

## About Audio2SWF

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Thank you for choosing Audio2SWF. Audio2SWF is an extremely easy program to convert your audio files to Macromedia Flash Movie (SWF) files.

Audio2SWF creates SWF files to be played with the Macromedia Flash Player. The latest Flash Player can be downloaded for free from Macromedia's web site at <http://www.macromedia.com>.

# System Requirements

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## Macintosh Requirements

- Power PC based Macintosh or greater
- Macintosh OS X or higher
- 128 MB of RAM
- At least 50 MB of available hard disk space
- QuickTime 5.0 or higher\*

## Windows Requirements

- Pentium processor-based PC or compatible computer
- Windows 98/ME/2000/XP
- 128 MB of RAM
- At least 50 MB of available hard disk space
- QuickTime 5.0 or higher (Choose recommend Installation)\*
- Macromedia Flash Player 5.0 or higher\*\*

\* The latest QuickTime can be downloaded for free from Apple's QuickTime website at <http://www.quicktime.com>

\*\* The latest Macromedia Flash Player can be downloaded for free from Macromedia's website at <http://www.macromedia.com>

# Getting Started

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Below is a brief description and steps to start you to convert your audio files with Audio2SWF.

## **Add audio files to convert**

To start using Audio2SWF you need to add audio files that you wish to convert. You can add audio files by browsing for them by click the "**Add**" button in the Audio2SWF window, selecting "**Add...**" from the "**Audio**" menu or dragging and dropping audio files onto the Audio2SWF window. Click [here](#) for more information on Adding/Removing audio files.

## **Customize the conversion settings**

Use the "**Settings**" window to customize various properties for the conversion process. You may bring up the "**Settings**" window at any time by choosing "**Settings...**" from the "**Audio**" menu or the toolbar.

## **Export/Publish the audio**

When you're ready to convert your audio files, you will need to do an export. , export or publish the slide show by choosing "**Export...**" or "**Publish**" from the "**File**" menu. Click [here](#) for more information on publishing the audio.

## Add/Remove Audio files to the Job List for converting

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### Adding Audio Files to the Job List

Audio files may be added to the jobs list by:

- Selecting "**Add...**" from the "**Audio**" menu.
- Clicking on the "**Add**" button on the main window.
- Drag and drop an audio file(s) onto the main window.

Supported audio file types include AIFF, MP3, Wave (WAV).

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### Removing Audio Files from the Job List

Select the entry from the list you want to remove. Then click the "**Remove**" button or choose "**Remove**" from the "**Audio**" menu. You can also choose "**Remove All**" to remove all jobs from the list.

## Publish/Export Audio

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When you're ready to deliver your audio to an audience, you must publish or export the audio to another format for playback.

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### Export

Exporting the audio will encode your audio to the specified output format. You can choose to export as a SWF, FLV or Multiple Formats at once. To export your video, select "**Export**" or "**Export All**" from the "**File**" menu or the toolbar.

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### Multiple Formats

The "**Multiple Formats**" option lets you specify multiple formats to export your audio.

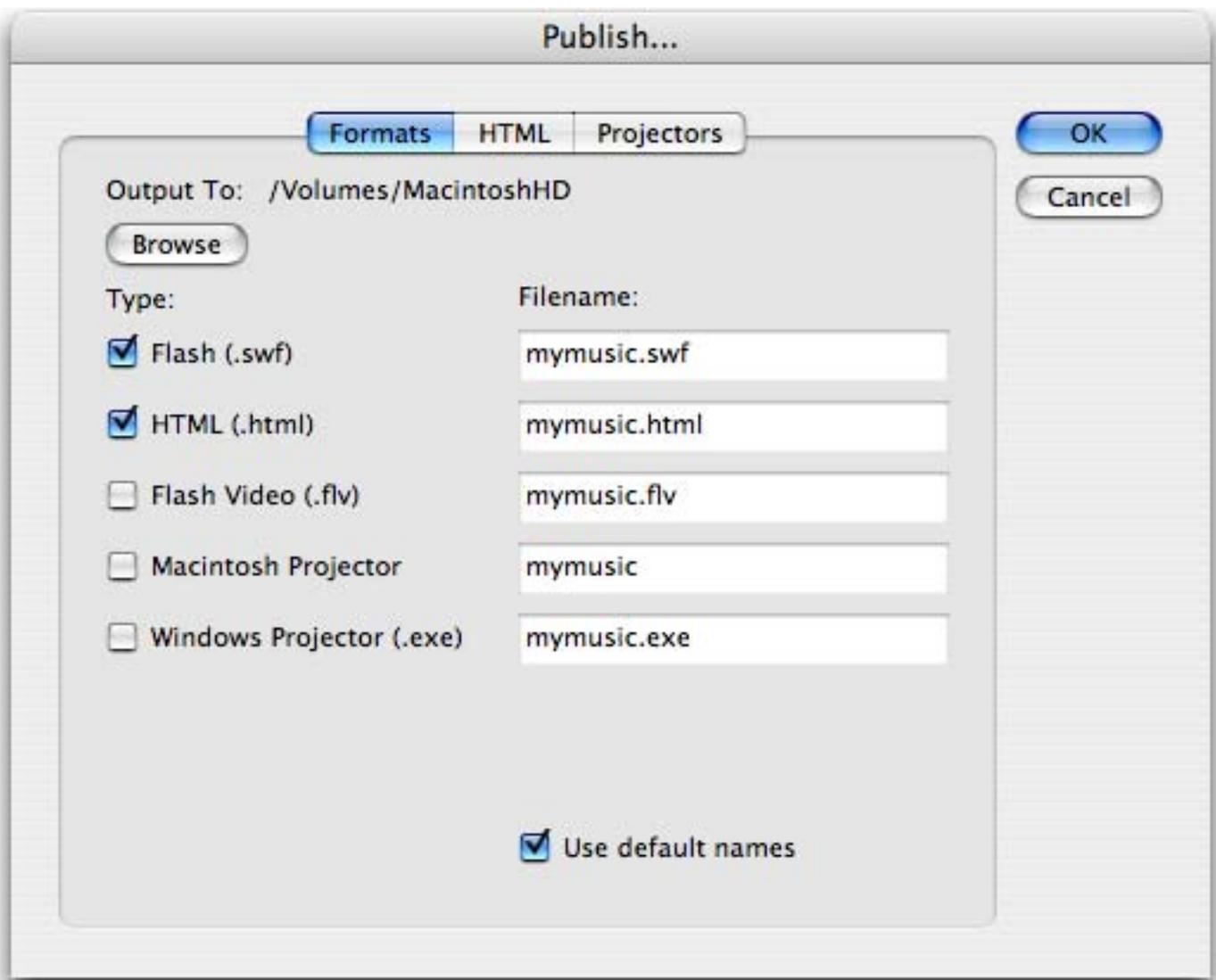
- *Flash Movie* - a Flash Movie (SWF) file.
- *Flash Video* - a Flash Video (FLV) file.
- *HTML* - a HTML document to display the Flash Movie file.
- *Macintosh Projector* - a self executable Flash movie to run on Macintosh compatible computers without the need for the Flash Player to be installed on the users computer.
- *Windows Projector* - a self executable Flash movie to run on Microsoft Windows compatible computers without the need for the Flash Player to be installed on the users computer.

To output your audio as multiple formats, select "**Multiple Formats**" from the "**Format**" drop down list in the **General** tab. Click the **Settings...** button to specify the formats you want to output.

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### Multiple Formats Publish Settings

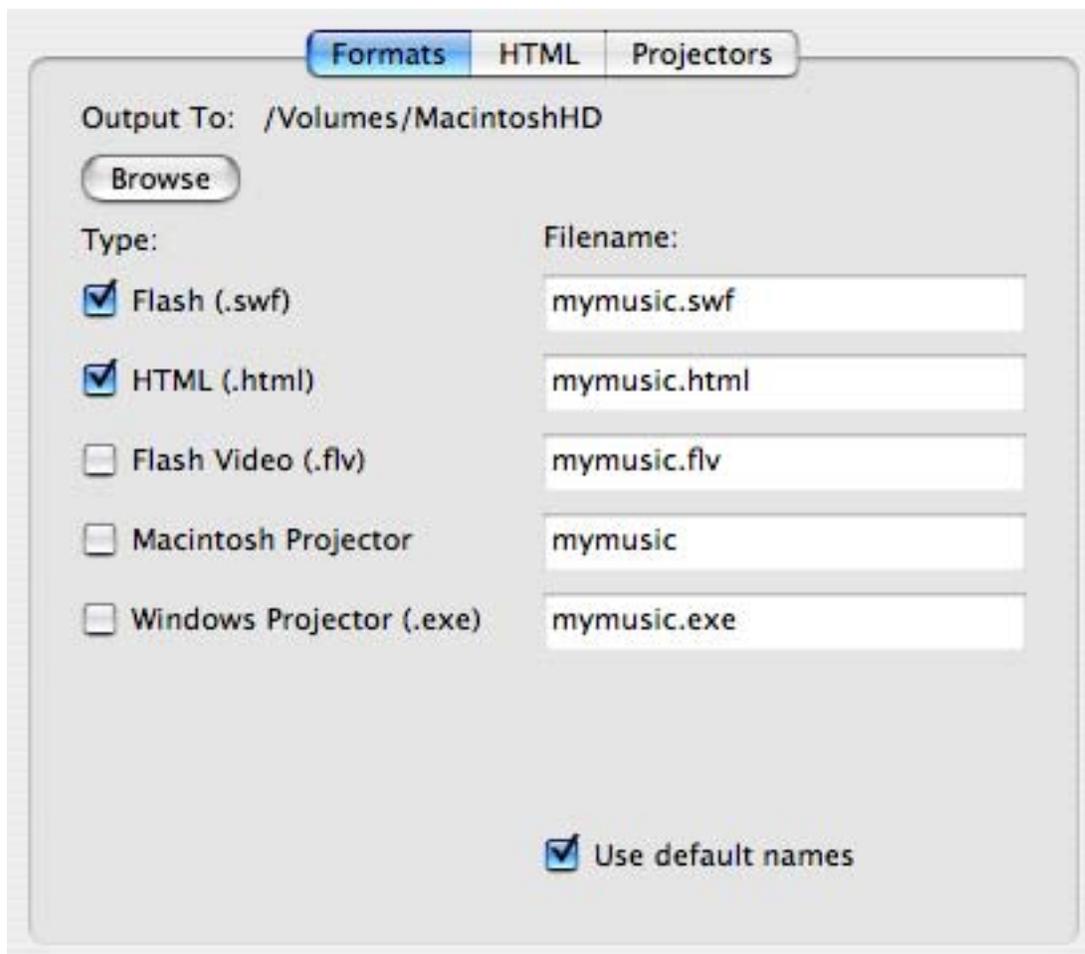
This is where you specify which formats to output and their settings.



