TOUHOU Cloud

User Manual

How to Play SWF (Flash) Content on Your Device

You will need:

A computer with an operating system installed,

Any web browser (Chrome or Edge recommended),

A stable internet connection of at least 1 Mbps,

At least 1 GiB (1024MiB) of available RAM,

At least 5 GiB (5120 MiB) of free disk space.

For local execution

No additional materials are needed.

For Online use **or** web developers

An accessible IP address **OR** a valid domain name,

Any HTML code editor (VS Code recommended),

A server with at least 10 Mbps outbound Internet connection, any web server installed, 256 MiB of free RAM, and 128 MiB available space.

This document has 8 pages, blank pages are indicated.

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Section A: Local execution

If you want to run the flash file on your computer, please read this section. This is applicable to most users.

Download and install the 7-Zip application

This step is for Windows OS only.

"7-Zip is a free and open-source file archiver, a utility used to place groups of files within compressed containers known as "archives"."– Wikipedia

You will need this application in order to open all compressed archives later on.

Open a browser and type in https://www.7-zip.org/ in the address bar.

Click the download link for your OS.

7-Zip is a file archiver with a high compression ratio.
Download 7-Zip 24.09 (2024-11-29) for Windows x64 (64-bit):

Link	Type	Windows	Size
Download	.exe	64-bit x64	1.6 MB

Download 7-Zip 24.09 for another Windows platforms (32-bit x86 or ARM64):

Link	Type	Windows	Size
Download	.exe	32-bit x86	1.3 MB
Download	.exe	64-bit ARM64	1.5 MB

Double-click the application you downloaded and install it with the instructions shown.

> Available Mirror / 3rd party download source
>
> https://touhou.jeffwebcs.com/downloads/7zip/2409/7z2409.exe
>
> https://touhou.jeffwebcs.com/downloads/7zip/2409/7z2409-arm64.exe
>
> https://touhou.jeffwebcs.com/downloads/7zip/2409/7z2409-x64.exe

Download the Ruffle software

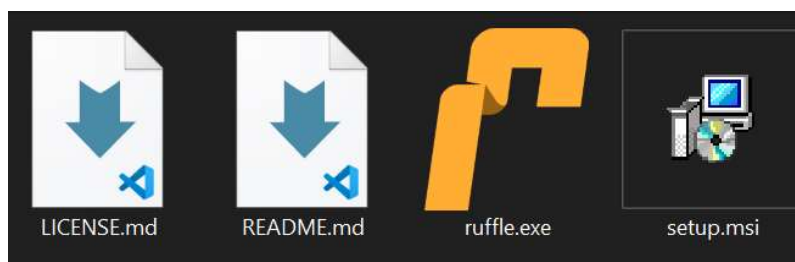*"Ruffle is an open source Flash Player emulator."* – Ruffle dot RS

This software is used to display the SWF content.

Go to https://ruffle.rs/downloads and download for your computer.

You may need to unzip the packet you downloaded.

FOR WINDOWS USERS

For direct use, open the *ruffle.exe* application **OR**

For installation of this app, run the *setup.msi* installation.

FOR MAC (iMac OS) and UNIX users
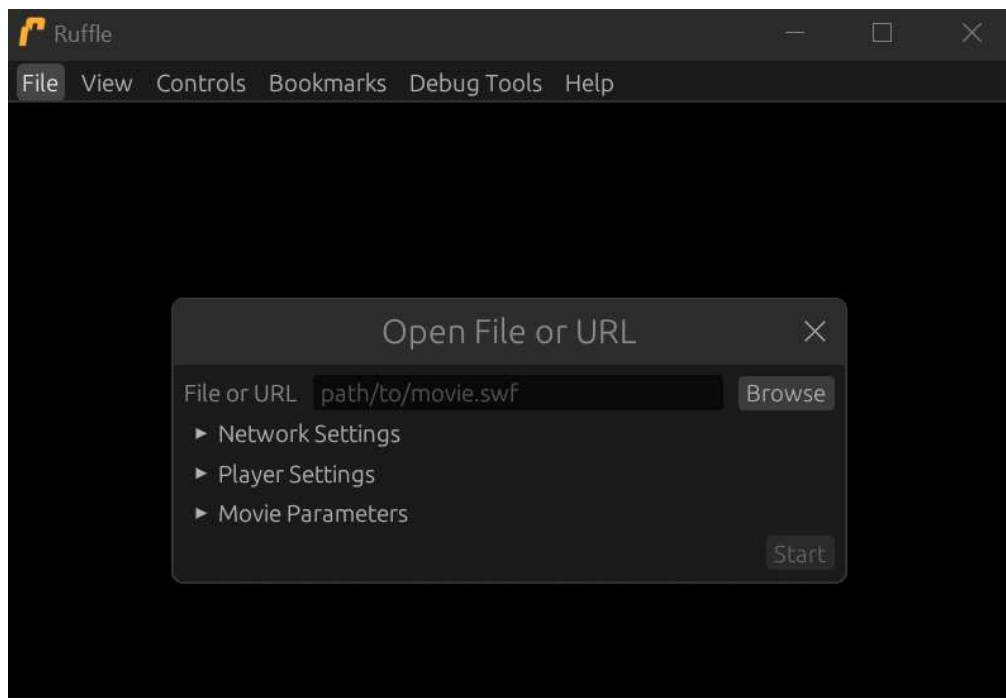
Extract the content of the GZ document and either:

- Double click and install the application (for iMac OS), **OR**

- Install using CLI (./[file name] or BASH [file name].

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Open SWF file via Ruffle

Click Browse to select a SWF file, then click the Start button.

NOTE: If you wish to validate the MD5 value, then check the content from the original software provider.

END OF SECTION A

Section B: Web development

If you want to insert this application into your website, then this section is for you.

Log in to your web server and redirect to the *WWW* directory.

Create an index.html using the sample code below:

- This page is available at:

https://touhou.jeffwebcs.com/player/local-file.html

```html
<!DOCTYPE html>
<html lang="en-AU">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>SWF Player</title>
    <style>
        body {
            display: flex;
            justify-content: center;
            align-items: center;
            height: 100vh;
            margin: 0;
            background-color: black;
        }
        #fileInput {
            position: absolute;
            top: 50%;
            left: 50%;
            transform: translate(-50%, -50%);
        }
        #rufflePlayer {
            display: none;
            max-width: 100%;
            max-height: 100%;
        }
    </style>
```

```
        <script
            src="https://opensource.jeffwebcs.com/insert/ruffle/ruffle.js">
        </script>
</head>
<body>
    <input type="file" id="fileInput" accept=".swf">
    <div id="rufflePlayer"></div>
    <script>
        const fileInput = document.getElementById('fileInput');
        const rufflePlayer = document.getElementById('rufflePlayer');
        fileInput.addEventListener('change', (event) => {
            const file = event.target.files[0];
            if (file) {
                const reader = new FileReader();
                reader.onload = (e) => {
                    const swfData = e.target.result;
                    rufflePlayer.style.display = 'block';
                    fileInput.style.display = 'none';
                    const player =
window.RufflePlayer.newest().createPlayer();
                    rufflePlayer.appendChild(player);
                    player.load({ data: swfData });
                };
                reader.readAsArrayBuffer(file);
            }
        });
    </script>
</body>
</html>
```

This HTML code uses my self-hosted Ruffle files mirror.

This mirror can generally be considered trustworthy (**while there are no SLA promises**) because two web servers are serving this mirror as a measure to work even if one of them is in a gateway error.

<div align="center">END OF SECTION B</div>