

About SWF, Lock & Load

Thank you for choosing SWF, Lock & Load. SWF, Lock & Load is an extremely easy program to create Preloaders for your new and existing Flash files in seconds.

SWF, Lock & Load creates preloaders 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

Macintosh

- Power PC based Macintosh or greater
- Macintosh OS 9.x, OSX
- 64 MB of RAM (128 MB recommended)
- 50 MB of available hard disk space
- CarbonLib 1.6 if running Macintosh OS 9.x *
- Apple QuickTime 4.0 or higher **

Windows

- Pentium processor-based PC or compatible computer
- Windows 98/ME/2000/XP
- 64 MB of RAM (128 MB recommended)
- At least 50 MB of available hard disk space
- Apple QuickTime 4.0 or higher (Choose recommended installation) **
- Macromedia Flash Player 5 or higher ***

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

** 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

Below is a brief description and steps to start you to create your own preloaders with SWF, Lock & Load.

Choose a target to preload

To start using SWF, Lock and Load you need to specify a target SWF you want to preload in the "**Document**" tab. Click the "**Browse**" button to locate a SWF file you want to preload.

Customize the preloader

Add graphical displays, progress messages, loading messages, and other SWF or image files to the preloader.

Preview the Preloader

When you are ready to see what your preloader will look like, you may preview the preloader by selecting "**Preview**" from the "**Preloader**" menu or the toolbar.

Export the preloader

When you're ready to use your preloader, export the preloader by choosing "**Export SWF...**" from the "**File**" menu. See [Export Preloaders](#) for further information.

Export Preloaders

When you're ready to use your preloader, you must export the preloader to another format for playback. SWF, Lock & Load allows you to export a Macromedia Flash Movie (.swf) file which can be played in the Flash Player.

Export SWF

Exporting the preloader will produce a Flash Movie (.swf) file. SWF movie files can be played in the Flash Player or any browser that has the Flash Player plugin installed. To export the preloader, select "**Export SWF...**" from the "**File**" menu or the toolbar.

Save/Load Preloader

Saving

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

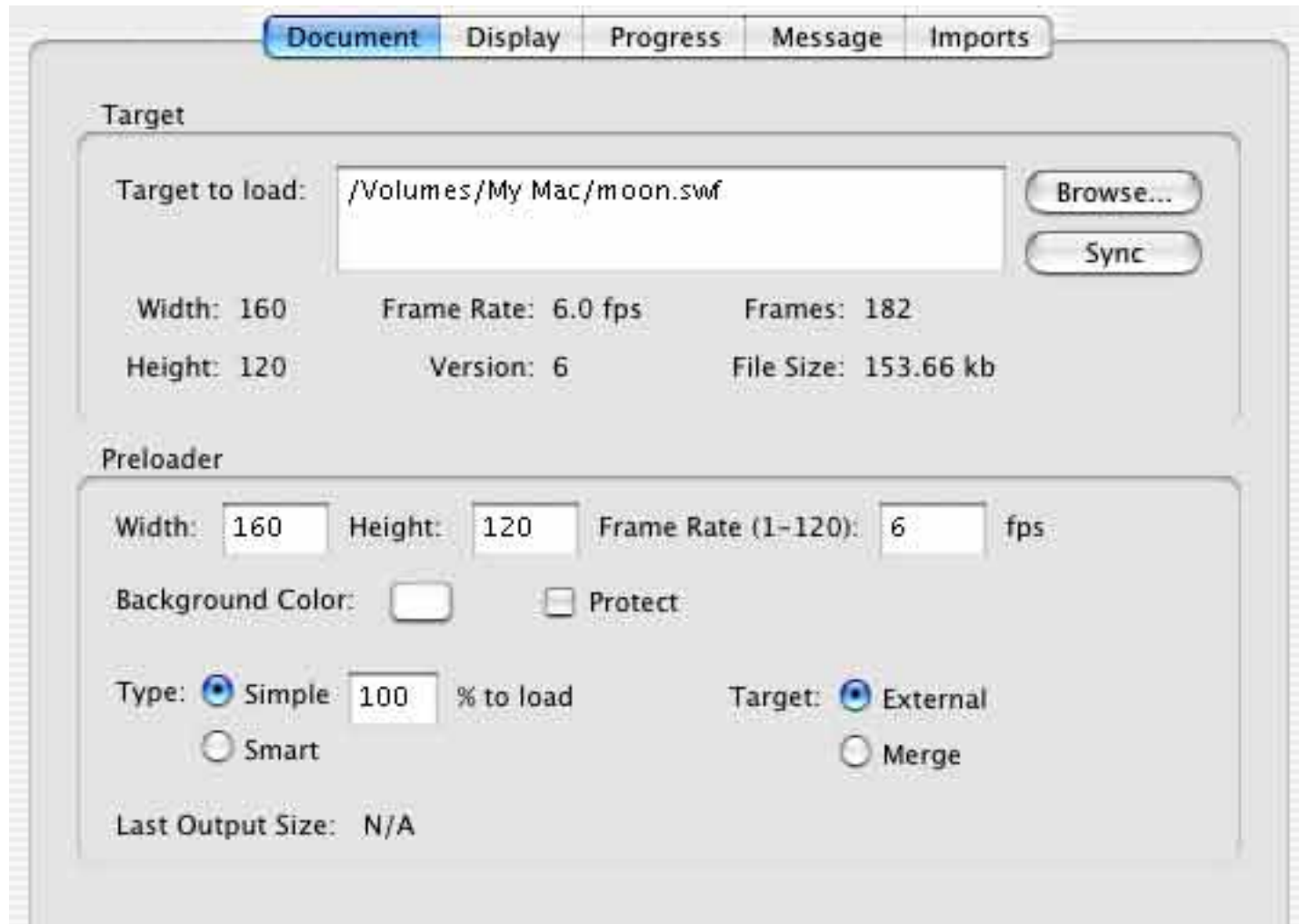
Please note that the project file does not save any SWF files, images or sounds used in the preloader into the project file. If you move or delete any of the files used in the preloader, SWF, Lock & Load will not be able to re-create the preloader.

