

MX



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FLASH™ MX Professional
2004

Flash Lite User Guide

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CHAPTER 1

Introduction

Macromedia has created a new Flash Player version, called Macromedia® Flash™ Lite, that runs on a new class of consumer mobile devices. This format is designed to run optimally on devices with limited resources (memory, processor speed, display area). Content created for Flash Lite is most similar to Flash Player 4 content, with the primary exception of how sound is incorporated and played.

This user guide describes tools and guidelines for authors creating content for Macromedia Flash Lite. The next section describes in detail the considerations authors should have when creating Flash content that is run in mobile devices versus standard desktop and notebook devices.

About using Macromedia Flash MX Professional 2004 to author Flash Lite content

With Macromedia Flash MX Professional 2004, you can author, preview, publish, and validate content for Flash Lite.

Flash MX Professional 2004 uses two versions of the Flash Player for authoring: the Flash MX Professional 2004 test movie player and the stand-alone player. Whenever you select the Control > Test Movie or Control > Test Scene menu commands in Flash MX Professional 2004, the test movie player is started. You can use the stand-alone player to view an existing Flash SWF movie after it has been published. Once you have set the publish settings for Flash Lite, you can preview SWF files using the test movie player and additional information, warning, and error messages will be displayed to let you know if there is any violation of Flash Lite rules and syntax. This helps you determine how to make the content Flash Lite compatible.

CHAPTER 2

Getting Started

Flash Lite features

This section describes, at a high level, the features and restrictions for authoring a Flash Lite compatible movie. For different target devices there may be further feature restrictions or enhancements. Please consult the appropriate authoring guidelines document for details.

Navigation and key events

Macromedia Flash Lite reserves certain keys for navigation. The exact keys depend on the specific device. Consult the appropriate authoring guidelines document for details.

You can use ActionScript to retrieve input from other device keys. Again, the exact keys depend on the device. Consult your authoring guidelines document for details.

Text and fonts

Macromedia Flash Lite generally includes support for both device and embedded fonts. You can use embedded fonts to give you more control over the design of the movie, but this will increase the overall SWF file size. Using device text is generally limited to a single font style and size, depending on the device, but helps keep the SWF file size small.

For dynamic and input text fields, special text formatting is limited to justification (left, center, right) and color. The formatting options kerning and spacing, bold, and italic styles are not supported.

Flash Lite supports only single-line input text fields; there is no support for line-wrapping. Text is not edited in place, but in a separate page. Both Latin1-based and Shift-JIS character sets are supported, depending on the device.

Because most mobile devices do not support mouse-based navigation, it is not meaningful to set input text fields as selectable.

ActionScript functions and properties

Macromedia does not guarantee that all Flash 4 ActionScript and properties will run on all devices. Consult the appropriate authoring guidelines document for details.

The following general restrictions apply to using ActionScript when authoring for Flash Lite:

- You use the `add` command to concatenate strings.
- Button mouse events such as `dragOver`, `dragOut`, and `releaseOutside` cannot be used to trigger ActionScript attached to buttons. However, in addition to keypress events, the following events: `press`, `release`, `rollover`, `rollout`, can be used to trigger ActionScript when attached to buttons and accessed through key-based or focus-based navigation.
- Draggable movie clips (for example: `startDrag`, `stopDrag`, and `_dropTarget` properties) are not supported.
- URL encoding must be done manually using ActionScript. The `escape()` ActionScript function is not a Flash 4 function and is not available in Flash Lite.
- You use the `eq` operator to compare strings, and the `==` operator for numeric comparison.
- The `fscommand()` ActionScript function is partially supported. See your device's authoring guidelines document for details.
- Key events can only be attached to specific keys, depending on the device.
- The `MaxScroll` and `Scroll` text-scrolling properties are not supported.
- The default Quality level for Flash Lite during playback is medium and there is no support for bitmap smoothing.
- Sound functionality is limited to event sound.
- There is no synchronized audio (only event sound) so the `_soundBuffTime` property isn't supported.

