Shape information.

---

## DefineShape2

DefineShape2 extends the capabilities of [DefineShape](#) with the ability to support more than 255 styles in the style list and multiple style lists in a single shape.

The minimum file format version is SWF 2.

---

### DefineShape2

Field	Type	Comment
Header	RECORDHEADER	Tag type = 22.
Shapeld	UI16	ID for this character.
ShapeBounds	RECT	Bounds of the shape.
Shapes	SHAPEWITHSTYLE	Shape information.

## DefineShape3

DefineShape3 extends the capabilities of [DefineShape2](#) by extending all of the RGB color fields to support RGBA with opacity information.

The minimum file format version is SWF 3.

---

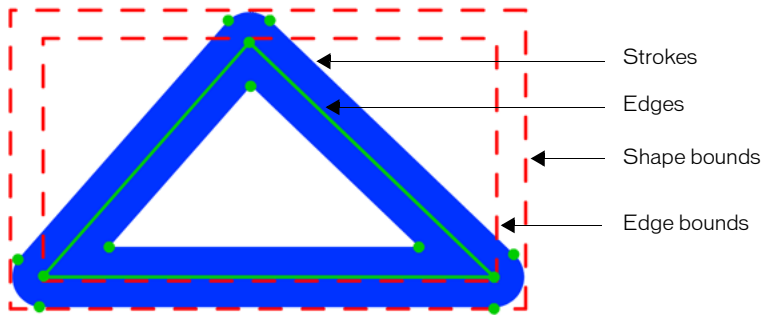
### DefineShape3

Field	Type	Comment
Header	RECORDHEADER	Tag type = 32.
Shapeld	UI16	ID for this character.
ShapeBounds	RECT	Bounds of the shape.
Shapes	SHAPEWITHSTYLE	Shape information.

## DefineShape4

DefineShape4 extends the capabilities of [DefineShape3](#) by using a new line style record in the shape. [LINESTYLE2](#) allows new types of joins and caps as well as scaling options and the ability to fill a stroke.

DefineShape4 specifies not only the shape bounds but also the edge bounds of the shape. While the shape bounds are calculated along the outside of the strokes, the edge bounds are taken from the outside of the edges, as shown in the following diagram. The EdgeBounds field assists Flash Player in accurately determining certain layouts.



In addition, DefineShape4 includes new hinting flags UsesNonScalingStrokes and UsesScalingStrokes. These flags assist Flash Player in creating the best possible area for invalidation.

The minimum file format version is SWF 8.

---

### DefineShape4

Field	Type	Comment
Header	RECORDHEADER	Tag type = 83.
Shapeld	UI16	ID for this character.
ShapeBounds	RECT	Bounds of the shape.
EdgeBounds	RECT	Bounds of the shape, excluding strokes.
Reserved	UB[5]	Must be 0.
UsesFillWindingRule	UB[1]	If 1, use fill winding rule. Minimum file format version is SWF 10
UsesNonScalingStrokes	UB[1]	If 1, the shape contains at least one non-scaling stroke.
UsesScalingStrokes	UB[1]	If 1, the shape contains at least one scaling stroke.
Shapes	SHAPEWITHSTYLE	Shape information.

---

Gradients are a special type of shape fill for SWF shapes. They create *ramps* of colors that interpolate between two or more fixed colors.

Here is an overview of the SWF gradient model:

- There are two styles of gradient: Linear and Radial. In addition, with the SWF 8 file format, a new radial gradient type is added to allow the focal point to be set.
- Each gradient has its own transformation matrix, and can be transformed independently of its parent shape.
- A gradient can have up to eight control points in SWF 7 file format and previous versions, or up to fifteen control points in SWF 8 and later. Colors are interpolated between the control points to create the color ramp.
- Each control point is defined by a ratio and an RGBA color. The ratio determines the position of the control point in the gradient; the RGBA value determines its color.

Following are some examples of SWF gradients (from left to right):

- A simple white-to-black linear gradient.
- A simple white-to-black radial gradient.
- A “rainbow” gradient consisting of seven control points; red, yellow, green, cyan, blue, purple, and red.
- A three-point gradient, where the end points are opaque and the center point is transparent. The result is a gradient in the alpha-channel that allows the diamond shape in the background to show through.

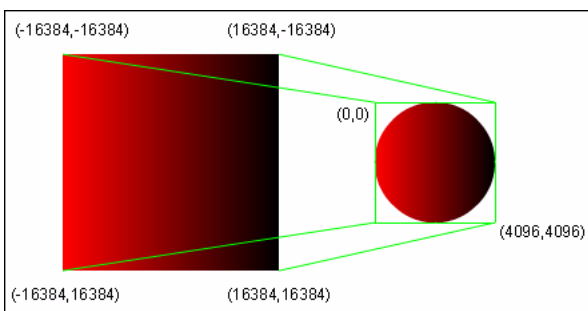


# Gradient transformations

All gradients are defined in a standard space called the *gradient square*. The gradient square is centered at (0,0), and extends from (-16384,-16384) to (16384,16384).

Each gradient is mapped from the gradient square to the display surface using a standard transformation matrix. This matrix is stored in the [FILLSTYLE](#) structure.

**Example:** In the following diagram a linear gradient is mapped onto a circle 4096 units in diameter, and centered at (2048,2048).



The 2x3 MATRIX required for this mapping is:

	0.125	0.000	
	0.000	0.125	
	2048.000	2048.000	

The gradient is scaled to one-eighth of its original size ( $32768 / 4096 = 8$ ), and translated to (2048, 2048).

## Gradient control points

The *position* of a control point in the gradient is determined by a ratio value between 0 and 255. For a linear gradient, a ratio of zero maps to the left side of the gradient square, and a ratio of 255 maps to the right side. For a radial gradient, a ratio of zero maps to the center point of the gradient square, and a ratio of 255 maps to the largest circle that fits inside the gradient square.

The *color* of a control point is determined by an RGBA value. An alpha value of zero means the gradient is completely transparent at this point. An alpha value of 255 means the gradient is completely opaque at this point.

Control points are sorted by ratio, with the smallest ratio first.



# Gradient structures

The gradient structures are part of the FILLSTYLE structure.

## GRADIENT

SWF 8 and later supports up to 15 gradient control points, spread modes and a new interpolation type.

Note that for the [DefineShape](#), [DefineShape2](#) or [DefineShape3](#) tags, the SpreadMode and InterpolationMode fields must be 0, and the NumGradients field can not exceed 8.

GRADIENT		
Field	Type	Comment
SpreadMode	UB[2]	0 = Pad mode 1 = Reflect mode 2 = Repeat mode 3 = Reserved
InterpolationMode	UB[2]	0 = Normal RGB mode interpolation 1 = Linear RGB mode interpolation 2 and 3 = Reserved
NumGradients	UB[4]	1 to 15
GradientRecords	GRADRECORD[nGrads]	Gradient records (see following)

## FOCALGRADIENT

A FOCALGRADIENT must be declared in [DefineShape4](#)—not DefineShape, DefineShape2 or DefineShape3.

The value range is from -1.0 to 1.0, where -1.0 means the focal point is close to the left border of the radial gradient circle, 0.0 means that the focal point is in the center of the radial gradient circle, and 1.0 means that the focal point is close to the right border of the radial gradient circle.

---

### FOCALGRADIENT

Field	Type	Comment
SpreadMode	UB[2]	0 = Pad mode 1 = Reflect mode 2 = Repeat mode 3 = Reserved
InterpolationMode	UB[2]	0 = Normal RGB mode interpolation 1 = Linear RGB mode interpolation 2 and 3 = Reserved
NumGradients	UB[4]	1 to 15
GradientRecords	GRADRECORD[nGrads]	Gradient records (see following)
FocalPoint	FIXED8	Focal point location

---

## GRADRECORD

The GRADRECORD defines a gradient control point:

---

### GRADRECORD

Field	Type	Comment
Ratio	UI8	Ratio value
Color	RGB (Shape1 or Shape2) RGBA (Shape3)	Color of gradient

---

The SWF file format specification supports a variety of bitmap formats. All bitmaps are compressed to reduce file size. Lossy compression, best for imprecise images such as photographs, is provided by JPEG bitmaps; lossless compression, best for precise images such as diagrams, icons, or screen captures, is provided by ZLIB bitmaps. Both types of bitmaps can optionally contain alpha channel (opacity) information.

The JPEG format, officially defined as ITU T.81 or ISO/IEC 10918-1, is an open standard developed by the Independent Joint Photographic Experts Group. The JPEG format is not described in this document. For general information on the JPEG format, see JPEG at [www.jpeg.org/](http://www.jpeg.org/). For a specification of the JPEG format, see the International Telecommunication Union at [www.itu.int/](http://www.itu.int/) and search for recommendation T.81. The JPEG data in SWF files is encoded using the JPEG Interchange Format specified in Annex B. Flash Player also understands the popular JFIF format, an extension of the JPEG Interchange Format.

In all cases where arrays of non-JPEG pixel data are stored in bitmap tags, the pixels appear in *row-major order*, reading like English text, proceeding left to right within rows and top to bottom overall.

## DefineBits

This tag defines a bitmap character with JPEG compression. It contains only the JPEG compressed image data (from the Frame Header onward). A separate JPEGTables tag contains the JPEG encoding data used to encode this image (the Tables/Misc segment).

**NOTE**

Only one JPEGTables tag is allowed in a SWF file, and thus all bitmaps defined with DefineBits must share common encoding tables.

The data in this tag begins with the JPEG SOI marker 0xFF, 0xD8 and ends with the EOI marker 0xFF, 0xD9. Before version 8 of the SWF file format, SWF files could contain an erroneous header of 0xFF, 0xD9, 0xFF, 0xD8 before the JPEG SOI marker.

The minimum file format version for this tag is SWF 1.

DefineBits		
Field	Type	Comment
Header	RECORDHEADER (long)	Tag type = 6
CharacterID	UI16	ID for this character
JPEGData	UI8[image data size]	JPEG compressed image

## JPEGTables

This tag defines the JPEG encoding table (the Tables/Misc segment) for all JPEG images defined using the [DefineBits](#) tag. There may only be one JPEGTables tag in a SWF file.

The data in this tag begins with the JPEG SOI marker 0xFF, 0xD8 and ends with the EOI marker 0xFF, 0xD9. Before version 8 of the SWF file format, SWF files could contain an erroneous header of 0xFF, 0xD9, 0xFF, 0xD8 before the JPEG SOI marker.

The minimum file format version for this tag is SWF 1.

JPEGTables		
Field	Type	Comment
Header	RECORDHEADER	Tag type = 8
JPEGData	UI8[encoding data size]	JPEG encoding table

## DefineBitsJPEG2

This tag defines a bitmap character with JPEG compression. It differs from [DefineBits](#) in that it contains both the JPEG encoding table and the JPEG image data. This tag allows multiple JPEG images with differing encoding tables to be defined within a single SWF file.

The data in this tag begins with the JPEG SOI marker 0xFF, 0xD8 and ends with the EOI marker 0xFF, 0xD9. Before version 8 of the SWF file format, SWF files could contain an erroneous header of 0xFF, 0xD9, 0xFF, 0xD8 before the JPEG SOI marker.

In addition to specifying JPEG data, DefineBitsJPEG2 can also contain PNG image data and non-animated GIF89a image data.

- If ImageData begins with the eight bytes 0x89 0x50 0x4E 0x47 0x0D 0x0A 0x1A 0x0A, the ImageData contains PNG data.

- If ImageData begins with the six bytes 0x47 0x49 0x46 0x38 0x39 0x61, the ImageData contains GIF89a data.

The minimum file format version for this tag is SWF 2. The minimum file format version for embedding PNG or GIF89a data is SWF 8.

---

### DefineBitsJPEG2

Field	Type	Comment
Header	RECORDHEADER (long)	Tag type = 21
CharacterID	UI16	ID for this character
ImageData	UI8[data size]	Compressed image data in either JPEG, PNG, or GIF89a format

---

## DefineBitsJPEG3

This tag defines a bitmap character with JPEG compression. This tag extends [DefineBitsJPEG2](#), adding alpha channel (opacity) data. Opacity/transparency information is not a standard feature in JPEG images, so the alpha channel information is encoded separately from the JPEG data, and compressed using the ZLIB standard for compression. The data format used by the ZLIB library is described by Request for Comments (RFCs) documents 1950 to 1952.

The data in this tag begins with the JPEG SOI marker 0xFF, 0xD8 and ends with the EOI marker 0xFF, 0xD9. Before version 8 of the SWF file format, SWF files could contain an erroneous header of 0xFF, 0xD9, 0xFF, 0xD8 before the JPEG SOI marker.

In addition to specifying JPEG data, DefineBitsJPEG2 can also contain PNG image data and non-animated GIF89a image data.

- If ImageData begins with the eight bytes 0x89 0x50 0x4E 0x47 0x0D 0x0A 0x1A 0x0A, the ImageData contains PNG data.
- If ImageData begins with the six bytes 0x47 0x49 0x46 0x38 0x39 0x61, the ImageData contains GIF89a data.

If ImageData contains PNG or GIF89a data, the optional BitmapAlphaData is not supported.

The minimum file format version for this tag is SWF 3. The minimum file format version for embedding PNG or GIF89a data is SWF 8.

---

**DefineBitsJPEG3**

Field	Type	Comment
Header	RECORDHEADER (long)	Tag type = 35.
CharacterID	UI16	ID for this character.
AlphaDataOffset	UI32	Count of bytes in ImageData.
ImageData	UI8[data size]	Compressed image data in either JPEG, PNG, or GIF89a format
BitmapAlphaData	UI8[alpha data size]	ZLIB compressed array of alpha data. Only supported when tag contains JPEG data. One byte per pixel. Total size after decompression must equal (width * height) of JPEG image.

---

## DefineBitsLossless

Defines a lossless bitmap character that contains RGB bitmap data compressed with ZLIB. The data format used by the ZLIB library is described by Request for Comments (RFCs) documents 1950 to 1952.

Two kinds of bitmaps are supported. *Colormapped images* define a colormap of up to 256 colors, each represented by a 24-bit RGB value, and then use 8-bit pixel values to index into the colormap. *Direct images* store actual pixel color values using 15 bits (32,768 colors) or 24 bits (about 17 million colors).

The minimum file format version for this tag is SWF 2.

---

**DefineBitsLossless**

Field	Type	Comment
Header	RECORDHEADER (long)	Tag type = 20
CharacterID	UI16	ID for this character

---

---

**DefineBitsLossless**

Field	Type	Comment
BitmapFormat	UI8	Format of compressed data 3 = 8-bit colormapped image 4 = 15-bit RGB image 5 = 24-bit RGB image
BitmapWidth	UI16	Width of bitmap image
BitmapHeight	UI16	Height of bitmap image
BitmapColorTableSize	If BitmapFormat = 3, UI8 Otherwise absent	This value is one less than the actual number of colors in the color table, allowing for up to 256 colors.
ZlibBitmapData	If BitmapFormat = 3, COLORMAPDATA If BitmapFormat = 4 or 5, BITMAPDATA	ZLIB compressed bitmap data

---

The [COLORMAPDATA](#) and [BITMAPDATA](#) structures contain image data. These structures are each compressed as a single block of data. Their layouts before compression follow.

NOTE	Row widths in the pixel data fields of these structures must be rounded up to the next 32-bit word boundary. For example, an 8-bit image that is 253 pixels wide must be padded out to 256 bytes per line. To determine the appropriate padding, make sure to take into account the actual size of the individual pixel structures; 15-bit pixels occupy 2 bytes and 24-bit pixels occupy 4 bytes (see <a href="#">PIX15</a> and <a href="#">PIX24</a> ).
------	---

### COLORMAPDATA

Field	Type	Comment
ColorTableRGB	RGB[color table size]	Defines the mapping from color indices to RGB values. Number of RGB values is BitmapColorTableSize + 1.
ColormapPixelData	UI8[image data size]	Array of color indices. Number of entries is BitmapWidth * BitmapHeight, subject to padding (see note preceding this table).

### BITMAPDATA

Field	Type	Comment
BitmapPixelData	If BitmapFormat = 4, PIX15[image data size] If BitmapFormat = 5, PIX24[image data size]	Array of pixel colors. Number of entries is BitmapWidth * BitmapHeight, subject to padding (see note above).

### PIX15

Field	Type	Comment
Pix15Reserved	UB[1]	Always 0
Pix15Red	UB[5]	Red value
Pix15Green	UB[5]	Green value
Pix15Blue	UB[5]	Blue value



---

**PIX24**

Field	Type	Comment
Pix24Reserved	UI8	Always 0
Pix24Red	UI8	Red value
Pix24Green	UI8	Green value
Pix24Blue	UI8	Blue value

---

## DefineBitsLossless2

DefineBitsLossless2 extends DefineBitsLossless with support for opacity (alpha values). The colormap colors in colormapped images are defined using RGBA values, and direct images store 32-bit ARGB colors for each pixel. The intermediate 15-bit color depth is not available in DefineBitsLossless2.

The minimum file format version for this tag is SWF 3.

---

**DefineBitsLossless2**

Field	Type	Comment
Header	RECORDHEADER (long)	Tag type = 36
CharacterID	UI16	ID for this character
BitmapFormat	UI8	Format of compressed data 3 = 8-bit colormapped image 5 = 32-bit ARGB image
BitmapWidth	UI16	Width of bitmap image
BitmapHeight	UI16	Height of bitmap image
BitmapColorTableSize	If BitmapFormat = 3, UI8 Otherwise absent	This value is one less than the actual number of colors in the color table, allowing for up to 256 colors.
ZlibBitmapData	If BitmapFormat = 3, <a href="#">ALPHACOLOMAPDATA</a> If BitmapFormat = 4 or 5, <a href="#">ALPHABITMAPDATA</a>	ZLIB compressed bitmap data

---

The COLORMAPDATA and BITMAPDATA structures contain image data. These structures are each compressed as a single block of data. Their layouts before compression follow.

NOTE	Row widths in the pixel data field of ALPHACOLORMAPDATA must be rounded up to the next 32-bit word boundary. For example, an 8-bit image that is 253 pixels wide must be padded out to 256 bytes per line. Row widths in ALPHABITMAPDATA are always 32-bit aligned because the ARGB structure is 4 bytes.
------	---

ALPHACOLORMAPDATA		
Field	Type	Comment
ColorTableRGB	RGBA[color table size]	Defines the mapping from color indices to RGBA values. Number of RGBA values is BitmapColorTableSize + 1.
ColormapPixelData	UI8[image data size]	Array of color indices. Number of entries is BitmapWidth * BitmapHeight, subject to padding (see note preceding this table).

ALPHABITMAPDATA		
Field	Type	Comment
BitmapPixelData	ARGB[image data size]	Array of pixel colors. Number of entries is BitmapWidth * BitmapHeight. The RGB data must already be multiplied by the alpha channel value.

## DefineBitsJPEG4

This tag defines a bitmap character with JPEG compression. This tag extends [DefineBitsJPEG3](#), adding a deblocking parameter. While this tag also supports PNG and GIF89a data, the deblocking filter is not applied to such data.

The minimum file format version for this tag is SWF 10.

DefineBitsJPEG4		
Field	Type	Comment
Header	RECORDHEADER (long)	Tag type = 90.
CharacterID	UI16	ID for this character.
AlphaDataOffset	UI32	Count of bytes in ImageData.
DeblockParam	UI16	Parameter to be fed into the deblocking filter. The parameter describes a relative strength of the deblocking filter from 0-100% expressed in a normalized 8.8 fixed point format.
ImageData	UI8[data size]	Compressed image data in either JPEG, PNG, or GIF89a format.
BitmapAlphaData	UI8[alpha data size]	ZLIB compressed array of alpha data. Only supported when tag contains JPEG data. One byte per pixel. Total size after decompression must equal (width * height) of JPEG image.



Shape morphing is the metamorphosis of one shape into another over time. The SWF file format specification supports a flexible morphing model, which allows a number of shape attributes to vary during the morph. The SWF file format defines only the start and end states of the morph. Adobe Flash Player is responsible for interpolating between the endpoints and generating the ‘in-between’ states.

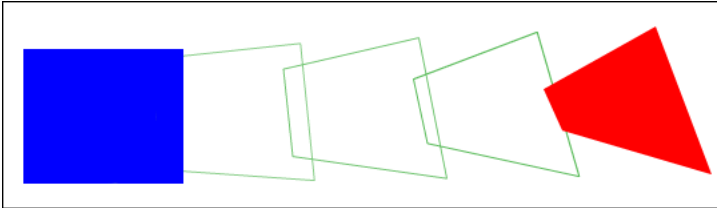
The following shape attributes can be varied during the morph:

- The position of each edge in the shape.
- The color and thickness of the outline.
- The fill color of the shape (if filled with a color).
- The bitmap transform (if filled with a bitmap).
- The gradient transform (if filled with a gradient).
- The color and position of each point in the gradient (if filled with a gradient).

The following restrictions apply to morphing:

- The start and end shapes must have the same number of edges.
- The start and end shapes must have the same *type* of fill (that is, solid, gradient or bitmap).
- The style change records must be the same for the start and end shapes.
- If filled with a bitmap, both shapes must be filled with the same bitmap.
- If filled with a gradient, both gradients must have the same number of color points.

The following illustration shows a morph from a blue rectangle to a red quadrilateral over five frames. The green outlines represent the 'in-between' shapes of the morph sequence. Both shapes have the same number of points, and the same type of fill, namely a solid fill. Besides changing shape, the shape also gradually changes color from blue to red.



There are two tags involved in defining and playing a morph sequence:

- [DefineMorphShape](#)
- [PlaceObject2](#)

`DefineMorphShape` defines the start and end states of the morph. A morph object does not use previously defined shapes; it is considered a special type of shape with only one character ID. `DefineMorphShape` contains a list of edges for *both* the start and end shapes. It also defines the fill and line styles, as they are at the start and end of the morph sequence.