Loading

You can load and previously saved SWF, Lock & Load Project file (.lkl) by choosing **"Open Project"** from the **"File"** menu or toolbar.

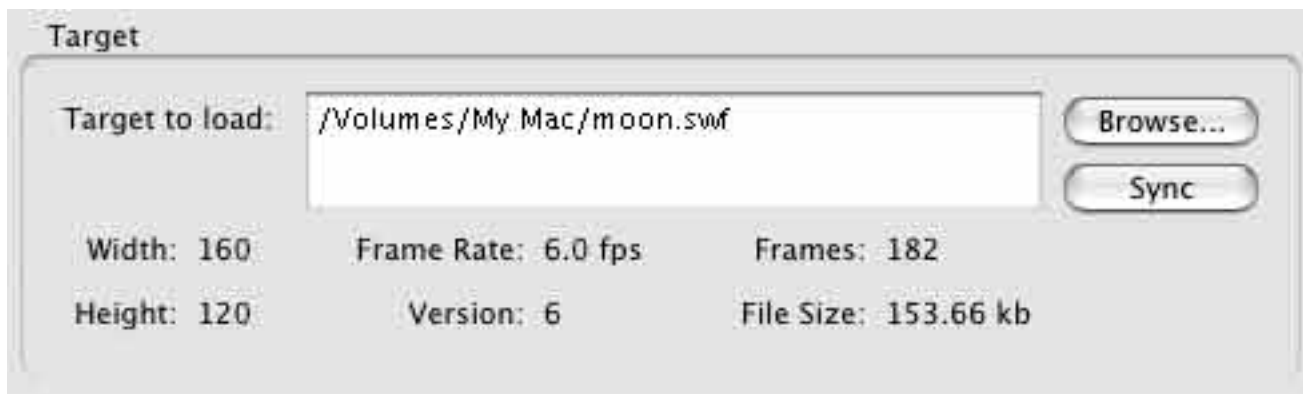
Preloader Properties - Document

The **Document** tab allows you to customize the attributes of the Flash movie and basic behaviour of the preloader.



Target

The **"Target"** options allows you to specify the target SWF file you want to preload.



Browse...: Click to choose a target SWF file you wish to add a preloader to.

Sync: This will automatically set the Preloader Width, Height, Frame Rate, and Background Color to match the target swf files attributes.

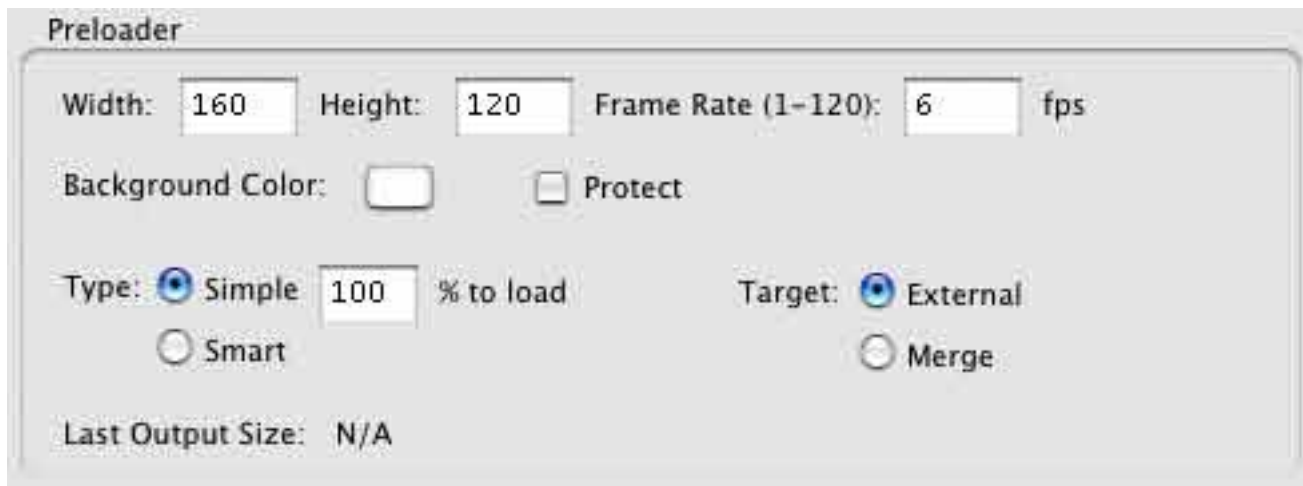
Target to load: The path of the SWF file you want to preload.

The following attributes of the target SWF file will be displayed upon choosing a target SWF file.

- **Width** is the width of the target SWF file in pixels.
- **Height** is the height of the target SWF file in pixels.
- **Frame Rate** is the frame rate of the target SWF.
- **Version** is the minimum Flash version required to playback the target SWF.
- **Frames** is the number of frames in the target SWF.
- **File Size** is the size of the target SWF.

Preloader

The "**Preloader**" options allows you to specify the basic attributes of the Preloader.



The following values should match the attributes of the target SWF file to preload. If you click the **"Sync"** button, these will automatically be filled in to match the values of the target swf file.

- **Width** is the width of the Preloader in pixels. (This should match the width of the target SWF).
- **Height** is the height of the Preloader in pixels. (This should match the height of the target SWF).
- **Frame Rate** is the frame rate of the Preloader. (This should match the frame rate of the target SWF).
- **Background Color** is the background color of the Preloader. (This should match the background color of the target SWF).

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.

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

Bg Image: Check this option if you would like to display an image in the background of the preloader. If checked, the Settings.. button will be enabled for you to set the properties for the background image.

Type: The type of Preloader you wish to create.

- **Simple** will preload a specified amount of the target SWF file before it will attempt begin playback of the target SWF.
- **Smart** will attempt to preload the amount needed based on the users Internet connection at runtime. You can specify a **"Buffer Factor"** to tell the preloader to preload more or less than the initial calculations determine is the minimum amount of time required. You should use a Buffer Factor greater than 1.0 (ie. 1.1 or 1.2 are recommended values) if you think the viewer's connection will slow down during the visit.

