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

1   Load Flash or close the current files.
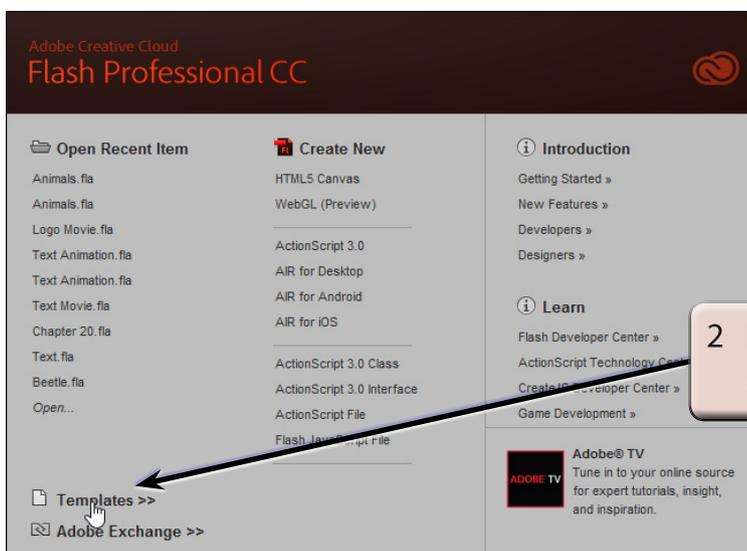
2   In the FLASH welcome screen click on the TEMPLATES section.

3 In the TEMPLATES tab of the NEW FROM TEMPLATE dialogue box select the SAMPLE FILES category followed by the RPG GAME COLLISIONS template and select OK.
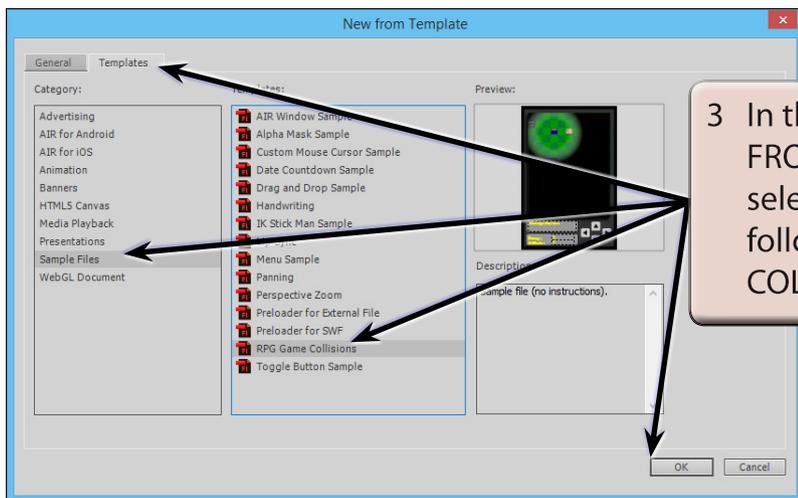
4 The file is a game that gets the user to use the arrow buttons to move a figure to find money, books and artefacts.

5 Save the file in your STORAGE folder under the name:

<p align="center">Game</p>

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.

1 Select the SELECTION TOOL, click on the STAGE and, in the PROPERTIES panel, the PUBLISH section should be displayed.
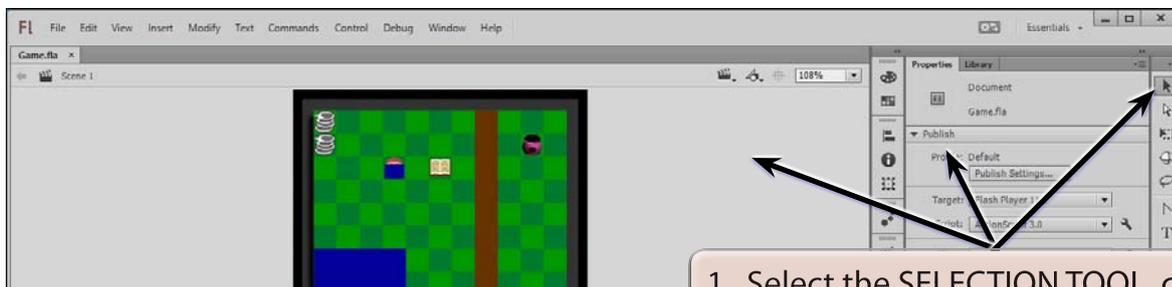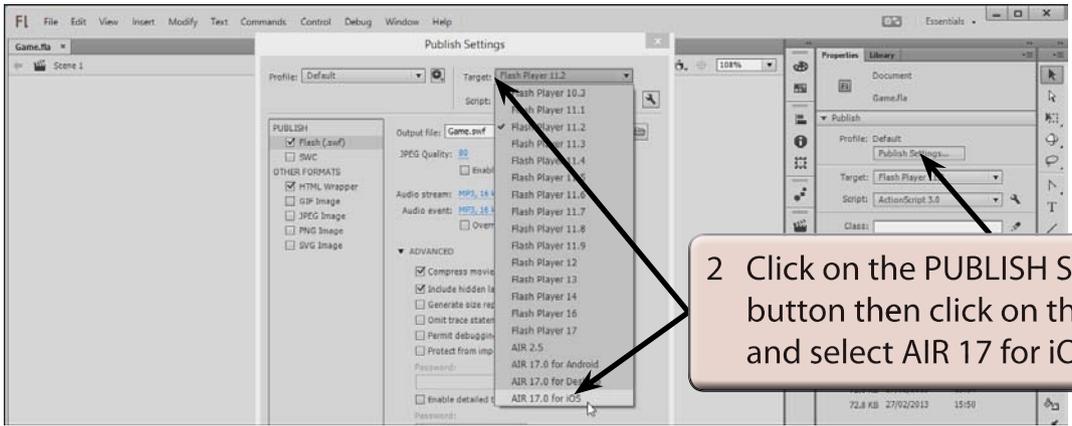
2 Click on the PUBLISH SETTINGS button then click on the TARGET box and select AIR 17 for iOS.