Flash Lite sound

Macromedia Flash Lite does not support the standard Flash audio formats—Raw, ADPCM, and MP3. Instead, it supports MIDI and MFi (Melody Format for i-mode).

Only event sounds are supported. Looping of sounds is not supported.

See [Chapter 3, “Developing Content for Flash Lite,” on page 9](#) for more information on developing with sound in Flash Lite.

CHAPTER 3

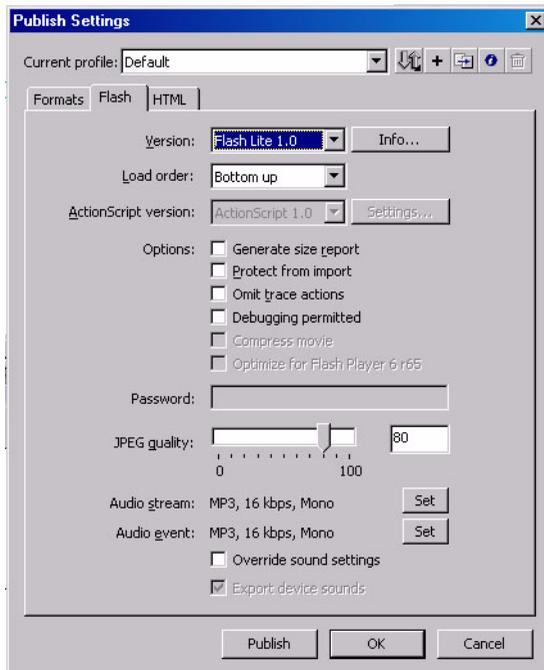
Developing Content for Flash Lite

This chapter describes the process of developing content for Flash Lite and the issues to be aware of when authoring Flash Lite compatible movies. The following tutorials are provided to help you accomplish the following tasks:

- Creating a simple Flash Lite compatible movie (no sound)
- Using the Device Sound feature in Flash MX Professional 2004 for simple sound substitution

To author for Flash Lite (general process):

- 1 Launch Flash MX Professional 2004.
- 2 Configure Flash MX Professional 2004 to author for Flash Lite:
 - Select File > Publish Settings and click the Flash tab. The Publish Settings dialog box appears:

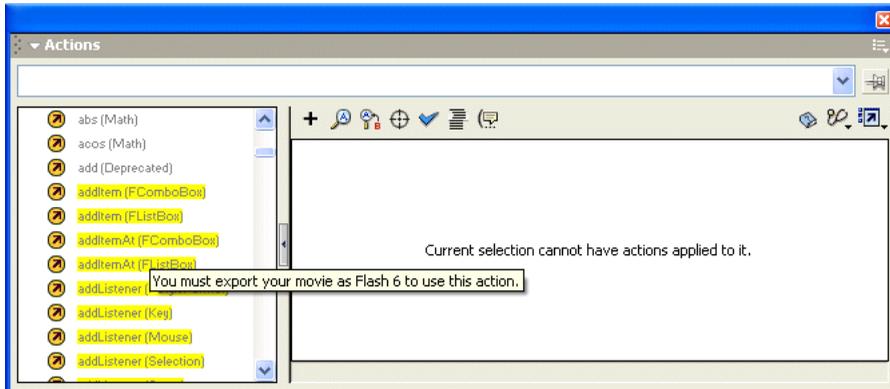


- In the Version pop-up menu, select Flash Lite 1.0.
- Click OK.

After setting the Publish Settings to Flash Lite 1.0, you can see what Flash Lite ActionScript is supported in the Actions window.

Open the Actions window (Window > Actions), click Index in the left pane and scroll down. ActionScript not supported in Flash Lite is highlighted in yellow. If you move your mouse over the highlighted text, a tooltip message appears letting you know what Flash version supports this ActionScript.

Note: Highlighted ActionScript in the Actions panel provides guidelines on what is supported in Flash Lite. Refer to your device's authoring guidelines for complete details.



