

A decorative graphic consisting of a thin yellow circle on the left side, partially overlapping a horizontal bar. The bar has a yellow-to-white gradient and is enclosed by large, stylized brackets: a black one on the left and a yellow one on the right.

Using Geoff Stearns's SWFObject

Presentation by Mindy McAdams

> [Get SWFObject code here](#)

[What is it?

- **SWFObject** is a combination of JavaScript and CSS that is ready for use without alteration
- You do not need to **know** any JavaScript to use SWFObject
- You *do* need to know how to use **(X)HTML** and **CSS** (but you don't need to be a big expert!)

<http://blog.deconcept.com/swfobject/>

deconcept

SWFObject: Javascript Flash Player detection and embed script

SWFObject is a small Javascript file used for embedding Adobe Flash content. The script can detect the Flash plug-in in all major web browsers (on Mac and PC) and is designed to make embedding Flash movies as easy as possible. It is also very search engine friendly, degrades gracefully, can be used in valid HTML and XHTML 1.0 documents*, and is forward compatible, so it should work for years to come.

* Pages sent as text/html, not application/xhtml+xml.

Please note: SWFObject is the SWF embed script formerly known as FlashObject. The name was changed due to legal / trademark reasons. For more information, see [this post](#).

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“Download” section (same page)

Download

SWFObject is released under the [MIT License](#). This means (basically) that you can use it for whatever you want with no restrictions.

[Download SWFObject 1.5](#) - Zip file, includes swfobject.js and the example html templates below.

Or, if you are more of a hands on type, you can view my example pages:

- [Standard Flash embed](#) - No bells and whistles, just a straight forward Flash movie on a page with a variable passed in. Valid XHTML 1.0 Strict.*
- [100% width and height Flash embed](#) - Having trouble getting your Flash movie to fill the screen? Try this template. Valid XHTML 1.0 Strict.*
- [Standard Flash embed with Express Install enabled](#) - This page will attempt to upgrade your Flash player if you have a version lower than 8 (requires version 6.0.65 or higher)

* Pages are sent as text/html, *not* application/xhtml+xml.

Need help with SWFObject? Try asking for help in the [SWFObject forum!](#)

Why it's is better than the rest

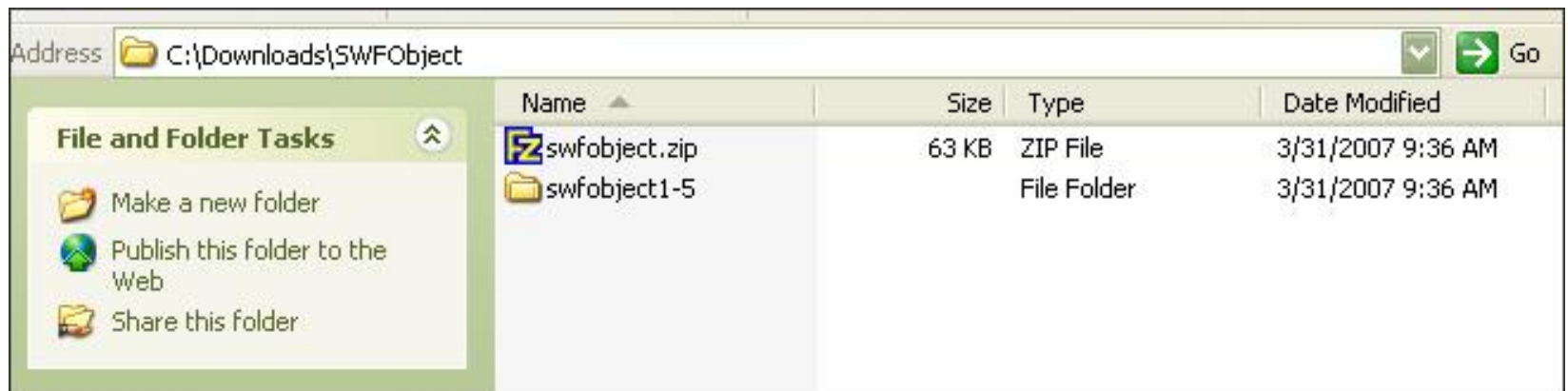
Over the years there have been many methods to detect Flash player versions and embed Flash movies into HTML documents. This section will take a look at each of the most popular methods and point out the problems with each.