Target: Choose how the target SWF file will be loaded from the preloader.

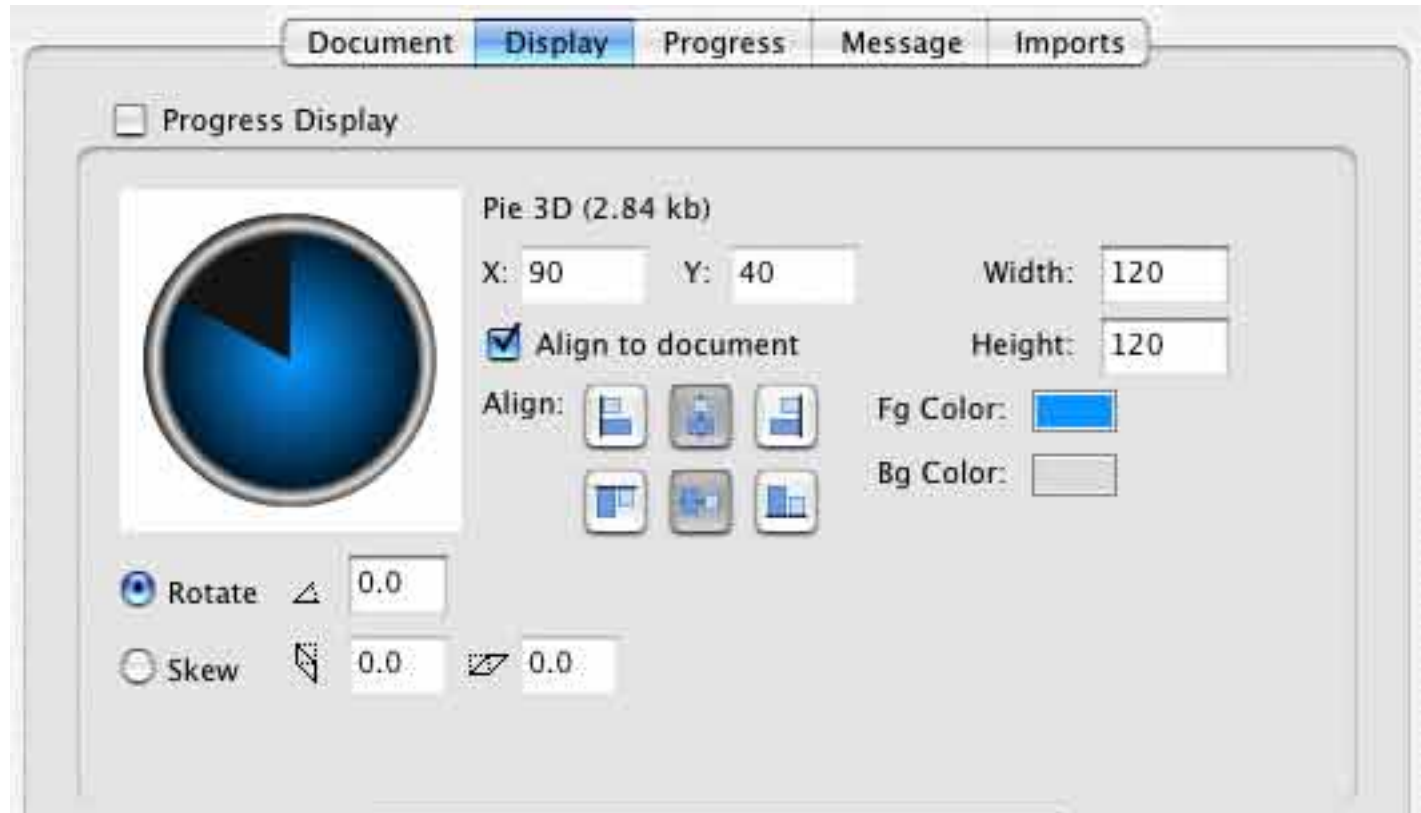
- **External(Flash 7+)** will preload the target SWF file as an external file and will require version 7 or higher of the Flash player to playback. This is the recommended way to add a preloader to your SWF files.
- **External** will preload the target SWF file as an external file and will require version 5 or higher of the Flash Player to playback. If you choose this option, the target SWF file must have a STOP action in the first frame to prevent the file from starting while the Preloader begins.
- **Merge** will attempt to merge the Preloader and target SWF file into a single file.
 - **No Change** will not alter the target SWF file.
 - **Loop Target** will add a loop action at the end of the target SWF.
 - **Don't Loop Target** will add a stop action at the end of the target SWF.

Finished FX: You can choose how you want the Preloader to be removed from the screen after it has finished preloading.

Duration: The number of seconds it will take for the Finished FX to complete.