The `PlaceObject 2` tag displays the morph object at some point in time during the morph sequence. The *ratio* field controls how far the morph has progressed. A ratio of zero produces a shape identical to the start condition. A ratio of 65535 produces a shape identical to the end condition.

# DefineMorphShape

The DefineMorphShape tag defines the start and end states of a morph sequence. A morph object should be displayed with the [PlaceObject2](#) tag, where the ratio field specifies how far the morph has progressed.

The minimum file format version is SWF 3.

---

## DefineMorphShape

Field	Type	Comment
Header	RECORDHEADER	Tag type = 46
CharacterId	UI16	ID for this character
StartBounds	RECT	Bounds of the start shape
EndBounds	RECT	Bounds of the end shape
Offset	UI32	Indicates offset to EndEdges
MorphFillStyles	<a href="#">MORPHFILLSTYLEARRAY</a>	Fill style information is stored in the same manner as for a standard shape; however, each fill consists of interleaved information based on a single style type to accommodate morphing.
MorphLineStyles	<a href="#">MORPHLINESTYLEARRAY</a>	Line style information is stored in the same manner as for a standard shape; however, each line consists of interleaved information based on a single style type to accommodate morphing.

---

## DefineMorphShape

Field	Type	Comment
StartEdges	SHAPE	Contains the set of edges and the style bits that indicate style changes (for example, MoveTo, FillStyle, and LineStyle). Number of edges must equal the number of edges in EndEdges.
EndEdges	SHAPE	Contains only the set of edges, with no style information. Number of edges must equal the number of edges in StartEdges.

---

**StartBounds** This defines the bounding-box of the shape at the start of the morph.

**EndBounds** This defines the bounding-box at the end of the morph.

**MorphFillStyles** This contains an array of interleaved fill styles for the start and end shapes. The fill style for the start shape is followed by the corresponding fill style for the end shape.

**MorphLineStyles** This contains an array of interleaved line styles.

**StartEdges** This array specifies the edges for the start shape, and the style change records for *both* shapes. Because the [StyleChangeRecords](#) must be the same for the start and end shapes, they are defined only in the StartEdges array.

**EndEdges** This array specifies the edges for the end shape, and contains no style change records. The number of edges specified in StartEdges *must* equal the number of edges in EndEdges.

NOTE

Strictly speaking, MoveTo records fall into the category of StyleChangeRecords; however, they should be included in both the StartEdges and EndEdges arrays.

It is possible for an edge to change *type* over the course of a morph sequence. A straight edge can become a curved edge and vice versa. In this case, think of both edges as curved. A straight edge can be easily represented as a curve, by placing the off-curve (control) point at the midpoint of the straight edge, and the on-curve (anchor) point at the end of the straight edge. The calculation is as follows:

```
CurveControlDelta.x = StraightDelta.x / 2;  
CurveControlDelta.y = StraightDelta.y / 2;  
CurveAnchorDelta.x  = StraightDelta.x / 2;  
CurveAnchorDelta.y  = StraightDelta.y / 2;
```



# DefineMorphShape2

The DefineMorphShape2 tag extends the capabilities of DefineMorphShape by using a new morph line style record in the morph shape. [MORPHLINESTYLE2](#) allows the use of new types of joins and caps as well as scaling options and the ability to fill the strokes of the morph shape.

DefineMorphShape2 specifies not only the shape bounds but also the edge bounds of the shape. While the shape bounds are calculated along the outside of the strokes, the edge bounds are taken from the outside of the edges. For an example of shape bounds versus edge bounds, see the diagram in [DefineShape4](#). The new StartEdgeBounds and EndEdgeBounds fields assist Flash Player in accurately determining certain layouts.

In addition, DefineMorphShape2 includes new hinting information, UsesNonScalingStrokes and UsesScalingStrokes. These flags assist Flash Player in creating the best possible area for invalidation.

The minimum file format version is SWF 8.

---

## DefineMorphShape2

Field	Type	Comment
Header	RECORDHEADER	Tag type = 84
CharacterId	UI16	ID for this character
StartBounds	RECT	Bounds of the start shape
EndBounds	RECT	Bounds of the end shape
StartEdgeBounds	RECT	Bounds of the start shape, excluding strokes
EndEdgeBounds	RECT	Bounds of the end shape, excluding strokes
Reserved	UB[6]	Must be 0
UsesNonScalingStrokes	UB[1]	If 1, the shape contains at least one non-scaling stroke.
UsesScalingStrokes	UB[1]	If 1, the shape contains at least one scaling stroke.
Offset	UI32	Indicates offset to EndEdges

---

**DefineMorphShape2**

Field	Type	Comment
MorphFillStyles	MORPHFILLSTYLEARRAY	Fill style information is stored in the same manner as for a standard shape; however, each fill consists of interleaved information based on a single style type to accommodate morphing.
MorphLineStyles	MORPHLINESTYLEARRAY	Line style information is stored in the same manner as for a standard shape; however, each line consists of interleaved information based on a single style type to accommodate morphing.
StartEdges	SHAPE	Contains the set of edges and the style bits that indicate style changes (for example, MoveTo, FillStyle, and LineStyle). Number of edges must equal the number of edges in EndEdges.
EndEdges	SHAPE	Contains only the set of edges, with no style information. Number of edges must equal the number of edges in StartEdges.

---

# Morph fill styles

## MORPHFILLSTYLEARRAY

A morph fill style array enumerates a number of fill styles.

---

### MORPHFILLSTYLEARRAY

Field	Type	Comment
FillStyleCount	Count = UI8	Count of fill styles.
FillStyleCountExtended	If Count = 0xFF UI16	Extended count of fill styles.
FillStyles	<a href="#">MORPHFILLSTYLE</a> [count]	Array of fill styles.

---

## MORPHFILLSTYLE

A fill style represents how a closed shape is filled in.

---

### MORPHFILLSTYLE

Field	Type	Comment
FillStyleType	UI8	Type of fill style 0x00 = solid fill 0x10 = linear gradient fill 0x12 = radial gradient fill 0x40 = repeating bitmap 0x41 = clipped bitmap fill 0x42 = non-smoothed repeating bitmap 0x43 = non-smoothed clipped bitmap
StartColor	If type = 0x00, RGBA	Solid fill color with opacity information for start shape.
EndColor	If type = 0x00, RGBA	Solid fill color with opacity information for end shape.
StartGradientMatrix	If type = 0x10 or 0x12, MATRIX	Matrix for gradient fill for start shape.
EndGradientMatrix	If type = 0x10 or 0x12, MATRIX	Matrix for gradient fill for end shape.

---

---

## MORPHFILLSTYLE

Field	Type	Comment
Gradient	If type = 0x10 or 0x12, <a href="#">MORPHGRADIENT</a>	Gradient fill.
BitmapId	If type = 0x40, 0x41, 0x42 or 0x43, UI16	ID of bitmap character for fill.
StartBitmapMatrix	If type = 0x40, 0x41, 0x42 or 0x43, MATRIX	Matrix for bitmap fill for start shape.
EndBitmapMatrix	If type = 0x40, 0x41, 0x42 or 0x43, MATRIX	Matrix for bitmap fill for end shape.

---

## Morph gradient values

Morph gradient values control gradient information for a fill style.

## MORPHGRADIENT

The format of gradient information is described in the following table:

---

### MORPHGRADIENT

Field	Type	Comment
NumGradients	UI8	1 to 8.
GradientRecords	MORPHGRADRECORD [NumGradients]	Gradient records (see following).

---

## MORPHGRADRECORD

The gradient record format is described in the following table:

---

### MORPHGRADRECORD

Field	Type	Comment
StartRatio	UI8	Ratio value for start shape.
StartColor	RGBA	Color of gradient for start shape.
EndRatio	UI8	Ratio value for end shape.
EndColor	RGBA	Color of gradient for end shape.

---

# Morph line styles

A morph line style array enumerates a number of fill styles.

## MORPHLINESTYLEARRAY

The format of a line style array is described in the following table.

MORPHLINESTYLEARRAY		
Field	Type	Comment
LineStyleCount	UI8	Count of line styles.
LineStyleCountExtended	If count = 0xFF UI16	Extended count of line styles.
LineStyles	<a href="#">MORPHLINESTYLE</a> [count], (if MorphShape1) <a href="#">MORPHLINESTYLE2</a> [count], (if MorphShape2)	Array of line styles.

A line style represents a width and color of a line.

## MORPHLINESTYLE

The format of a line style value within the file is described in the following table.

MORPHLINESTYLE		
Field	Type	Comment
StartWidth	UI16	Width of line in start shape in twips.
EndWidth	UI16	Width of line in end shape in twips.
StartColor	RGBA	Color value including alpha channel information for start shape.
EndColor	RGBA	Color value including alpha channel information for end shape.

## MORPHLINESTYLE2

MORPHLINESTYLE2 builds upon the capabilities of the MORPHLINESTYLE record by allowing the use of new types of joins and caps as well as scaling options and the ability to fill morph strokes. In order to use MORPHLINESTYLE2, the shape must be defined with [DefineMorphShape2](#)—not [DefineMorphShape](#).

While the MORPHLINESTYLE record permits only rounded joins and round caps, MORPHLINESTYLE2 also supports miter and bevel joins, and square caps and no caps. For an illustration of the available joins and caps, see the diagram in the [LINESTYLE2](#) description.

When using MORPHLINESTYLE for a miter join, a MiterLimitFactor must be specified and is used along with StartWidth or EndWidth to calculate the maximum miter length:

Max miter length = MORPHLINESTYLE2 MiterLimitFactor \* MORPHLINESTYLE2 Width

If the miter join exceeds the maximum miter length, Flash Player will cut off the miter. Note that MiterLimitFactor is an 8.8 fixed-point value.

MORPHLINESTYLE2 also includes the option for pixel hinting in order to correct blurry vertical or horizontal lines.

---

### MORPHLINESTYLE2

Field	Type	Comment
StartWidth	UI16	Width of line in start shape in twips.
EndWidth	UI16	Width of line in end shape in twips.
StartCapStyle	UB[2]	Start-cap style: 0 = Round cap 1 = No cap 2 = Square cap
JoinStyle	UB[2]	Join style: 0 = Round join 1 = Bevel join 2 = Miter join
HasFillFlag	UB[1]	If 1, fill is defined in FillType. If 0, uses StartColor and EndColor fields.

---

**MORPHLINESTYLE2**

Field	Type	Comment
NoHScaleFlag	UB[1]	If 1, stroke thickness will not scale if the object is scaled horizontally.
NoVScaleFlag	UB[1]	If 1, stroke thickness will not scale if the object is scaled vertically.
PixelHintingFlag	UB[1]	If 1, all anchors will be aligned to full pixels.
Reserved	UB[5]	Must be 0.
NoClose	UB[1]	If 1, stroke will not be closed if the stroke's last point matches its first point. Flash Player will apply caps instead of a join.
EndCapStyle	UB[2]	End-cap style: 0 = Round cap 1 = No cap 2 = Square cap
MiterLimitFactor	If JoinStyle = 2, UI16	Miter limit factor as an 8.8 fixed-point value.
StartColor	If HasFillFlag = 0, RGBA	Color value including alpha channel information for start shape.
EndColor	If HasFillFlag = 0, RGBA	Color value including alpha channel information for end shape.
FillType	If HasFillFlag = 1, <a href="#">MORPHFILLSTYLE</a>	Fill style.

---





The SWF file format specification supports a variety of text-drawing primitives. In SWF 6 or later files, all text is represented using Unicode encodings, eliminating dependencies on playback locale for text and strings. As of version 10, the Flash Player also supports right-to-left scripts and support for Hebrew, Arabic, Thai, and other complex scripts.

## Glyph text and device text

The SWF file format supports two kinds of text: *glyph text* and *device text*. Glyph text works by embedding character shapes in the SWF file, while device text uses the text rendering capabilities of the playback platform.

Glyph text looks identical on all playback platforms. It can be drawn with either the standard anti-aliasing used by all shapes on a Flash Player Stage, or, in SWF 8 file format and later, rendered with the advanced text rendering engine. The usage of glyph text creates larger SWF files than for device text, especially in files that use many different characters from a large character set.

Device text is anti-aliased by the operating system that hosts Flash Player, and its appearance varies depending on the playback platform. Fonts for device text can be specified in two ways: directly, as a font name that will be sought verbatim on the playback platform; or indirectly, using one of a small number of special font names that are mapped to highly available fonts that differ in name from platform to platform, but are chosen to be as similar in appearance as possible across platforms.

Glyph text characters are defined using the [DefineFont](#), [DefineFont2](#), or [DefineFont3](#) tag. Device text fonts are defined using the [DefineFont](#) and [DefineFontInfo](#) tags together, or the [DefineFont2](#) tag. [DefineFont2](#) tags for device text fonts do not need to include any character glyphs if they will only be used for dynamic text (see next section), although it is a good idea to include them if there is any doubt about the specified font being available at playback time on any platform. It is possible to use a given [DefineFont](#) or [DefineFont2](#) tag as a glyph font for certain text blocks, and as a device font for others, as long as both glyphs and character codes are provided.

## Static text and dynamic text

Text can be defined as *static text* or, in SWF 4 file format or later, *dynamic text*. Dynamic text can be changed programmatically at runtime, and, optionally, can be made editable for Adobe Flash Player users as well.

Dynamic text can emulate almost all features of static text; exact positioning of individual characters is the only advantage of static text, aside from implementation effort and version compatibility. Dynamic text also has many formatting capabilities that static text does not have. These rich formatting capabilities are expressed as a subset of HTML text-markup tags.

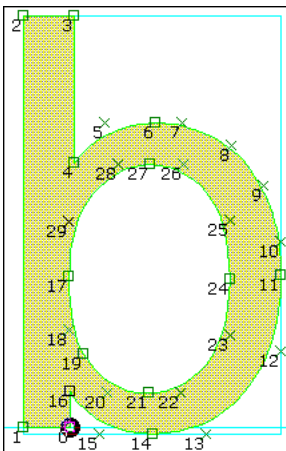
Static text is defined using the [DefineText](#) tag. Dynamic text is defined using the [DefineEditText](#) tag. Both of these tags make reference to [DefineFont](#) or [DefineFont2](#) tags to obtain their character sources. [DefineEditText](#) tags require [DefineFont2](#) tags rather than [DefineFont](#) tags; [DefineText](#) tags can use either [DefineFont](#) or [DefineFont2](#) tags.

The [DefineEditText](#) tag provides a flag that indicates whether to use glyph text or device text. However, the [DefineText](#) tag does not. This means that, for static text, SWF file format provides no means to indicate whether to use glyph text or device text. This situation is resolved by runtime flags. Normally, all static text is rendered as glyph text. When a Flash Player plug-in is embedded in an HTML page, an HTML tag option called *devicefont* will cause Flash Player to render all static text as device text, if possible; as usual, glyph text is used as a fallback. The ability of the [DefineEditText](#) tag to specify glyph text or device text is another reason to consider dynamic text superior to static text.

# Glyph text

## Glyph definitions

Glyphs are defined once in a standard coordinate space called the *EM square*. The same set of glyphs are used for every point size of a given font. To render a glyph at different point sizes, Flash Player scales the glyph from EM coordinates to point-size coordinates.



Glyph fonts—without using the advanced text rendering engine—do not include any hinting information for improving the quality of small font sizes. However, anti-aliasing dramatically improves the legibility of scaled-down text. Glyph text remains legible down to about 12 points (viewed at 100%). At 12 points and lower, advanced anti-aliasing is recommended for readable glyph text. This gives superior text quality at small point sizes and includes extra font meta-information for improved rendering.

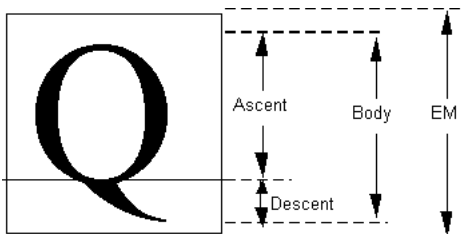
TrueType fonts can be readily converted to SWF glyphs. A simple algorithm can replace the Quadratic *B*-splines (used by TrueType fonts) with Quadratic Bezier curves (used by SWF glyphs).

Example:

To the left is the glyph for the TrueType letter 'b' of Monotype Arial. It is made up of curved and straight edges. Squares indicate on-curve points, and crosses indicate off-curve points. The black circle is the reference point for the glyph. The blue outline indicates the bounding box of the glyph.

## The EM square

The EM square is an imaginary square that is used to size and align glyphs. The EM square is generally large enough to completely contain all glyphs, including accented glyphs. It includes the font's ascent, descent, and some extra spacing to prevent lines of text from colliding.



SWF glyphs are always defined on an EM square of 1024 by 1024 units. Glyphs from other sources (such as TrueType fonts) may be defined on a different EM square. To use these glyphs in SWF file format, they should be scaled to fit an EM square of 1024.

## Converting TrueType fonts to SWF glyphs

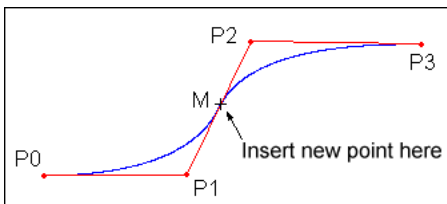
TrueType glyphs are defined using Quadratic *B*-Splines, which can be easily converted to the Quadratic Bezier curves used by SWF glyphs.

A TrueType *B*-spline is composed of one on-curve point, followed by *many* off-curve points, followed by another on-curve point. The midpoint between any two off-curve points is guaranteed to be on the curve. A SWF Bezier curve is composed of one on-curve point, followed by *one* off-curve point, followed by another on-curve point.

The conversion from TrueType to SWF curves involves inserting a new on-curve point at the midpoint of two successive off-curve points.

Example:

Following is a four point *B*-Spline. P0 and P3 are on-curve points. P1 and P2 are successive off-curve points.



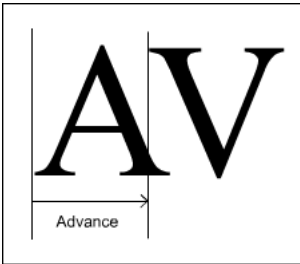
This curve can be represented as two Quadratic Bezier curves by inserting a new point M, at the midpoint of P1,P2. The result is two Quadratic Bezier curves; P0,P1,M and M,P2,P3.

The complete procedure for converting TrueType glyphs to SWF glyphs is as follows:

1. Negate the  $y$ -coordinate. (In TrueType glyphs, the  $y$ -axis points up; in SWF glyphs, the  $y$ -axis points down.)
2. Scale the  $x$  and  $y$  co-ordinates from the EM square of the TrueType font, to the EM square of the SWF glyph (always 1024).
3. Insert an on-curve (anchor) point at the midpoint of each pair of off-curve points.

## Kerning and advance values

Kerning defines the horizontal distance between two glyphs. Some font systems store kerning information along with each font definition. SWF file format, in contrast, stores kerning information with every glyph instance (every character in a glyph text block). This is referred to as an *advance value*.



In the preceding example, the *A* glyph overlaps the *V* glyph. In this case, the advance is narrower than the width of the *A* glyph.

## Advanced text rendering engine

Glyph text can be rendered using the normal Flash Player renderer or, in SWF 8 and later, with the advanced text rendering engine.

The advanced text rendering engine is a high-quality text renderer supported inside the Flash Player renderer. The advanced system has the following advantages over using the normal renderer for text:

- Readable, even at small point sizes.
- Maintains the aesthetic look and feel of a font, even at small point sizes.
- Supports pixel snapping for ultra-clear text (when left-aligned dynamic text is used).
- Improved performance over glyph text, typically.
- LCD sub-pixel rendering when Flash Player detects an LCD screen.

A limitation of the advanced text rendering engine, however, is that it does not animate well as compared to glyph text.

The advanced text rendering engine uses Continuous Stroke Modulation (CSM) parameters to tune its performance. CSM is the continuous modulation of both stroke weight and edge sharpness. CSM uses two rendering parameters: inside and outside cutoff. Optimal values for these parameters are highly subjective and can depend on user preferences, lighting conditions, display properties, typeface, foreground and background colors, and point size. However, under most circumstances, high-quality type can be achieved with a small set of interpolated values.

The function that creates the edges for advanced anti-aliasing has an outside cutoff (below which the edge isn't drawn) and an inside cutoff (above which the edge is opaque). Between these two cutoff values is a linear function ranging from zero at the outside cutoff to the maximum value at the inside cutoff.

Adjusting the outside and inside cutoff values affects stroke weight and edge sharpness. The spacing between these two parameters is comparable to twice the filter radius of classic anti-aliasing methods: a narrow spacing provides a sharper edge while a wider spacing provides a softer, more filtered edge. When the spacing is zero, the resulting density image is a bi-level bitmap. When the spacing is very wide, the resulting density image has a watercolor-like edge. Typically, users prefer sharp, high-contrast edges at small point sizes and softer edges for animated text and larger point sizes.

The outside cutoff typically has a negative value, the inside cutoff typically has a positive value, and their midpoint typically lies near zero. Adjusting these parameters to shift the midpoint towards negative infinity will increase the stroke weight; shifting the midpoint towards positive infinity will decrease the stroke weight. Note that the outside cutoff should always be less than or equal to the inside cutoff.

Flash Player creates a table of CSM parameters as a function of text size and text color for each advanced anti-aliased font in use. This default table typically provides a suitable set of CSM settings across a wide range of point sizes. However, you can specify a user-defined table to replace the default table by using the ActionScript function

`setAdvancedAntialiasingTable()`.

NOTE

The CSM parameters are intended to make fonts more readable and not to create effects. Extreme values of CSM result in rendering artifacts. To apply effects to text, it is much better to use reasonable CSM values and then apply filters or blend effects.

