

Clickteam Fusion 2.5 and Adobe® Flash® Player

Clickteam Fusion 2.5 allows you to build your application as a SWF file compatible with the Adobe® Flash® Player. The Adobe® Flash® Player is very popular around the world. It is installed on almost every computer existing. This is the perfect means to distribute your game or application.

Advantages of applications compatibles with the Adobe® Flash® Player

- The same file works on every computer around the world with Adobe® Flash® Player installed, including of course PCs and Mac.
- Small size of the application: the code part of the runtime has a minimal size of 281 kb, meaning that a SWF file created with Clickteam Fusion 2.5 will be nearly as small as if it was created using the Flash® IDE
- Applications run fast : the Adobe® Flash® Player is a very optimised piece of code allowing fast rendering of your game or application.
- Secure for the users : your application runs in a sandbox, a restricted area from where it is impossible to harm the user's machine.

Advantages of Clickteam Fusion 2.5 for creating applications compatibles with Adobe® Flash® Player

- No need to program in ActionScript. You can use Clickteam Fusion 2.5 visual programming system to create amazing games for Adobe® Flash® Player in a much simpler and faster way.
- Your application can contain a customised preloader to make people wait while your application is loading.
- Easy way to make money. Clickteam Fusion 2.5 contains a MochiAds option : by just clicking a checkbox, you can add Internet-driven advertisement pages.

Thank you!

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Adobe Flex

The SWF file exporter of Clickteam Fusion 2.5 uses the open source version of Adobe Flex to generate SWF files. Flex is a free open source framework for building web applications. More info about Adobe Flex on www.adobe.com. The open source version of Adobe Flex is redistributed with the SWF file exporter for Clickteam Fusion 2.5 in accordance with the MPL 1.1 [license](#) (Mozilla Public License).

LAME MP3 DLL

The SWF file exporter uses a compiled version of the free LAME MP3 encoding library to convert the sounds of your applications to MP3 when it builds SWF files. Visit <http://lame.sourceforge.net/> if you need more info about LAME. Note: the version of lame_enc.dll provided with the SWF file exporter was compiled without the MPGLIB decoding engine.

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