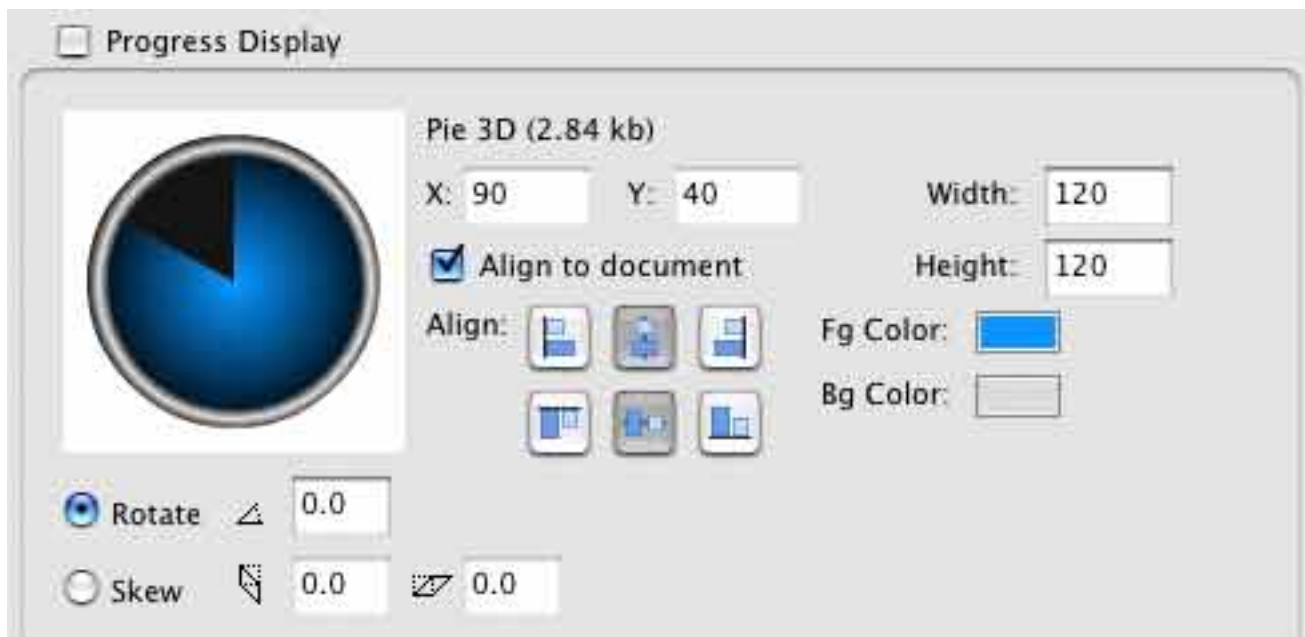
Preloader Properties - Display

The **Display** tab allows you to choose a graphical display for the Preloader.



Progress Display

The "**Progress Display**" options allows you to specify a graphical display for the Preloader.



You can choose where the display will be displayed by entering in values for the "**X**" and "**Y**" fields. The top left corner of the document is (0,0). If the "**Align to document**" is checked, the display will be aligned relative to the document dimensions.

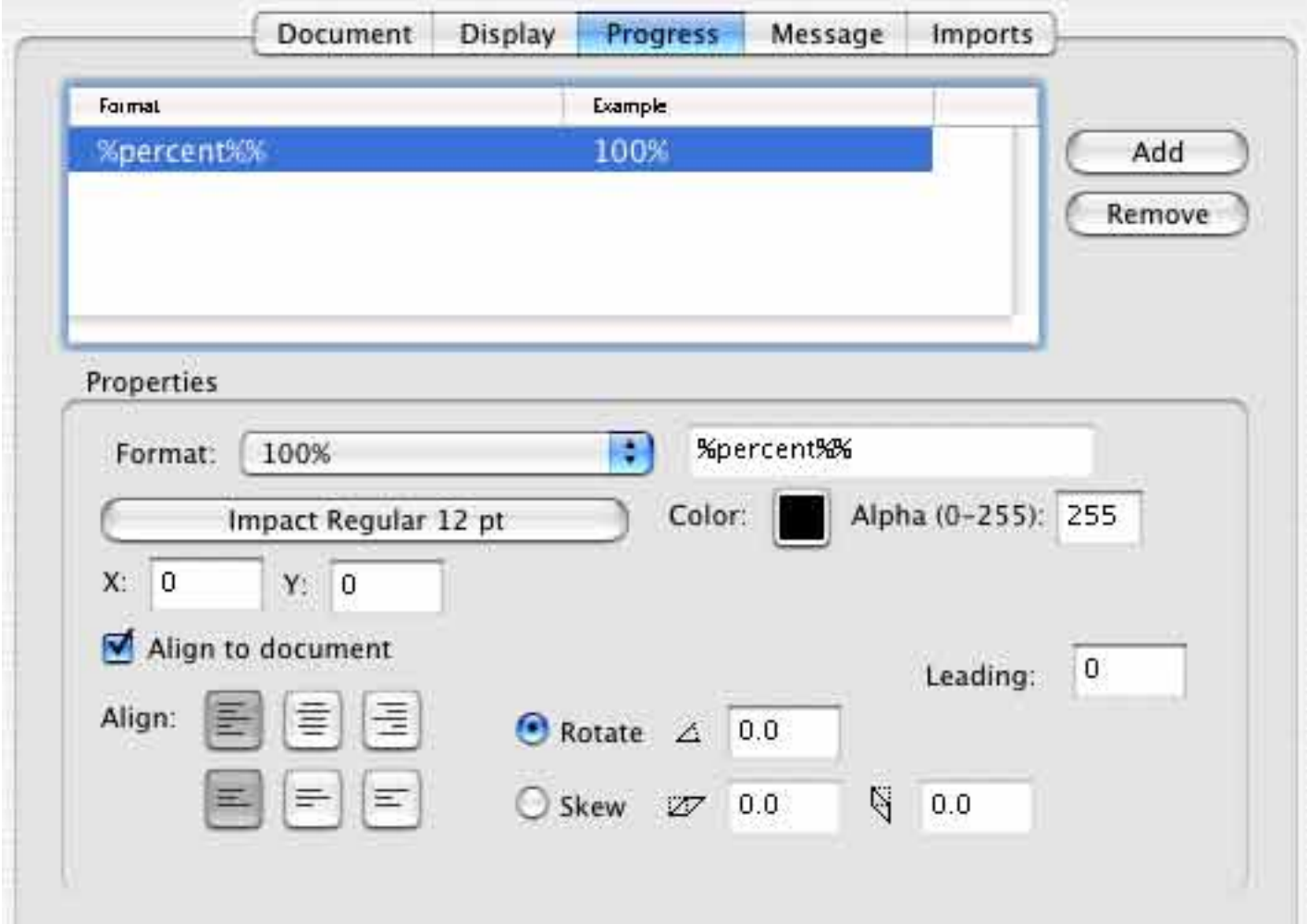
Enter the values for the "**Width**" and "**Height**" for the display in pixels.

You may rotate the display by choosing "**Rotate**" or "**Skew**" radio button and entering in the desired angle to rotate.