## DefineFont and DefineText

Of the four text types supported in SWF file format (static glyph, static device, dynamic glyph, and dynamic device), the most complex is static glyph text. The other types use simpler variations on the rules used for defining static glyph text.

Static glyph text is defined using two tags:

- The [DefineFont](#) tag defines a set of glyphs.
- The [DefineText](#) tag defines the text string that is displayed in the font.

The DefineFont tag defines all the glyphs used by subsequent DefineText tags. DefineFont includes an array of SHAPERECORDs, which describe the outlines of the glyphs. These shape records are the same records used by [DefineShape](#) to define non-text shapes. To keep file size to a minimum, only the glyphs actually used are included in the DefineFont tag.

The DefineText tag stores the actual text string(s) to be displayed, represented as a series of glyph indices. It also includes the bounding box of the text object, a transformation matrix, and style attributes such as color and size.

DefineText contains an array of TEXTRECORDs. A TEXTRECORD selects the current font, color, and point size, as well as the *x* and *y* position of the next character in the text. These styles apply to all characters that follow, until another TEXTRECORD changes the styles. A TEXTRECORD also contains an array of indices into the glyph table of the current font. Characters are not referred to by their character codes, as in traditional programming, but rather by an index into the glyph table. The glyph data also includes the advance value for each character in the text string.

NOTE

A DefineFont tag must always come before any DefineText tags that refer to it.

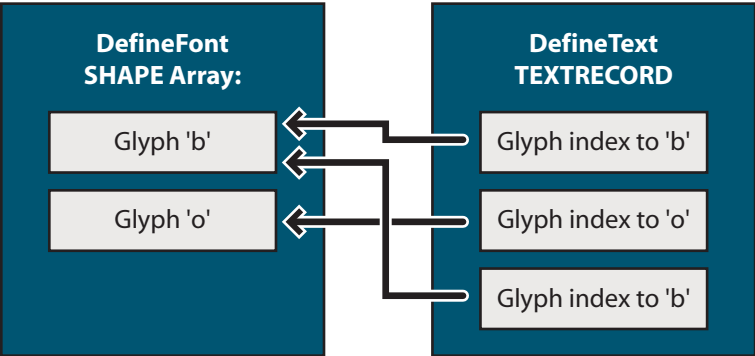
## Static glyph text example

Consider the example of displaying the static glyph text *bob* in the Arial font, with a point size of 24.

First, define the glyphs with a DefineFont tag. The glyph table, of type SHAPE, has two SHAPERECORDs. At index 0 is the shape of a lowercase *b* (see diagram). At index 1 is the shape of a lowercase *o*. (The second *b* in bob is a duplicate, and is not required). DefineFont also includes a unique ID so it can be selected by the DefineText tag.

Next, define the text itself with a DefineText tag. The TEXTRECORD sets the position of the first character, selects the Arial font (using the font's character ID), and sets the point size to 24, so the font is scaled to the correct size. (Remember that glyphs are defined in EM coordinates—the actual point size is part of the DefineText tag). It also contains an array of GLYPHENTRYs. Each glyph entry contains an index into the font's shape array. In this example, the first glyph entry has index 0 (which corresponds to the *b* shape), the second entry has index 1 (the *o*), and the third entry has index 0 (*b* again). Each GLYPHENTRY also includes an advance value for accurately positioning the glyph.

The following diagram illustrates how the DefineText tag interacts with the DefineFont tag:



# Font tags

## DefineFont

The DefineFont tag defines the shape outlines of each glyph used in a particular font. Only the glyphs that are used by subsequent DefineText tags are actually defined.

DefineFont tags cannot be used for dynamic text. Dynamic text requires the [DefineFont2](#) tag.

The minimum file format version is SWF 1.

DefineFont		
Field	Type	Comment
Header	RECORDHEADER	Tag type = 10
FontID	UI16	ID for this font character
OffsetTable	UI16[nGlyphs]	Array of shape offsets
GlyphShapeTable	SHAPE[nGlyphs]	Array of shapes



The font ID uniquely identifies the font. It can be used by subsequent [DefineText](#) tags to select the font. Like all SWF character IDs, font IDs must be unique among all character IDs in a SWF file.

If you provide a [DefineFontInfo](#) tag to go along with a `DefineFont` tag, be aware that the order of the glyphs in the `DefineFont` tag must match the order of the character codes in the `DefineFontInfo` tag, which must be sorted by code point order.

The `OffsetTable` and `GlyphShapeTable` are used together. These tables have the same number of entries, and there is a one-to-one ordering match between the order of the offsets and the order of the shapes. The `OffsetTable` points to locations in the `GlyphShapeTable`. Each offset entry stores the difference (in bytes) between the start of the offset table and the location of the corresponding shape. Because the `GlyphShapeTable` immediately follows the `OffsetTable`, the number of entries in each table (the number of glyphs in the font) can be inferred by dividing the first entry in the `OffsetTable` by two.

The first `STYLECHANGERECORD` of each `SHAPE` in the `GlyphShapeTable` does not use the `LineStyle` and `LineStyles` fields. In addition, the first `STYLECHANGERECORD` of each shape must have both fields `StateFillStyle0` and `FillStyle0` set to 1.

## DefineFontInfo

The `DefineFontInfo` tag defines a mapping from a glyph font (defined with [DefineFont](#)) to a device font. It provides a font name and style to pass to the playback platform's text engine, and a table of character codes that identifies the character represented by each glyph in the corresponding `DefineFont` tag, allowing the glyph indices of a [DefineText](#) tag to be converted to character strings.

The presence of a `DefineFontInfo` tag does not *force* a glyph font to become a device font; it merely makes the option available. The actual choice between glyph and device usage is made according to the value of `devicefont` (see the introduction) or the value of `UseOutlines` in a [DefineEditText](#) tag. If a device font is unavailable on a playback platform, Flash Player will fall back to glyph text.

The minimum file format version is SWF 1.

---

**DefineFontInfo**

Field	Type	Comment
Header	RECORDHEADER	Tag type = 13.
FontID	UI16	Font ID this information is for.
FontNameLen	UI8	Length of font name.
FontName	UI8[FontNameLen]	Name of the font (see following).
FontFlagsReserved	UB[2]	Reserved bit fields.
FontFlagsSmallText	UB[1]	SWF 7 file format or later: Font is small. Character glyphs are aligned on pixel boundaries for dynamic and input text.
FontFlagsShiftJIS	UB[1]	ShiftJIS character codes.
FontFlagsANSI	UB[1]	ANSI character codes.
FontFlagsItalic	UB[1]	Font is italic.
FontFlagsBold	UB[1]	Font is bold.
FontFlagsWideCodes	UB[1]	If 1, CodeTable is UI16 array; otherwise, CodeTable is UI8 array.
CodeTable	If FontFlagsWideCodes, UI16[nGlyphs] Otherwise, UI8[nGlyphs]	Glyph to code table, sorted in ascending order.

---

The entries in the CodeTable must be sorted in ascending order by code point, by the value they provide. The order of the entries in the CodeTable must also match the order of the glyphs in the DefineFont tag to which this DefineFontInfo tag applies. This places a requirement on the ordering of glyphs in the corresponding DefineFont tag.

SWF 6 or later files require Unicode text encoding. One aspect of this requirement is that all character code tables are specified using UCS-2 (UCS-2 is generally the first 64k code points of UTF-16). This encoding uses a fixed 2 bytes for each character. This means that when a DefineFontInfo tag appears in a SWF 6 or later file, FontFlagsWideCodes must be set, FontFlagsShiftJIS and FontFlagsANSI must be cleared, and CodeTable must consist of UI16 entries (as always, in little-endian byte order) encoded in UCS-2.

Another Unicode requirement that applies to SWF 6 or later files is that font names must always be encoded using UTF-8. In SWF 5 or earlier files, font names are encoded in a platform-specific way, in the codepage of the system on which they were authored. The playback platform will interpret them using its current codepage, with potentially inconsistent results. If the playback platform is an ANSI system, font names will be interpreted as ANSI strings. If the playback platform is a Japanese shift-JIS system, font names will be interpreted as shift-JIS strings. Many other values for the playback platform's *codepage*, which governs this decision, are possible. This playback locale dependency is undesirable, which is why SWF 6 file format moved toward a standard encoding for font names. Note that font name strings in the DefineFontInfo tag are not null-terminated; instead their length is specified by the FontNameLen field. FontNameLen specifies the number of bytes in FontName, which is not necessarily equal to the number of *characters*, since some encodings may use more than one byte per character.

Font names are normally used verbatim, passed directly to the playback platform's font system in order to locate a font. However, there are several special *indirect font names* that are mapped to different actual font names depending on the playback platform. These indirect mappings are hard-coded into each platform-specific port of Flash Player, and the fonts for each platform are chosen from among system default fonts or other fonts that are very likely to be available. As a secondary consideration, the indirect mappings are chosen so as to maximize the similarity of indirect fonts across platforms.

The following tables describe the indirect font names that are supported.

## Western indirect fonts

Font name	Example
<code>_sans</code>	Hello world
<code>_serif</code>	Hello world
<code>_typewriter</code>	Hello world

## Japanese indirect fonts

Font name:	<code>_ゴシック</code>
English Name:	Gothic
UTF-8 Byte String (hex):	5F E3 82 B4 E3 82 B7 E3 83 83 E3 82 AF
Example appearance:	こんな、漢字とカタカナ。

Font name:	<code>_等幅</code>
English Name:	Tohaba (Gothic Mono)
UTF-8 Byte String (hex):	5F E7 AD 89 E5 B9 85
Example appearance:	こんな、漢字とカタカナ。

Font name:	<code>_明朝</code>
English Name:	Mincho
UTF-8 Byte String (hex):	5F E6 98 8E E6 9C 9D
Example appearance:	こんな、漢字とカタカナ。

## DefineFontInfo2

When generating SWF 6 or later, it is recommended that you use the new `DefineFontInfo2` tag rather than `DefineFontInfo`. `DefineFontInfo2` is identical to `DefineFontInfo`, except that it adds a field for a *language code*. If you use the older `DefineFontInfo`, the language code will be assumed to be zero, which results in behavior that is dependent on the locale in which Flash Player is running.

The minimum file format version is SWF 6.

DefineFontInfo2		
Field	Type	Comment
Header	RECORDHEADER	Tag type = 62.
FontID	UI16	Font ID this information is for.
FontNameLen	UI8	Length of font name.
FontName	UI8[FontNameLen]	Name of the font.
FontFlagsReserved	UB[2]	Reserved bit fields.
FontFlagsSmallText	UB[1]	SWF 7 or later: Font is small. Character glyphs are aligned on pixel boundaries for dynamic and input text.
FontFlagsShiftJIS	UB[1]	Always 0.
FontFlagsANSI	UB[1]	Always 0.
FontFlagsItalic	UB[1]	Font is italic.
FontFlagsBold	UB[1]	Font is bold.
FontFlagsWideCodes	UB[1]	Always 1.
LanguageCode	LANGCODE	Language ID.
CodeTable	UI16[nGlyphs]	Glyph to code table in UCS-2, sorted in ascending order.

## DefineFont2

The DefineFont2 tag extends the functionality of [DefineFont](#). Enhancements include the following:

- 32-bit entries in the OffsetTable, for fonts with more than 64K glyphs.
- Mapping to device fonts, by incorporating all the functionality of [DefineFontInfo](#).
- Font metrics for improved layout of dynamic glyph text.

DefineFont2 tags are the only font definitions that can be used for dynamic text.

The minimum file format version is SWF 3.

---

**DefineFont2**

Field	Type	Comment
Header	RECORDHEADER	Tag type = 48.
FontID	UI16	ID for this font character.
FontFlagsHasLayout	UB[1]	Has font metrics/layout information.
FontFlagsShiftJIS	UB[1]	ShiftJIS encoding.
FontFlagsSmallText	UB[1]	SWF 7 or later: Font is small. Character glyphs are aligned on pixel boundaries for dynamic and input text.
FontFlagsANSI	UB[1]	ANSI encoding.
FontFlagsWideOffsets	UB[1]	If 1, uses 32 bit offsets.
FontFlagsWideCodes	UB[1]	If 1, font uses 16-bit codes; otherwise font uses 8 bit codes.
FontFlagsItalic	UB[1]	Italic Font.
FontFlagsBold	UB[1]	Bold Font.
LanguageCode	LANGCODE	SWF 5 or earlier: always 0 SWF 6 or later: language code
FontNameLen	UI8	Length of name.
FontName	UI8[FontNameLen]	Name of font (see <a href="#">DefineFontInfo</a> ).
NumGlyphs	UI16	Count of glyphs in font. May be zero for device fonts.
OffsetTable	If FontFlagsWideOffsets, UI32[NumGlyphs] Otherwise UI16[NumGlyphs]	Same as in DefineFont.
CodeTableOffset	If FontFlagsWideOffsets, UI32 Otherwise UI16	Byte count from start of OffsetTable to start of CodeTable.
GlyphShapeTable	SHAPE[NumGlyphs]	Same as in DefineFont.

---

## DefineFont2

Field	Type	Comment
CodeTable	If FontFlagsWideCodes, UI16[NumGlyphs] Otherwise UI8[NumGlyphs]	Sorted in ascending order. Always UCS-2 in SWF 6 or later.
FontAscent	If FontFlagsHasLayout, SI16	Font ascender height.
FontDescent	If FontFlagsHasLayout, SI16	Font descender height.
FontLeading	If FontFlagsHasLayout, SI16	Font leading height (see following).
FontAdvanceTable	If FontFlagsHasLayout, SI16[NumGlyphs]	Advance value to be used for each glyph in dynamic glyph text.
FontBoundsTable	If FontFlagsHasLayout, RECT[NumGlyphs]	Not used in Flash Player through version 7 (but must be present).
KerningCount	If FontFlagsHasLayout, UI16	Not used in Flash Player through version 7 (always set to 0 to save space).
FontKerningTable	If FontFlagsHasLayout, KERNINGRECORD [KerningCount]	Not used in Flash Player through version 7 (omit with KerningCount of 0).

---

In SWF 6 or later files, DefineFont2 has the same Unicode requirements as [DefineFontInfo](#).

Similarly to the DefineFontInfo tag, the CodeTable (and thus also the OffsetTable, GlyphShapeTable, and FontAdvanceTable) must be sorted in code point order.

If a DefineFont2 tag will be used *only* for dynamic device text, and no glyph-rendering fallback is desired, set NumGlyphs to zero, and omit all tables having NumGlyphs entries. This will substantially reduce the size of the DefineFont2 tag. DefineFont2 tags without glyphs cannot support static text, which uses glyph indices to select characters, and also cannot support glyph text, which requires glyph shape definitions.

Layout information (ascent, descent, leading, advance table, bounds table, kerning table) is useful only for dynamic glyph text. This information takes the place of the per-character placement information that is used in static glyph text. The layout information in the DefineFont2 tag is fairly standard font-metrics information that can typically be extracted directly from a standard font definition, such as a TrueType font.

NOTE
------

<p><i>Leading</i> is a vertical line-spacing metric. It is the distance (in EM-square coordinates) between the bottom of the descender of one line and the top of the ascender of the next line.</p>
--

As with DefineFont, in DefineFont2 the first STYLECHANGERECORD of each SHAPE in the GlyphShapeTable does not use the LineStyle and LineStyles fields. In addition, the first STYLECHANGERECORD of each shape must have both fields StateFillStyle0 and FillStyle0 set to 1.

The DefineFont2 tag reserves space for a font bounds table and kerning table. This information is not used in Flash Player through version 7. However, this information must be present in order to constitute a well-formed DefineFont2 tag. Supply minimal (low-bit) RECTs for FontBoundsTable, and always set KerningCount to zero, which allows FontKerningTable to be omitted.

## DefineFont3

The DefineFont3 tag is introduced along with the DefineFontAlignZones tag in SWF 8. The DefineFontAlignZones tag is optional but recommended for SWF files using advanced anti-aliasing, and it modifies the DefineFont3 tag.

The DefineFont3 tag extends the functionality of DefineFont2 by expressing the SHAPE coordinates in the GlyphShapeTable at 20 times the resolution. All the EMSquare coordinates are multiplied by 20 at export, allowing fractional resolution to 1/20 of a unit. This allows for more precisely defined glyphs and results in better visual quality.

The minimum file format version is SWF 8.

---

### DefineFont3

Field	Type	Comment
Header	RECORDHEADER	Tag type = 75.
FontID	UI16	ID for this font character.
FontFlagsHasLayout	UB[1]	Has font metrics/layout information.
FontFlagsShiftJIS	UB[1]	ShiftJIS encoding.
FontFlagsSmallText	UB[1]	SWF 7 or later: Font is small. Character glyphs are aligned on pixel boundaries for dynamic and input text.
FontFlagsANSI	UB[1]	ANSI encoding.
FontFlagsWideOffsets	UB[1]	If 1, uses 32 bit offsets.
FontFlagsWideCodes	UB[1]	Must be 1.
FontFlagsItalic	UB[1]	Italic Font.

---



---

**DefineFont3**

Field	Type	Comment
FontFlagsBold	UB[1]	Bold Font.
LanguageCode	LANGCODE	SWF 5 or earlier: always 0 SWF 6 or later: language code
FontNameLen	UI8	Length of name.
FontName	UI8[FontNameLen]	Name of font (see <a href="#">DefineFontInfo</a> ).
NumGlyphs	UI16	Count of glyphs in font. May be zero for device fonts.
OffsetTable	If FontFlagsWideOffsets, UI32[NumGlyphs] Otherwise UI16[NumGlyphs]	Same as in DefineFont.
CodeTableOffset	If FontFlagsWideOffsets, UI32 Otherwise UI16	Byte count from start of OffsetTable to start of CodeTable.
GlyphShapeTable	SHAPE[NumGlyphs]	Same as in DefineFont.
CodeTable	UI16[NumGlyphs]	Sorted in ascending order. Always UCS-2 in SWF 6 or later.
FontAscent	If FontFlagsHasLayout, SI16	Font ascender height.
FontDescent	If FontFlagsHasLayout, SI16	Font descender height.
FontLeading	If FontFlagsHasLayout, SI16	Font leading height (see following).
FontAdvanceTable	If FontFlagsHasLayout, SI16[NumGlyphs]	Advance value to be used for each glyph in dynamic glyph text.
FontBoundsTable	If FontFlagsHasLayout, RECT[NumGlyphs]	Not used in Flash Player through version 7 (but must be present).

---

## DefineFont3

Field	Type	Comment
KerningCount	If FontFlagsHasLayout, UI16	Not used in Flash Player through version 7 (always set to 0 to save space).
FontKerningTable	If FontFlagsHasLayout, KERNINGRECORD [KerningCount]	Not used in Flash Player through version 7 (omit with KerningCount of 0).

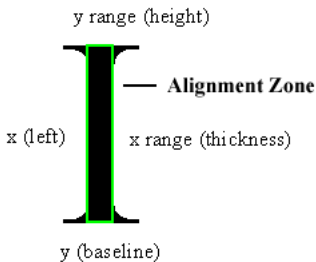
---

## DefineFontAlignZones

The DefineFont3 tag can be modified by a DefineFontAlignZones tag. The advanced text rendering engine uses alignment zones to establish the borders of a glyph for pixel snapping. Alignment zones are critical for high-quality display of fonts.

The alignment zone defines a bounding box for strong vertical and horizontal components of a glyph. The box is described by a left coordinate, thickness, baseline coordinate, and height. Small thicknesses or heights are often set to 0.

For example, consider the letter *I*. The letter *I* has a strong horizontal at its baseline and the top of the letter. The letter *I* also has strong verticals that occur at the edges of the stem—not the short top bar or serif. These strong verticals and horizontals of the center block of the letter define the alignment zones.



The minimum file format version is SWF 8.

---

**DefineFontAlignZones**

Field	Type	Comment
Header	RECORDHEADER	Tag type = 73.
FontID	UI16	ID of font to use, specified by DefineFont3.
CSMTableHint	UB[2]	Font thickness hint. Refers to the thickness of the typical stroke used in the font. 0 = thin 1 = medium 2 = thick Flash Player maintains a selection of CSM tables for many fonts. However, if the font is not found in Flash Player's internal table, this hint is used to choose an appropriate table.
Reserved	UB[6]	Must be 0.
ZoneTable	ZONERECORD[GlyphCount]	Alignment zone information for each glyph.

---

**ZONERECORD**

Field	Type	Comment
NumZoneData	UI8	Number of ZoneData entries. Always 2.
ZoneData	ZONEDATA[NumZoneData]	Compressed alignment zone information.
Reserved	UB[6]	Must be 0.
ZoneMaskY	UB[1]	Set if there are Y alignment zones.
ZoneMaskX	UB[1]	Set if there are X alignment zones.

---

---

## ZONEDATA

Field	Type	Comment
AlignmentCoordinate	FLOAT16	X (left) or Y (baseline) coordinate of the alignment zone.
Range	FLOAT16	Width or height of the alignment zone.

---

## Kerning record

A Kerning Record defines the distance between two glyphs in EM square coordinates. Certain pairs of glyphs appear more aesthetically pleasing if they are moved closer together, or farther apart. The `FontKerningCode1` and `FontKerningCode2` fields are the character codes for the left and right characters. The `FontKerningAdjustment` field is a signed integer that defines a value to be added to the advance value of the left character.

---

## KERNINGRECORD

Field	Type	Comment
FontKerningCode1	If <code>FontFlagsWideCodes</code> , UI16 Otherwise UI8	Character code of the left character.
FontKerningCode2	If <code>FontFlagsWideCodes</code> , UI16 Otherwise UI8	Character code of the right character.
FontKerningAdjustment	SI16	Adjustment relative to left character's advance value.

---

## DefineFontName

The `DefineFontName` tag contains the name and copyright information for a font embedded in the SWF file.