Example of supported and unsupported (highlighted yellow) Flash Lite ActionScript

3 Create your movie.

If you want to use event sound, see “Flash Lite sound” on page 12.

Note: Do not use unsupported Flash Lite ActionScript. Consult your device's authoring guidelines document for detailed information on supported, unsupported, or partially supported ActionScript.

4 Select Control > Test Movie or Control > Test Scene to start the test movie player and test the movie. For more details on testing, see “Testing Flash Lite compatible content” on page 11.

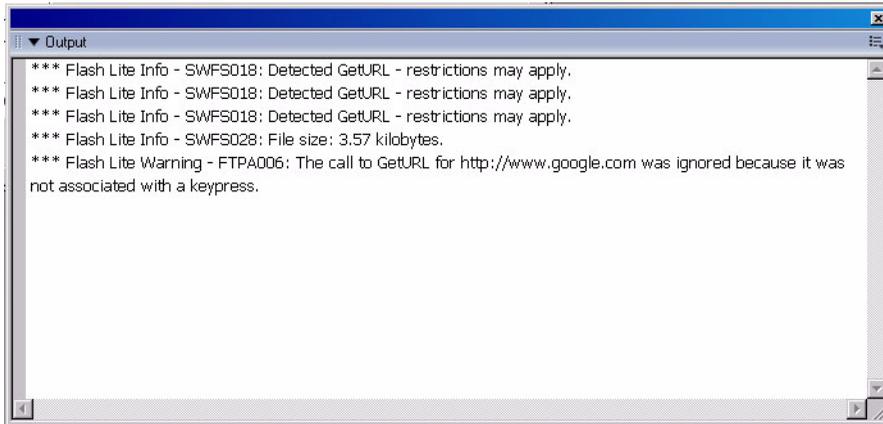
An Output window appears containing Flash Lite information, error, and warning messages. Carefully study all of the messages. Make changes as necessary and repeat this step.

5 Publish your finished movie (File > Publish) and close Macromedia Flash MX Professional 2004.

The resulting SWF file is now ready to be uploaded to a distribution server for the consumer to view on the targeted device.

Testing Flash Lite compatible content

Once you've set the publish settings for Flash Lite, Flash MX Professional 2004 test movie player can play any Flash Lite compatible content. When you select Control > Test Movie, new information, warning, and error messages specifically related to Flash Lite are displayed in a separate Output window:



Example of messages displayed in the test movie player Output window.

Whenever an unknown tag is encountered, error messages are displayed so the author can modify the content appropriately. Not all SWF content that is not Flash Lite compatible is flagged as being in error, such as invalid ActionScript and key input.

Since different handsets may have different size limitations, the Flash MX Professional 2004 test movie player always informs the author about the size of the SWF movie each time it runs.

For a detailed explanation of all messages related to Flash Lite, see the appendix. This appendix lists all of the error messages that you might see when creating Flash Lite compatible content in general or for a specific deployment platform.

Tutorial I—Creating a simple movie for Flash Lite (no sound)

In this tutorial you'll create a movie (without sound) that can run on a mobile device that is compatible with Flash Lite.

To create a Flash Lite compatible movie:

- 1 In Flash MX Professional 2004, create a new document and name it **tutorial fla**.
- 2 Select File > Publish Settings, then click the Flash tab. In the Version pop-up menu, select Flash Lite 1.0. Click OK.
- 3 Select Window > Other Panels > Common Libraries > Buttons. Select a button and drag it to the Stage.

- 4 If the button is not selected on the Stage, click it once. In the Actions panel (select Window > Development Panels > Actions if the panel is not visible), type the following:

```
on (release)
{
    getURL("http://www.macromedia.com", _top);
}
```

- 5 Select Control > Test Movie.

Flash MX Professional 2004 starts the test movie player. You can now interact with the movie. When you click the button, a browser window opens at <http://www.macromedia.com>.

- 6 Select File > Publish to save the SWF file as `tutorial.swf`.

