

From



to flash

A step-by-step guide

1. We'll create a FLASH application– converting your SCRATCH *.sb2 file to a flash file.

To make things easy, we'll use a converter to do this. We can download a free converter at: <https://sites.google.com/site/junebeetle23/download>

(We can access the source code of the converter at this useful link, too.)

This is where you can download a standalone, offline version of my SB2 to SWF converter. Scratch, and therefore my converter, are licensed under the [GPL v2 license](#). You can download the Scratch source code [here](#). The source code for the converter is available [here](#).

Latest Version

[Converter v3.5 \(Scratch v442\)](#)

- Restructured converter source
- Workaround for saving bug in Chrome
- Simplified builder script

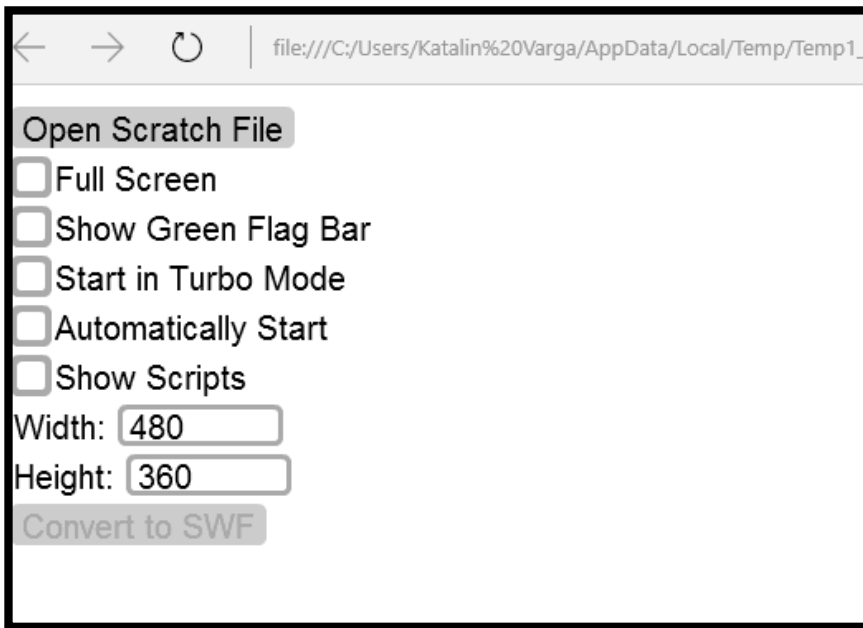
Click on the link as seen above – Converter v3.5 (Scratch V442):

Downloading the converter enables us to use the converter offline. So go ahead and download this handy free converter to use.

2. Start to converter once downloaded – the important bit: there is no need to install it as it runs as a portable application.

Name	Type	Compressed size	Password ...	Size	Ratio	Date modified
ScratchFlash	HTML File	1 KB	No	1 KB	3%	04/06/2015 21:03
ScratchFlash	Shockwave Flash Object	2,298 KB	No	2,299 KB	1%	15/01/2016 23:20

Double-click on the HTML format and you'll see its menu:



3. Click on 'Open Scratch file' and select your scratch sb2 file from the directory.
 - Tick the boxes you need (e.g. Full screen/ Show scripts)
 - Adjust the dimensions of your flash file (width / height): this will define the resolution of your flash file. Recommended dimensions to use: 480x360 pixels.

4. You'll find a new SWF file in the directory once you finished.
This file can be inserted into HTML.

Insert object into HTML:

You can insert the SWF object in two different ways to HTML.

First method: use the <object> element in index.html

example:

```
<object width="480" height="360" data="myprogram.swf"></object>
```

Second method: use the <embed> element in index.html

example:

```
<embed width="480" height="360" src="myprogram.swf">
```

(Should you wish to modify the dimension, you can indeed do so here. E.g.: 100% to 90% or other <embed width="100%" height="360" src="myprogram.swf">)