The minimum file format version is SWF 9.

---

**DefineFontName**

Field	Type	Comment
Header	RECORDHEADER	Tag type = 88
FontID	UI16	ID for this font to which this refers
FontName	STRING	Name of the font. For fonts starting as Type 1, this is the PostScript FullName. For fonts starting in sfnt formats such as TrueType and OpenType, this is name ID 4, platform ID 1, language ID 0 (Full name, Mac OS, English).
FontCopyright	STRING	Arbitrary string of copyright information

---

## Static text tags

### DefineText

The DefineText tag defines a block of static text. It describes the font, size, color, and exact position of every character in the text object.

The minimum file format version is SWF 1.

---

**DefineText**

Field	Type	Comment
Header	RECORDHEADER	Tag type = 11.
CharacterID	UI16	ID for this text character.
TextBounds	RECT	Bounds of the text.
TextMatrix	MATRIX	Transformation matrix for the text.
GlyphBits	UI8	Bits in each glyph index.
AdvanceBits	UI8	Bits in each advance value.

---

---

**DefineText**

Field	Type	Comment
TextRecords	TEXTRECORD[zero or more]	Text records.
EndOfRecordsFlag	UI8	Must be 0.

---

The TextBounds field is the rectangle that completely encloses all the characters in this text block.

The GlyphBits and AdvanceBits fields define the number of bits used for the GlyphIndex and GlyphAdvance fields, respectively, in each GLYPHENTRY record.

## Text records

A TEXTRECORD sets text styles for subsequent characters. It can be used to select a font, change the text color, change the point size, insert a line break, or set the *x* and *y* position of the next character in the text. The new text styles apply until another TEXTRECORD changes the styles.

The TEXTRECORD also defines the actual characters in a text object. Characters are referred to by an index into the current font's glyph table, not by a character code. Each TEXTRECORD contains a group of characters that all share the same text style, and are on the same line of text.

---

## TEXTRECORD

Field	Type	Comment
TextRecordType	UB[1]	Always 1.
StyleFlagsReserved	UB[3]	Always 0.
StyleFlagsHasFont	UB[1]	1 if text font specified.
StyleFlagsHasColor	UB[1]	1 if text color specified.
StyleFlagsHasYOffset	UB[1]	1 if y offset specified.
StyleFlagsHasXOffset	UB[1]	1 if x offset specified.
FontID	If StyleFlagsHasFont, UI16	Font ID for following text.
TextColor	If StyleFlagsHasColor, RGB If this record is part of a DefineText2 tag, RGBA	Font color for following text.
XOffset	If StyleFlagsHasXOffset, SI16	x offset for following text.
YOffset	If StyleFlagsHasYOffset, SI16	y offset for following text.
TextHeight	If hasFont, UI16	Font height for following text.
GlyphCount	UI8	Number of glyphs in record.
GlyphEntries	GLYPHENTRY[GlyphCount]	Glyph entry (see following).

---

The `FontID` field is used to select a previously defined font. This ID uniquely identifies a [DefineFont](#) or [DefineFont2](#) tag from earlier in the SWF file.

The `TextHeight` field defines the height of the font in twips. For example, a pixel height of 50 is equivalent to a `TextHeight` of 1000. ( $50 * 20 = 1000$ ).

The `XOffset` field defines the offset from the left of the `TextBounds` rectangle to the reference point of the glyph (the point within the EM square from which the first curve segment departs). Typically, the reference point is on the baseline, near the left side of the glyph (see the example for [Glyph text](#)). The `XOffset` is generally used to create indented text or non-left-justified text. If there is no `XOffset` specified, the offset is assumed to be zero.

The `YOffset` field defines the offset from the top of the `TextBounds` rectangle to the reference point of the glyph. The `TextYOffset` is generally used to insert line breaks, moving the text position to the start of a new line.

The GlyphCount field defines the number of characters in this string, and the size of the GLYPHENTRY table.

## Glyph entry

The GLYPHENTRY structure describes a single character in a line of text. It is composed of an index into the current font’s glyph table, and an *advance value*. The advance value is the horizontal distance between the reference point of this character and the reference point of the following character.

---

GLYPHENTRY		
Field	Type	Comment
GlyphIndex	UB[GlyphBits]	Glyph index into current font.
GlyphAdvance	SB[AdvanceBits]	x advance value for glyph.

---

## DefineText2

The DefineText2 tag is almost identical to the [DefineText](#) tag. The only difference is that Type 1 text records contained within a DefineText2 tag use an RGBA value (rather than an RGB value) to define TextColor. This allows partially or completely transparent characters. Text defined with DefineText2 is always rendered with glyphs. Device text can never include transparency.

The minimum file format version is SWF 3.

---

DefineText2		
Field	Type	Comment
Header	RECORDHEADER	Tag type = 33.
CharacterID	UI16	ID for this text character.
TextBounds	RECT	Bounds of the text.
TextMatrix	MATRIX	Transformation matrix.
GlyphBits	UI8	Bits in each glyph index.
AdvanceBits	UI8	Bits in each advance value.
TextRecords	TEXTRECORD[zero or more]	Text records.
EndOfRecordsFlag	UI8	Must be 0.

---



# Dynamic text tags

## DefineEditText

The DefineEditText tag defines a dynamic text object, or *text field*.

A text field is associated with an ActionScript variable name where the contents of the text field are stored. The SWF file can read and write the contents of the variable, which is always kept in sync with the text being displayed. If the ReadOnly flag is not set, users may change the value of a text field interactively.

Fonts used by DefineEditText must be defined using [DefineFont2](#), not DefineFont.

The minimum file format version is SWF 4.

---

DefineEditText		
Field	Type	Comment
Header	RECORDHEADER	Tag type = 37.
CharacterID	UI16	ID for this dynamic text character.
Bounds	RECT	Rectangle that completely encloses the text field.
HasText	UB[1]	0 = text field has no default text. 1 = text field initially displays the string specified by InitialText.
WordWrap	UB[1]	0 = text will not wrap and will scroll sideways. 1 = text will wrap automatically when the end of line is reached.
Multiline	UB[1]	0 = text field is one line only. 1 = text field is multi-line and scrollable.
Password	UB[1]	0 = characters are displayed as typed. 1 = all characters are displayed as an asterisk.
ReadOnly	UB[1]	0 = text editing is enabled. 1 = text editing is disabled.

---

---

**DefineEditText**

Field	Type	Comment
HasTextColor	UB[1]	0 = use default color. 1 = use specified color (TextColor).
HasMaxLength	UB[1]	0 = length of text is unlimited. 1 = maximum length of string is specified by MaxLength.
HasFont	UB[1]	0 = use default font. 1 = use specified font (FontID) and height (FontHeight). (Can't be true if HasFontClass is true).
HasFontClass	UB[1]	0 = no fontClass, 1 = fontClass and Height specified for this text. (can't be true if HasFont is true). Supported in Flash Player 9.0.45.0 and later.
AutoSize	UB[1]	0 = fixed size. 1 = sizes to content (SWF 6 or later only).
HasLayout	UB[1]	Layout information provided.
NoSelect	UB[1]	Enables or disables interactive text selection.
Border	UB[1]	Causes a border to be drawn around the text field.
WasStatic	UB[1]	0 = Authored as dynamic text 1 = Authored as static text
HTML	UB[1]	0 = plaintext content. 1 = HTML content (see following).
UseOutlines	UB[1]	0 = use device font. 1 = use glyph font.
FontID	If HasFont, UI16	ID of font to use.
FontClass	If HasFontClass, STRING	Class name of font to be loaded from another SWF and used for this text.
FontHeight	If HasFont, UI16	Height of font in twips.

---

**DefineEditText**

Field	Type	Comment
TextColor	If HasTextColor, RGBA	Color of text.
MaxLength	If HasMaxLength, UI16	Text is restricted to this length.
Align	If HasLayout, UI8	0 = Left 1 = Right 2 = Center 3 = Justify
LeftMargin	If HasLayout, UI16	Left margin in twips.
RightMargin	If HasLayout, UI16	Right margin in twips.
Indent	If HasLayout, UI16	Indent in twips.
Leading	If HasLayout, SI16	Leading in twips (vertical distance between bottom of descender of one line and top of ascender of the next).
VariableName	STRING	Name of the variable where the contents of the text field are stored. May be qualified with dot syntax or slash syntax for non-global variables.
InitialText	If HasText STRING	Text that is initially displayed.

If the `HTML` flag is set, the contents of `InitialText` are interpreted as a limited subset of the HTML tag language, with a few additions not normally present in HTML. The following tags are supported:

Tag	Description
<code>&lt;p&gt; ... &lt;/p&gt;</code>	Defines a paragraph. The attribute <code>align</code> may be present, with value <code>left</code> , <code>right</code> , or <code>center</code> .
<code>&lt;br&gt;</code>	Inserts a line break.
<code>&lt;a&gt; ... &lt;/a&gt;</code>	Defines a hyperlink. The attribute <code>href</code> must be present. The attribute <code>target</code> is optional, and specifies a window name.

Tag	Description
<code>&lt;font&gt; ... &lt;/font&gt;</code>	Defines a span of text that uses a given font. The following attributes are available: <ul style="list-style-type: none"> <li>• <code>face</code>, which specifies a font name that must match a font name supplied in a <code>DefineFont2</code> tag</li> <li>• <code>size</code>, which is specified in twips, and may include a leading '+' or '-' for relative sizes</li> <li>• <code>color</code>, which is specified as a #RRGGBB hex triplet</li> </ul>
<code>&lt;b&gt; ... &lt;/b&gt;</code>	Defines a span of bold text.
<code>&lt;i&gt; ... &lt;/i&gt;</code>	Defines a span of italic text.
<code>&lt;u&gt; ... &lt;/u&gt;</code>	Defines a span of underlined text.
<code>&lt;li&gt; ... &lt;/li&gt;</code>	Defines a bulleted paragraph. The <code>&lt;ul&gt;</code> tag is not necessary and is not supported. Numbered lists are not supported.
<code>&lt;textformat&gt; ... &lt;/textformat&gt;</code>	Defines a span of text with certain formatting options. The following attributes are available: <ul style="list-style-type: none"> <li>• <code>leftmargin</code>, which specifies the left margin in twips</li> <li>• <code>rightmargin</code>, which specifies the right margin in twips</li> <li>• <code>indent</code>, which specifies the left indent in twips</li> <li>• <code>blockindent</code>, which specifies a block indent in twips</li> <li>• <code>leading</code>, which specifies the leading in twips</li> <li>• <code>tabstops</code>, which specifies a comma-separated list of tab stops, each specified in twips</li> </ul>
<code>&lt;tab&gt;</code>	Inserts a tab character, which advances to the next tab stop as defined with the <code>&lt;textformat&gt;</code> tag.

## CSMTextSettings

In addition to the advanced text rendering tags discussed earlier in this chapter, the rendering engine also supports a tag for modifying text fields. The `CSMTextSettings` tag modifies a previously streamed [DefineText](#), [DefineText2](#), or [DefineEditText](#) tag. The `CSMTextSettings` tag turns advanced anti-aliasing on or off for a text field, and can also be used to define quality and options.

The minimum file format version is SWF 8.

---

**CSMTextSettings**

Field	Type	Comment
Header	RECORDHEADER	Tag type = 74.
TextID	UI16	ID for the DefineText, DefineText2, or DefineEditText to which this tag applies.
UseFlashType	UB[2]	0 = use normal renderer. 1 = use advanced text rendering engine.
GridFit	UB[3]	0 = Do not use grid fitting. AlignmentZones and LCD sub-pixel information will not be used. 1 = Pixel grid fit. Only supported for left-aligned dynamic text. This setting provides the ultimate in advanced anti-aliased text readability, with crisp letters aligned to pixels. 2 = Sub-pixel grid fit. Align letters to the 1/3 pixel used by LCD monitors. Can also improve quality for CRT output.
Reserved	UB[3]	Must be 0.
Thickness	F32	The thickness attribute for the associated text field. Set to 0.0 to use the default (anti-aliasing table) value.
Sharpness	F32	The sharpness attribute for the associated text field. Set to 0.0 to use the default (anti-aliasing table) value.
Reserved	UI8	Must be 0.

---

The Thickness and Sharpness fields are interpretations of the CSM parameters, applied to a particular text field. The thickness and sharpness setting will override the default CSM setting for that text field.

The CSM parameters, at render time, are computed from the thickness and sharpness:

```
outsideCutoff = (0.5f * sharpness - thickness) * fontSize;  
insideCutoff = (-0.5f * sharpness - thickness) * fontSize;
```

Using the font size in the cutoff calculations results in linear scaling of CSM parameters, and linear scaling tends to be a poor approximation when significant scaling is applied. When a text field will scale, it is usually better to use the default table or provide your own anti-aliasing table.

# DefineFont4

DefineFont4 supports only the new Flash Text Engine. The storage of font data for embedded fonts is in CFF format.

The minimum file format version is SWF 10.

---

## DefineFont4

Field	Type	Comment
Header	RECORDHEADER	Tag type = 91
FontID	UI16	ID for this font character.
FontFlagsReserved	UB[5]	Reserved bit fields.
FontFlagsHasFontData	UB[1]	Font is embedded. Font tag includes SFNT font data block.
FontFlagsItalic	UB[1]	Italic font
FontFlagsBold	UB[1]	Bold font

---

## DefineFont4

Field	Type	Comment
FontName	STRING	Name of the font.
FontData	FONTDATA[0 or 1]	When present, this is an OpenType CFF font, as defined in the OpenType specification at <a href="http://www.microsoft.com/typography/otspec">www.microsoft.com/typography/otspec</a> . The following tables must be present: 'CFF', 'cmap', 'head', 'maxp', 'OS/2', 'post', and either (a) 'hhea' and 'hmtx', or (b) 'vhea', 'vmtx', and 'VORG'. The 'cmap' table must include one of the following kinds of Unicode 'cmap' subtables: (0, 4), (0, 3), (3, 10), (3, 1), or (3, 0) [notation: (platform ID, platform-specific encoding ID)]. Tables such as 'GSUB', 'GPOS', 'GDEF', and 'BASE' may also be present. Only present for embedded fonts.

---





The SWF file format specification defines a small and efficient sound model. SWF supports several audio coding formats and can store the audio using a range of sample rates in both stereo and mono. Adobe Flash Player supports rate conversion and multichannel mixing of these sounds. The number of simultaneous channels supported depends on the CPU resources available to the Flash Player, but is typically three to eight channels.

There are two types of sounds in SWF file format:

- Event sounds
- Streaming sounds

Event sounds are played in response to some event such as a mouse click, or when Flash Player reaches a certain frame. Event sounds must be defined (downloaded) before they are used. They can be reused for multiple events if desired. Event sounds may also have a sound “style” that modifies how the basic sound is played.

Streaming sounds are downloaded and played in tight synchronization with the timeline. In this mode, sound packets are stored with each frame.

**NOTE**

The exact sample rates used are as follows. These are standard sample rates based on CD audio, which is sampled at 44100 Hz. The four sample rates are one-eighth, one-quarter, one-half, and exactly the 44100 Hz sampling rate.

"5.5 kHz" = 5512 Hz

"11 kHz" = 11025 Hz

"22 kHz" = 22050 Hz

"44 kHz" = 44100 Hz

## Audio coding formats

The Flash Player can store audio using a variety of coding formats. Each of these will be described more thoroughly in later sections of these chapters. This section lists the coding formats supported, the format number that the Flash Player uses to reference that format, and the first SWF version that recognizes the format number.

Coding format	Audio format number	Minimum SWF version
Uncompressed, native-endian	0	1
ADPCM	1	1
MP3	2	4
Uncompressed, little-endian	3	4
Nellymoser 16 kHz	4	10
Nellymoser 8 kHz	5	10
Nellymoser	6	6
Speex	11	10

## Event sounds

There are several control tags and records required to play an event sound:

- The [DefineSound](#) tag provides the audio samples that make up an event sound.
- The [SOUNDINFO](#) record defines the *styles* that are applied to the event sound. Styles include fade-in, fade-out, synchronization and looping flags, and envelope control.
- The [StartSound](#) tag instructs the Flash Player to begin playing the sound.
- The [StartSound2](#) tag instructs the Flash Player to begin playing a sound class from another SWF.

## DefineSound

The DefineSound tag defines an event sound. It includes the audio coding format, sampling rate, size of each sample (8 or 16 bit), a stereo/mono flag, and an array of audio samples. Note that not all of these parameters will be honored depending on the audio coding format.

The minimum file format version is SWF 1.

Define Sound		
Field	Type	Comment
Header	RECORDHEADER	Tag type = 14
SoundId	UI16	ID for this sound.

---

## Define Sound

Field	Type	Comment
SoundFormat	UB[4]	Format of SoundData. See <a href="#">“Audio coding formats” on page 201</a> .
SoundRate	UB[2]	The sampling rate. This is ignored for Nellymoser and Speex codecs. 5.5kHz is not allowed for MP3. 0 = 5.5 kHz 1 = 11 kHz 2 = 22 kHz 3 = 44 kHz
SoundSize	UB[1]	Size of each sample. This parameter only pertains to uncompressed formats. This is ignored for compressed formats which always decode to 16 bits internally. 0 = snd8Bit 1 = snd16Bit
SoundType	UB[1]	Mono or stereo sound This is ignored for Nellymoser and Speex. 0 = sndMono 1 = sndStereo
SoundSampleCount	UI32	Number of samples. Not affected by mono/stereo setting; for stereo sounds this is the number of sample pairs.
SoundData	UI8[size of sound data]	The sound data; varies by format.

---

The SoundId field uniquely identifies the sound so it can be played by [StartSound](#).

Format 0 (uncompressed) and Format 3 (uncompressed little-endian) are similar. Both encode uncompressed audio samples. For 8-bit samples, the two formats are identical. For 16-bit samples, the two formats differ in byte ordering. Using format 0, 16-bit samples are encoded and decoded according to the native byte ordering of the platform on which the encoder and Flash Player, respectively, are running. Using format 3, 16-bit samples are always encoded in little-endian order (least significant byte first), and are byte-swapped if necessary in Flash Player before playback. Format 0 is clearly disadvantageous because it introduces a playback platform dependency. For 16-bit samples, format 3 is highly preferable to format 0 for SWF 4 or later.

The contents of `SoundData` vary depending on the value of the `SoundFormat` field in the `SoundStreamHead` tag:

- If `SoundFormat` is 0 or 3, `SoundData` contains raw, uncompressed samples.
- If `SoundFormat` is 1, `SoundData` contains an [ADPCM sound data](#) record.
- If `SoundFormat` is 2, `SoundData` contains an [MP3 sound data](#) record.
- If `SoundFormat` is 4, 5, or 6, `SoundData` contains Nellymoser data (see “[Nellymoser compression](#)” on page 219).
- If `SoundFormat` is 11, `SoundData` contains Speex data (see “[Speex compression](#)” on page 220).

## StartSound

`StartSound` is a control tag that either starts (or stops) playing a sound defined by [DefineSound](#). The `SoundId` field identifies which sound is to be played. The `SoundInfo` field defines how the sound is played. Stop a sound by setting the `SyncStop` flag in the [SOUNDINFO](#) record.

The minimum file format version is SWF 1.

---

<b>StartSound</b>		
<b>Field</b>	<b>Type</b>	<b>Comment</b>
Header	RECORDHEADER	Tag type = 15.
SoundId	UI16	ID of sound character to play.
SoundInfo	SOUNDINFO	Sound style information.

---

## StartSound2

StartSound is a control tag that either starts (or stops) playing a sound defined by [DefineSound](#). The SoundId field identifies which sound is to be played. The SoundInfo field defines how the sound is played. Stop a sound by setting the SyncStop flag in the [SOUNDINFO](#) record.

The minimum file format version is SWF 9. Supported in Flash Player 9.0.45.0 and later.

---

StartSound		
Field	Type	Comment
Header	RECORDHEADER	Tag type = 89.
SoundClassName	STRING	Name of the sound class to play.
SoundInfo	SOUNDINFO	Sound style information.

---

## Sound styles

### SOUNDINFO

The SOUNDINFO record modifies how an event sound is played. An event sound is defined with the [DefineSound](#) tag. Sound characteristics that can be modified include:

- Whether the sound loops (repeats) and how many times it loops.
- Where sound playback begins and ends.
- A sound *envelope* for time-based volume control.

---

SOUNDINFO		
Field	Type	Comment
Reserved	UB[2]	Always 0.
SyncStop	UB[1]	Stop the sound now.
SyncNoMultiple	UB[1]	Don't start the sound if already playing.
HasEnvelope	UB[1]	Has envelope information.
HasLoops	UB[1]	Has loop information.
HasOutPoint	UB[1]	Has out-point information.
HasInPoint	UB[1]	Has in-point information.

---

---

## SOUNDINFO

Field	Type	Comment
InPoint	If HasInPoint, UI32	Number of samples to skip at beginning of sound.
OutPoint	If HasOutPoint, UI32	Position in samples of last sample to play.
LoopCount	If HasLoops, UI16	Sound loop count.
EnvPoints	If HasEnvelope, UI8	Sound Envelope point count.
EnvelopeRecords	If HasEnvelope, <a href="#">SOUNDENVELOPE</a> [EnvPoints]	Sound Envelope records.

---

## SOUNDENVELOPE

The SOUNDENVELOPE structure is defined as follows:

---

### SOUNDENVELOPE

Field	Type	Comment
Pos44	UI32	Position of envelope point as a number of 44 kHz samples. Multiply accordingly if using a sampling rate less than 44 kHz.
LeftLevel	UI16	Volume level for left channel. Minimum is 0, maximum is 32768.
RightLevel	UI16	Volume level for right channel. Minimum is 0, maximum is 32768.