Flash Lite sound

Flash Lite does not support standard Flash audio formats—Raw, ADPCM, or MP3. Instead, it supports MIDI and MFi (Melody Format for i-mode) formats. Since Flash MX Professional 2004 does not natively support MIDI or MFi, you must temporarily substitute a proxy sound in a recognized format such as MP3. To link your proxy sound file to a MIDI or MFi file you set options in the Sound Properties dialog box and the Flash Publish Settings dialog box.

Tutorial II—Adding sound to your Flash Lite compatible movie

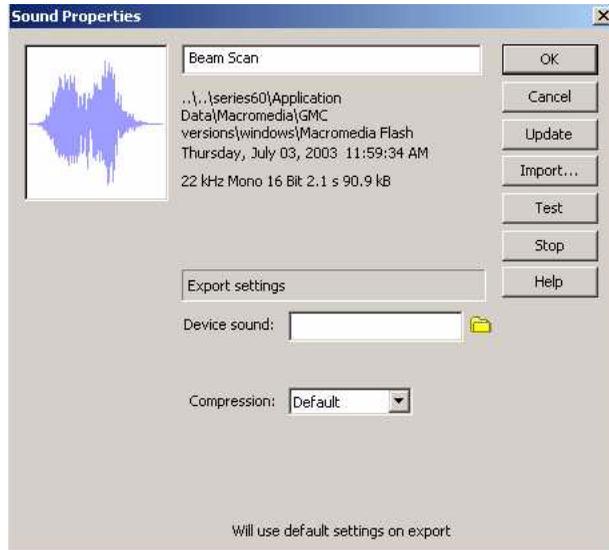
The following tutorial illustrates a simple case of associating an MIDI sound file with an ActionScript sound symbol so the Flash MX Professional 2004 Flash Lite 1.0 test movie player can recognize and play it.

To associate a MIDI sound file with an ActionScript sound symbol:

- 1 Create a MIDI sound file named `MySound.mid`.
- 2 In Flash MX Professional 2004, create a new file and name it `FlashLiteSound fla`. Save it in the same directory as `MySound.mid`.
- 3 Select File > Publish Settings > Flash tab. The Publish Settings dialog box appears:
 - In the Version pop-up list, select Flash Lite 1.0.
 - Click OK.
- 4 Select Window > Other Panels > Common Libraries > Buttons. Select a button and drag it to the Stage.
- 5 Double-click the new button. The Timeline should change to edit the button and display frames named Up, Over, Down, and Hit.
- 6 Select Insert > Timeline > Layer to create a new layer. Select Modify > Timeline > Layer Properties and change the name of the layer to **Sound**.
- 7 Select the Down frame in the Sound layer and insert a keyframe.
- 8 Select a sound in the Sounds library window and drag it to the keyframe.

9 Associate the proxy sound with the MySound.mid file by doing the following:

- Select Window > Library and find the sound that you added earlier. Select the sound and right-click it to open the context menu. Select Properties from the context menu. The Sound Properties dialog box appears:



- In the Device sound option, use the file browser to find and select MySound.mid.
- Click OK.

10 Select Control > Test Movie to start the Flash MX Professional 2004 Flash Lite 1.0 test movie player.

Note: To play back Flash movies that contain sound data in MIDI, use the Flash Lite 1.0 test movie player or the standalone Flash Lite Player (SAFlashLite)

Keep the following in mind:

- This feature works with event sounds only
- The Effect, Sync, Edit and Loop options are not supported on mobile devices
- You must specify an external device sound file for each sound in a document if you want the sound to play on a mobile device
- AS with all external files, the device sound files must be available during the Publish process. However, the file is not needed during SWF playback.

APPENDIX A

Warning/Error Messages

This appendix lists all the possible error messages that you might see when creating content for Flash Lite in general. They may not all apply for a specific deployment platform.