Click **"OK"** to save the current publish settings and close the Publish Settings dialog box.  
Click **"Cancel"** to close the Publish Settings dialog box without saving the current settings.

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## Formats



**Output To:** Displays the path where all published files will be saved to on disk.

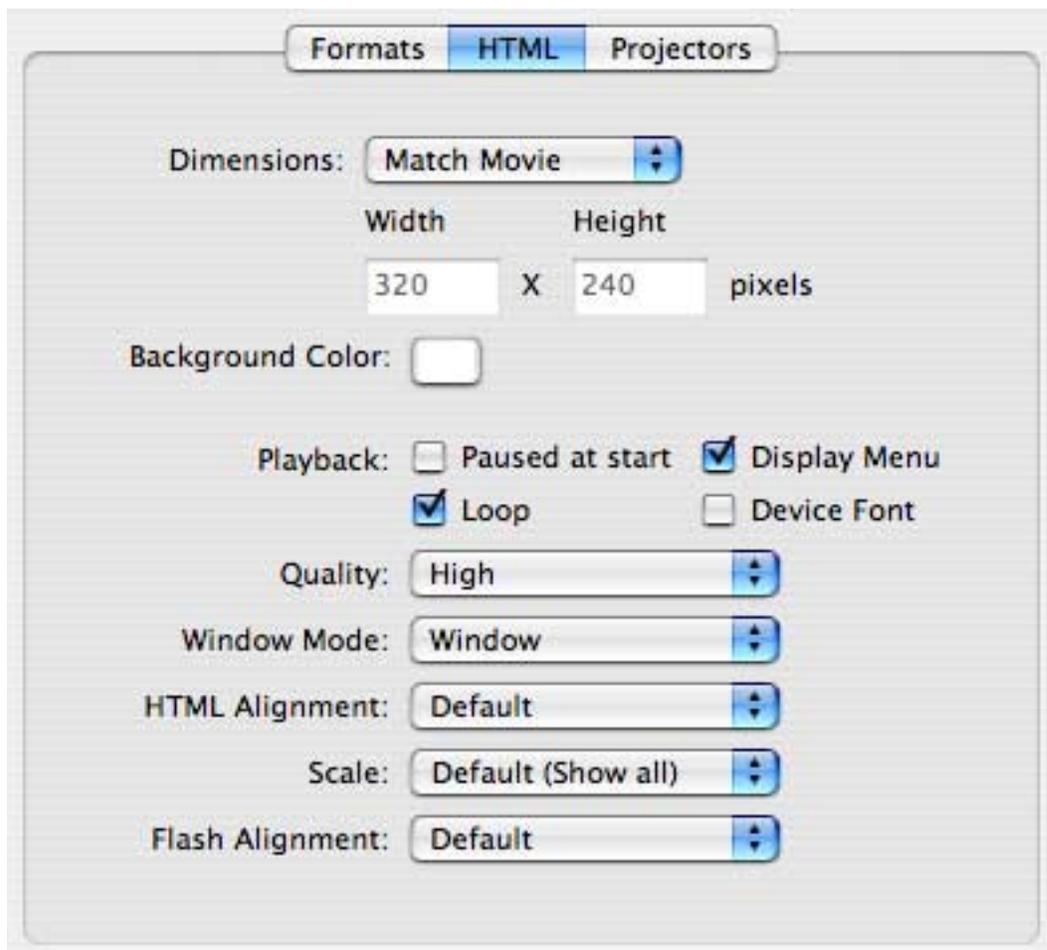
**Browse:** Click to specify a different location to save the published files to.

**Type:** Check the filetypes you want to publish

**Filename:** The filename to save the published files in the Output to location.

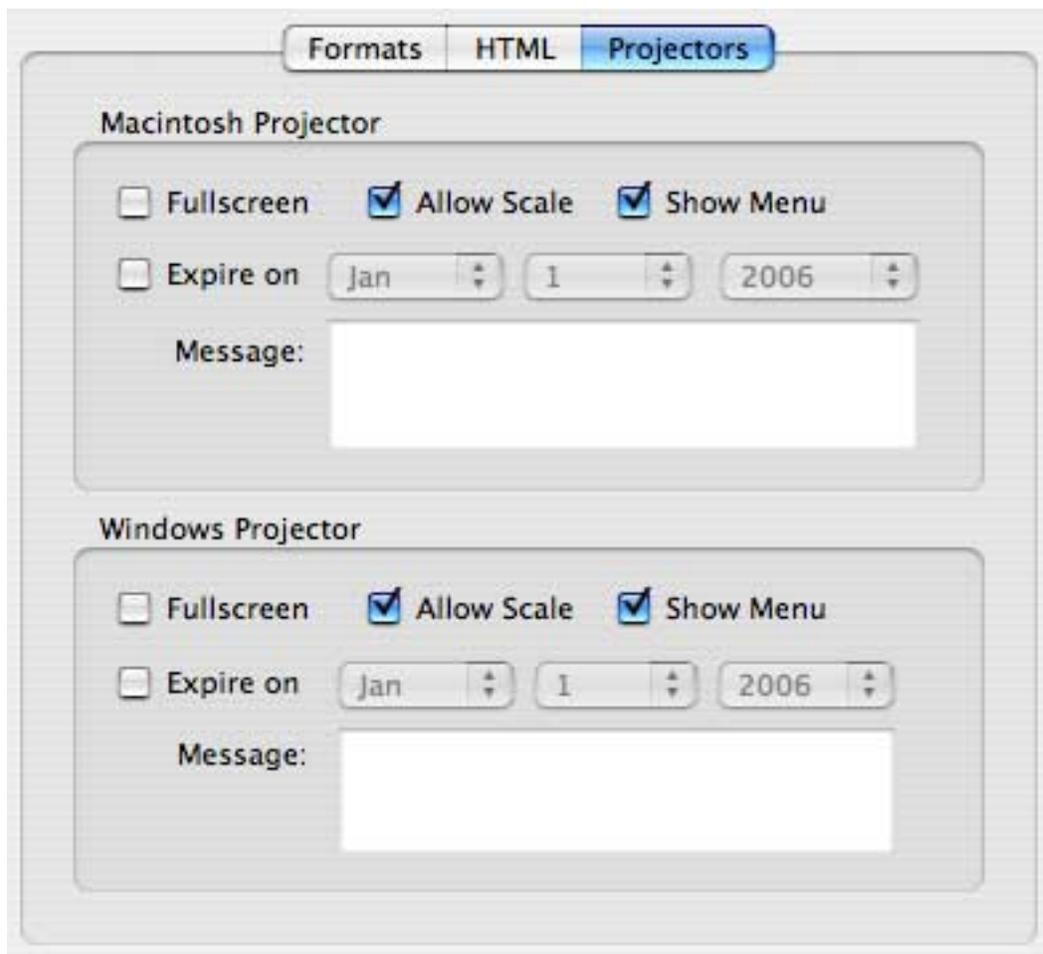
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## HTML



- **"Dimensions"**
- **"Playback"** allows you to set options to control the movie's playback and features
  - **"Paused at start"** pauses the movie until a user click a button in the movie or chooses Play from the shortcut menu.
  - **"Loop"** repeats the movie when it reaches the last frame.
  - **"Display Menu"** displays a shortcut menu when the user right-clicks (Control + click) the movie.
  - **"Device Font"** will substitute anti-aliased system fonts for fonts not installed on the user's system. Using device fonts increases the legibility of type at small sizes and can decrease the movie's file size.
- **"Quality"** will set the playback quality to determine the trade-off between processing time and applying anti-aliasing to smooth each frame before it is rendered on the viewer's screen.
  - **"Low"** favors playback speed over appearance and does not use anti-aliasing.
  - **"Auto Low"** emphasizes speed at first but improves appearance whenever possible. Playback begins with anti-aliasing turned off. If the Flash Player detects that the processor can handle it, anti-aliasing is turned on.
  - **"Auto High"** emphasizes playback speed and appearance equally at first but sacrifices appearance for playback speed if necessary. Playback begins with anti-aliasing turned on. If the actual frame rate drops below the specified frame rate, anti-aliasing is turned off to improve playback speed.

- **"Medium"** applies some anti-aliasing, but does not smooth bitmaps. It produces a better quality than the Low settings, but lower quality than the High settings.
- **"High"** favors appearance over playback speed and always uses anti-aliasing. If the movie does not contain animation, bitmaps are smoothed. If the movie has animation, bitmaps are not smoothed.
- **"Best"** provides the best display quality and does not consider playback speed. All output is anti-aliased and bitmaps are always smoothed.
- **"Window Mode"** allows you to set options for transparency, positioning, and layering of the Flash movie. This option is not compatible with all browsers.
  - **"Window"** plays a Flash Player movie in its own rectangular window on a web page, for the fastest animation.
  - **"Opaque Windowless"** moves elements behind Flash movies to prevent them from showing through
  - **"Transparent Windowless"** shows the background of the HTML page on which the movie is embedded through all transparent areas of the movie, but may slow animation.
- **"HTML Alignment"** allows you to position the Flash movie window within the browser window.
  - **"Default"** centers the movie in the browser window and crops edges if the browser window is smaller than the movie.
  - **"Left, Right, Top, Bottom"** aligns the movie along the corresponding edge of the browser window and crops the remaining three sides as needed.
- **"Scale"** allows you to place the movie within specified boundaries.
  - **"Default (Show All)"** displays the entire movie in the specified area without distortion while maintaining the original aspect ratio of the movie.
  - **"No Border"** scales the movie to fill the specified area and keeps the movie's original aspect ratio without distortion and crops if needed.
  - **"Exact Fit"** displays the entire movie in the specified area without preserving the original aspect ratio, which may cause distortion.
- **"Flash Alignment"** allows you to set how the movie is placed within the movie window and how it is cropped, if necessary.
  - **"Left, Center, Right"** are used for horizontal alignment.
  - **"Top, Center, Bottom"** are used for vertical alignment.