---

For mono sounds, set the LeftLevel and RightLevel fields to the same value. If the values differ, they will be averaged.

# Streaming sound

The SWF file format supports a streaming sound mode where sound data is played and downloaded in tight synchronization with the timeline. In this mode, sound packets are stored with each frame.

When streaming sound is present, and the playback CPU is too slow to maintain the desired SWF frame rate, Flash Player skips frames of animation in order to maintain sound synchronization and avoid dropping sound samples. (Actions from the skipped frames are still executed.)

The main timeline of a SWF file can only have a single streaming sound playing at a time, but each sprite can have its own streaming sound (see [Sprites and Movie Clips](#)).

## SoundStreamHead

If a timeline contains streaming sound data, there must be a SoundStreamHead or [SoundStreamHead2](#) tag before the first sound data block (see “[SoundStreamBlock](#)” on page 210). The SoundStreamHead tag defines the data format of the sound data, the recommended playback format, and the average number of samples per SoundStreamBlock. The minimum file format version is SWF 1.

---

### SoundStreamHead

Field	Type	Comment
Header	RECORDHEADER	Tag type = 18.
Reserved	UB[4]	Always zero.
PlaybackSoundRate	UB[2]	Playback sampling rate 0 = 5.5 kHz 1 = 11 kHz 2 = 22 kHz 3 = 44 kHz
PlaybackSoundSize	UB[1]	Playback sample size. Always 1 (16 bit).
PlaybackSoundType	UB[1]	Number of playback channels: mono or stereo. 0 = sndMono 1 = sndStereo

---

**SoundStreamHead**

Field	Type	Comment
StreamSoundCompression	UB[4]	Format of streaming sound data. 1 = ADPCM SWF 4 and later only: 2 = MP3
StreamSoundRate	UB[2]	The sampling rate of the streaming sound data. 0 = 5.5 kHz 1 = 11 kHz 2 = 22 kHz 3 = 44 kHz
StreamSoundSize	UB[1]	The sample size of the streaming sound data. Always 1 (16 bit).
StreamSoundType	UB[1]	Number of channels in the streaming sound data. 0 = sndMono 1 = sndStereo
StreamSoundSampleCount	UI16	Average number of samples in each SoundStreamBlock. Not affected by mono/stereo setting; for stereo sounds this is the number of sample pairs.
LatencySeek	If StreamSoundCompression = 2, SI16 Otherwise absent	See <a href="#">“MP3 sound data” on page 216</a> . The value here should match the SeekSamples field in the first SoundStreamBlock for this stream.

---

The PlaybackSoundRate, PlaybackSoundSize, and PlaybackSoundType fields are advisory only; Flash Player may ignore them.



## SoundStreamHead2

The SoundStreamHead2 tag is identical to the [SoundStreamHead](#) tag, except it allows different values for StreamSoundCompression and StreamSoundSize (SWF 3 file format).

---

### SoundStreamHead2

Field	Type	Comment
Header	RECORDHEADER	Tag type = 45
Reserved	UB[4]	Always zero.
PlaybackSoundRate	UB[2]	Playback sampling rate. 0 = 5.5 kHz 1 = 11 kHz 2 = 22 kHz 3 = 44 kHz
PlaybackSoundSize	UB[1]	Playback sample size. 0 = 8-bit 1 = 16-bit
PlaybackSoundType	UB[1]	Number of playback channels. 0 = sndMono 1 = sndStereo
StreamSoundCompression	UB[4]	Format of SoundData. See <a href="#">“Audio coding formats”</a> on page 201.
StreamSoundRate	UB[2]	The sampling rate of the streaming sound data. 5.5 kHz is not allowed for MP3. 0 = 5.5 kHz 1 = 11 kHz 2 = 22 kHz 3 = 44 kHz
StreamSoundSize	UB[1]	Size of each sample. Always 16 bit for compressed formats. May be 8 or 16 bit for uncompressed formats. 0 = 8-bit 1 = 16-bit
StreamSoundType	UB[1]	Number of channels in the streaming sound data. 0 = sndMono 1 = sndStereo

---

## SoundStreamHead2

Field	Type	Comment
StreamSoundSampleCount	UI16	Average number of samples in each SoundStreamBlock. Not affected by mono/stereo setting; for stereo sounds this is the number of sample pairs.
LatencySeek	If StreamSoundCompression = 2, SI16 Otherwise absent	See <a href="#">MP3 sound data</a> . The value here should match the SeekSamples field in the first SoundStreamBlock for this stream.

---

The PlaybackSoundRate, PlaybackSoundSize, and PlaybackSoundType fields are advisory only; Flash Player may ignore them.

## SoundStreamBlock

The SoundStreamBlock tag defines sound data that is interleaved with frame data so that sounds can be played as the SWF file is streamed over a network connection. The SoundStreamBlock tag must be preceded by a [SoundStreamHead](#) or [SoundStreamHead2](#) tag. There may only be one SoundStreamBlock tag per SWF frame.

The minimum file format version is SWF 1.

---

## SoundStreamBlock

Field	Type	Comment
Header	RECORDHEADER (long)	Tag type = 19.
StreamSoundData	UI8[size of compressed data]	Compressed sound data.

---

The contents of StreamSoundData vary depending on the value of the StreamSoundCompression field in the [SoundStreamHead](#) tag:

- If StreamSoundCompression is 0 or 3, StreamSoundData contains raw, uncompressed samples.
- If StreamSoundCompression is 1, StreamSoundData contains an [ADPCM sound data](#) record.
- If StreamSoundCompression is 2, StreamSoundData contains an [MP3 sound data](#) record.

- If `StreamSoundCompression` is 6, `StreamSoundData` contains a `NELLYMOSERDATA` record.

---

### MP3STREAMSOUNDDATA

Field	Type	Comment
<code>SampleCount</code>	<code>UI16</code>	Number of samples represented by this block. Not affected by mono/stereo setting; for stereo sounds this is the number of sample pairs.
<code>Mp3SoundData</code>	<code>MP3SOUNDDATA</code>	MP3 frames with <code>SeekSamples</code> values.

---

## Frame subdivision for streaming sound

The best streaming sound playback is obtained by providing a [SoundStreamBlock](#) tag in every SWF frame, and including the same number of sound samples in each `SoundStreamBlock`.

The ideal number of samples per SWF frame is easily determined: divide the sampling rate by the SWF frame rate. If this results in a non-integer number, write an occasional `SoundStreamBlock` with one more or one fewer samples, so that the average number of samples per frame remains as close as possible to the ideal number.

For uncompressed audio, it is possible to include an arbitrary number of samples in a `SoundStreamBlock`, so an ideal number of samples can be included in each SWF frame. For MP3 sound, the situation is different. MP3 data is itself organized into frames, and an MP3 frame contains a fixed number of samples (576 or 1152, depending on the sampling rate). `SoundStreamBlocks` containing MP3 data must contain whole MP3 frames rather than fragments, so a `SoundStreamBlock` with MP3 data always contains a number of samples that is a multiple of 576 or 1152.

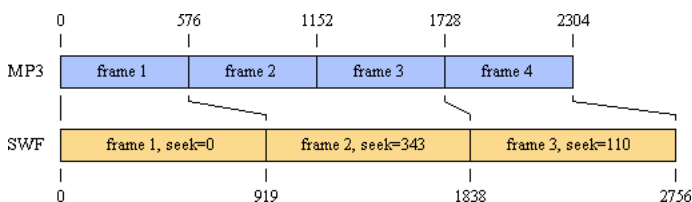
There are two requirements for keeping MP3 streaming sound in sync with SWF playback:

- Distribute MP3 frames appropriately among SWF frames.
- Provide appropriate `SeekSamples` values in `SoundStreamBlock` tags.

These techniques are described in the rest of this section.

For streaming ADPCM sound, the logic for distributing ADPCM packets among SWF frames is identical to distributing MP3 frames among SWF frames. However, for ADPCM sound, there is no concept of `SeekSamples` or latency. For this and other reasons, MP3 is a preferable format for SWF 4 or later files.

To determine the ideal number of MP3 frames for each SWF frame, divide the ideal number of samples per SWF frame by the number of samples per MP3 frame. This will usually result in a non-integer number. Achieve the ideal average by interleaving SoundStreamBlocks with different numbers of MP3 frames. For example, at a SWF frame rate of 12 and a sampling rate of 11 kHz, there are 576 samples per MP3 frame; the ideal number of MP3 frames per SWF frame is  $(11025 / 12) / 576$ , roughly 1.6; this can be achieved by writing SoundStreamBlocks with one or two MP3 frames. While writing SoundStreamBlocks, keep track of the difference between the ideal number of total samples and the total number of samples written so far. Put as many MP3 frames in each SoundStreamBlock as is possible without exceeding the ideal number. Then, in each SoundStreamBlock, use the difference between the ideal and actual numbers of samples as of the end of the prior SWF frame as the value of SeekSamples. This will enable Flash Player to begin sound playback at exactly the right point after a seek occurs. Here is an illustration of this example:

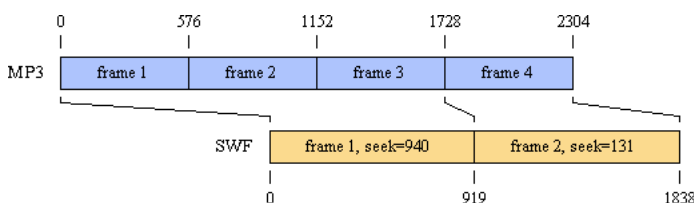


The SoundStreamBlock in SWF Frame 1 contains one MP3 frame and has SeekSamples set to zero. Frame 2 contains two MP3 frames and has SeekSamples set to  $919 - 576 = 343$ . Frame 3 contains one MP3 frame and has SeekSamples set to  $1838 - 1728 = 110$ .

In continuous playback, Flash Player will string all of the MP3 frames together and play them at their natural sample rate, reading ahead in the SWF bitstream to build up a buffer of sound data (this is why it is acceptable to include less than the ideal number of samples in a SWF frame). After a seek to a particular frame, such as is prompted by an ActionGotoFrame, Flash Player will skip the number of samples indicated by SeekSamples. For example, after a seek to Frame 2, it will skip 343 samples of the SoundStreamBlock data from Frame 2, which will cause sound playback to begin at sample 919, the ideal value.

If the ideal number of MP3 frames per SWF frame is less than one, there will be SWF frames whose SoundStreamBlocks cannot accommodate any MP3 frames without exceeding the ideal number of samples. In this case, write a SoundStreamBlock with SampleCount = 0, SeekSamples = 0, and no MP3 data.

Some MP3 encoders have an initial latency, generating a number of silent or meaningless samples before the desired sound data begins. This can help the Flash Player MP3 decoder as well, providing some ramp-up data before the samples that are needed. In this situation, determine how many samples the initial latency occupies, and supply that number for `SeekSamples` in the first `SoundStreamBlock`. Flash Player will add this number to the `SeekSamples` for any other frame when performing a seek. Latency also affects the decision as to how many MP3 frames to put into a `SoundStreamBlock`. Here is a modification of the above example with a latency of 940 samples:



The `SoundStreamBlock` in SWF Frame 1 contains three MP3 frames, the maximum that can be accommodated without exceeding the ideal number of samples after adjusting for latency (represented by the leftward shift of the MP3 timeline above). The value of `SeekSamples` in Frame 1 is special; it represents the latency. Frame 2 contains one MP3 frame and has `SeekSamples` set to  $919 - (1728 - 940) = 131$ .

## ADPCM compression

ADPCM (Adaptive Differential Pulse Code Modulation) is a family of audio compression and decompression algorithms. It is a simple but efficient compression scheme that avoids any licensing or patent issues that arise with more sophisticated sound compression schemes, and helps to keep player implementations small.

For SWF 4 or later files, MP3 compression is a preferable format (see “[MP3 compression](#)” on page 216). MP3 produces substantially better sound for a given bitrate.

ADPCM uses a modified Differential Pulse Code Modulation (DPCM) sampling technique where the encoding of each sample is derived by calculating a “difference” (DPCM) value, and applying to this a complex formula which includes the previous quantization value. The result is a compressed code, which can recreate almost the same subjective audio quality.

A common implementation takes 16-bit linear PCM samples and converts them to 4-bit codes, yielding a compression rate of 4:1. Public domain C code written by Jack Jansen is available at [www.cwi.nl/ftp/audio/adpcm.zip](http://www.cwi.nl/ftp/audio/adpcm.zip).

The SWF file format extends Jansen’s implementation to support 2-, 3-, 4- and 5-bit ADPCM codes. When choosing a code size, there is the usual trade-off between file size and audio quality. The code tables used in SWF file format are as follows (note that each structure here provides only the unique lower half of the range, the upper half being an exact duplicate):

```
int indexTable2[2] = {-1, 2};
int indexTable3[4] = {-1, -1, 2, 4};
int indexTable4[8] = {-1, -1, -1, -1, 2, 4, 6, 8};
int indexTable5[16] = {-1, -1, -1, -1, -1, -1, -1, -1, 1, 2, 4, 6, 8, 10, 13, 16};
```

## ADPCM sound data

The ADPCMSOUNDATA record defines the size of the ADPCM codes used, and an array of ADPCMPACKETs which contain the ADPCM data.

ADPCMSOUNDATA		
Field	Type	Comment
AdpcmCodeSize	UB[2] 0 = 2 bits/sample 1 = 3 bits/sample 2 = 4 bits/sample 3 = 5 bits/sample	Bits per ADPCM code less 2. The actual size of each code is AdpcmCodeSize + 2.
AdpcmPackets	If SoundType = mono, ADPCMMONOPACKET [one or more] If SoundType = stereo, ADPCMSTEREOPACKET [one or more]	Array of ADPCMPACKETs.

ADPCMPACKETs vary in structure depending on whether the sound is mono or stereo.

---

### ADPCMMONOPACKET

Field	Type	Comment
InitialSample	SI16	First sample. Identical to first sample in uncompressed sound.
InitialIndex	UB[6]	Initial index into the ADPCM StepSizeTable.*
AdpcmCodeData	UB[4095 * (AdpcmCodeSize+2)]	4095 ADPCM codes. Each sample is (AdpcmCodeSize + 2) bits.

---

### ADPCMSTEREOPACKET

Field	Type	Comment
InitialSampleLeft	SI16	First sample for left channel. Identical to first sample in uncompressed sound.
InitialIndexLeft	UB[6]	Initial index into the ADPCM StepSizeTable* for left channel.
InitialSampleRight	SI16	First sample for right channel. Identical to first sample in uncompressed sound.
InitialIndexRight	UB[6]	Initial index into the ADPCM StepSizeTable* for right channel
AdpcmCodeData	UB[8190 * (AdpcmCodeSize+2)]	4095 ADPCM codes per channel, total 8190. Each sample is (AdpcmCodeSize + 2) bits. Channel data is interleaved left, then right.

---

\* For an explanation of StepSizeTable, see the Jansen source code.

# MP3 compression

MP3 is a sophisticated and complex audio compression algorithm supported in SWF 4 and later. It produces superior audio quality at better compression ratios than ADPCM. Generally speaking, MP3 refers to MPEG1 Layer 3; however, the SWF file format supports later versions of MPEG (V2 and 2.5) that were designed to support lower bitrates. Flash Player supports both CBR (constant bitrate) and VBR (variable bitrate) MP3 encoding.

For more information on MP3, see [www.mp3-tech.org/](http://www.mp3-tech.org/) and [www.iis.fhg.de/amm/techinf/layer3/index.html](http://www.iis.fhg.de/amm/techinf/layer3/index.html). Writing an MP3 encoder is quite difficult, but public-domain MP3 encoding libraries may be available.

NOTE

Be aware that software and hardware MP3 encoders and decoders might have their own licensing requirements.

## MP3 sound data

MP3 sound data is described in the following table:

### MP3SOUNDDATA

Field	Type	Comment
SeekSamples	SI16	Number of samples to skip.
Mp3Frames	MP3FRAME[zero or more]	Array of MP3 frames.

For an explanation of the the SeekSamples field, see “[Frame subdivision for streaming sound](#)” on page 211.

NOTE

For event sounds, SeekSamples is limited to specifying initial latency.



## MP3 frame

The MP3FRAME record corresponds exactly to an MPEG audio frame that you would find in an MP3 music file. The first 32 bits of the frame contain header information, followed by an array of bytes, which are the encoded audio samples.

---

### MP3FRAME

Field	Type	Comment
Syncword	UB[11]	Frame sync. All bits must be set.
MpegVersion	UB[2]	MPEG2.5 is an extension to MPEG2 that handles very low bitrates, allowing the use of lower sampling frequencies. 0 = MPEG Version 2.5 1 = reserved 2 = MPEG Version 2 3 = MPEG Version 1
Layer	UB[2]	Layer is always equal to 1 for MP3 headers in SWF files. The “3” in MP3 refers to the Layer, not the MpegVersion. 0 = reserved 1 = Layer III 2 = Layer II 3 = Layer I
ProtectionBit	UB[1]	If ProtectionBit == 0, a 16-bit CRC follows the header 0 = Protected by CRC 1 = Not protected

---

## MP3FRAME

Field	Type	Comment																																																			
Bitrate	UB[4]	Bitrates are in thousands of bits per second. For example, 128 means 128000 bps.  <table><tr><th>Value</th><th>MPEG1</th><th>MPEG2.x</th></tr><tr><td>0</td><td>free</td><td>free</td></tr><tr><td>1</td><td>32</td><td>8</td></tr><tr><td>2</td><td>40</td><td>16</td></tr><tr><td>3</td><td>48</td><td>24</td></tr><tr><td>4</td><td>56</td><td>32</td></tr><tr><td>5</td><td>64</td><td>40</td></tr><tr><td>6</td><td>80</td><td>48</td></tr><tr><td>7</td><td>96</td><td>56</td></tr><tr><td>8</td><td>112</td><td>64</td></tr><tr><td>9</td><td>128</td><td>80</td></tr><tr><td>10</td><td>160</td><td>96</td></tr><tr><td>11</td><td>192</td><td>112</td></tr><tr><td>12</td><td>224</td><td>128</td></tr><tr><td>13</td><td>256</td><td>144</td></tr><tr><td>14</td><td>320</td><td>160</td></tr><tr><td>15</td><td>bad</td><td>bad</td></tr></table>	Value	MPEG1	MPEG2.x	0	free	free	1	32	8	2	40	16	3	48	24	4	56	32	5	64	40	6	80	48	7	96	56	8	112	64	9	128	80	10	160	96	11	192	112	12	224	128	13	256	144	14	320	160	15	bad	bad
Value	MPEG1	MPEG2.x																																																			
0	free	free																																																			
1	32	8																																																			
2	40	16																																																			
3	48	24																																																			
4	56	32																																																			
5	64	40																																																			
6	80	48																																																			
7	96	56																																																			
8	112	64																																																			
9	128	80																																																			
10	160	96																																																			
11	192	112																																																			
12	224	128																																																			
13	256	144																																																			
14	320	160																																																			
15	bad	bad																																																			
SamplingRate	UB[2]	Sampling rate in Hz. Value MPEG1 MPEG2 MPEG2.5 ----- 0 44100 22050 11025 1 48000 24000 12000 2 32000 16000 8000 -- -- --																																																			
PaddingBit	UB[1]	Padding is used to fit the bitrate exactly. 0 = frame is not padded 1 = frame is padded with one extra slot																																																			
Reserved	UB[1]																																																				

---

## MP3FRAME

Field	Type	Comment
ChannelMode	UB[2]	Dual-channel files are made of two independent mono channels. Each one uses exactly half the bitrate of the file. 0 = Stereo 1 = Joint stereo (Stereo) 2 = Dual channel 2 = Single channel (Mono)
ModeExtension	UB[2]	
Copyright	UB[1]	0 = Audio is not copyrighted 1 = Audio is copyrighted
Original	UB[1]	0 = Copy of original media 1 = Original media
Emphasis	UB[2]	0 = none 1 = 50/15 ms 2 = reserved 3 = CCIT J.17
SampleData	UB[size of sample data*]	The encoded audio samples.

\* The size of the sample data is calculated like this (using integer arithmetic):

$$\text{Size} = (((\text{MpegVersion} == \text{MPEG1} ? 144 : 72) * \text{Bitrate}) / \text{SamplingRate}) + \text{PaddingBit} - 4$$

For example: The size of the sample data for an MPEG1 frame with a Bitrate of 128000, a SamplingRate of 44100, and PaddingBit of 1 is:

$$\text{Size} = (144 * 128000) / 44100 + 1 - 4 = 414 \text{ bytes}$$

## Nellymoser compression

Starting with SWF 6, a compressed sound format called *Nellymoser Asao* is available. This is a single-channel (mono) format optimized for low-bitrate transmission of speech. The format was developed by Nellymoser Inc. at [www.nellymoser.com](http://www.nellymoser.com).

A summary of the Nellymoser Asao encoding process is provided here. For full details of the Asao format, contact Nellymoser.

Asao uses frequency-domain characteristics of sound for compression. Sound data is grouped into frames of 256 samples. Each frame is converted into the frequency domain and the most significant (highest-amplitude) frequencies are identified. A number of frequency bands are selected for encoding; the rest are discarded. The bitstream for each frame then encodes which frequency bands are in use and what their amplitudes are.

## Speex compression

Starting with SWF 10, a SWF file can store audio samples that have been compressed using the free, open source Speex voice codec (see [speex.org](http://speex.org)). Speex audio is stored as format 11 in a [DefineSound](#) tag. While Speex supports a range of sample rates, Speex audio encoded in SWF is always encoded at 16 kHz; the SoundRate field of the DefineSound tag is disregarded. The SoundType and SoundSize fields are also ignored in the case of Speex. Speex in SWF is always mono and always decodes to 16-bit audio samples internally.

Speex 1.2 beta 3 is compiled into the Flash Player as of version 10 (10.0.12).

