S W F   P A R S E R

Name: SWF Parser Coldfusion Component
Author: (c) 2012 Pablo Schaffner Bofill
Email: pschaffner(at)me.com
License: GPL
CFM Engines supported: All
OS supported: All

Description:

A Coldfusion component for analyzing and extracting resources from SWF files within Coldfusion.
Can also update/modify contents of the given swf file using the 'identifier' of the element to update.

Requirements:

- If using in Railo, the file tools.jar needs to be in its classpath.

Depends on the following java classes:

flash/AbcInterpreter.java
Interprets ActionscriptByteCodes into Classes, variables and opcodes.

flash/BitOutputStream.java
Enables file FLV.java to write audio packet header bits into new FLV file (extractVideos).

flash/FLV.java
Enables to read special byte int types and write new FLV files (extractVideos).

flash/ImageHelper.java
Helps normalize jpg bufferedImages inside swf files.

flash/transform-3.0.2.jar
Flagstone Transform 3.0.2 library, enables to read/modify SWF files.

Also, uses the excelent Javaloader to use the previous java classes.

NOTE:
USE IF FREELY, (just give me some credit somewhere for it).

(following pages are for methods utilization)

SWF PARSER

Available Methods:

init(config)
: config struct =   {

                exportdir = Directory for resource export (images,swfs,.as files,etc),

                tempdir = (optional) Directory for temporal resource processing,

                javaloader = (optional) javaloader object,

                classdir = (optional) location of required classes directory. If calling this component from another location of the component path, you need to pass the absolute location for the "flash" subdirectory here.

        }

read(swffile)   : returns this,

              : reads the given swffile (local or URL) into memory

getInfo()   : returns struct with swf information (and metadata).

getElements()   : returns array of struct with processed swf information elements.

              : texts, scripts, images, sounds, fonts, classes.

extractImages([outputdir],[fileprefix])

        : extracts the images from the current swf file into (optionally) the defined output dir and prefix.
        : returns array of structs with image files (located in outputdir, or defined exportdir). (and their identifiers)

extractSounds([outputdir],[fileprefix])

        : returns array of structs with MP3/WAV/PCM/NEL/SPX audio files defined within the current swf file (and their identifiers).

        : optionally saves them in the defined outputdir.

extractVideos([outputdir],[withsound])

        : returns array of structs with H263/SCREEN/VP6/VP6ALPHA video files (outputdir or exportdir) defined within the current swf file (and their identifiers).

        : optionally saves the FLV files in the defined outputdir.

: optionally you can define if you wish to extract the videos with or without sound (default=false).

extractTexts()

: returns array of structs with Text Strings and TextFields defined within the current swf file (and their identifiers).

extractClasses()

: returns array of structs with Actionscript classes (AS3) found within the current swf file.//TODO: optionally saves them as .as files in the defined outputdir (seudo-actionscript).

queryImages()

: returns query with images

getVersion()

: returns struct with CFC version information.

private:AS3Classes(data=byte[])

: returns the dissambled as3 data byte array as an array of structs to be post-processed.