**Fullscreen:** If checked, the Projector will run in full screen mode when launched. While in full screen mode during playback, the user can hit the Escape key to exit the full screen mode.

**Allow Scale:** If checked, the movie will scale to the size of the window

**Show Menu:** If checked, the contextual menu will be enabled.

**Expire On:** If checked, the projector will expire on the specified date and display your custom Message.

**Message:** The message to display when the projector expires.

# Save/Load Projects

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## Saving Audio2SWF Projects

You can save the settings for your current session to a Audio2SWF Project file (.a2s) by choosing "**Save Project**" or "**Save Project As...**" from the "**File**" menu or toolbar. To overwrite the current project file, choose "**Save Project**". To save the file in a different location or with a different name, choose "**Save Project As...**".

Please note that the project file does not save any sounds used in the project. If you move or delete any of the files used in the project, Audio2SWF will not be able export the files properly.

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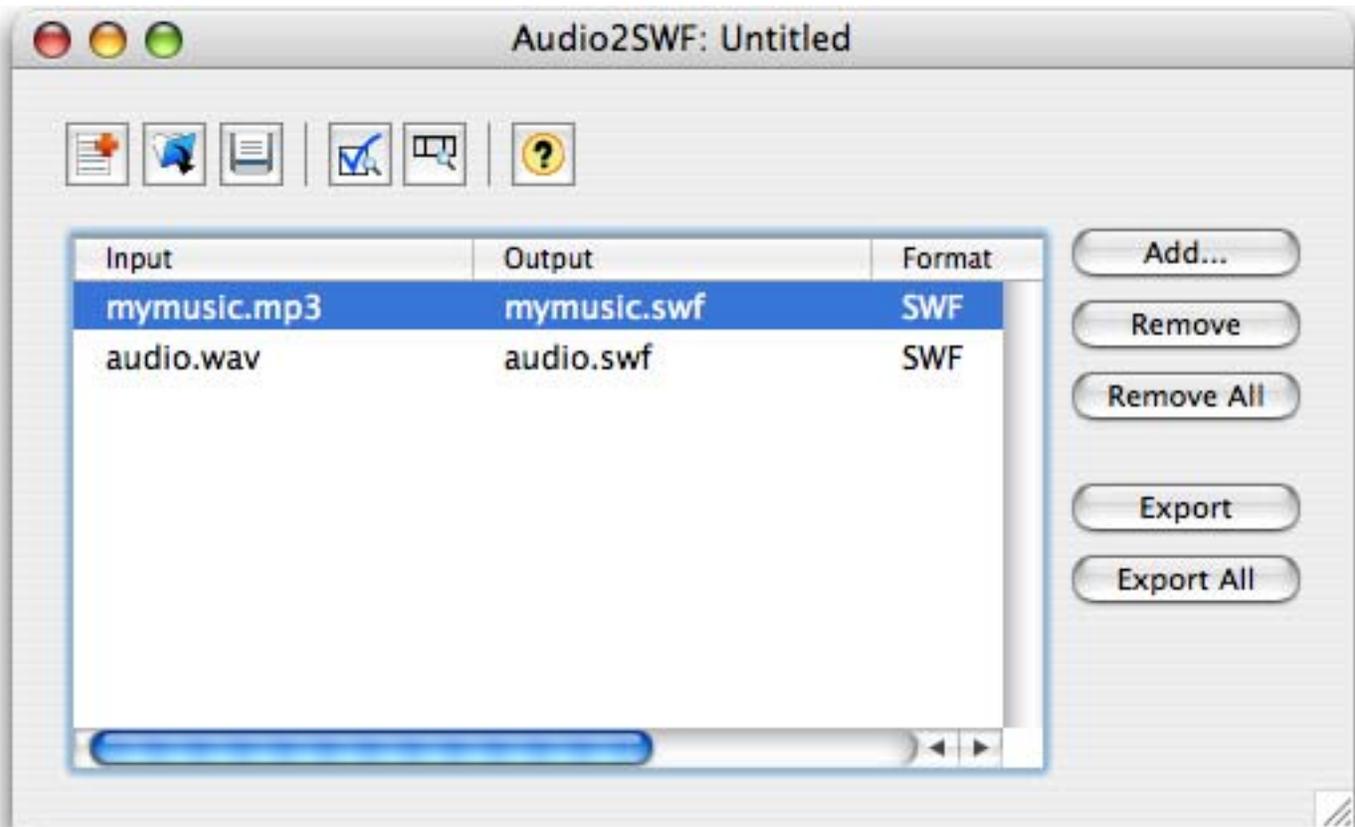
## Loading Audio2SWF Projects

You can load and previously saved Audio2SWF Project file (.a2s) by choosing "**Open Project**" from the "**File**" menu or toolbar.

## Audio2SWF

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The **Audio2SWF** window is the main window and is where you add and remove the source files you wish to encode.



**Add...:** Choose a source audio file to encode. After choosing a source file, it will be added to the list of jobs to encode. You can also add audio files by choose **Add...** from the **Audio** menu or by dragging and dropping audio files onto the Audio2SWF window.

**Remove:** Remove the current selected job from the list.

**Remove All:** Remove all jobs from the list.

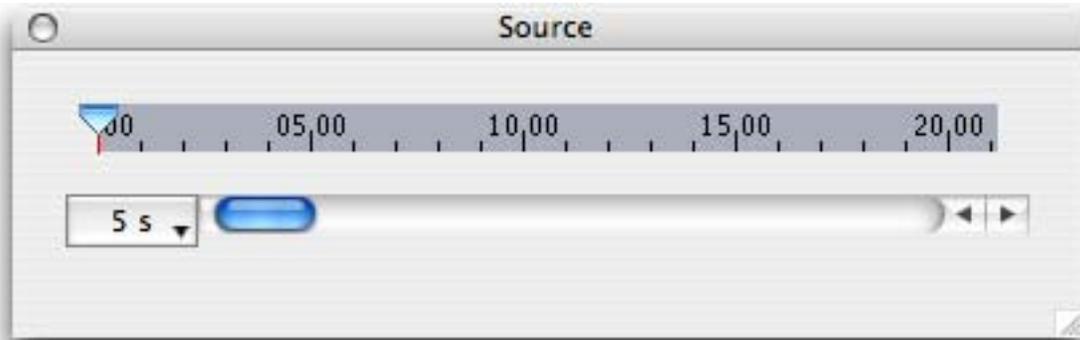
**Export:** Encodes the current selected job from the list.

**Export All:** Encode all jobs from the list.

## Source

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The **Source** window will display your source audio where you can view and edit the audio for encoding.



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## Setting In/Out Points

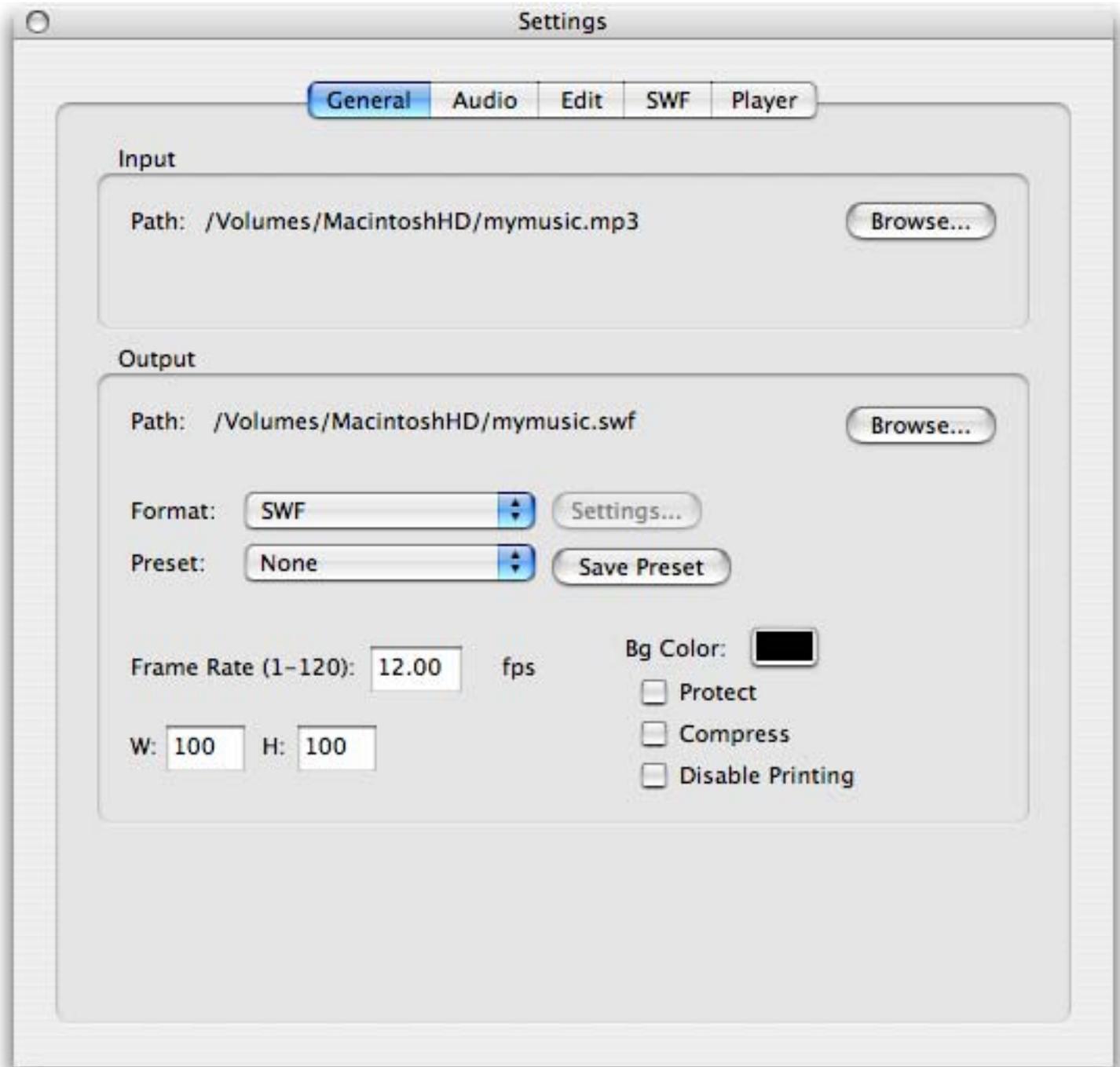


If in the Edit tab the "Match source duration" is not checked, you have the ability to choose a section of the audio to encode. Here you will see two triangular markers below the timeline which you can drag to set the Start and End times of the section of the audio you wish to encode.