Button characters in the SWF file format serve as interactive elements. They can react programmatically to events that occur. The most common event to handle is a simple click from the mouse, but more complex events can be trapped as well.

## Button states

A button object can be displayed in one of three *states*: *up*, *over*, or *down*.

The up state is the default appearance of the button. The up state is displayed when the SWF file starts playing, and whenever the mouse is outside the button. The over state is displayed when the mouse is moved inside the button. This allows *rollover* or *hover* buttons in a SWF file. The down state is the *clicked* appearance of the button. It is displayed when the mouse is clicked inside the button.

A fourth state—the *hit state*—defines the active area of the button. This is an invisible state and is never displayed. It defines the area of the button that reacts to mouse clicks. This hit area is not necessarily rectangular and need not reflect the visible shape of the button.

Each state is made up of a collection of instances of characters from the dictionary. Each such instance is defined using a [Button record](#), which, within a button definition, acts like a [PlaceObject](#) tag. For the up, over, and down states, these characters are placed on the display list when the button enters that state. For the hit-area state, these characters define the active area of the button.

The following is an example of a typical button and its four states. The button is initially blue. When the mouse is moved over the button, it changes to a purple color. When the mouse is pressed inside the button, the shading changes to simulate a depressed button. The fourth state—the hit area—is a simple rectangle. Anything outside this shape is outside the button, and anything inside this shape is inside the button.



The SWF file format has no native support for radio buttons or check boxes. There is no “checked” (selected) state, and buttons cannot “stick” down after the mouse is released. In addition, there is no way to group buttons into mutually exclusive choices. However, both of these behaviors can be simulated by using button actions.

## Button tracking

Button tracking refers to how a button behaves as it tracks the movement of the mouse. A button object can track the mouse in one of two modes, as a push button or as a menu button.

If a push button is clicked, all mouse movement events are directed to the push button until the mouse button is released. This is called *capturing* the mouse. For example, if you click a push button and drag outside the button (without releasing), the button changes to the over state, and the pointer remains a pointing hand.

Menu buttons do not capture the mouse. If you click a menu button and drag outside, the button changes to the up state, and the pointer reverts to an arrow.

## Events, state transitions, and actions

A button object can perform an action whenever a *state transition* occurs (that is, when the button changes from one state to another). A state transition occurs in response to some *event*, such as a mouse click, or mouse entering the button. In the SWF file format, events are described as state transitions. The following table shows possible state transitions and corresponding Flash Player events:

State Transition	Event	Description	Visual Effect
IdleToOverUp	Roll Over	Mouse enters the hit area while the mouse button is up.	Button changes from up to over state.
OverUpToIdle	Roll Out	Mouse leaves the hit area while the mouse button is up.	Button changes from over to up state.

State Transition	Event	Description	Visual Effect
OverUpToOverDown	Press	Mouse button is pressed while the mouse is inside the hit area.	Button changes from over to down state.
OverDownToOverUp	Release	Mouse button is released while the mouse is inside the hit area.	Button changes from down to over state.

The following transitions only apply when tracking Push buttons:

State Transition	Event	Description	Visual Effect
OutDownToOverDown	Drag Over	Mouse is dragged inside the hit area while the mouse button is down.	Button changes from over to down state.
OverDownToOutDown	Drag Out	Mouse is dragged outside the hit area while the mouse button is down.	Button changes from down to over state.
OutDownToIdle	Release Outside	Mouse button is released outside the hit area while the mouse is captured.	Button changes from over to up state.

The following transitions apply only when tracking Menu buttons:

State Transition	Event	Description	Visual Effect
IdleToOverDown	Drag Over	Mouse is dragged inside the hit area while the mouse button is down.	Button changes from up to down state.
OverDownToIdle	Drag Out	Mouse is dragged outside the hit area while the mouse button is down.	Button changes from down to up state.

Often button actions are performed only on OverDownToOverUp (when the mouse button is released), but [DefineButton2](#) allows actions to be triggered by any state transition.

A button object can perform any action supported by the [SWF 3 actions](#) (see “[SWF 3 actions](#)” on page 68).

# Button tags

## Button record

A button record defines a character to be displayed in one or more button states. The ButtonState flags indicate which state (or states) the character belongs to.

A one-to-one relationship does not exist between button records and button states. A single button record can apply to more than one button state (by setting multiple ButtonState flags), and multiple button records can be present for any button state.

Each button record also includes a transformation matrix and depth (stacking-order) information. These apply just as in a [PlaceObject](#) tag, except that both pieces of information are relative to the button character itself.

SWF 8 and later supports the new ButtonHasBlendMode and ButtonHasFilterList fields to support blend modes and bitmap filters on buttons. Flash Player 7 and earlier ignores these two fields.

---

### BUTTONRECORD

Field	Type	Comment
ButtonReserved	UB[2]	Reserved bits; always 0
ButtonHasBlendMode	UB[1]	0 = No blend mode 1 = Has blend mode (SWF 8 and later only)
ButtonHasFilterList	UB[1]	0 = No filter list 1 = Has filter list (SWF 8 and later only)
ButtonStateHitTest	UB[1]	Present in hit test state
ButtonStateDown	UB[1]	Present in down state
ButtonStateOver	UB[1]	Present in over state
ButtonStateUp	UB[1]	Present in up state
CharacterID	UI16	ID of character to place
PlaceDepth	UI16	Depth at which to place character
PlaceMatrix	MATRIX	Transformation matrix for character placement
ColorTransform	If within DefineButton2, CXFORMWITHALPHA	Character color transform



---

## BUTTONRECORD

Field	Type	Comment
FilterList	If within DefineButton2 and ButtonHasFilterList = 1, FILTERLIST	List of filters on this button
BlendMode	If within DefineButton2 and ButtonHasBlendMode = 1, UI8	0 or 1 = normal 2 = layer 3 = multiply 4 = screen 5 = lighten 6 = darken 7 = difference 8 = add 9 = subtract 10 = invert 11 = alpha 12 = erase 13 = overlay 14 = hardlight Values 15 to 255 are reserved.

---

## DefineButton

The DefineButton tag defines a button character for later use by control tags such as PlaceObject.

DefineButton includes an array of [Button records](#) that represent the four button shapes: an up character, a mouse-over character, a down character, and a hit-area character. It is not necessary to define all four states, but at least one button record must be present. For example, if the same button record defines both the up and over states, only three button records are required to describe the button.

More than one button record per state is allowed. If two button records refer to the same state, both are displayed for that state.

DefineButton also includes an array of ACTIONRECORDs, which are performed when the button is clicked and released (see [“SWF 3 actions” on page 68](#)).

The minimum file format version is SWF 1.

---

## DefineButton

Field	Type	Comment
Header	RECORDHEADER	Tag type = 7
ButtonId	UI16	ID for this character
Characters	BUTTONRECORD[one or more]	Characters that make up the button
CharacterEndFlag	UI8	Must be 0
Actions	ACTIONRECORD[zero or more]	Actions to perform
ActionEndFlag	UI8	Must be 0

---

## DefineButton2

DefineButton2 extends the capabilities of [DefineButton](#) by allowing any state transition to trigger actions.

The minimum file format version is SWF 3:

Starting with SWF 9, if the [ActionScript3](#) field of the [FileAttributes](#) tag is 1, there must be no [BUTTONCONDACTION](#) fields in the [DefineButton2](#) tag. [ActionOffset](#) must be 0. This structure is not supported because it is not permitted to mix [ActionScript 1/2](#) and [ActionScript 3.0](#) code within the same SWF file.

---

## DefineButton2

Field	Type	Comment
Header	RECORDHEADER	Tag type = 34
ButtonId	UI16	ID for this character
ReservedFlags	UB[7]	Always 0
TrackAsMenu	UB[1]	0 = track as normal button 1 = track as menu button
ActionOffset	UI16	Offset in bytes from start of this field to the first <a href="#">BUTTONCONDACTION</a> , or 0 if no actions occur
Characters	BUTTONRECORD [one or more]	Characters that make up the button

---

---

**DefineButton2**

Field	Type	Comment
CharacterEndFlag	UI8	Must be 0
Actions	BUTTONCONDACTION [zero or more]	Actions to execute at particular button events

The actions associated with DefineButton2 are specified as follows:

---

**BUTTONCONDACTION**

Field	Type	Comment
CondActionSize	UI16	Offset in bytes from start of this field to next BUTTONCONDACTION, or 0 if last action
CondIdleToOverDown	UB[1]	Idle to OverDown
CondOutDownToIdle	UB[1]	OutDown to Idle
CondOutDownToOverDown	UB[1]	OutDown to OverDown
CondOverDownToOutDown	UB[1]	OverDown to OutDown
CondOverDownToOverUp	UB[1]	OverDown to OverUp
CondOverUpToOverDown	UB[1]	OverUp to OverDown
CondOverUpToIdle	UB[1]	OverUp to Idle
CondIdleToOverUp	UB[1]	Idle to OverUp

---

## BUTTONCONDACTION

Field	Type	Comment
CondKeyPress	UB[7]	SWF 4 or later: key code Otherwise: always 0 Valid key codes: 1 = left arrow 2 = right arrow 3 = home 4 = end 5 = insert 6 = delete 8 = backspace 13 = enter 14 = up arrow 15 = down arrow 16 = page up 17 = page down 18 = tab 19 = escape 32 to 126: follows ASCII
CondOverDownToldle	UB[1]	OverDown to Idle
Actions	ACTIONRECORD [zero or more]	Actions to perform. See <a href="#">DoAction</a> .
ActionEndFlag	UI8	Must be 0

---

For each event handler (each BUTTONCONDACTION), one or more of the Cond bit fields should be filled in. This specifies when the event handler should be executed.

CondKeyPress specifies a particular key to trap. A CondKeyPress event handler is executed even if the button that it applies to does not have input focus. For the 32 to 126 ASCII key codes, the key event that is trapped is *composite*—it takes into account the effect of the Shift key. To trap *raw* key events, corresponding directly to keys on the keyboard (including the modifier keys themselves), use clip event handlers instead.

## DefineButtonCxform

DefineButtonCxform defines the color transform for each shape and text character in a button. This is not used for DefineButton2, which includes its own CXFORM.

The minimum file format version is SWF 2.

---

### DefineButtonCxform

Field	Type	Comment
Header	RECORDHEADER	Tag type = 23
ButtonId	UI16	Button ID for this information
ButtonColorTransform	CXFORM	Character color transform

---

## DefineButtonSound

The DefineButtonSound tag defines which sounds (if any) are played on state transitions.

The minimum file format version is SWF 2.

---

### DefineButtonSound

Field	Type	Comment
Header	RECORDHEADER	Tag type = 17
ButtonId	UI16	The ID of the button these sounds apply to.
ButtonSoundChar0	UI16	Sound ID for OverUpToIdle
ButtonSoundInfo0	SOUNDINFO (if ButtonSoundChar0 is nonzero)	Sound style for OverUpToIdle
ButtonSoundChar1	UI16	Sound ID for IdleToOverUp
ButtonSoundInfo1	SOUNDINFO (if ButtonSoundChar1 is nonzero)	Sound style for IdleToOverUp
ButtonSoundChar2	UI16	Sound ID for OverUpToOverDown
ButtonSoundInfo2	SOUNDINFO (if ButtonSoundChar2 is nonzero)	Sound style for OverUpToOverDown
ButtonSoundChar3	UI16	Sound ID for OverDownToOverUp
ButtonSoundInfo3	SOUNDINFO (if ButtonSoundChar3 is nonzero)	Sound style for OverDownToOverUp

---



A sprite corresponds to a movie clip in the Adobe Flash authoring application. It is a SWF file contained within another SWF file, and supports many of the features of a regular SWF file, such as the following:

- Most of the control tags that can be used in the main file.
- A timeline that can stop, start, and play independently of the main file.
- A streaming sound track that is automatically mixed with the main sound track.

A sprite object is defined with a [DefineSprite](#) tag. It consists of a character ID, a frame count, and a series of control tags. Definition tags (such as [DefineShape](#)) are not allowed in the DefineSprite tag. All of the characters that control tags refer to in the sprite must be defined outside the sprite, and before the DefineSprite tag.

Once defined, a sprite is displayed with a [PlaceObject2](#) tag in the main file. The transform (specified in PlaceObject) is concatenated with the transforms of objects placed inside the sprite. These objects behave like children of the sprite, so when the sprite is moved, the objects inside the sprite move too. Similarly, when the sprite is scaled or rotated, the child objects are also scaled or rotated. A sprite object stops playing automatically when it is removed from the display list.

# Sprite names

When a sprite is placed on the display list, it can be given a name with the [PlaceObject2](#) tag. This name is used to identify the sprite so that the main file (or other sprites) can perform actions *inside* the sprite. This is achieved with the `SetTarget` action (see [ActionSetTarget](#)).

For example, say a sprite object is placed in the main file with the name "spinner". The main file can send this sprite to the first frame in its timeline with the following action sequence:

1. `SetTarget "spinner"`
2. `GotoFrame zero`
3. `SetTarget ""` (empty string)
4. End of actions.

(Action code = 0)

NOTE

All actions following `SetTarget "spinner"` apply to the spinner object until `SetTarget ""`, which sets the action context back to the main file.

The SWF file format supports placing sprites within sprites, which can lead to complex hierarchies of objects. To handle this complexity, the SWF file format uses a naming convention similar to that used by file systems to identify sprites.

For example, the following outline shows four sprites defined within the main file:

```
MainMovie.swf
    SpriteA (name: Jack)
        SpriteA1 (name: Bert)
        SpriteA2 (name: Ernie)
    SpriteB (name: Jill)
```

The following `SetTarget` paths identify the preceding sprites:

- `/Jack` targets `SpriteA` from the main file.
- `../` targets the main file from `SpriteA`.
- `/Jack/Bert` targets `SpriteA1` from any other sprite or the main file.
- `Bert` targets `SpriteA1` from `SpriteA`.
- `../Ernie` targets `SpriteA2` from `SpriteA1`.
- `../../Jill` targets `SpriteB` from `SpriteA1`.



# DefineSprite

The DefineSprite tag defines a sprite character. It consists of a character ID and a frame count, followed by a series of control tags. The sprite is terminated with an End tag.

The length specified in the Header reflects the length of the entire DefineSprite tag, including the ControlTags field.

Definition tags (such as [DefineShape](#)) are not allowed in the DefineSprite tag. All of the characters that control tags refer to in the sprite *must* be defined in the main body of the file before the sprite is defined.

The minimum file format version is SWF 3.

---

## DefineSprite

Field	Type	Comment
Header	RECORDHEADER	Tag type = 39
Sprite ID	UI16	Character ID of sprite
FrameCount	UI16	Number of frames in sprite
ControlTags	TAG[one or more]	A series of tags

---

The following tags are valid within a DefineSprite tag:

- [ShowFrame](#)
- [PlaceObject](#)
- [PlaceObject2](#)
- [RemoveObject](#)
- [RemoveObject2](#)
- All Actions (see [Actions](#))
- [StartSound](#)
- [FrameLabel](#)
- [SoundStreamHead](#)
- [SoundStreamHead2](#)
- [SoundStreamBlock](#)
- [End](#)



The Adobe Flash Player 6 and later supports video playback. Video can be provided to Flash Player in the following ways:

- Embed video within a SWF file by using the [SWF video tags](#).
- Deliver a video stream over RTMP through the Adobe Flash Media Server, which, as one option, can obtain the video data from an FLV file format file.
- Load an FLV file directly into Flash Player by using the `NetStream.play` ActionScript method. This method is only available in Flash Player 7 and later. The SWF and FLV file formats share a common video encoding format.

For complete information about the FLV file format, please refer to the FLV File Format Specification at [www.adobe.com/go/video\\_file\\_format](http://www.adobe.com/go/video_file_format).

## Sorenson H.263 Bitstream Format

As of SWF 6, a single video format, called Sorenson H.263, is available. This format is based on H.263, an open video encoding standard that is maintained by the ITU. Copies of the H.263 standard can be obtained at [www.itu.int/](http://www.itu.int/).

All references to the H.263 standard in this document refer to the draft version of H.263, dated May 1996, sometimes referred to as H.263v1. This is distinct from the revised version of H.263, dated February 1998, sometimes referred to as H.263v2 or H.263+, and currently the in-force version of H.263 according to the ITU.

The Sorenson H.263 video format differs slightly from H.263. For the most part, it is a subset of H.263, with some advanced features removed and a few additions. These changes are described in this section.

The Sorenson H.263 video format was developed by Sorenson Media ([www.sorenson.com](http://www.sorenson.com)). Existing products that can produce video for playback in Flash Player are the Adobe Flash authoring application, and Sorenson Squeeze for Adobe Flash 8, a professional video compression application. You can license the Sorenson Spark codec to perform video encoding for Flash Player; contact Sorenson Media for details.

## Summary of differences from H.263

The following H.263 features are removed from the Sorenson H.263 video format:

- GOB (group of blocks) layer
- Split-screen indicator
- Document camera indicator
- Picture freeze release
- Syntax-based arithmetic coding
- PB frames
- Continuous-presence multipoint
- Overlapped block-motion compensation

The following non-H.263 features are added to the Sorenson H.263 video format:

- Disposable frames (difference frames with no future dependencies)
- Arbitrary picture width and height up to 65535 pixels
- Unrestricted motion vector support is always on
- A deblocking flag is available to suggest the use of a deblocking filter

To support these differences, the Sorenson H.263 video format uses different headers than H.263 at both the picture layer and the Macroblock layer. The GOB layer is absent.

Two versions of the Sorenson H.263 video format are defined. In version 0, the block layer is identical to H.263. In version 1, escape codes in transform coefficients are encoded differently than in H.263. Version 0 and version 1 have no other differences

## Video packet

The video packet is the top-level structural element in a Sorenson H.263 video packet. It corresponds to the picture layer in H.263 section 5.1. This structure is included within the [VideoFrame](#) tag in the SWF file format, and also within the VIDEODATA structure in the FLV file format.

---

### H263VIDEOPACKET

Field	Type	Comment
PictureStartCode	UB[17]	Similar to H.263 5.1.1 0000 0000 0000 0000 1
Version	UB[5]	Video format version Flash Player 6 supports 0 and 1
TemporalReference	UB[8]	See H.263 5.1.2

---

## H263VIDEOPACKET

Field	Type	Comment
PictureSize	UB[3]	000: custom, 1 byte 001: custom, 2 bytes 010: CIF (352x288) 011: QCIF (176x144) 100: SQCIF (128x96) 101: 320x240 110: 160x120 111: reserved
CustomWidth	If PictureSize = 000, UB[8] If PictureSize = 001, UB[16] Otherwise absent <i>Note:</i> UB[16] is not the same as UI16; there is no byte swapping.	Width in pixels
CustomHeight	If PictureSize = 000, UB[8] If PictureSize = 001, UB[16] Otherwise absent <i>Note:</i> UB[16] is not the same as UI16; there is no byte swapping.	Height in pixels
PictureType	UB[2]	00: intra frame 01: inter frame 10: disposable inter frame 11: reserved
DeblockingFlag	UB[1]	Requests use of deblocking filter (advisory only, Flash Player may ignore)
Quantizer	UB[5]	See H.263 5.1.4
ExtrnalInformationFlag	UB[1]	See H.263 5.1.9
ExtrnalInformation	If ExtrnalInformationFlag = 1, UB[8] Otherwise absent	See H.263 5.1.10
...		The ExtrnalInformationFlag-ExtrnalInformation sequence repeats until an ExtrnalInformationFlag of 0 is encountered

---

## H263VIDEOPACKET

Field	Type	Comment
Macroblock	MACROBLOCK	See following
PictureStuffing	varies	See H.263 5.1.13

---

## Macro block

The macro block is the next layer down in the video structure. It corresponds to the macro block layer in H.263 section 5.3.

---

## MACROBLOCK

Field	Type	Comment
CodedMacroblockFlag	UB[1]	See H.263 5.3.1 If 1, macro block ends here
MacroblockType	varies	See H.263 5.3.2 Can cause various fields (see following) to be absent
BlockPattern	varies	See H.263 5.3.5
QuantizerInformation	UB[2]	See H.263 5.3.6 00: -1 01: -2 10: +1 11: +2
MotionVectorData	varies[2]	See H.263 5.3.7 A horizontal code followed by a vertical code
ExtraMotionVectorData	varies[6]	See H.263 5.3.8 Three more MotionVectorData code pairs are included when MacroblockType is INTER4V
BlockData	BLOCKDATA[6]	See H.263 5.4 Four luminance blocks followed by two chrominance blocks

---

# Block data

Block data is the lowest layer in the video structure. In version 0 of the Sorenson H.263 video format, this layer follows H.263 section 5.4 exactly.

In version 1 of the Sorenson H.263 video format, escape codes in transform coefficients (see H.263 section 5.4.2) are encoded differently. When the ESCAPE code 0000 011 appears, the next bit is a *format bit* that indicates the subsequent bit layout for LAST, RUN, and LEVEL. In both cases, one bit is used for LAST and six bits are used for RUN. If the format bit is 0, seven bits are used for LEVEL; if the format bit is 1, eleven bits are used for LEVEL. The 7-bit and 11-bit LEVEL tables, which replace table 14 in H.263, as the following table shows:

7-bit LEVELs			11-bit LEVELs		
Index	Level	Code	Index	Level	Code
-	-64	FORBIDDEN	-	-1024	FORBIDDEN
0	-63	1000 001	0	-1023	1000 0000 001
.	.	.	.	.	.
61	-2	1111 110	1021	-2	1111 1111 110
62	-1	1111 111	1022	-1	1111 1111 111
-	0	FORBIDDEN	-	0	FORBIDDEN
63	1	0000 001	1023	1	0000 0000 001
64	2	0000 010	1024	2	0000 0000 010
.	.	.	.	.	.
125	63	0111 111	2045	1023	0111 1111 111

# Screen Video bitstream format

As of SWF 7, an additional video format, called *screen video*, is available. Screen video is a simple lossless sequential-bitmap format with blocked interframing. It is designed for sending captures of computer screens in action.

