

Flash Publish Settings

The Publish command in Flash converts a Flash file (.fla) into a Swiff file (.swf) that can be placed in a Web page. This also creates an html file with the necessary tags and attributes to play the flash movie in a Web page.

Save As

It is important to do a Save As before exporting the final SWF movie! Save the fla file in the same folder with your html files. **File > Save As**

Publish Settings

File > Publish Settings or in the Document Properties panel click on Publish: **Settings**.

Check Flash and HTML

Click on the **Flash** tab

Version: **Flash Player 8**

Load Order: **Bottom Up**

ActionScript version: **ActionScript 2.0**

Do not select any Options or use a Password

JPEG Quality: **80**

Audio Stream > Set

Compression: **MP3**

Bit Rate: **64 kbps**

Quality: **Best**

Preprocessing: uncheck – Convert stereo to mono

Click **OK**

Audio Event > Set

Compression: **MP3**

Bit Rate: **64 kbps**

Quality: **Fast**

Preprocessing: uncheck – Convert stereo to mono

Click **OK**

Click on the **HTML** tab

Template: **Flash Only**

Playback

Uncheck **Paused at start**, to provide auto play

Check **Loop**, to provide auto looping, uncheck to prevent looping

Quality: **High**

Click **OK**

Publish Preview

File > Publish Preview > Flash

Publish

File > Publish

Use Dreamweaver to add the Flash Movie to a Web Page

1. In Dreamweaver, open the Web Page that is to include the Flash movie.
2. Place in the Head, CCS coding to create a box for the movie.

Sample: Replace ??? with the appropriate numbers.

```
<style type="text/css">
  #flash {
    position:absolute;
    top:???px;
    left:???px;
    height:???px;
    width:???px;
    z-index:100;}
</style>
```

3. From the head of the html file created by Flash, copy the two lines of code that start with <script language and <script src, and paste them into the head of the Web page.
4. Place in the Body, the XHTML coding for the movie.

Sample:

```
<div id="flash">
```

```
</div>
```

5. From the body of the html file created by Flash, copy all the code starting with <script language="javascript"> and ending with </noscript> and paste it between <div id="flash"> and </div>
6. The XHTML file, the SWF file, and the AC_RunActiveContent.js file must all be uploaded to the server.