# Settings

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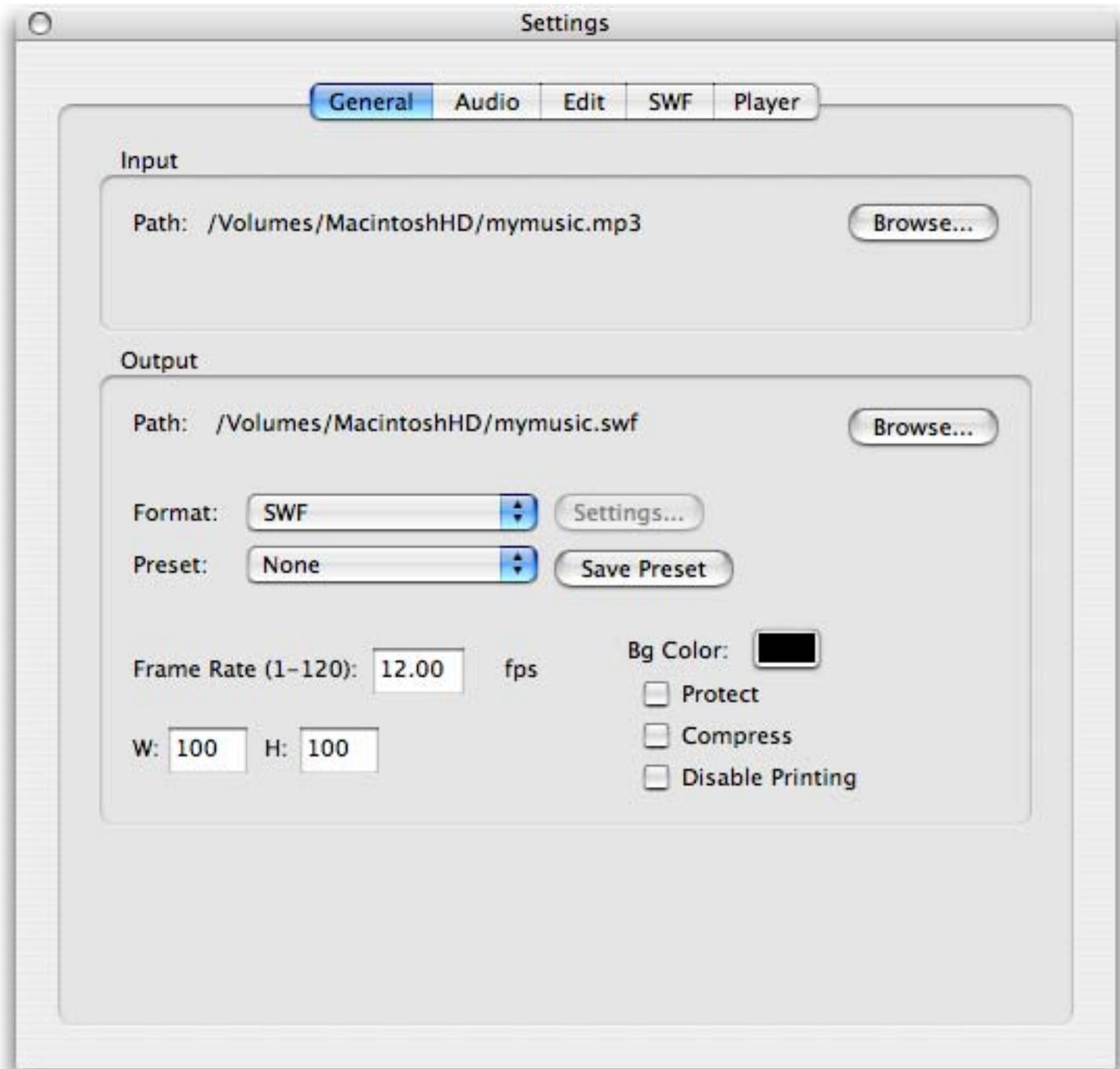
The **Settings** dialog allows you to customize the output settings for the current selected audio.



## General

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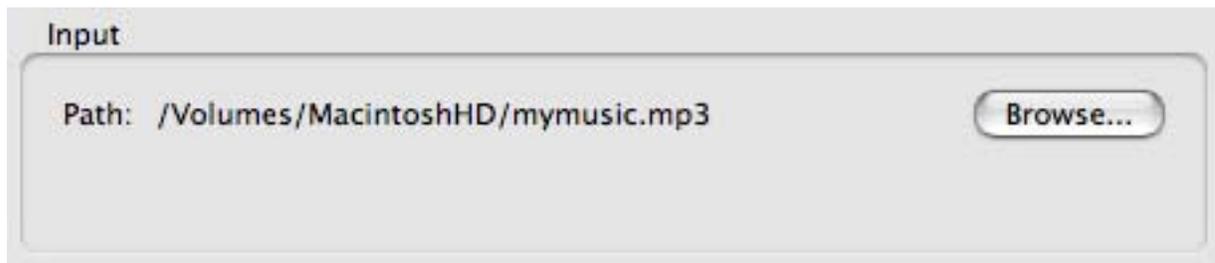
The **General** tab allows you to set the basic input and output settings.



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## Input

The **"Input"** area allows you to specify the input source audio you wish to convert.



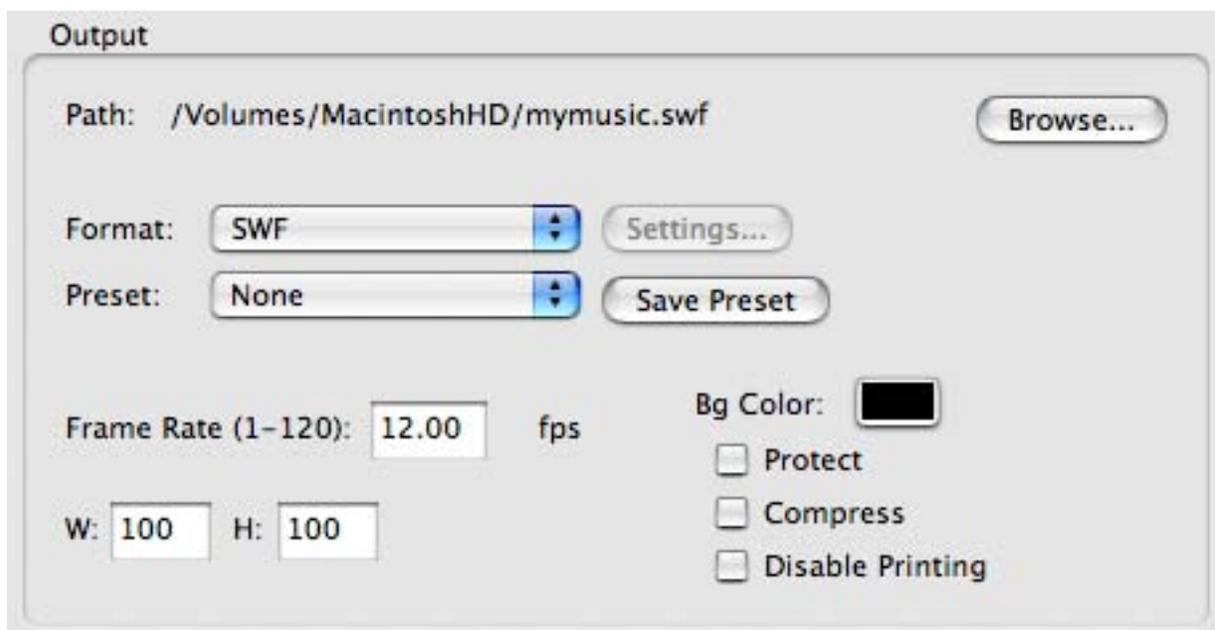
**Path:** The full path of the source audio file to convert will be displayed here.

**Browse...:** Click to choose a different source audio file.

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## Output

The "**Output**" options allow you to specify the general settings for the output.



**Path:** The full path of where the converted file will be saved to will be displayed here.

**Browse...:** Click to choose a different location to save the converted file to.

**Format:** Choose which format you wish to convert the source video file to.

- **SWF:** The Macromedia Flash file format to be played back in the Macromedia Flash Player.
- **FLV:** The Macromedia FLV file format lets you import a static video stream into the Macromedia Flash authoring tool.
- **Multiple Formats...:** Output multiple file formats at the same time. Choose from SWF, FLV, HTML, and Projector files. Click the Settings... button to specify the formats you wish to output.

**Preset:** You can choose a pre-defined preset from the list, which will automatically set the settings for you. If you want to use your own settings, choose *None*.