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.
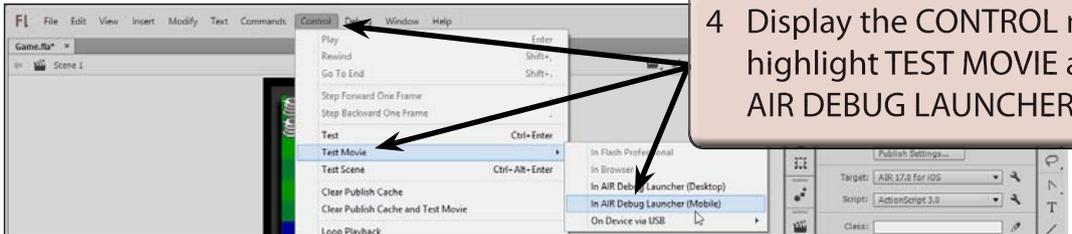
4 Display the CONTROL menu, highlight TEST MOVIE and select IN AIR DEBUG LAUNCHER (MOBILE).
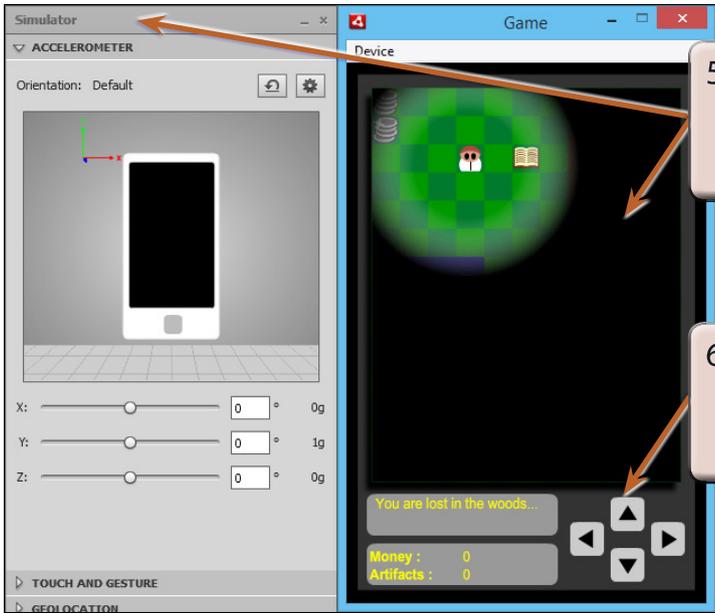
5 A preview screen is opened along with the MOBILE SIMULATOR screen, which provides the mobile settings.

6 Click on the arrow keys and they operate in the same way as the internet version.

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:

<div align="center">MazeGame</div>

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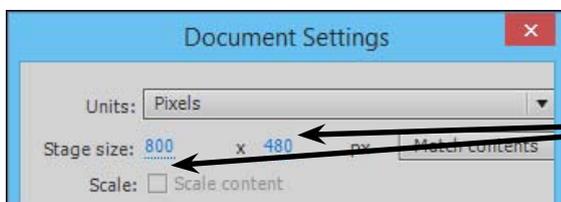
5 The DIMENSIONS of the document have been set to 800 px by 480 px which are the dimensions of some common smart phone screens when turned on their side. Select CANCEL to return to the document.

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