Message Identifier	Message	Explanation
SWFS016	Detected loadMovie - will be ignored.	The Flash player detected that the SWF movie contains a loadMovie ActionScript command, which is not supported by the specified device's Flash Player. No modifications will be made to the device-specific SWF file - this is just a warning.
SWFS017	Detected loadVariables - will be ignored.	The Flash player detected that the SWF movie contains a loadVariables ActionScript command, which is not supported by the specified device's Flash Player. No modifications will be made to the device-specific SWF file - this is just a warning.
SWFS018	Detected GetURL - restrictions may apply.	The Flash player detected that the SWF movie contains a GetURL ActionScript command, which has some runtime restrictions when played by the specified device's Flash Player. No modifications will be made to the device-specific SWF file - this is just a warning.
SWFS019	startDrag action not supported.	The Flash player detected that the SWF movie contains a startDrag ActionScript command, which is not supported by Flash Lite. No modifications will be made to the device-specific SWF file - this is just a warning.
SWFS020	stopDrag action not supported.	The Flash player detected that the SWF movie contains a stopDrag ActionScript command, which is not supported by Flash Lite. No modifications will be made to the device-specific SWF file - this is just a warning.

Message Identifier	Message	Explanation
SWFS021	_droptarget property not supported.	The Flash player detected that the SWF movie contains a getProperty or setProperty ActionScript command referring to the _droptarget property, which is not supported by Flash Lite. No modifications will be made to the device-specific SWF file - this is just a warning.
SWFS022	_highquality property not fully supported.	The Flash player detected that the SWF movie contains a getProperty or setProperty ActionScript command referring to the _highquality property, which is not fully supported by Flash Lite. No modifications will be made to the device-specific SWF file - this is just a warning.
SWFS023	_soundbuftime property not supported.	The Flash player detected that the SWF movie contains a getProperty or setProperty ActionScript command referring to the _soundbuftime property, which is not supported by Flash Lite. No modifications will be made to the device-specific SWF file - this is just a warning.
SWFS024	scroll property not supported.	The Flash player detected that the SWF movie contains an ActionScript reference to the scroll property, which is not supported by the specified device's Flash Player. No modifications will be made to the device-specific SWF file - this is just a warning.
SWFS025	maxscroll property not supported.	The Flash player detected that the SWF movie contains an ActionScript reference to the maxscroll property, which is not supported by the specified device's Flash Player. No modifications will be made to the device-specific SWF file - this is just a warning.
SWFS027	File saved as <filename>	Message displayed by the Flash player to indicate the name it is using for the device-specific SWF file.
SWFS028	File size after substitution: <nnn> kilobytes	Message displayed by the Flash player to indicate the size of the device-specific SWF file after substitution/removal of sounds. This is an informational message for the convenience of the content developer.
SWFS029	File too large for device - limit is <nnn> kilobytes.	Message displayed by the Flash player to indicate the size of the device-specific SWF file after substitution/removal of sounds exceeds the size limit of the target device. This is an informational message for the convenience of the content developer - the file will not be truncated or otherwise modified.

Message Identifier	Message	Explanation
SWFS032	Detected FSComamnd - will be ignored.	The Flash player detected that the SWF movie contains a FSCommand ActionScript command, which is not supported by the specified device's Flash Player. No modifications will be made to the device-specific SWF file - this is just a warning.
SWFS033	Not enough memory to perform operation.	The Flash player was unable to get enough memory to finish the operation
SWFS034	Input Text Fields not supported.	The Flash player detected that the SWF movie contains an input text field, which is not supported by -this is just a warning
SWFS035	_url property not supported.	The Flash player detected that the SWF movie contains a getProperty or setProperty Actionscript command referring to the _url property, which is not supported by Flash Lite. No modifications will be made to the device specific SWF file - this is just a warning
SWFS036	Detected loadMovie - restrictions may apply.	The Flash player detected that the SWF movie contains a loadMovie ActionScript command, which has some runtime restrictions when played by the specified device's Flash Player. No modifications will be made to the device-specific SWF file - this is just a warning.
SWFS037	Detected loadVariables - restrictions may apply.	The Flash player detected that the SWF movie contains a loadVariables ActionScript command, which has some runtime restrictions when played by the specified device's Flash Player. No modifications will be made to the device-specific SWF file - this is just a warning.
SWFS038	Detected FSCommand - restrictions may apply.	The Flash player detected that the SWF movie contains a FSCommand ActionScript command, which has some runtime restrictions when played by the specified device's Flash Player. No modifications will be made to the device-specific SWF file - this is just a warning.
SWFS039	Detected getURL - will be ignored.	The Flash player detected that the SWF movie contains a getURL ActionScript command, which is not supported by the specified device's Flash Player. No modifications will be made to the device specific SWF file - this is just a warning.