**Frame Rate:** The frame rate (frames per second) of the converted SWF/FLV file.

**Width:** The width in pixels of the SWF file.

**Height:** The height in pixels of the SWF file.

**Bg Color:** The background color of the swf file.

**Protect:** If checked, Macromedia's Flash Authoring Tool will not be able to import the exported .swf file.

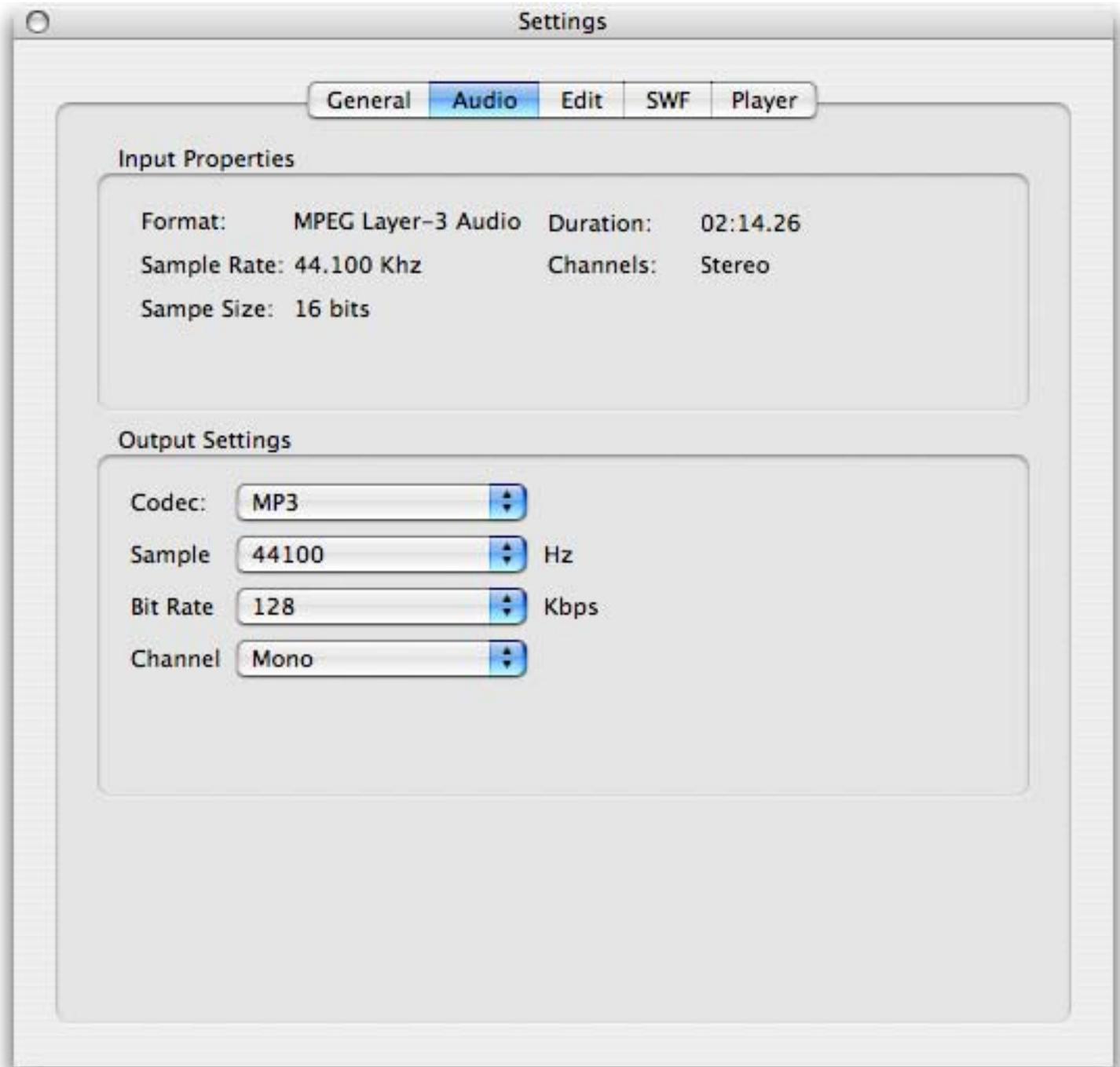
**Compress:** If checked, the exported .swf file will be compressed. To playback compressed .swf files, the viewer will need version 6 or higher of the Flash Player.

**Disable Printing:** If checked, the Print option from the Flash Player will be disabled.

# Audio

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The **Audio** tab allows you to see the properties of the audio source and set the output quality settings.



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## Input Properties

The "**Input Properties**" displays various properties of the input audio source.

### Input Properties

Format: MPEG Layer-3 Audio    Duration: 02:14.26  
Sample Rate: 44.100 KHz        Channels: Stereo  
Sample Size: 16 bits

**Format:** The format of the audio source.

**Sample Rate:** The sample rate of the audio source.

**Sample Size:** The sample size of the audio source.

**Duration:** The duration of the audio source.

**Channels:** The number of channels in the audio source.

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### Output Settings

The "**Output Settings**" allows you to choose various settings to control the quality of the encoded audio.

### Output Settings

Codec: MP3  
Sample: 44100 Hz  
Bit Rate: 128 Kbps  
Channel: Mono

**Codec:** The codec to use when encoding the audio.

- MP3

**Sample Rate:** The sample rate to use when encoding the audio. Higher sample rates will result in higher audio quality, but larger file sizes.

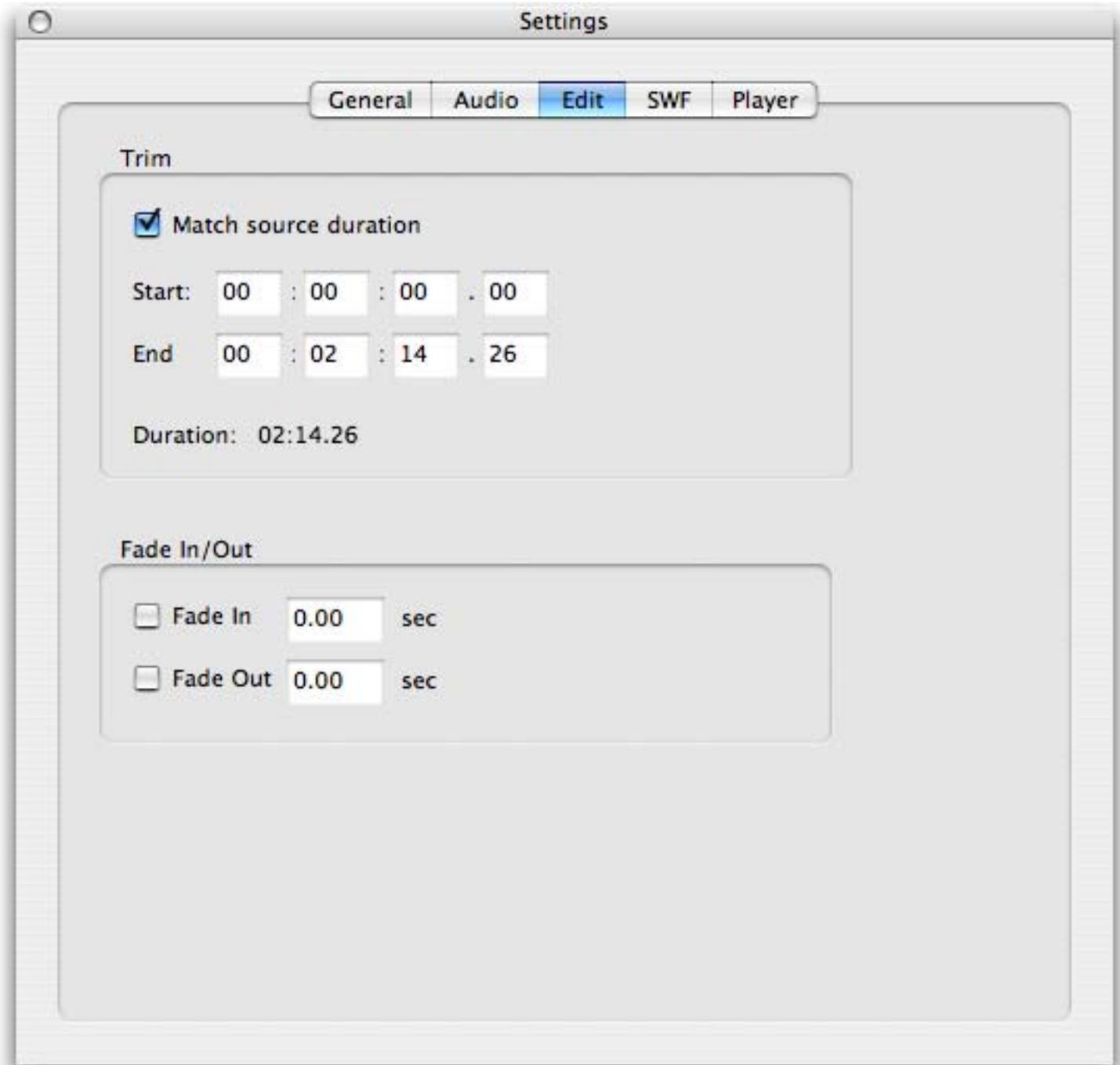
**Bit Rate:** The bit rate to use when encoding the audio. Higher bit rates will result in higher audio quality, but larger file sizes.

**Channels:** The number of channels to use when encoding the audio.

## Edit

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The "**Edit**" tab allows you to edit the audio for encoding.



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## In/Out

The "**In/Out**" options allows you to specify a section of the audio to encode.

Trim

Match source duration

Start: 00 : 00 : 00 . 00

End 00 : 02 : 14 . 26

Duration: 02:14.26

**Match source duration** : If checked the Start and End times will automatically be set to encode the entire duration of the source audio.

**Start (Hour/Minute/Second/Millisecond)**: The starting time of the audio source to encode.

**End (Hour/Minute/Second/Millisecond)**: The ending time of the audio source to encode.

**Duration**: The duration of the audio source to encode.

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## Fade In/Out

The "**Fade In/Out**" options allows you to fade in/out the encoded audio.

