

### **Publishing For Mobile Devices**

You can publish your Flash animations so that they can be viewed on mobile devices. When Flash files are published for mobile devices they are saved as .AIR or Adobe Integrated Runtime files and all required files for either Android or iOS (Apple) systems are packaged together for easy upload to the required system. This packaging of files is called Captive RunTime.

In this chapter we will look at publishing a current Flash file in the AIR format and creating a file specifically for viewing on a mobile device. It is important to understand that when creating a mobile application, some ActionScript programming is required, so if you want to use Flash for that purpose, you will need to do some learning of ActionScript.

### **Publishing a Flash File**

Any of the Flash animations that you have created in these modules can be exported for display on a mobile device. However, the dimensions of the document may not be suitable for view on a smaller screen. For that reason, we will use one of the sample Flash animations that is provided with the program.

### A Loading the File

- 🗁 Open Recent Item The Create New (i) Introduction Animals.fla HTML5 Canvas Getting Started » New Features » Animals, fla WebGL (Preview) Logo Movie, fla Developers » ActionScript 3.0 Text Animation.fla Designers » AIR for Desktop Text Animation, fla AIR for Android Text Movie, fla (i) Learn AIR for iOS 2 In the FLASH welcome screen click Chapter 20 fla Flash Developer Center » Text.fla ActionScript 3.0 Class ActionScript Techn on the TEMPLATES section. Beetle fla eveloper Cente ActionScript 3.0 Interface Open.. Game Development » ActionScript File Adobe® TV Tune in to your online source for expert tutorials, insight, Templates >> and inspiration Adobe Exchange >>
- 1 Load Flash or close the current files.

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General Templates	Ten 1-tas:	Preview:	
Advertising AIR for Android AIR for IOS Animation Banners HTML5 Canvas Media Playback Presentations Sample Files WebGL Document	AIR Window Sample     II Alpha Mask Sample     II Alpha Mask Sample     II Custom Mouse Cursor Sample     II Date Countdown Sample     II Cargo and Drop Sample     II K Stick Man Sample     II K Stick Man Sample     II Menu Sample     II Ren Sample     II Perspective Zoom     II Preloader for External File	Description	FROM TEMPLATES tab of the NEW FROM TEMPLATE dialogue box select the SAMPLE FILES category followed by the RPG GAME COLLISIONS template and select OK.
	업 Preloader for SWF 한 RPG Game Collisions 한 Toggle Button Sample		OK Cancel

- 4 The file is a game that gets the user to use the arrow buttons to move a figure to find money, books and artefacts.
- 5 Save the file in your STORAGE folder under the name:

Game

- 6 Display the CONTROL menu and select TEST to see how the animation performs as a SWF file designed for the internet.
- 7 Close the TEST MOVIE screen.

#### **B** Publishing the File for a Mobile Device

We can see how the file will look on a mobile device. In this case we will publish to the iOS system.





FI File Edit View Insert Modify To	est Commands Control Debug Window Help	Essentials • Essentials •
Game.fla ×	Publish Settings	
Lunchu - j	Prefix: Default Target: Target: Target:   PUBLIDH Sortet Sortet Tash Player 10   Yinsh (sar) Sortet Sortet PADInkref 11.2   Visition 2004015 Sortet PADInkref 11.2 Rash Player 11.0   Strict Sortet Sortet Sortet Sortet   York Norsport Sortet Sortet Rash Player 11.0   Strict Sortet Octaver 100,14 Rash Player 11.0   Made stortet Sortet Sortet Rash Player 11.0   Sortet Sortet Sortet Rash Player 11.0   Made stortet Sortet Sortet Rash Player 11.0   Sortet Sortet Sortet Rash Player 12.0   Sortet Sortet Sortet Rash Player 13.0   Sortet Sortet Sortet Rash Play	2 Click on the PUBLISH SETTINGS button then click on the TARGET box and select AIR 17 for iOS.

3 Select OK to return to the file.

# NOTE: You can also select PUBLISH SETTINGS from the FILE menu to open the PUBLISH SETTINGS dialogue box.





7 Close the GAME window then close the GAME file.

NOTE: You might like to test some of your Flash animations to see how they look in the Mobile Simulator.

### **Creating a Mobile Application**

Normally mobile apps are created specifically for mobile devices. In this case a simple game app structure has been prepared for you and some mobile specific Code Snippets will be applied to it.

The App is a simple maze game where the user needs to drag a ball with their finger to the exit of a maze in the shortest possible time. There would need to be some ActionScript added to complete the App.

### A Loading the Prepared File

- 1 Close the current file and click on the OPEN button.
- 2 Access the FLASHCC SUPPORT FILES, open the CHAPTER 23 folder and open the MAZEGAME file.
- 3 Use SAVE AS from the FILE menu to save the file in your STORAGE folder under the name:

#### MazeGame

4 Display the MODIFY menu and select DOCUMENT.



5 The DIMENSIONS of the document have been set to 800 px by 480 px which are the dimensions of some common smart phone screens when turned on their side. Select CANCEL to return to the document.

## NOTE: The PUBLISH SETTINGS for this document have been set to the AIR 17 FOR ANDROID system.