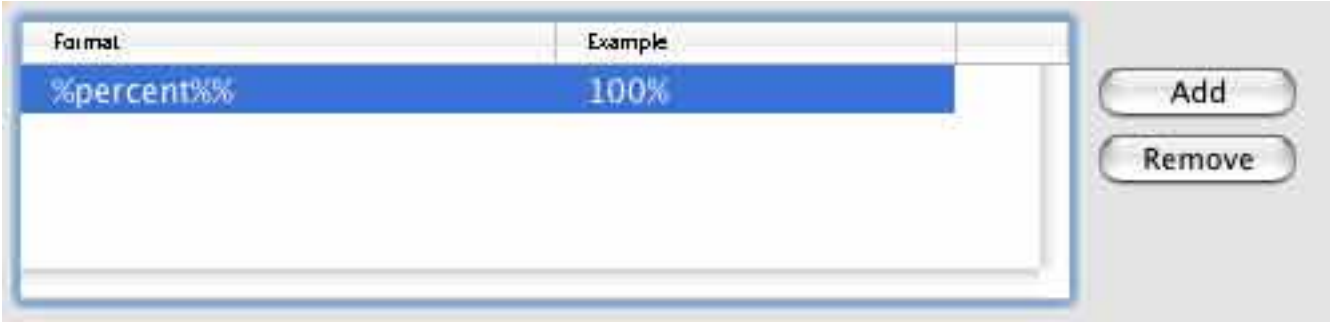
Additional settings such as Foreground Color or Background Color may appear depending on the Preloader display chosen from the list.

Preloader Properties - Progress

The **Progress** tab allows you to add a text message to show the current state of the preloading process.



Progress List



All the Progress messages for the preloader are displayed in this list. If you wish to add a new item, click the "Add" button. Click the "Remove" button to remove the selected item from the list. You may

customize the message in the "**Properties**" area below.

Properties

The properties for the currently selected item from the list will be displayed here. You may choose a pre-defined format message, or choose "**Custom**" to enter in your own text.

The following will be replaced by the actual value when the preloader runs.

- %percent - current percentage of the file downloaded
- %frames - number of frames currently downloaded
- %totalframes - total number of frames in the file to preload
- %bytes - number of bytes currently downloaded
- %totalbytes - total number of bytes in the file to preload
- %kbytes - number of kilobytes currently downloaded
- %totalkbytes - total number of kilobytes in the file to preload
- %% - displayed the % sign.

Click the font button to choose the font, style and size of the text.

Click on the "**Color**" button to choose a color for the text.

You can enter an "**Alpha**" value for the text. A value of 255 will be 100% opaque, while a value of 0 will be 100% transparent (invisible).

You can choose where the text will be displayed by entering in values for the "**X**" and "**Y**" fields. The top left corner of the document is (0,0). If you want to justify the text, select either the Left/Center/Right Align button and either the Top/Center/Bottom Align button. If the "**Align to document**" is checked, the text will be aligned relative to the document dimensions. Otherwise, the text will be aligned relative

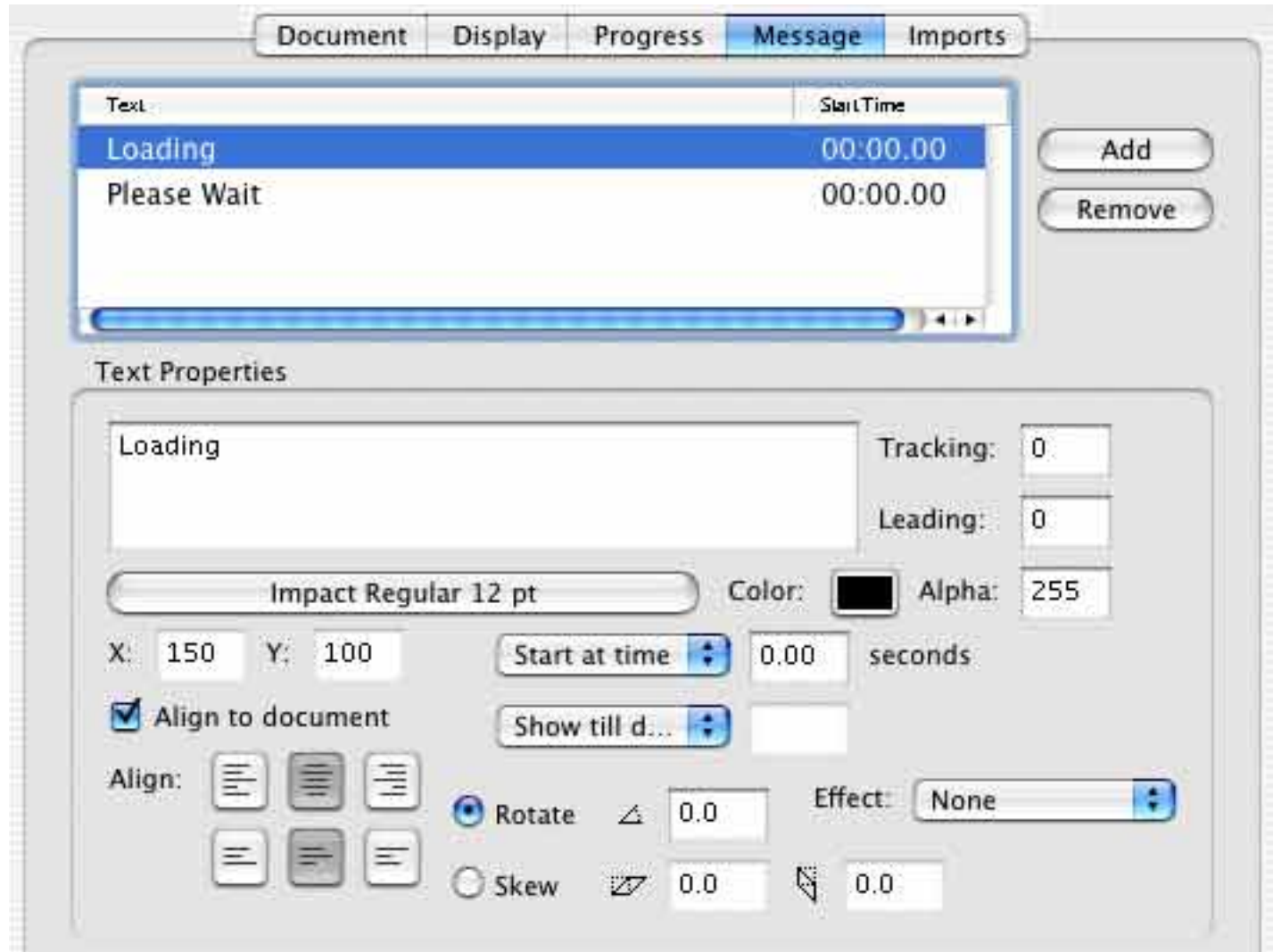
to the "X" and "Y" values.