Fade In/Out

Fade In 0.00 sec

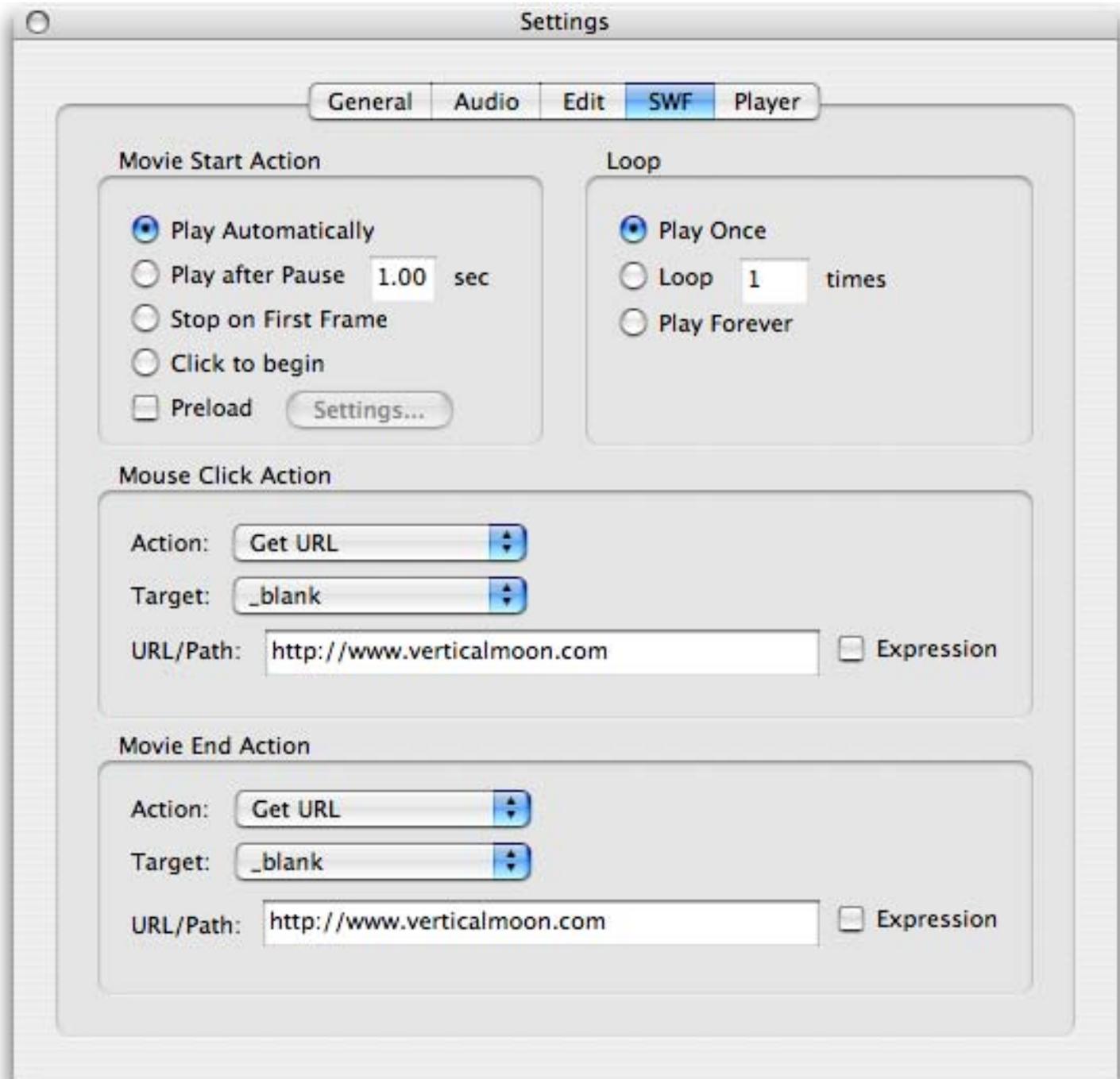
Fade Out 0.00 sec

**Fade In**: Check if you want to fade in the audio and enter in the number of seconds you want the Fade In to take to complete.

**Fade Out**: Check if you want to fade out the audio and enter in the number of seconds you want the Fade Out to take to complete.

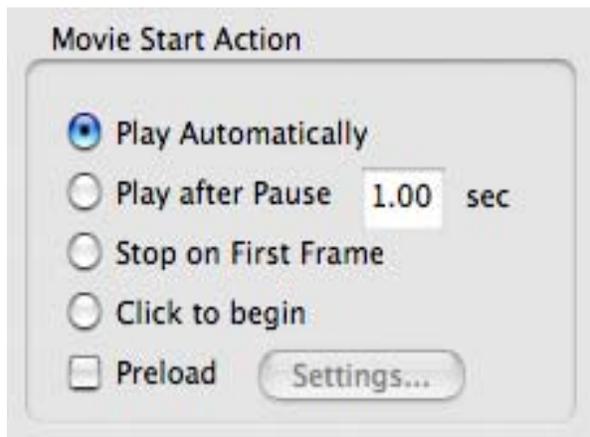
# SWF

The **SWF** tab allows you to customize the how the SWF file will playback.



## Movie Start Action

The "Movie Start Action" options allows you to specify how the audio will begin to playback.



**Play Automatically:** Start playing the SWF as soon as it is loaded into the Macromedia Flash Player.

**Play After Pause:** Start playing the SWF after the desired number of seconds has elapsed.

**Stop on First Frame:** Load the SWF into the Macromedia Flash Player and then stop until there is user interaction to continue playing the SWF.

**Click to begin:** Load the SWF into the Macromedia Flash Player and then stop until the user clicks on the SWF to continue playback.

**Preload:** Allows you to add a preloader to the audio. If this option is chosen, a progress bar will be displayed showing the percentage of the audio that has been downloaded/loaded into the Macromedia Flash Player. When the desired percentage of the SWF file has been loaded, playback of the audio will begin. This option is helpful to allow smoother playback on slower internet connections. Click the **Settings...** button to [customize the preloader](#).

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## Loop

The **"Loop"** options allows you to choose the number of consecutive times the audio will play.



**Play Once:** Play the entire SWF and stop after the last frame is reached.

**Loop:** Repeat the SWF the desired number of times and then stop.

**Play Forever:** Continually play the entire SWF.

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## Mouse Click Action

The "Mouse Click Action " option allows you to specify an action to take when the user mouse clicks the Macromedia Flash Player while the audio is playing.



**Action:** The action to take when the user mouse clicks on the SWF.

- **None:** No action to take.
- **Get URL:** Loads a standard URL (eg. <http://www.verticalmoon.com>)
- **Load SWF:** Loads an external SWF file (eg. [another.swf](#))

**Target:** If the Action is Get URL or Load SWF, you can specify the target to load the URL/SWF to.

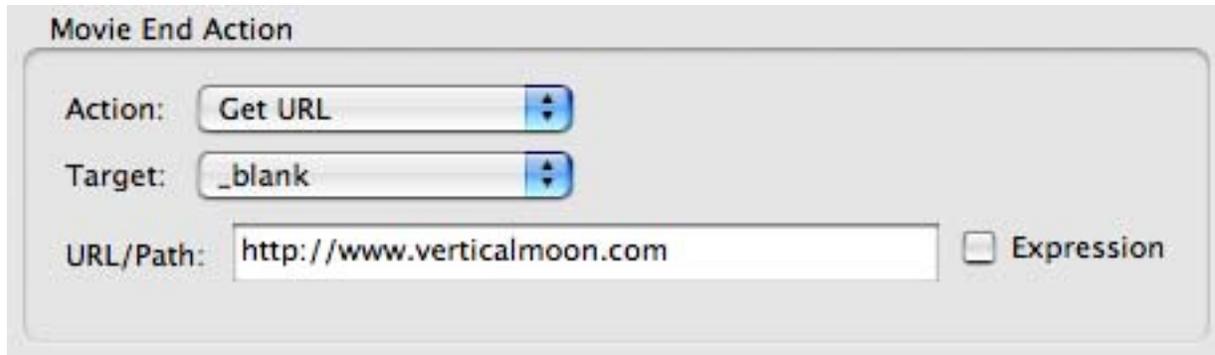
- **Custom:** Specify your own target
- **Pop-Up Window:** Loads the URL/Path to a pop-up window. When choosing this option a **Settings...** button will appear to customize the [Pop-Up Window Settings](#). For the pop up window to work properly you will either need to export both the .swf and .html files from the "Publish Settings..." or add the following javascript code to your html file that displays the .swf file between the `<HEAD>` and `</HEAD>` tags.  

```
<SCRIPT language="JavaScript">
function VM_Popup(theURL, winName, winFeatures) {newWin=window.open(theURL,
winName, winFeatures); }
</SCRIPT>
```
- **\_blank:** Creates a new browser window and loads the URL/Path into it.
- **\_parent:** Removes the current frameset and loads the URL/Path in its place. Use this option if you have multiple nested framesets, and you want your URL to replace only the frameset in which your movie resides.
- **\_self:** Loads the URL/Path into the same frame or window as the current movie.
- **\_top:** Loads the URL/Path into the current browser and removes all framesets in the process. Use this option if your movie is in a frame, but you want your linked URL to load normally into the browser, outside the confines of any frames.

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## Movie End Action

The "**Movie End Action**" option allows you to specify an action to take when the SWF ends.



**Action:** The action to take when the SWF ends.

- **None:** No action to take.
- **Get URL:** Loads a standard URL (eg. <http://www.verticalmoon.com>)
- **Load SWF:** Loads an external SWF file (eg. `another.swf`)
- **Unload SWF :** Cause the Flash Player to unload the SWF from the player when it ends. This option causes the SWF file to be removed from RAM.