Pixel data in the screen video format is compressed by using the ZLIB open standard.

## Block format

Each frame in a screen video sequence is formatted as a series of blocks. These blocks form a grid over the image. In a keyframe, information for every block is sent. In an interframe, there might be blocks that are unchanged from the previous frame and special information can be sent to indicate this.

Blocks have width and height that range from 16 to 256 in multiples of 16. Block height is not required to match block width. The block size must not change except at a keyframe.

Blocks are ordered from the bottom left of the image to the top right, in rows. A fixed layout of blocks exists for any given combination of block size and image size. To determine the number of blocks in a row of the grid, divide the image width by the block width. If the result is not an integer, the end of each row has one partial block, which contains only the number of pixels necessary to fill the remaining width of the image. The same logic applies to the image height, block height, number of rows in the grid, and partial blocks in the final row. It is important to understand the partial-block algorithm to create correct blocks, since the pixels within a partial block are extracted with implicit knowledge of the width and height of the block.

The following is an example of blocking. The image in this example is 120 x 80 pixels, and the block size is 32 x 32.

#9 32 x 16	#10 32 x 16	#11 32 x 16	#12 24 x 16
#5 32 x 32	#6 32 x 32	#7 32 x 32	#8 24 x 32
#1 32 x 32	#2 32 x 32	#3 32 x 32	#4 24 x 32

## Video packet

The video packet is the top-level structural element in a screen video packet. This structure is included within the VideoFrame tag in the SWF file format, and also within the VIDEODATA structure in the FLV file format.



The data consists of information about the image sub-block dimensions and grid size, followed by the data for each block.

SCREENVIDEOPACKET		
Field	Type	Comment
BlockWidth	UB[4]	Pixel width of each block in the grid. This value is stored as $(\text{actualWidth} / 16) - 1$ , so possible block sizes are a multiple of 16 and not more than 256.
ImageWidth	UB[12]	Pixel width of the full image.
BlockHeight	UB[4]	Pixel height of each block in the grid. This value is stored as $(\text{actualHeight} / 16) - 1$ , so possible block sizes are a multiple of 16 and not more than 256.
ImageHeight	UB[12]	Pixel height of the full image.
ImageBlocks	IMAGEBLOCK[n]	Blocks of image data. See preceding for details of how to calculate $n$ . Blocks are ordered from bottom left to top right, in rows.

# Image block

The image block represents one block in a frame.

IMAGEBLOCK		
Field	Type	Comment
DataSize	UB[16] Note: UB[16] is not the same as UI16; no byte swapping occurs.	Size of the compressed block data that follows. If this is an interframe, and this block is not changed since the last keyframe, DataSize is 0 and the Data field is absent.
Data	If DataSize > 0, UI8[DataSize]	Pixel data compressed using ZLIB. Pixels are ordered from bottom left to top right in rows. Each pixel is three bytes: B, G, R.

## Screen Video V2 bitstream format

SWF also supports a new screen video format, Screen Video Version 2, which is an extension of the [Screen Video bitstream format](#) and is supported in Flash Player 8 and later. Screen Video v2 uses several techniques to reduce the amount of data for each screen block.

In the initial Screen Video version, each block of screen data is a complete buffer of compressed data that can be decompressed to a full 24-bit color image for that block. In the Screen Video v2 format, the screen data blocks can be incomplete updates of the image area, similar to the concept of keyframes and interframes. Further, the v2 format introduces a hybrid 15/7-bit hybrid colorspace in addition to the usual 24-bit RGB colorspace. The 15/7-bit hybrid colorspace is useful for encoding images with a small number of unique colors (less than 256). In the Screen Video v2 format, block data comes in two types:

**Keyblock** contains complete information for the block. The contents can be decompressed to obtain the complete block image.

**Interblock** requires additional data, either from a previous image or the current image, to construct the full block image.

# V2 Colorspace

The Screen Video v2 can encode video data using either a 24-bit RGB colorspace, as in v1, or using a 15/7-bit hybrid colorspace. Using the latter colorspace, an image has a corresponding 128-entry palette. Each pixel in a decoded image is represented by either 1 or 2 bytes. Generally, a decoder will want to convert a 15/7-bit hybrid colorspace to a 24-bit RGB colorspace. The process for doing so is:

- fetch next byte from decoded image
- if next byte has its high bit set, clear high bit and fetch next byte from decoded image; form a 15-bit color by placing the low 7 bits of the current byte in bits 14-8 of the color, and place the 8 bits from the next byte in bits 7-0 of the color; convert the 15-bit RGB color to 24-bit RGB
- if next byte has its high bit clear, use the lower 7 bits as an index into the 128-entry palette and retrieve the corresponding 24-bit RGB color

A v2 video packet is free to define a new palette at any time, which is transmitted as a v1 IMAGEBLOCK. In the absence of a stream-defined palette, the v2 decoder will fall back to a default palette. For the default palette, see [Appendix C, “Screen Video v2 Palette.”](#)

# V2 Video Packet

Video Packet v2 is the top-level structural element in a screen video packet for Screen Video Version 2. This structure is included within the VideoFrame tag in SWF file format, and also within the VIDEODATA structure in FLV file format.

The data consists of information about the image sub-block dimensions and grid size, followed by the data for each block.

SCREENV2VIDEOPACKET		
Field	Type	Comment
BlockWidth	UB[4]	Pixel width of each block in the grid. This value is stored as (actualWidth / 16) - 1, so possible block sizes are a multiple of 16 and not more than 256.
ImageWidth	UB[12]	Pixel width of the full image.

---

## SCREENV2VIDEOPACKET

Field	Type	Comment
BlockHeight	UB[4]	Pixel height of each block in the grid. This value is stored as $(\text{actualHeight} / 16) - 1$ , so possible block sizes are a multiple of 16 and not more than 256.
ImageHeight	UB[12]	Pixel height of the full image.
Reserved	UB[6]	Must be 0
HasIFrameImage	UB[1]	If 1, has IFrameImage
HasPaletteInfo	UB[1]	If 1, has PaletteInfo
PaletteInfo	If HasPaletteInfo, IMAGEBLOCK	One block of data to describe the palette.
ImageBlocks	IMAGEBLOCKV2[n]	Blocks of image data. See <a href="#">Block format</a> for details of how to calculate $n$ . Blocks are ordered from bottom left to top right in rows and can be a combination of keyblocks and interblocks.
IFrameImage	If HasIFrameImage, IMAGEBLOCKV2[n]	Blocks of image data representing interblocks that must be combined with the previous keyblocks to produce the image. See <a href="#">Block format</a> for details of how to calculate $n$ . Blocks are ordered from bottom left to top right in rows.

---

# Image Block V2

The Image Block v2 structure represents one block in a frame.

---

## IMAGEBLOCKV2

Field	Type	Comment
DataSize	UB[16] Note: UB[16] is not the same as UI16; there is no byte swapping.	Size of the compressed block data that follows, including the ImageFormat, ImageBlockHeader and Data fields. If this is an interframe, and this block has not changed since the last keyframe, DataSize is 0 and the Data field is absent.
Format	IMAGEFORMAT	Compression format of block data.
ImageBlockHeader	If Format's HasDiffBlock = 1, IMAGEDIFFPOSITION If Format's ZlibPrimeCompressCurrent = 1, IMAGEPRIMEPOSITION	Describes the format and compression of Data
Data	If DataSize > 0, UI8[DataSize]	Pixel data compressed using ZLIB. Pixels are ordered from bottom left to top right in rows. Each pixel is three bytes: B, G, R.

---

## Image format

The IMAGEFORMAT byte describes the color depth and compression of the IMAGEBLOCKV2 structure.

---

## IMAGEFORMAT

Field	Type	Comment
Reserved	UB[3]	Must be 0
ColorDepth	UB[2]	00: 24-bit RGB image 10: 15/7-bit hybrid color image

---

---

## IMAGEFORMAT

Field	Type	Comment
HasDiffBlocks	UB[1]	If 1, the data starts and stops on specific rows within the block and does not represent the entire block.
ZlibPrimeCompressCurrent	UB[1]	If 1, the current data block was produced with the ZLIB priming technique of compression.
ZlibPrimeCompressPrevious	UB[1]	If 1, the previous data block was produced with the ZLIB priming technique of compression.

---

## Image block diff position

The image block diff position can be included in the IMAGEBLOCKV2 ImageBlockHeader field. This structure describes the location and size of the diff block image data.

---

## IMAGEDIFFPOSITION

Field	Type	Comment
RowStart	UI8	Indicates the first scan line of the block that contains the image data.
Height	UI8	Indicates the height, in contiguous scan lines, of the image data.

---

# Image block prime position

The image block prime position is included in the IMAGEBLOCKV2 ImageBlockHeader field if the IMAGEFORMAT structure indicates ZLIB priming is used. This structure specifies which image is used as the priming source.

IMAGEPRIMEPOSITION		
Field	Type	Comment
Block column	Ui8	Indicates the position of the source block.
Block row	Ui8	Indicates the position of the source block.

# On2 Truemotion VP6 bitstream format

SWF 6 or later supports the On2 Truemotion VP6 video format, which can be played in Flash Player 8 and later. VP6 is a leading-edge video compression algorithm that combines traditional motion compensated prediction and pseudo discrete cosine transform (DCT) coding and context-dependent entropy-coding techniques (based on Huffman and arithmetic principles) along with novel approaches to surpass the quality of other codecs. VP6 applies extensive context modeling, in and out of loop filtering, and novel quantization methods to achieve a high level of quality. Further information on this video format can be obtained from On2: [www.on2.com](http://www.on2.com).

Like the Sorenson H.263 video format, the On2 Truemotion VP6 video format uses color information encoded in the YCbCr color space described in the ITU-R BT.601 standard. This color information is stored as YUV 4:2:2 using unsigned 8-bit values for each color component. The following algorithm can be used to convert forward from RGB color space pixel data to YUV color space:

```
FUNCTION SATURATE(A) = MIN(255,MAX(0,A))
Y = SATURATE(+ (0.257 * R) + (0.504 * G) + (0.098 * B) + 16)
U = SATURATE(- (0.148 * R) - (0.291 * G) + (0.439 * B) + 128)
V = SATURATE(+ (0.439 * R) - (0.368 * G) - (0.071 * B) + 128)
```

This algorithm can be used to convert YUV color space pixel data back to RGB color space:

```
B = SATURATE(1.164(Y - 16) + 2.018(U - 128))
G = SATURATE(1.164(Y - 16) - 0.813(V - 128) - 0.391(U - 128))
R = SATURATE(1.164(Y - 16) + 1.596(V - 128))
```

In addition to supporting standard On2 Truemotion VP6 video streams, Flash Player 8 adds support for an extra alpha channel that is used to simulate transparency. The alpha channel is encoded by using a second On2 Truemotion VP6 stream that contains the alpha channel information. To encode this type of video stream, the preceding RGB-to-YUV algorithm should be used on the RGB color channels of the premultiplied ARGB color space pixel data. With the resulting YUV color space data, the video data can be encoded as the first video stream.

For the second video stream, the following algorithm can be used to obtain the YUV video data from the alpha channel of the premultiplied ARGB color space pixel data:

Y = A  
U = 0  
V = 0

**NOTE**

At encode time, the second video stream must contain at least as many key frames as the first video stream. Each key frame occurring in the first video stream must force a key frame in the second video stream at encode time so that the combined video stream stays seekable.

To decode alpha channel video streams, assume that the first video stream returns YUV-encoded color channels for a screen pixel in the form of three channels named Y1, U1, and V1. The second video stream returns this data as Y2, U2, and V2. The resulting alpha premultiplied ARGB pixel values are obtained by using the following algorithm:

```
B = MIN(Y2, SATURATE(1.164(Y1 - 16) + 2.018(U1 - 128)))
G = MIN(Y2, SATURATE(1.164(Y1 - 16) - 0.813(V1 - 128) - 0.391(U1 - 128)))
R = MIN(Y2, SATURATE(1.164(Y1 - 16) + 1.596(V1 - 128)))
A = Y2
```

The U2 and V2 channels are not currently used at decode time.



# VP6 FLV video packet

The VP6 FLV video packet represents a VP6 video frame within an FLV file.

VP6FLVVIDEOPACKET		
Field	Type	Comment
HorizontalAdjustment	UB[4]	Number of pixels to subtract from the total width. The resulting width is used on the stage, and the rightmost pixels of the video is cropped.
VerticalAdjustment	UB[4]	Number of pixels to subtract from the total height. The resulting height is used on the stage, and the rightmost pixels of the video is cropped.
Data	UI8[n]	Raw VP6 video stream data

# VP6 FLV Alpha video packet

The VP6 FLV Alpha video packet represents a VP6 video frame with alpha channel information within FLV files.

VP6FLVALPHAVIDEOPACKET		
Field	Type	Comment
HorizontalAdjustment	UB[4]	Number of pixels to subtract from the total width. The resulting width is used on the stage, and the rightmost pixels of the video is cropped.
VerticalAdjustment	UB[4]	Number of pixels to subtract from the from the total height. The resulting height is used on the stage, and the rightmost pixels of the video is cropped.
OffsetToAlpha	UI24	Offset in bytes to the alpha channel video data

---

## VP6FLVALPHAVIDEOPACKET

Field	Type	Comment
Data	UI8[OffsetToAlpha]	Raw VP6 video stream data representing the color channels
AlphaData	UI8[n]	Raw VP6 video stream data representing the alpha channel

---

## VP6 SWF video packet

The VP6 SWF video packet represents a VP6 video frame within SWF files.

---

## VP6SWFVIDEOPACKET

Field	Type	Comment
Data	UI8[n]	Raw VP6 video stream data

---

## VP6 SWF Alpha video packet

The VP6 SWF Alpha video packet represents a VP6 video frame with alpha channel information within SWF files.

---

## VP6SWFALPHAVIDEOPACKET

Field	Type	Comment
OffsetToAlpha	UI24	Offset in bytes to the alpha channel video data
Data	UI8[OffsetToAlpha]	Raw VP6 video stream data representing the color channels
AlphaData	UI8[n]	Raw VP6 video stream data representing the alpha channel

---

## SWF video tags

The following tags define embedded video data within a SWF file. These tags are permissible only in SWF 6 or later.

Video embedded in a SWF file is always streamed: video frames are located in the SWF frames with which they are temporally associated, and video playback can begin before an entire video stream is downloaded. This process is comparable to the way that streaming sounds are defined (see [Streaming sound](#)).

# DefineVideoStream

DefineVideoStream defines a video character that can later be placed on the display list (see [The Display List](#)).

DefineVideoStream		
Field	Type	Comment
Header	RECORDHEADER	Tag type = 60
CharacterID	UI16	ID for this video character
NumFrames	UI16	Number of VideoFrame tags that makes up this stream
Width	UI16	Width in pixels
Height	UI16	Height in pixels
VideoFlagsReserved	UB[4]	Must be 0
VideoFlagsDeblocking	UB[3]	000 = use VIDEOPACKET value 001 = off 010 = Level 1 (Fast deblocking filter) 011 = Level 2 (VP6 only, better deblocking filter) 100 = Level 3 (VP6 only, better deblocking plus fast deringing filter) 101 = Level 4 (VP6 only, better deblocking plus better deringing filter) 110 = Reserved 111 = Reserved
VideoFlagsSmoothing	UB[1]	0 = smoothing off (faster) 1 = smoothing on (higher quality)
CodecID	UI8	2 = Sorenson H.263 3 = Screen video (SWF 7 and later only) 4 = VP6 (SWF 8 and later only) 5 = VP6 video with alpha channel (SWF 8 and later only)

# VideoFrame

VideoFrame provides a single frame of video data for a video character that is already defined with [DefineVideoStream](#).

In playback, the time sequencing of video frames depends on the SWF frame rate only. When SWF playback reaches a particular SWF frame, the video images from any VideoFrame tags in that SWF frame are rendered. Any timing mechanisms built into the video payload are ignored.

A VideoFrame tag is not needed for every video character in every frame number specified. A VideoFrame tag merely sets video data associated with a particular frame number; it does not automatically display a video frame. To display a video frame, specify the frame number as the Ratio field in PlaceObject2 or PlaceObject3.

VideoFrame		
Field	Type	Comment
Header	RECORDHEADER	Tag type = 61
StreamID	UI16	ID of video stream character of which this frame is a part
FrameNum	UI16	Sequence number of this frame within its video stream
VideoData	if CodecID = 2 H263VIDEOPACKET if CodecID = 3 SCREENVIDEOPACKET if CodecID = 4 VP6SWFVIDEOPACKET if CodecID = 5 VP6SWFALPHAVIDEOPACKET if CodecID = 6 SCREENV2VIDEOPACKET	Video frame payload

Starting with version 9, the SWF file format specification supports the inclusion of arbitrary blobs of binary data.

## DefineBinaryData

The DefineBinaryData tag permits arbitrary binary data to be embedded in a SWF file. DefineBinaryData is a definition tag, like [DefineShape](#) and [DefineSprite](#). It associates a blob of binary data with a standard SWF 16-bit character ID. The character ID is entered into the SWF file's character dictionary.

DefineBinaryData is intended to be used in conjunction with the [SymbolClass](#) tag. The SymbolClass tag can be used to associate a DefineBinaryData tag with an AS3 class definition.

The AS3 class must be a subclass of ByteArray. When the class is instantiated, it will be populated automatically with the contents of the binary data resource.

---

### DefineBinaryData

Field	Type	Comment
Header	RECORDHEADER	Tag type = 87
Tag	UI16	16-bit character ID
Reserved	U32	Reserved space; must be 0
Data	BINARY	A blob of binary data, up to the end of the tag

---



# SWF Uncovered: A Simple SWF File Dissected

# A

To write SWF files, you must be able to read and understand the raw bits and bytes. This appendix examines a simple, one-frame SWF file that contains only a rectangle.

Here is a hex dump of the SWF file:

```
000000 46 57 53 03 4F 00 00 00    78 00 05 5F 00 00 0F A0
000010 00 00 0C 01 00 43 02 FF    FF FF BF 00 23 00 00 00
000020 01 00 70 FB 49 97 0D 0C    7D 50 00 01 14 00 00 00
000030 00 01 25 C9 92 0D 21 ED    48 87 65 30 3B 6D E1 D8
000040 B4 00 00 86 06 06 01 00    01 00 00 40 00 00 00
```

A SWF file always begins with a header. It describes the file version, the length of the file in bytes, the frame size in twips (twentieths of a pixel), frame rate in frames per second, and the frame count.

The types are defined in [Chapter 1, “Basic Data Types,”](#) on page 11

---

## SWF File Header

Field	Type	Comment
Signature	UI8	Signature byte: “F” indicated uncompressed “C” indicates compressed (SWF 6 or later only)
Signature	UI8	Signature byte always “W”
Signature	UI8	Signature byte always “S”
Version	UI8	Single byte file version (for example, 0x06 for SWF 6)
FileLength	UI32	Length of entire file in bytes
FrameSize	RECT	Frame size in twips
FrameRate	UI16	Frame delay in 8.8 fixed number of frames per second
FrameCount	UI16	Total number of frames in file

---

The first three bytes are the standard signature for all SWF files. They are the ASCII values of the characters ‘F’ (or ‘C’), ‘W’, and ‘S’ in that order. The fourth byte indicates the version of the file.

0x46 → ‘F’                      0x57 → ‘W’                      0x53 → ‘S’                      0x03 → 3

The next four bytes represent an unsigned 32-bit integer indicating the file size. Here’s where it starts getting tricky and machine architecture gets involved. The next four bytes are 0x4F000000 so that would imply that the file length is 1325400064 bytes, a very large number which doesn’t make sense. What we failed to do is swap all the bytes.

In SWF files, bytes are swapped whenever reading words and dwords such that a 32-bit value B1B2B3B4 is written as B4B3B2B1, and a 16-bit value B1B2 is written as B2B1. Single bytes are written unchanged since there is *no* bit-swapping. The reason for this is the differences in storage and retrieval between the Mac and PC processors.

Reversing the bytes we can read the four bytes correctly and see that file is 79 bytes long.

0x4F000000 →                      0x0000004F →                      79

The next nine bytes represent a data structure used in the SWF format called a Rectangle. Here is the file description of a rectangle:

RECT		
Field	Type	Comment
Nbits	UB[5]	Bits in each rect value field
Xmin	SB[Nbits]	x minimum position for rect
Xmax	SB[Nbits]	x maximum position for rect
Ymin	SB[Nbits]	y minimum position for rect
Ymax	SB[Nbits]	y maximum position for rect

To understand these bytes, we need to look at the individual bits.

78 00 05 5F 00 00 0F A0 00

↓

0111 1000 0000 0000 0000 0101 0101 1111 0000 0000  
0000 0000 0000 1111 1010 0000 0000 0000

There are five fields in a rectangle structure: Nbits, Xmin, Xmax, Ymin, Ymax. The unsigned Nbits field occupies the first five bits of the rectangle and indicates how long the next four signed fields are.



Another subtle point about the SWF file representation is that reading and writing bits is different from reading and writing words and dwords. When reading and writing bits, no byte-swapping occurs. This is because when Flash Player is reading an  $n$ -bit field, it reads a byte at a time until it has read all  $n$  bits. Therefore, the next five bits are read in order and evaluate to 15.

01111 → 15

What if Nbit has a value of sixteen? This is exactly the size of a word so do we read the following fields as words and swap bytes? No. Fields described by bit size are always read a byte at a time. No swapping, just read the next  $n$  bits in that order.