"Leading" is the number of additional pixels to add between each line of text.

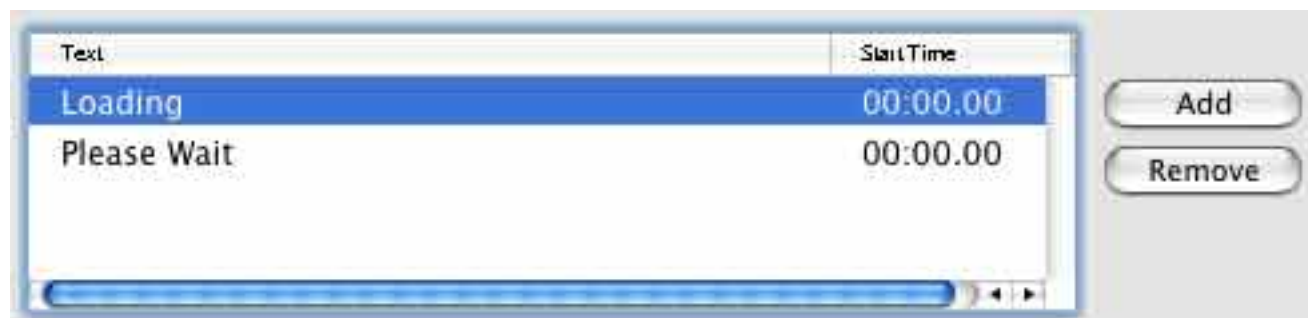
You may rotate the text by choosing the **"Rotate"** or **"Skew"** radio button and entering in the desired angle to rotate the text.

Preloader Properties - Message

The **Message** tab allows you add any text you wish to display.



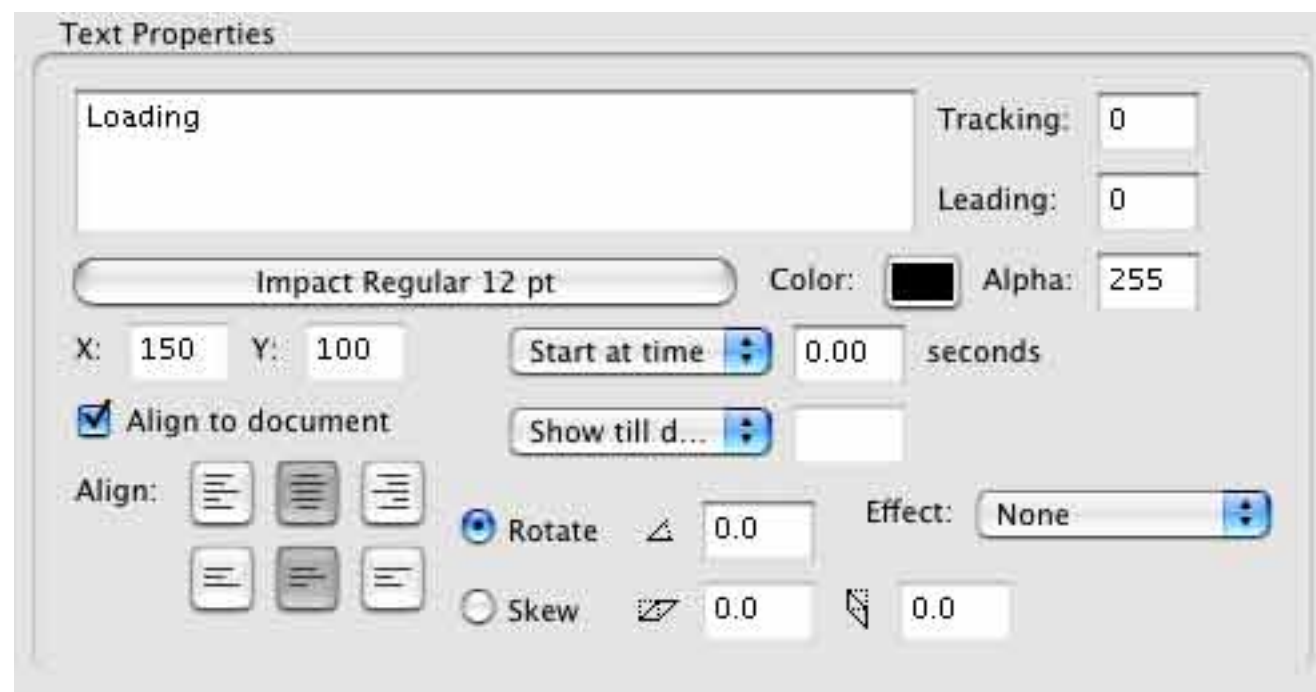
Message List



All the messages for the preloader are displayed in this list. If you wish to add a new item, click the

"Add" button. Click the "Remove" button to remove the selected item from the list. You may customize the message in the "Properties" area below.

Properties



The properties for the currently selected item from the list will be displayed here. Enter the text message you wish to display.

Click the font button to choose the font, style and size of the text.

Click on the "Color" button to choose a color for the text.

You can enter an "Alpha" value for the text. A value of 255 will be 100% opaque, while a value of 0 will be 100% transparent (invisible).

You can choose where the text will be displayed by entering in values for the "X" and "Y" fields. The top left corner of the document is (0,0). If you want to justify the text, select either the Left/Center/Right Align button and either the Top/Center/Bottom Align button. If the "Align to document" is checked, the text will be aligned relative to the document dimensions. Otherwise, the text will be aligned relative to the "X" and "Y" values.

"Tracking" is the number of additional pixels to add between each letter.

"Leading" is the number of additional pixels to add between each line of text.