**Target:** If the Action is Get URL or Load SWF, you can specify the target to load the URL/SWF to.

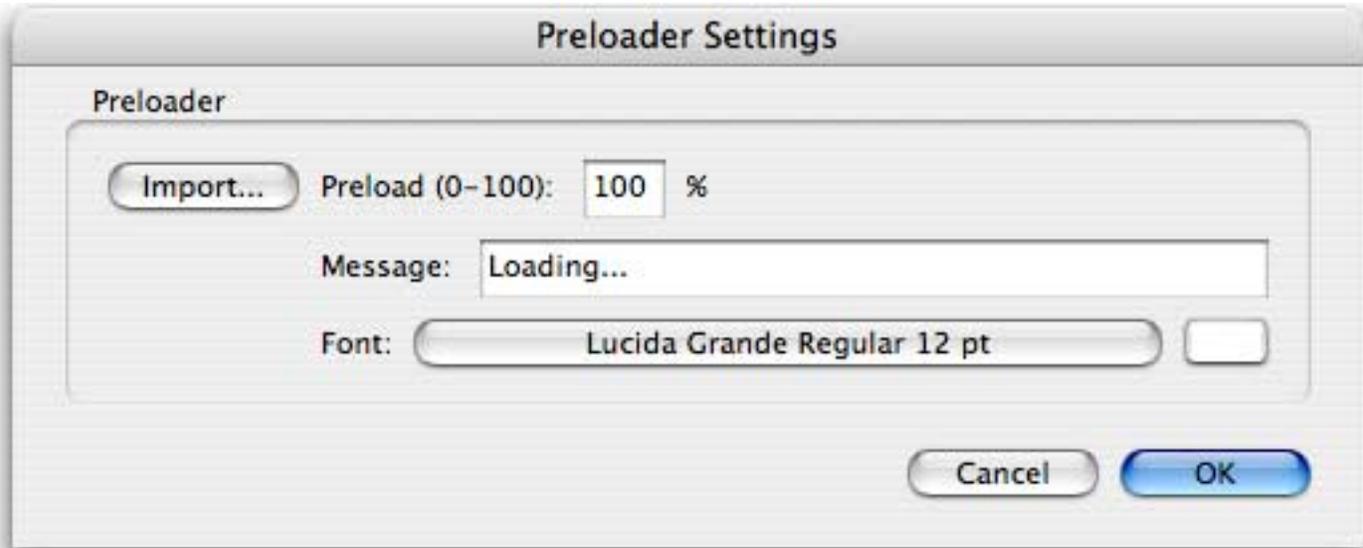
- **Custom:** Specify your own target
- **Pop-Up Window:** Loads the URL/Path to a pop-up window. When choosing this option a **Settings...** button will appear to customize the [Pop-Up Window Settings](#). For the pop up window to work properly you will either need to export both the `.swf` and `.html` files from the "Publish Settings..." or add the following javascript code to your html file that displays the `.swf` file between the `<HEAD>` and `</HEAD>` tags.

```
<SCRIPT language="JavaScript">
function VM_Popup(theURL, winName, winFeatures) {newWin=window.open(theURL,
winName, winFeatures); }
</SCRIPT>
```
- **\_blank:** Creates a new browser window and loads the URL/Path into it.
- **\_parent:** Removes the current frameset and loads the URL/Path in its place. Use this option if you have multiple nested framesets, and you want your URL to replace only the frameset in which your movie resides.
- **\_self:** Loads the URL/Path into the same frame or window as the current movie.
- **\_top:** Loads the URL/Path into the current browser and removes all framesets in the process. Use this option if your movie is in a frame, but you want your linked URL to load normally into the browser, outside the confines of any frames.

## Preloader Settings

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The **Preloader Settings** dialog allows you change the settings for a preloader.



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### Preloader

**Preload %:** The percentage of the file you wish to preload before attempting to playback the swf file.

**Message:** Any message you wish to display while the file is being preloaded.

**Font:** The font to use for the Preload % and Message.

**Font Color:** The color to use for the Preload % and Message text.

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### Import Preloader from [SWF, Lock & Load](#)

**Import...:** Allows you to choose a SWF, Lock & Load project file (.lkl) to import.

**Edit...:** Launches SWF, Lock & Load to allow you to further edit the SWF, Lock & Load project file.

**Remove:** Removes the current SWF, Lock & Load project file chosen for import.

## Pop-Up Settings

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The **Pop-Up Settings** dialog allows you to customize the pop-up window



**W:** The width of the pop up window.

**H:** The height of the pop up window.

**X:** The horizontal position to display the pop up window.

**Y:** The vertical position to display the pop up window.

**Resizable:** Specifies whether or not the user may resize the popup window.

**Scrollbar:** Specifies whether horizontal and vertical scrollbars should be added to the pop up window. Most browsers will display the scrollbars only when needed to view content beyond the window area.

**Toolbar:** Specifies whether the toolbar should be shown. The toolbar contains the browser's navigation buttons such as Back, Forward, Reload, and Home.

**Directory Bar:** Specifies whether the directory bar should be shown.

**Status Bar:** Specifies whether the status bar should be shown. The status bar area contains the security indicator and status bar messages.

**Location Bar:** Specifies whether the location bar should be shown. The location bar is where the URL of the current page is shown.

**Menu Bar:** Specifies whether the menu bar should be shown. The menu bar contains the browser's menus such as File, Edit, and View.

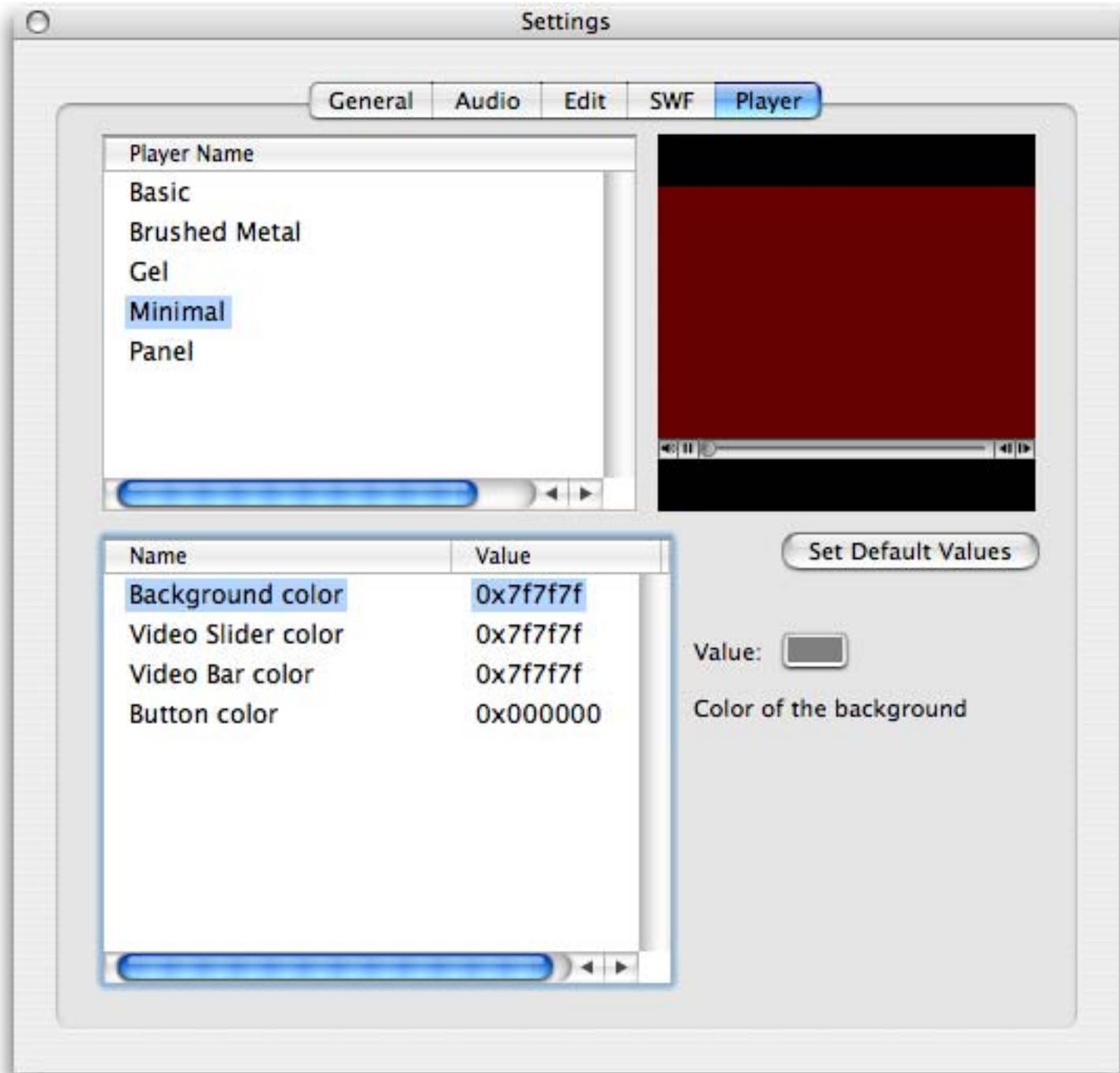
In order for the pop up window to function properly, you must add the following javascript snippet to your HTML code. You can copy and paste the following anywhere between the <HEAD> and </HEAD> tags which should be located towards the top of the HTML code.

```
<SCRIPT language="JavaScript">  
function VM_Popup(theURL, winName, winFeatures) {  
newWin=window.open(theURL, winName, winFeatures);  
}  
</SCRIPT>
```

# Players

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The "**Players**" tab allows you to add a Player to the encoded audio to add playback and audio controls.