Message Identifier	Message	Explanation
SWFS040	UnCompressed Sound found.	The Flash player detected that the SWF movie contains uncompressed sound, which is not supported by the specified device's Flash Player. No modifications will be made to the device-specific SWF file - this is just a warning.
SWFS041	ADPCM Sound found.	The Flash player detected that the SWF movie contains ADPCM sound, which is not supported by the specified device's Flash Player. No modifications will be made to the device-specific SWF file - this is just a warning.
SWFS042	Nellymoser Sound found.	The Flash player detected that the SWF movie contains Nellymoser sound, which is not supported by the specified device's Flash Player. No modifications will be made to the device-specific SWF file - this is just a warning.
SWFS043	MP3 Sound found.	The Flash player detected that the SWF movie contains MP3 sound, which is not supported by the specified device's Flash Player. No modifications will be made to the device-specific SWF file - this is just a warning.
SWFS044	Export tag <subst:sound file name> was found and ignored, Please use the Device sound feature.	The Flash player detected that the SWF movie contains a <subst:file name> export tag used in old Flash 6 updaters, which is not supported by the Flash Lite 1.0 test movie player. The author should use the new Device Sound feature. No modifications will be made to the device-specific SWF file - this is just a warning.
SWFS045	MIDI Sound found.	The Flash player detected that the SWF movie contains MIDI sound, which is supported by Flash Lite.
SWFS046	MFi Sound with <manufacturer> extension found.	The Flash player detected that the SWF movie contains MFi sound with certain manufacturer extension, which is supported by Flash Lite.
SWFS047	Unsupported device sound format found.	The Flash player detected that the SWF movie contains unsupported sound format, which is not supported by Flash Lite. No modifications will be made to the device-specific SWF file - this is just a warning.
FTPE001	the key will not be processed: <key> keycode: <nnn>	While testing the movie, a key was pressed that is not accepted by the specified device's Flash Player - it will be ignored.

Message Identifier	Message	Explanation
FTPE013	Text fields are not selectable.	While testing the movie, an attempt was made to select a text field. Flash Lite for i-mode does not support Input text fields – they are rendered as non-selectable text fields.
FTPA002	FSCCommand is ignored.	While testing the movie, a <code>FSCCommand</code> ActionScript command was encountered. This command is not supported by the specified device's Flash Player and will be ignored.
FTPA003	loadVariables is ignored.	While testing the movie, a <code>loadVariables</code> ActionScript command was encountered. This command is not supported by the specified device's Flash Player and will be ignored.
FTPA004	loadMovie is ignored.	While testing the movie, a <code>loadMovie</code> ActionScript command was encountered. This command is not supported by the specified device's Flash Player and will be ignored.
FTPA005	The call to GetURL for <URL> was ignored because there was more than one request per keypress.	While testing the movie, multiple ActionScript <code>getURL</code> commands were called during a keypress event. The specified device's Flash Player only allows one <code>getURL</code> command per keypress, so only the first command will be processed – the others will be ignored.
FTPA006	The call to GetURL for <URL> was ignored because it was not associated with a keypress.	While testing the movie, a <code>getURL</code> ActionScript command was encountered outside of a keypress event. The specified device's Flash Player only allows <code>getURL</code> commands to be handled during a keypress event. Calls to <code>getURL</code> outside of a keypress event will be ignored.
FTPA007	getProperty or setProperty not supported for: <property name>	While testing the movie, a <code>getProperty</code> or <code>setProperty</code> ActionScript command was encountered for a property that is not supported by the specified device's Flash Player. The command will be ignored.
FTPA008	getProperty or setProperty not fully supported for: <property name>	While testing the movie, a <code>getProperty</code> or <code>setProperty</code> ActionScript command was encountered for a property that is not supported by the specified device's Flash Player. The command will be performed, but the results might not be as expected.
FTPA009	startDrag and stopDrag are not supported.	While testing the movie, a <code>startDrag</code> or <code>stopDrag</code> ActionScript command was encountered. These commands are not supported by Flash Lite and will be ignored.