You may rotate the text by choosing the "Rotate" or "Skew" radio button and entering in the desired angle to rotate the text.

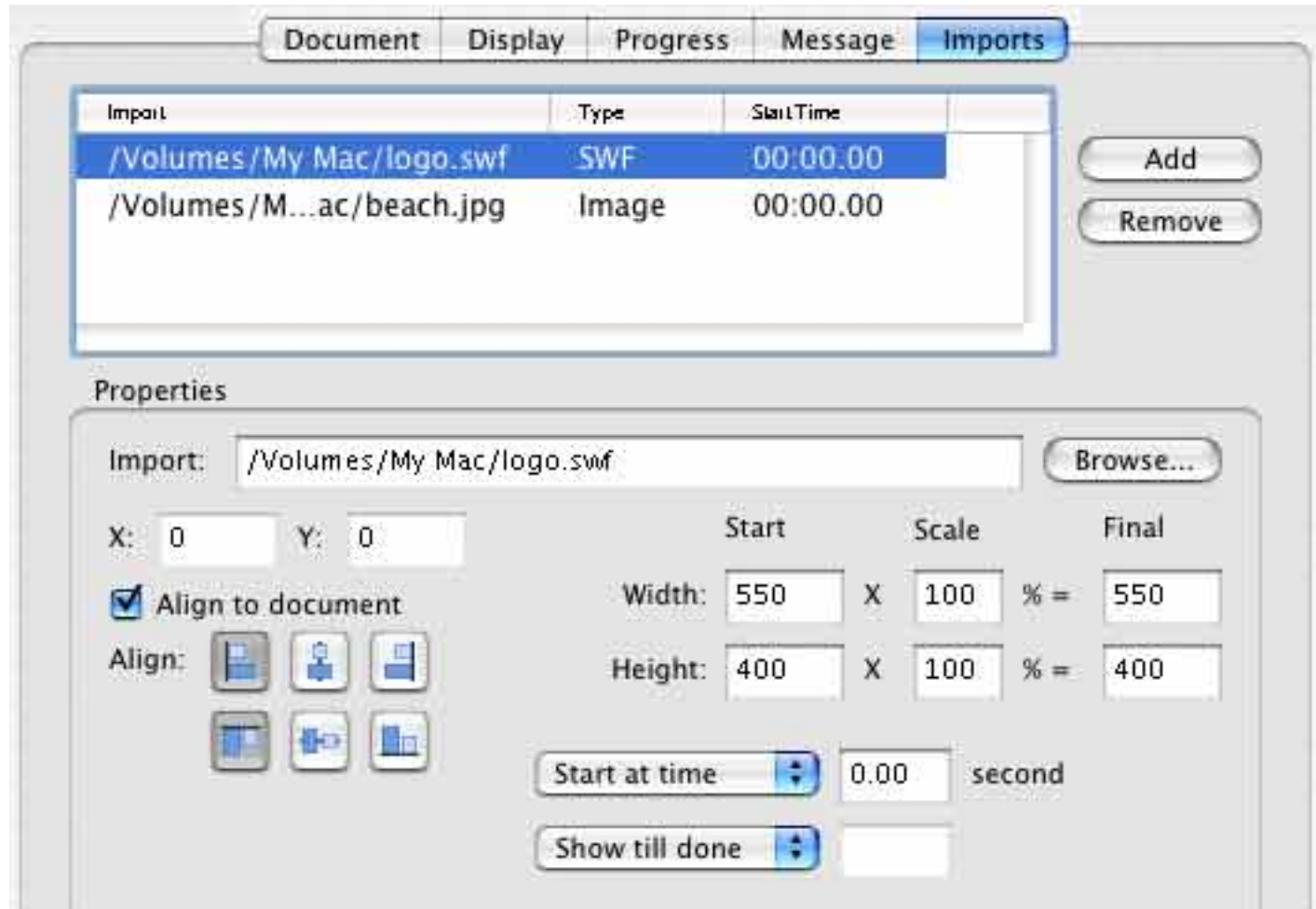
Choose when you want the message to be displayed by entering in the start time in seconds or the start percentage.

Choose how long you want the message to be displayed for in seconds or a percentage.

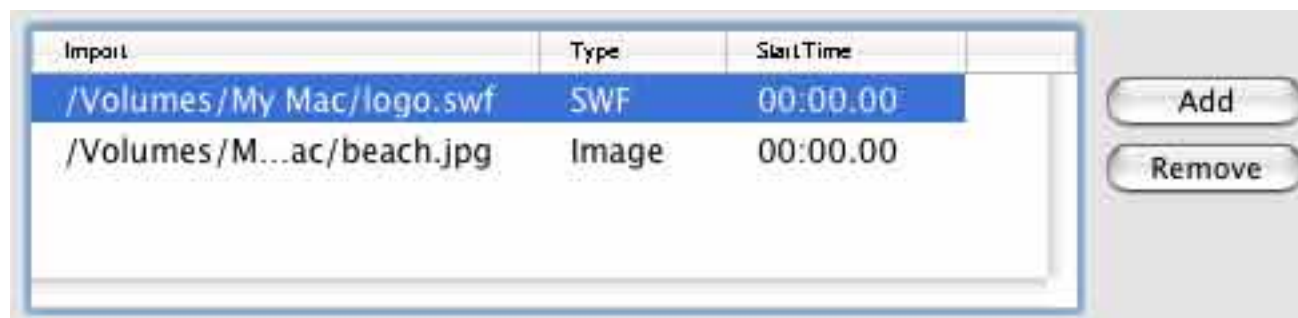
You may choose a "**Effect**" for the text from the drop down list.

Preloader Properties - Imports

The **Imports** tab allows you to add an external SWF file or jpeg file to show.



Imports List



All the Imports for the preloader are displayed in this list. If you wish to add a new item, click the **"Add"** button. Click the **"Remove"** button to remove the selected item from the list. You may customize the message in the **"Properties"** area below.

Properties

Properties

Import: /Volumes/My Mac/logo.swf Browse...

