

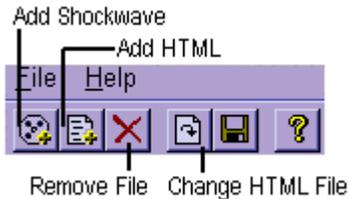
**HOME**

## **AFTERSHOCK UTILITY**

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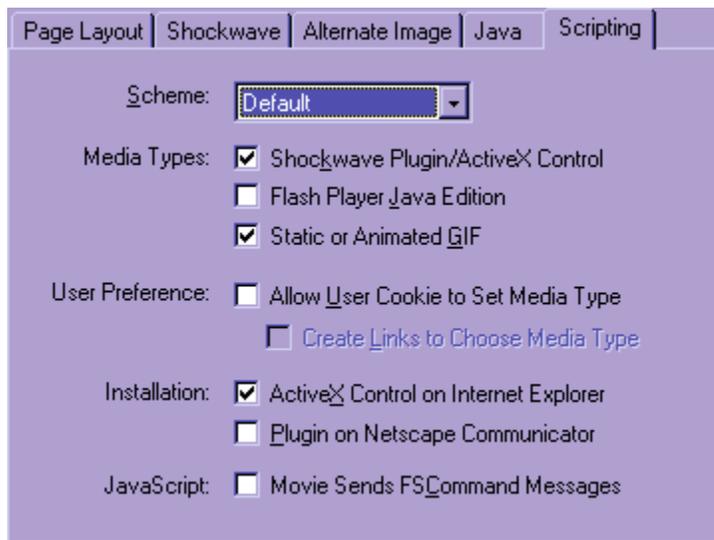
### **WHAT IS AFTERSHOCK?**

The Aftershock Utility is a small program that comes with Flash (or you can download it from [Macromedia's](#) site) that allows the user an easy way to put the code into their HTML page to add their Shockwave movie. It creates/inserts all the code you need to get the job done. And it also allows you to specify how you want your movie to look in the browser, if you want to verify the user has the Flash plug-in and if not install it, alternate .gif images instead of your movie, and much more. The Aftershock box has 5 tabs. We will work through each tab and explain what each section does.



By using the '**Add Shockwave**' button it creates the HTML page from scratch for you. I actually just use this, and then cut the code and paste it into my \*real\* HTML document (if I have another one).

### **THE SCRIPTING TAB:**



The scripting tab are the settings for which your movie will be displayed.

The scheme is always set to default and has 5 selections underneath it: *Ad Banner, User Choice, Shockwave Only, Use Java, Custom.*

**Default** will check to see if the user has Shockwave plugin. If not it will attempt to install it for them... if it can't then the user will see an Active X control for IE, otherwise they will see an animated .gif.

**Ad Banner** only checks to see if the user has Shockwave. It does not attempt to install it if they don't. But it will display an animated .gif in place of the movie.

**User Choice** allows the user to specify how they want to view the movie through cookies. They can specify to see it as a Shockwave file, Java applet, or a .gif.

**Shockwave Only** will check to see if the user has Shockwave, and if not it tries to install it in both IE & Netscape. It will not show alternate versions if the user does not have Flash enabled browsers.