0000000000000000	<	0 = Xmin
010101011111000	<	11000 = Xmax
0000000000000000	<	0 = Ymin
001111101000000	<	8000 = Ymax

For the header, the rectangle is used to store the file dimensions with Xmax corresponding to the file width and Ymax corresponding to the file height, both in twips. In SWF format, a twip is a twentieth of a pixel, so if we convert to pixels, we see that our file is 550 x 400.

Now we have looked at all of the fields of the rectangle and evaluated them, but what about those last seven bits which are all 0s? Those bits are filled with 0s so that the structure aligns to a byte boundary.

0000000 = padding bits

After the end of any structure, if the structure does not completely fill up its last byte, then that last byte is filled with 0s to keep the next item byte aligned. So if the next item is a word or dword, you can read it as such and not worry about being in the middle of a byte. In this case, only one bit in the last byte is used so the last seven bits are filled with 0s.

Next in the header is the frame rate. It is supposed to be stored as a 16-bit integer, but the first byte (or last depending on how you look at it) is completely ignored. So the frame rate is 12 fps.

0x000C →	0x0C00 →	0x0C →	12 = frame rate
----------	----------	--------	-----------------

Next is the frame count, which is also a 16-bit integer. So the frame count is 1.

0x0100 →	0x0001(byte swapping) →	1 = frame count
----------	-------------------------	-----------------

Now we are finished with the header. After the header is a series of tagged data blocks. Here is a description of a tag (this is simplifying somewhat; byte swapping is necessary):

RECORDHEADER (short)		
Field	Type	Comment
TagCodeAndLength	UI16	Upper 10 bits: tag type Lower 6 bits: tag length

RECORDHEADER (long)		
Field	Type	Comment
TagCodeAndLength	UI16	Tag type and length of 0x3F Packed together as in short header
Length	UI32	Length of tag

There are two types of tags: the short and long tag header. Regardless of which case you have, you begin by looking at the first word.

0x4302 →                      0x0243 →                      0000 0010 0100 0011

The first 10 bits of the tag are the unsigned tag type. The tag type indicates what type of data is to follow in the body of the data block to follow. In this case, the value of the tag type is 9, which corresponds to a SetBackgroundColor block. The last six unsigned bits of the tag header indicate the length of the data block to follow if it is 62 bytes or less. If the length of the data block is more than 62 bytes, then this field has all 1s and the length is indicated in the following dword. For the tag we are looking at, the field does not have all 1s, so it does indicate the actual length which is 3 bytes.

0000001001 = 9 = SetBackgroundColor000011 = 3 = body length

Since we know that the length of the body is 3 bytes, let's take a look at it. A SetBackgroundColor tag only contains the 3-byte RGB color description so we evaluate it as such. A color is its own 3-byte data type so there is no byte swapping.

0FFFFFFF = white



The following table describes the SHAPEWITHSTYLE structure:

---

**SHAPEWITHSTYLE**

Field	Type	Comment
FillStyles	FILLSTYLEARRAY	Array of fill styles
LineStyle	LINESTYLEARRAY	Array of line styles
NumFillBits	UB[4]	Number of fill index bits
NumLineBits	UB[4]	Number of line index bits
ShapeRecords	SHAPERECORD[one or more]	Shape records (see following)

---

A fill style array itself has three fields. The first field is an 8-bit integer count which indicates how many fill styles are in the array. This count works similar to the tag's length field in that if it is all 1s, you have to look at the next 16 bits to get the actual length. Here is the file description:

---

**FILLSTYLEARRAY**

Field	Type	Comment
FillStyleCount	UI8	Count of fill styles
FillStyleCountExtended	If FillStyleCount = 0xFF UI16	Extended count of fill styles. Supported only for Shape2 and Shape3.
FillStyles	FILLSTYLE[FillStyleCount]	Array of fill styles

---

In this case, the 8-bit count is equal to 0 so there is nothing to follow it.

0x00 = 0 = FillStyleCount → This is the end of the fill style array because it has no elements

A line style array is exactly the same as a fill style array except it stores line styles. Here is the file description:

---

**LINESTYLEARRAY**

Field	Type	Comment
LineStyleCount	UI8	Count of line styles
LineStyleCountExtended	If LineStyleCount = 0xFF UI16	Extended count of line styles
LineStyles	LINESTYLE[count]	Array of line styles

---

0x01 = 1 = LineStyleCount → So there is one line style in the array.

A line style has two parts, an unsigned 16-bit integer indicating the width of a line in twips, and a color. Here is the file description:

LINESTYLE		
Field	Type	Comment
Width	UI16	Width of line in twips
Color	RGB (Shape1 or Shape2) RGBA (Shape3)	Color value including alpha channel information for Shape3

The color in this case is a 24-bit RGB, but if we were doing a DefineShape3, it would be a 32-bit RGBA where alpha is the opacity of the color.

0x1400 → 0x0014 = 20 = width = 1 pixel  
0x000000 = RGB = black

Back to the ShapeWithStyle, the NumFillBits field is 4 bits, as is the NumLineBits.

0x0 = 0 = NumFillBits

0x1 = 1 = NumLineBits

Now for the array of shape records. The following four tables describe the four types of shape records. Here are the file descriptions:

---

### ENDSHAPERECORD

Field	Type	Comment
TypeFlag	UB[1]	Non-edge record flag Always 0
EndOfShape	UB[5]	End of shape flag Always 0

---

### STYLECHANGERECORD

Field	Type	Comment
TypeFlag	UB[1]	Non-edge record flag Always 0
StateNewStyles	UB[1]	New styles flag. Used by DefineShape2 and DefineShape3 only.
StateLineStyle	UB[1]	Line style change flag
StateFillStyle1	UB[1]	Fill style 1 change flag
StateFillStyle0	UB[1]	Fill style 0 change flag
StateMoveTo	UB[1]	Move to flag
MoveBits	If StateMoveTo UB[5]	Move bit count
MoveDeltaX	If StateMoveTo SB[MoveBits]	Delta X value
MoveDeltaY	If StateMoveTo SB[MoveBits]	Delta Y value
FillStyle0	If StateFillStyle0 UB[FillBits]	Fill 0 Style
FillStyle1	If StateFillStyle1 UB[FillBits]	Fill 1 Style
LineStyle	If StateLineStyle UB[LineBits]	Line Style
FillStyles	If StateNewStyles <a href="#">FILLSTYLEARRAY</a>	Array of new fill styles

---

---

**STYLECHANGERECORD**

Field	Type	Comment
LineStyles	If StateNewStyles <a href="#">LINESTYLEARRAY</a>	Array of new line styles
NumFillBits	If StateNewStyles UB[4]	Number of fill index bits for new styles
NumLineBits	If StateNewStyles UB[4]	Number of line index bits for new styles

---

---

**STRAIGHTEDGERECORD**

Field	Type	Comment
TypeFlag	UB[1]	This is an edge record. Always 1.
StraightFlag	UB[1]	Straight edge. Always 1.
NumBits	UB[4]	Number of bits per value (two less than the actual number).
GeneralLineFlag	UB[1]	General Line equals 1. Vert/Horz Line equals 0.
DeltaX	If GeneralLineFlag SB[NumBits+2]	X delta
DeltaY	If GeneralLineFlag SB[NumBits+2]	Y delta
VertLineFlag	If GeneralLineFlag SB[1]	Vertical Line equals 1. Horizontal Line equals 0.
DeltaX	If VertLineFlag SB[NumBits+2]	X delta
DeltaY	If VertLineFlag SB[NumBits+2]	Y delta

---

**CURVEDEGEDGERECORD**

Field	Type	Comment
TypeFlag	UB[1]	This is an edge record. Always 1.
StraightFlag	UB[1]	Curved edge. Always 0.
NumBits	UB[4]	Number of bits per value. (two less than the actual number)
ControlDeltaX	SB[NumBits+2]	X control point change
ControlDeltaY	SB[NumBits+2]	Y control point change
AnchorDeltaX	SB[NumBits+2]	X anchor point change
AnchorDeltaY	SB[NumBits+2]	Y anchor point change

---



ENDSHAPERECORD defines the end of the shape record array.

STYLECHANGERECD defines changes in line style, fill style, position, or a new set of styles. STRAIGHTEDGERECORD and CURVEDEDERECORD define a straight or curved edge, respectively. The first bit in a shape record is a type flag. A 0 corresponds to a non-edge record, and a 1 corresponds to an edge record. Looking at the first bit of our first shape record, we see that it is not an edge record. Now we must look at the next five bits which are all flags that tell us what is to follow. If all of the five bits are 0, then that is a type0 shape record and defines the end of the array of shape records.

25 C9 92 0D 21



0010 0101 1100 1001 1001 0010 0000 1101 0010 0001

0 = 0 = non edge record

01001 = 5 flags line style flag is true, and move to flag is true

Since the move to flag is true, the next five bits are the MoveBits field. This value is 14 so the next two fields which are the MoveDeltaX, and the MoveDeltaY are of size 14. These are unsigned numbers.

01110 = MoveBits

01001100100100 = 4900 (twips) = 245 pixels = MoveDeltaX

00011010010000 = 1680 = 84 pixels = MoveDeltaY

Since the line style flag is true, the next field is a NumLineBits = 1 bit field representing the line style. This field is equal to 1. This means that the line style for the line to follow is the first one in the line style array.

1 = 1 = line style

Now for the rest of the shape records:

ED 48 87 65 30 3B 6D E1 D8 B4 00 00



1110 1101 0100 1000 1000 0111 0110 0101 0011 0000 0011 1011 0110  
1101 1110 0001 1101 1000 1011 0100 0000 0000 0000 0000

The next shape record begins with a 1, so it is an edge record.

The next bit indicates if it is a straight or curved edge. It is a 1, which stands for a straight edge. The next four bits indicate the size of any delta fields which follow. The formula for the NumBits value is 2 + whatever the value of that 4-bit field. In this case, the value of NumBits is 13. Following the NumBits field is a 1-bit line flag. This indicates whether the line being described is a general line or horizontal/vertical line. The value of 0 corresponds to a hor/vert line, so the next bit is a VertLineFlag field and indicates whether the line is horizontal or vertical. The value of the bit is 1 which corresponds to a vertical line. The next field for a vertical line is the signed DeltaY field which is nbits = 13 bits long. The value corresponds to 116 pixels. That is the end of the shape record.

1 = 1 = edge record

1 = 1 = straight edge

1011 = 11 + 2 = 13 = NumBits

0 = 0 = hor/vert line

1 = 1 = vertical line

0100100010000 = 2320 twips = 116 pixels = DeltaY

The next three records are very similar to the last one:

1 = 1 = edge record

1 = 1 = straight edge

1011 = 11 + 2 = 13 = NumBits

0 = 0 = hor/vert line

0 = 0 = horizontal line

1010011000000 = -2880 twips (2's complement number) = -144 pixels = DeltaX

1 = 1 = edge record

1 = 1 = straight edge

1011 = 11 + 2 = 13 = NumBits

0 = 0 = hor/vert line

1 = 1 = vertical line

1011011110000 = -2320 twips = -116 pixels = DeltaY

1 = 1 = edge record

1 = 1 = straight edge

1011 = 11 + 2 = 13 = NumBits

0 = 0 = hor/vert line

0 = 0 = horizontal line

0101101000000 = 2880 twips = 144 pixels = DeltaX

Finally, the last shape record begins with a 0 which means it is not an edge record. Furthermore, all of its flag bits are equal to 0, which means that it is the last shape record and we are through with our shape record array.

0 = 0 = non-edge record

000000 = flags (since they are all 0, this is the end of the shape record array)

Since we are done with our structure, we must now fill our last byte with 0s to keep byte alignment.

000000 = padding bits so that the record aligns on a byte boundary

We are also done with our shape with style since the shape record array is the last element of the shape with style. Since we are already byte aligned, we can go on to our next tagged data block.

The Tag type of the block is equal to 26 which corresponds to a PlaceObject2. The length field has a value of 6 so the length of the data block is 6 bytes.

0x8606 →                      0x0686 →                      0000 0110 1000 0110

0000011010 = 26 = tag type = PlaceObject2

000110 = 6 = length

06 01 00 01 00 00



0000 0110 0000 0001 0000 0000 0000 0001 0000 0000 0000 0000

Here is the file description of the [PlaceObject2](#) tag:

PlaceObject2		
Field	Type	Comment
Header	RECORDHEADER	Tag type = 26.
PlaceFlagHasClipActions	UB[1]	SWF 5 or later: has clip actions (sprite characters only). Otherwise: always 0.
PlaceFlagHasClipDepth	UB[1]	Has clip depth.
PlaceFlagHasName	UB[1]	Has name.
PlaceFlagHasRatio	UB[1]	Has ratio.
PlaceFlagHasColorTransform	UB[1]	Has color transform.
PlaceFlagHasMatrix	UB[1]	Has matrix.

---

## PlaceObject2

Field	Type	Comment
PlaceFlagHasCharacter	UB[1]	Places a character.
PlaceFlagMove	UB[1]	Defines a character to be moved.
Depth	UI16	Depth of character.
CharacterId	If PlaceFlagHasCharacter UI16	ID of character to place.
Matrix	If PlaceFlagHasMatrix MATRIX	Transform matrix data.
ColorTransform	If PlaceFlagHasColorTransform CXFORMWITHALPHA	Color transform data.
Ratio	If PlaceFlagHasRatio UI16	
Name	If PlaceFlagHasName STRING	Name of character.
ClipDepth	If PlaceFlagHasClipDepth UI16	Clip depth (see <a href="#">Clipping layers</a> ).
ClipActions	If PlaceFlagHasClipActions CLIPACTIONS	SWF 5 or later: Clip Actions Data.

---

The first eight bits of the body are all flags indicating what is to follow. A *1* in the sixth bit indicates that the body has a transform matrix, and the *1* in the seventh bit indicates that the object to be placed has a character ID.

00000110 → body has a transform matrix and object has a character ID

Following the flags is a 16-bit unsigned integer which indicates the depth of the character. In this case, the depth is 1, which makes sense since the rectangle is the only object in the file.

0x0100 →                      0x0001 →                      depth = 1

Since the object has a character ID, the next field in the body is the unsigned 16-bit ID. Since the rectangle is the only object in the file, the ID of the rectangle is 1.

0x0100 →                      0x0001 →                      character ID = 1

The final field for this PlaceObject2 is the transform matrix. Here is the file description:

MATRIX		
Field	Type	Comment
HasScale	UB[1]	Has scale values if equal to 1.
NScaleBits	If HasScale = 1, UB[5]	Bits in each scale value field.
ScaleX	If HasScale = 1, FB[NScaleBits]	x scale value.
ScaleY	If HasScale = 1, FB[NScaleBits]	y scale value.
HasRotate	UB[1]	Has rotate and skew values if equal to 1.
NRotateBits	If HasRotate = 1, UB[5]	Bits in each rotate value field.
RotateSkew0	If HasRotate = 1, FB[NRotateBits]	First rotate and skew value.
RotateSkew1	If HasRotate = 1, FB[NRotateBits]	Second rotate and skew value.
NTranslateBits	UB[5]	Bits in each translate value field.
TranslateX	SB[NTranslateBits]	x translate value in twips.
TranslateY	SB[NTranslateBits]	y translate value in twips.

Since this shape has no transform information, the matrix is empty. All of its flag bits have values of zero. This is not super efficient but it is valid.

0x00 → completely empty matrix with leftover bits filled

Since we are done with our PlaceObject2, let's take a look at our next tag.

0x4000 → 0x0040 → 0000 0000 0100 0000

Tag type = 1 = ShowFrame

length = 0

We see that the tag is an instruction to show the frame. A ShowFrame has no body. Its length is 0, so we move on to the next tag.

0x0000 0x0000 0000 0000 0000 0000

Tag type = 0 = end

length = 0

We have reached the end tag which signals the end of our SWF file.



# Reverse index of tag values

# B

This table provides a quick lookup, allowing any tag in the SWF specification to be found by its tag value.

Tag value	Tag name
0	End
1	ShowFrame
2	DefineShape
4	PlaceObject
5	RemoveObject
6	DefineBits
7	DefineButton
8	JPEGTables
9	SetBackgroundColor
10	DefineFont
11	DefineText
12	DoAction
13	DefineFontInfo
14	DefineSound
15	StartSound
17	DefineButtonSound
18	SoundStreamHead
19	SoundStreamBlock
20	DefineBitsLossless
21	DefineBitsJPEG2
22	DefineShape2

Tag value	Tag name
23	<a href="#">DefineButtonCxform</a>
24	<a href="#">Protect</a>
26	<a href="#">PlaceObject2</a>
28	<a href="#">RemoveObject2</a>
32	<a href="#">DefineShape3</a>
33	<a href="#">DefineText2</a>
34	<a href="#">DefineButton2</a>
35	<a href="#">DefineBitsJPEG3</a>
36	<a href="#">DefineBitsLossless2</a>
37	<a href="#">DefineEditText</a>
39	<a href="#">DefineSprite</a>
43	<a href="#">FrameLabel</a>
45	<a href="#">SoundStreamHead2</a>
46	<a href="#">DefineMorphShape</a>
48	<a href="#">DefineFont2</a>
56	<a href="#">ExportAssets</a>
57	<a href="#">ImportAssets</a>
58	<a href="#">EnableDebugger</a>
59	<a href="#">DoInitAction</a>
60	<a href="#">DefineVideoStream</a>
61	<a href="#">VideoFrame</a>
62	<a href="#">DefineFontInfo2</a>
64	<a href="#">EnableDebugger2</a>
65	<a href="#">ScriptLimits</a>
66	<a href="#">SetTabIndex</a>
69	<a href="#">FileAttributes</a>
70	<a href="#">PlaceObject3</a>
71	<a href="#">ImportAssets2</a>
73	<a href="#">DefineFontAlignZones</a>
74	<a href="#">CSMTextSettings</a>



Tag value	Tag name
75	<a href="#">DefineFont3</a>
76	<a href="#">SymbolClass</a>
77	<a href="#">Metadata</a>
78	<a href="#">DefineScalingGrid</a>
82	<a href="#">DoABC</a>
83	<a href="#">DefineShape4</a>
84	<a href="#">DefineMorphShape2</a>
86	<a href="#">DefineSceneAndFrameLabelData</a>
87	<a href="#">DefineBinaryData</a>
88	<a href="#">DefineFontName</a>
89	<a href="#">StartSound2</a>
90	<a href="#">DefineBitsJPEG4</a>
91	<a href="#">DefineFont4</a>



## C

The Screen Video v2 codec (see [Chapter 14, “Video,”](#)) can use a 15/7-bit hybrid colorspace in addition to a 24-bit colorspace. The codec allows the bitstream to encode a 128-entry color palette. In the absence of a valid palette, the code will fall back on the following 128-entry RGB palette.

Each of these 32-bit numbers is formatted as 0x00rrggbb.

```
unsigned int default_screen_video_v2_palette[128] = {
    0x00000000,
    0x00333333,
    0x00666666,
    0x00999999,
    0x00CCCCCC,
    0x00FFFFFF,
    0x00330000,
    0x00660000,
    0x00990000,
    0x00CC0000,

    0x00FF0000,
    0x00003300,
    0x00006600,
    0x00009900,
    0x0000CC00,
    0x0000FF00,
    0x00000033,
    0x00000066,
    0x00000099,
    0x000000CC,

    0x000000FF,
    0x00333300,
    0x00666600,
    0x00999900,
    0x00CCCC00,
    0x00FFFF00,
    0x00003333,
    0x00006666,
```

0x00009999,  
0x0000CCCC,

0x0000FFFF,  
0x00330033,  
0x00660066,  
0x00990099,  
0x00CC00CC,  
0x00FF00FF,  
0x00FFFF33,  
0x00FFFF66,  
0x00FFFF99,  
0x00FFFFCC,

0x00FF33FF,  
0x00FF66FF,  
0x00FF99FF,  
0x00FFCCFF,  
0x0033FFFF,  
0x0066FFFF,  
0x0099FFFF,  
0x00CCFFFF,  
0x00CCCC33,  
0x00CCCC66,

0x00CCCC99,  
0x00CCCCFF,  
0x00CC33CC,  
0x00CC66CC,  
0x00CC99CC,  
0x00CCFFCC,  
0x0033CCCC,  
0x0066CCCC,  
0x0099CCCC,  
0x00FFCCCC,

0x00999933,  
0x00999966,  
0x009999CC,  
0x009999FF,  
0x00993399,  
0x00996699,  
0x0099CC99,  
0x0099FF99,  
0x00339999,  
0x00669999,

0x00CC9999,  
0x00FF9999,  
0x00666633,

0x00666699,  
0x006666CC,  
0x006666FF,  
0x00663366,  
0x00669966,  
0x0066CC66,  
0x0066FF66,

0x00336666,  
0x00996666,  
0x00CC6666,  
0x00FF6666,  
0x00333366,  
0x00333399,  
0x003333CC,  
0x003333FF,  
0x00336633,  
0x00339933,

0x0033CC33,  
0x0033FF33,  
0x00663333,  
0x00993333,  
0x00CC3333,  
0x00FF3333,  
0x00003366,  
0x00336600,  
0x00660033,  
0x00006633,

0x00330066,  
0x00663300,  
0x00336699,  
0x00669933,  
0x00993366,  
0x00339966,  
0x00663399,  
0x00996633,  
0x006699CC,  
0x0099CC66,

0x00CC6699,  
0x0066CC99,  
0x009966CC,  
0x00CC9966,  
0x0099CCFF,  
0x00CCFF99,  
0x00FF99CC,  
0x0099FFCC,  
0x00CC99FF,

```
0x00FFCC99,  
  
0x00111111,  
0x00222222,  
0x00444444,  
0x00555555,  
0x00AAAAAA,  
0x00BBBBBB,  
0x00DDDDDD,  
0x00EEEEEE  
};
```