# [**CKEditor Samples**](http://docs.google.com/samples/old/index.html) » Producing Flash Compliant HTML Output

This sample is not maintained anymore. Check out the [brand new samples in CKEditor SDK](http://sdk.ckeditor.com/).

This sample shows how to configure CKEditor to output HTML code that can be used with  [Adobe Flash](http://www.adobe.com/livedocs/flash/9.0/main/wwhelp/wwhimpl/common/html/wwhelp.htm?context=LiveDocs_Parts&file=00000922.html). The code will contain a subset of standard HTML elements like <b>, <i>, and <p> as well as HTML attributes.

To add a CKEditor instance outputting Flash compliant HTML code, load the editor using a standard JavaScript call, and define CKEditor features to use HTML elements and attributes.

For details on how to create this setup check the source code of this sample page.

To see how it works, create some content in the editing area of CKEditor on the left and send it to the Flash object on the right side of the page by using the **Send to Flash** button.

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| <p><b><font size="18" style="font-size:18px;">Flash and HTML</font></b></p><p> </p><p>It is possible to have <a href="http://ckeditor.com">CKEditor</a> creating content that will be later loaded inside <b>Flash</b> objects and animations.</p><p> </p><p>Flash has a few limitations when dealing with HTML:</p><p> </p><ul><li>It has limited support on tags.</li><li>There is no margin between block elements, like paragraphs.</li></ul> |  |

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