**Use Java** will check to see if user has Shockwave, and if not it plays the movie through Java.

### **PAGE LAYOUT TAB**

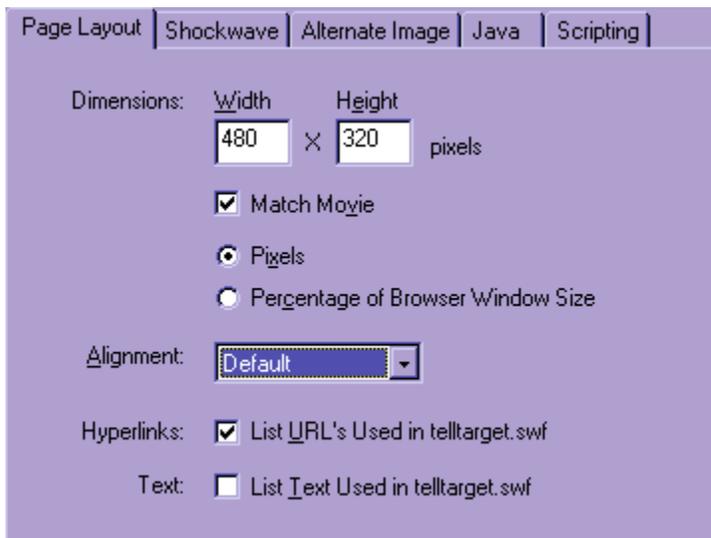
The **dimensions box** shows at what size your movie will be displayed on an a web page. You can either:

1. Specify the dimensions yourself
2. Match the dimensions of you .swf movie by checking 'Match Movie'
3. And if it's easier for you in % you can check 'Percentage of Browser Window Size'

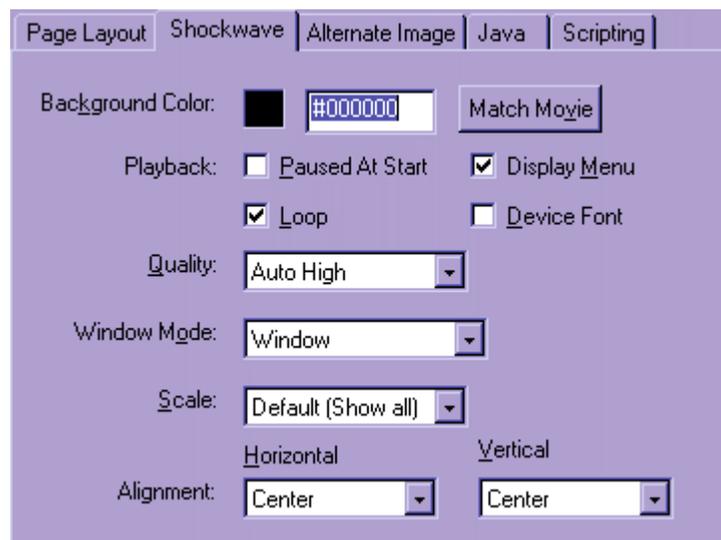
The **alignment** menu (*Default, Left, Right, Top, Bottom*) will position your movie in the browser window.

**Hyperlinks box** will add the links you use in your .swf movie into a comment tag in your HTML so link-verification tools can check to see if all your links are correct.

**Text box** but all the text you used in your movie into a comment tag in your HTML code so search engines can search that text.



### SHOCKWAVE TAB



Helps you to control the way your movie will be displayed on the web page.

**Quality** can be set to *Low, Auto Low, Auto High, and High*.

Most people set it to *HIGH* though because if not, then you movie will flip between smooth lines and the jagged lines and text.

**Window** menu gives you choices of *Opaque Windowless & Transparent Windowless*.

**Scale** gives you *No Border & Exact Fit*.

### ALTERNATE IMAGE TAB

Since this section is extremely basic I won't do a screen shot. Essentially all this tab does is allow you to create a static or animated .gif so that just in case your user does not have the Flash plug-in they will see the .gif instead -- if you specify it.

### JAVA TAB

Page Layout Shockwave Alternate Image Java Scripting

Use Java On:  Newer Browsers With Robust Java Support  
 All Java Enabled Browsers

Class File Location: (Relative URL)  Locate

Class Files:  Packaged in Cab File for Internet Explorer:

Packaged in Jar File for Netscape 4:

Packaged in Zip File for Netscape 3:

This is used just in case your viewers don't have the Flash plug-in then they can see the movie through Java.

I don't really know that much about Java so here's a screen print. If you know about Java... then this should look familiar to you :)

### **Uploading shockwave to the server**

Uploading a .swf file to the server should be no different than loading up any regular file. But you must make sure that your server or web hosting company support the .swf format, otherwise they won't play.

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