X: 0 Y: 0

Align to document

Align:

	Start	Scale	Final
Width:	550	X 100 % =	550
Height:	400	X 100 % =	400

Start at time: 0.00 second

Show till done:

The properties for the currently selected item from the list will be displayed here. You may enter the path or click the **"Browse"** button to choose a new target to import. You may choose to import a SWF file or a Jpeg image file. If you choose to import a Jpeg, at least version 6 of the Flash player is needed for property playback.

You can choose where the text will be displayed by entering in values for the **"X"** and **"Y"** fields. The top left corner of the document is (0,0). If you want to justify the text, select either the Left/Center/Right Align button and either the Top/Center/Bottom Align button. If the **"Align to document"** is checked, the text will be aligned relative to the document dimensions. Otherwise, the text will be aligned relative to the **"X"** and **"Y"** values.

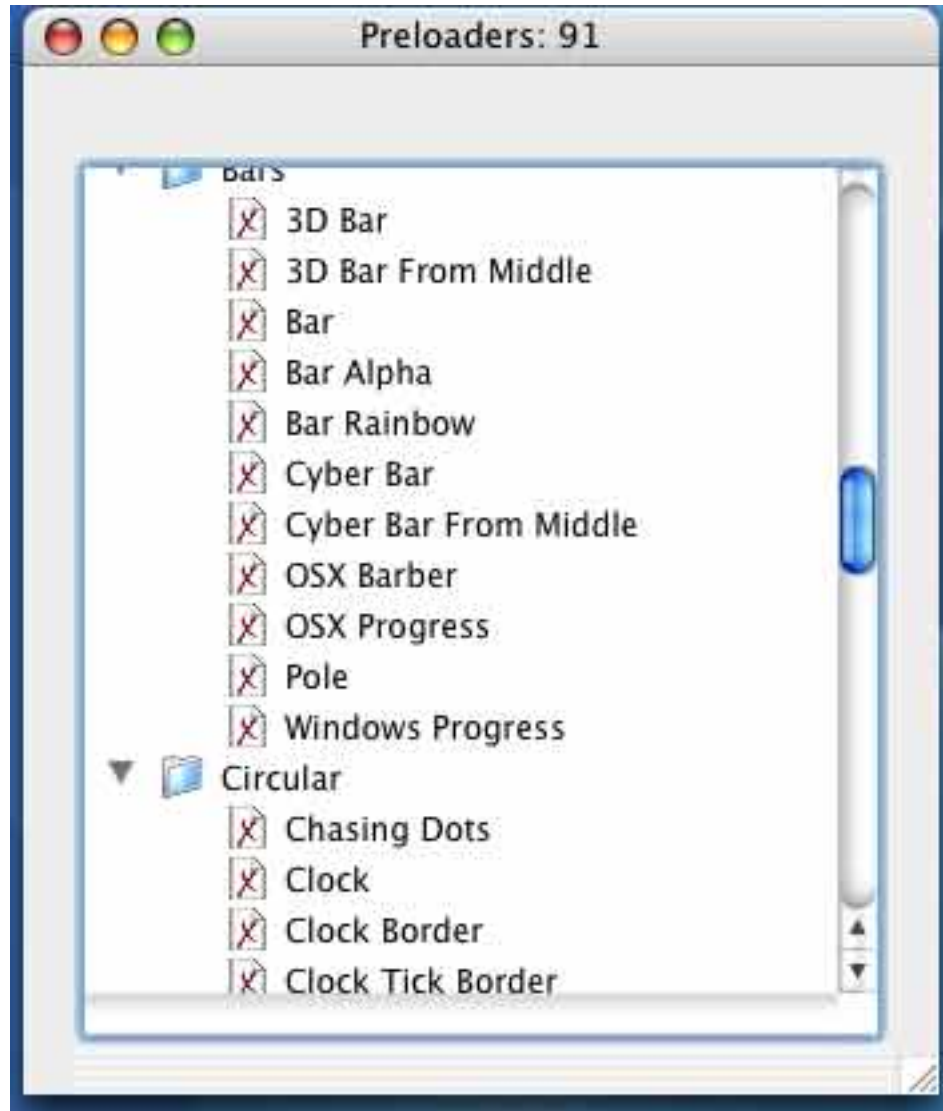
Enter either values for the **"Scale"** or the **"Final"** dimensions for the Import item. When you choose a file to import, the original dimensions will be displayed in the **"Start"** column for the Width and Height.

Choose when you want the message to be displayed by entering in the start time in seconds or the start percentage.

Choose how long you want the message to be displayed for in seconds or a percentage.

Preloader List

The **Preloader List** shows all the available graphical displays for the preloader.



When you select an item from the list, a preview of the display will be shown in the "**Display**" tab. See the [Display Properties](#) for more information.

Frequently Asked Questions

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 platforms are supported for Macromedia Flash playback?

*Macintosh OS 9.x, OS 10.x
Windows 98, ME, 2000,
XP*

How many people have the Macromedia Flash Player installed?

The Macromedia Flash Player is the world's most pervasive software platform, used by over 1 million professionals and reaches more than 97% of Internet-enabled desktops worldwide as well as a wide range of devices.

SWF, Lock & Load won't run or start up.

If running Macintosh OS 9.x try the following:

- *Reboot the computer with only the base extension set enabled. One or more of the extensions in the System Folder may be causing a conflict with SWF 'n Slide.*
- *Allocate more memory to the program.*
- *Update your OS, CarbonLib extension, QuickTime to the latest versions.*

What version of the Flash Player are the SWF file exported from SWF, Lock & Load compatible with?

SWF, Lock & Load creates SWF files that are compatible with the Flash Player version 5 and up. If you create a Preloader that imports a jpeg file, at least Flash 6 is required for proper playback.

I use two computers (home and office). Can I install my software on both computers?

You are entitled to a License for installing the software at home and work, provided they are not both used at the same time, or by more than one person. However, you will need to generate separate Activation Codes for each installation of the program.

How do I obtain an Activation Code?

Please visit <http://www.verticalmoon.com/register> and follow the instructions on the page.

Contact Us

E-mail:

support@verticalmoon.com

Web:

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