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## Players List

This is a list of the available Player templates to choose from. Once selected, you can see a Preview of

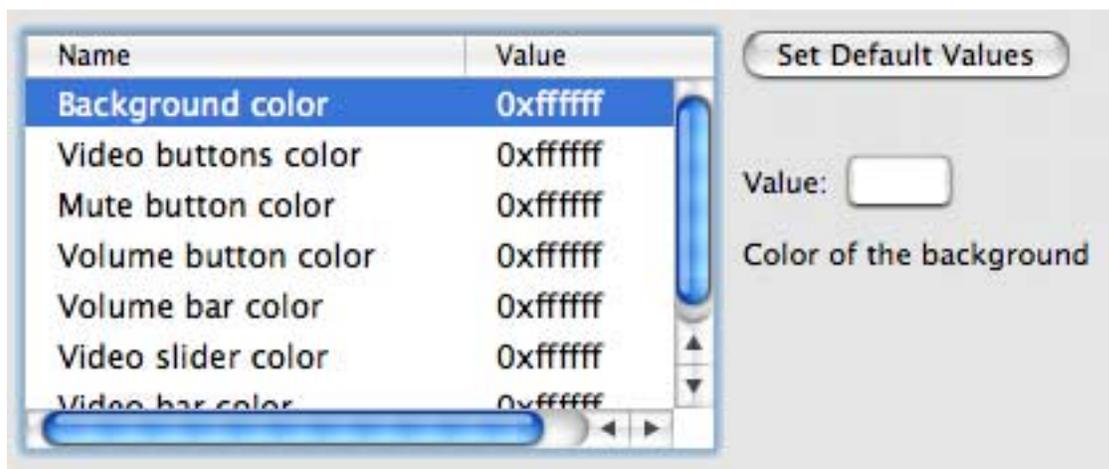
the player to the right of the list. You can also add your own players by following our [Players Specification](#).



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## Customize

For certain Player templates, you have the ability to customize some of the features of the Player.



**Parameter List** : If available, you will see a list of all of the parameters you can customize for the current selected Player template. Once you select a parameter in the list, you will have the ability to change the value to the right.

**Set Default Values** : This will revert all of the values for the current Player back to their default values.

# Players Specification

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You can create your own custom player templates to be used in Audio2SWF by following the specifications found on this page. You can create your players with the Macromedia Flash authoring tool. Once created, you can add the players to the Players folder where Audio2SWF is installed, and the next time you launch Audio2SWF, you should see the new players added to the list.

The following specification will describe the overall layout and what is required or optional when creating your players.

- Player Hierarchy
  - [Parameters/Variables](#) (required actionscript)
  - [videoPlayer](#) (required)
    - [video](#) (required)
    - [frame](#)
      - frame\_n (where n is 1...number of elements in the frame)
    - [vidBtns](#)
      - rwBegBtn
      - rwBtn
      - playPauseBtn
      - playBtn
      - pauseBtn
      - stopBtn
      - ffBtn
      - ffEndBtn
    - [sndBtns](#)
      - muteBtn
      - volSlider
        - volBtn
        - volBar
    - [vidBar](#)
      - progressBtn
      - progressBar
      - loadBar
      - bgBar
    - [clock](#)
      - time\_cur
      - time\_rem

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## Parameters/Variables

The first frame of the main timeline is where you can specify how the elements in the player should position and scale relative to the size of the video within the Player.

### Required:

`format = "video2swf";`

`version = "1.0";`

`name = "The name of your player to be displayed in Audio2SWF ";`

### Optional:

`min_player_width = (the minimum width in pixels the player can be);`

`min_player_height = (the minimum height in pixels the player can be);`

`ITEM_hanchor = "none/left/center/right";` (where ITEM is the name of the element to set the anchor for; eg. `vidBtns_hanchor="left";`)

`ITEM_vanchor = "none/top/center/bottom";` (where ITEM is the name of the element to set the vanchor for; eg. `vidBtns_vanchor="bottom";`)

`ITEM_hstretch = "true/false/fixed";` (where item is the name of the element to set the stretch for; eg. `frame_1_hstretch="true";`)

`ITEM_vstretch = "true/false/fixed";` (where item is the name of the element to set the stretch for; eg. `frame_1_vstretch="false";`)

`vidbar_width`: If using a `vidBar` in the Player, you will need to set this to the original width of the bar.

`vidbar_scroll`: If using a `vidBar` with a slider button, you will need to set this to the original amount it can scroll within the `vidBar`.

`volSlider_scroll`: If using a `volSlider`, you will need to set this to the original amount it can scroll within the `volSlider`.

---

## videoPlayer

The first frame of the main timeline must have an instance of the movie clip that holds the entire player and its elements. The instance must be named "videoPlayer". The videoPlayer should be placed at (0,0) and the Document dimensions should match the size of the videoPlayer.

### Required:

[video](#)

## Optional:

[frame](#)

[vidBtns](#)

[sndBtns](#)

[vidBar](#)

[clock](#)

---

## video

The video instance will define where the actual video will be placed in the player. The instance must be named "video" and should contain a rectangle shape defining the area for the video. The video and elements around the video will automatically be adjusted based on the actual dimensions of the Flash video.

---

## frame

The frame can be used to create the background for the player. For each element in the frame, there will be an instance named "frame\_n" where "n" is a number from 1...number of frame elements.

---

## vidBtns

The vidBtns can contain the buttons to control the playback of the audio, such as rewinding, fast forwarding, pausing and playing.

**Optional:** The following must be Movie clip instances with the following names which contain the actual Button. For toggle buttons, the first button state must be in the first frame of the containing movie clip, and the second state must be in the second frame.

**rwBegBtn:** Jump to the beginning of the audio

**rwBtn:** Rewinds the audio

**playPauseBtn:** Toggle button to play and pause the audio

**playBtn:** Plays the audio

**pauseBtn:** Pauses the audio

**stopBtn:** Stops the audio

**ffBtn:** Fast forwards the audio

**ffEndBtn:** Jump to the end of the audio

---

## sndBtns

The sndBtns can contain the controls to control the audio such as muting and changing the volume.

**Optional:** The following must be Movie clip instances with the following names which contain the actual Button. For toggle buttons, the first button state must be in the first frame of the containing movie clip, and the second state must be in the second frame.

**muteBtn:** Toggle button to mute and unmute the audio

**volSlider:** Slider bar to set the volume. This must have an instance named **volBar** which is the background bar, and a **volBtn** which is the slider button. The first frame variables should have the following **volSlider\_scroll** set to the number of pixels the volBtn can scroll.

---

## vidBar

The vidBar can be used to add a scrubber and to show the current position in the video.

**Optional:** The following must be Movie clip instances with the following names which contain the actual Button. For toggle buttons, the first button state must be in the first frame of the containing movie clip, and the second state must be in the second frame.

The first frame variables should have a variable **vidbar\_width** set to the original width of the vidBar. The first frame variables should have a variable **vidbar\_scroll** set to the number of pixels the progressBtn can scroll.

**progressBtn:** Button to show the current position in the video. Can also be used to scrub through the video by dragging it along the video bar.

**progressBar:** A bar showing the current position in the video

**loadBar:** A bar showing the current amount of the video loaded/buffered

**bgBar:** The background bar

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## clock

The clock can display relevant times for the audio, such as the current time and the remaining time.

**Optional:**

**time\_cur:** Displays the current time of the audio. This must be a dynamic text field with the variable name set to "time\_cur"

**time\_rem:** Displays the remaining time of the audio. This must be a dynamic text field with the variable name set to "time\_rem"

---

## Custom Variables

You can allow certain elements to be customizable from within Audio2SWF by adding variables. The following is an example for allowing the user to choose the color for the video buttons.

```
v2sVar1_name = "videoPlayer.vidBtnsColor";  
v2sVar1_type = "color";  
v2sVar1_value = "0xffffffff";  
v2sVar1_label = "Video buttons color";  
v2sVar1_notes = "Color of the video buttons playback buttons";
```

Each custom variables entry must begin with v2sVarN\_ (where N is the variable number).

**\_name:** Then name of the actual variable used in Flash

**\_type:** Type of variable. Can be the following:

- **alphanum:** alpha numeric string (eg. "my value 123")
- **alpha:** alpha (eg. "my value")
- **int:** integer values (eg. 1, 2, 3)
- **float:** decimal values (eg. 3.14, 5.29)
- **bool:** true or false
- **color:** RGB color in hex format 0xRRGGBB

**\_value:** The default value for the variable

**\_label:** The name to be displayed in the list of variables in Audio2SWF

**\_notes:** A description of the variable which will be displayed in Audio2SWF

## Frequently Asked Questions

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### **What is a SWF file?**

The Macromedia Flash file format (SWF) (pronounced "swiff") delivers vector graphics and animation over the Internet to the Macromedia Flash Player.

### **What is a FLV file?**

The Macromedia FLV file format lets you import a static video stream with encoded audio.

### **What version of the Flash Player are the SWF files exported from Audio2SWF compatible with?**

The SWF files produced are compatible with the Flash Player version 6 and up. If you are publishing Projector files, the Flash Player is not needed, and thus the minimum Flash version is irrelevant.

### **Flash will not import my audio SWF files. Why?**

Flash will not import SWFs completely that contain audio, video, and actionscript. Instead you should use the loadMovie actionscript command.

### **There isn't any audio when I encode my audio. What should I do?**

If running Windows, install or re-install the latest QuickTime with the "Recommended" Installation option checked.

### **What is the maximum audio duration that I can encode?**

The Flash player imposes a 16,000 maximum frame limit on SWF files. Anything beyond this will not be displayed. So the actual maximum duration will depend on the frame rate used for the SWF file (10fps = ~26 minutes).

Flash FLV files however do not have this 16,000 frame limit.

### **How can I get around the 16,000 frame limit?**

If you are exporting as SWF, you will need to split up the audio and chain the SWFs together by adding a End Movie Action which will load in the next SWF file.

If you are exporting as a FLV file, there isn't any 16,000 frame limit.

### **Can I add my own Players to Audio2SWF?**

Yes, it is possible to create your own custom Players and add them for use in Audio2SWF. You will need to use Macromedia's Flash authoring tool and follow our [specification](#) for creating Players for Audio2SWF.

# Contact Us

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**E-mail:**

[support@verticalmoon.com](mailto:support@verticalmoon.com)

**Web:**

<http://www.verticalmoon.com/support>