Message Identifier	Message	Explanation
FTPA014	getURL is ignored.	While testing the movie, a getURL Actionscript command was encountered. It will be ignored because specified device's Flash Player doesn't support it.
FTPA015	The call to loadMovie for <URL> was ignored because there was more than one request per keypress.	While testing the movie, multiple ActionScript loadMovie commands were called during a keypress event. The specified device's Flash Player only allows one loadMovie command per keypress, so only the first command will be processed - the others will be ignored.
FTPA016	The call to loadMovie for <URL> was ignored because it was not associated with a keypress	While testing the movie, a loadMovie ActionScript command was encountered outside of a keypress event. The specified device's Flash Player only allows loadMovie commands to be handled during a keypress event. Calls to loadMovie outside of a keypress event will be ignored.
FTPA017	The call to loadVariables for <URL> was ignored because there was more than one request per keypress.	While testing the movie, multiple ActionScript loadVariables commands were called during a keypress event. The specified device's Flash Player only allows one loadVariables command per keypress, so only the first command will be processed - the others will be ignored.
FTPA018	The call to loadVariables for <URL> was ignored because it was not associated with a keypress.	While testing the movie, a loadVariables ActionScript command was encountered outside of a keypress event. The specified device's Flash Player only allows loadVariables commands to be handled during a keypress event. Calls to loadVariables outside of a keypress event will be ignored.
FTPA019	The call to FSCCommand with arguments <argument> was ignored because there was more than one request per keypress.	While testing the movie, multiple ActionScript FSCCommand commands were called during a keypress event. The specified device's Flash Player only allows one FSCCommand command per keypress, so only the first command will be processed - the others will be ignored.
FTPA020	The call to FSCCommand with arguments <argument> was ignored because it was not associated with a keypress.	While testing the movie, a FSCCommand ActionScript command was encountered outside of a keypress event. The specified device's Flash Player only allows FSCCommand commands to be handled during a keypress event. Calls to FSCCommand outside of a keypress event will be ignored.

Message Identifier	Message	Explanation
FTPS011	Only a single sound can be played at a time (no mixing).	While testing the movie, a sound was started while another sound was already playing. Flash Lite does not support sound mixing, so the first sound will be stopped to allow the second sound to play.
FTPS012	Event sound was ignored because it was not associated with a keypress.	While testing the movie, an event sound was encountered outside of a keypress event. The specified device's Flash Player only allows event sounds to be handled during keypress events. Event sounds outside of a keypress event will be ignored.
FTPS021	Event sounds not supported	While testing the movie, an event sound was encountered. The specified device's Flash Player does not support event sound.
FTPS022	ADPCM sounds not supported.	While testing the movie, an ADPCM sound was encountered. The specified device's Flash Player does not support ADPCM sound format.
FTPS023	MP3 sounds not supported.	While testing the movie, an MP3 sound was encountered. The specified device's Flash Player does not support MP3 sound format.
FTPS024	MIDI/MFI sounds not supported.	While testing the movie, an MIDI/MFI sound was encountered. The specified device's Flash Player does not support MIDI/MFI sound format.
FTPS025	PCM sounds not supported.	While testing the movie, an PCM sound was encountered. The specified device's Flash Player does not support PCM sound format.
FTPS026	Debug movie is not supported in the specified test movie player	While the Flash Lite player is specified in the publish settings, an attempt was made to debug the movie using Flash Lite 1.0 test movie player which is not supported.