1) The default Adobe provided embed

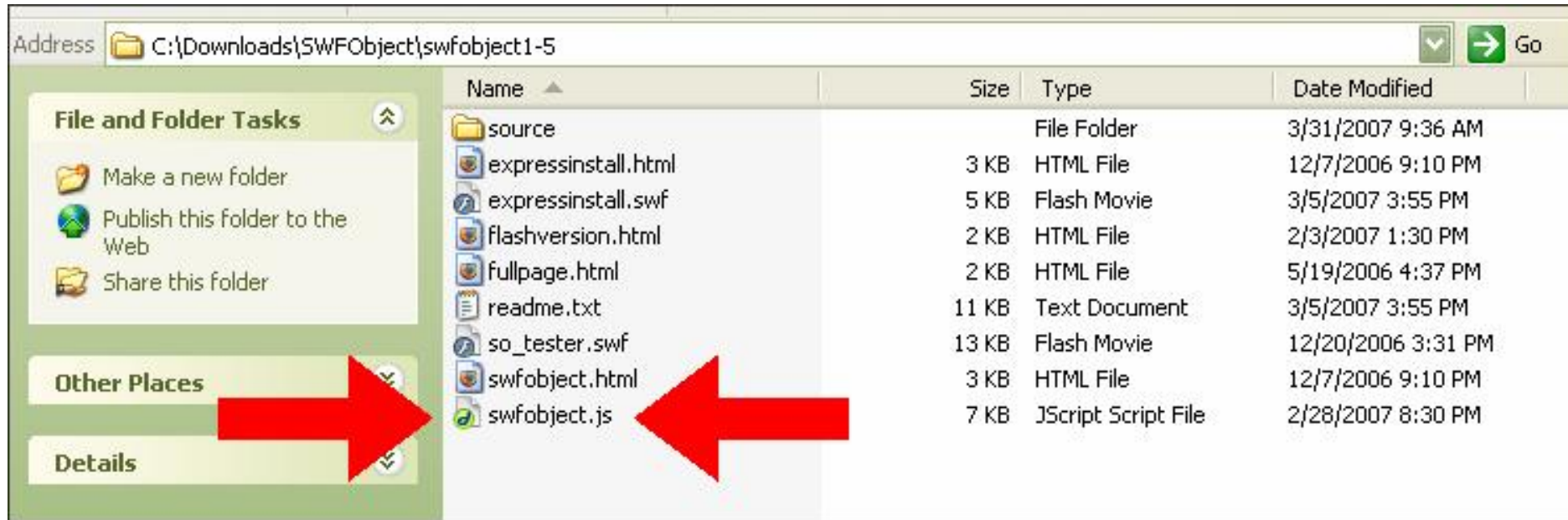
Everyone knows the default Adobe provided Flash embed. It consists of an Object tag with an

[How do you get it?]

- From the Web page, download the zipped file (Mac and Windows friendly!)
- Unzip the file
- Open the folder **swfobject1-5**



[The key: The .js file]



- Copy **this JavaScript file** and upload it to your Web server
- It's good to have one folder named "scripts" on your Web server. Put it there!

[Making the JavaScript work]

- If the JavaScript file is on your server, you can call it from any Web page on your site
- Simply place **this script** in the HEAD of your (X)HTML file:

```
<script type="text/javascript"  
src="scripts/swfobject.js"></script>
```

[Making the JavaScript work (2)]

```
27 </head>
28
29 <body>
30 <div id="centerer">
31
32 <div id="flashcontent">
33 <p>You need to <a href="http://www.adobe.com/go/getflashplayer/">upgrade your Flash player</a> to see
the slideshow.</p>
34 </div>
35
36 <script type="text/javascript">
37     var so = new SWFObject("tutorial.swf", "myMovie", "700", "550", "7", "#FFFFFF");
38     so.write("flashcontent");
39 </script>
40
```

- Now your page can *access* the **.js** file
- The next step is to place a “call” to the script within the HTML on your page (shown above)

[One piece calls the JavaScript]

```
27 </head>
28
29 <body>
30 <div id="centerer">
31
32 <div id="flashcontent">
33 <p>You need to <a href="http://www.adobe.com/go/getflashplayer/">upgrade your Flash player</a> to see
the slideshow.</p>
34 </div>
35
36 <script type="text/javascript">
37     var so = new SWFObject("tutorial.swf", "myMovie", "700", "550", "7", "#FFFFFF");
38     so.write("flashcontent");
39 </script>
40
```

- We'll explain this in a moment
- It has special rules of its own

[The other piece is pure CSS]

```
27 </head>
28
29 <body>
30 <div id="centerer">
31
32 <div id="flashcontent">
33 <p>You need to <a href="http://www.adobe.com/go/getflashplayer/">upgrade your Flash player</a> to see
the slideshow.</p>
34 </div>
35
36 <script type="text/javascript">
37   var so = new SWFObject("tutorial.swf", "myMovie", "700", "550", "7", "#FFFFFF");
38   so.write("flashcontent");
39 </script>
40
```

- You can write *anything* inside this DIV
- It will be seen **only if** the user does not have the Flash player **version** you specify

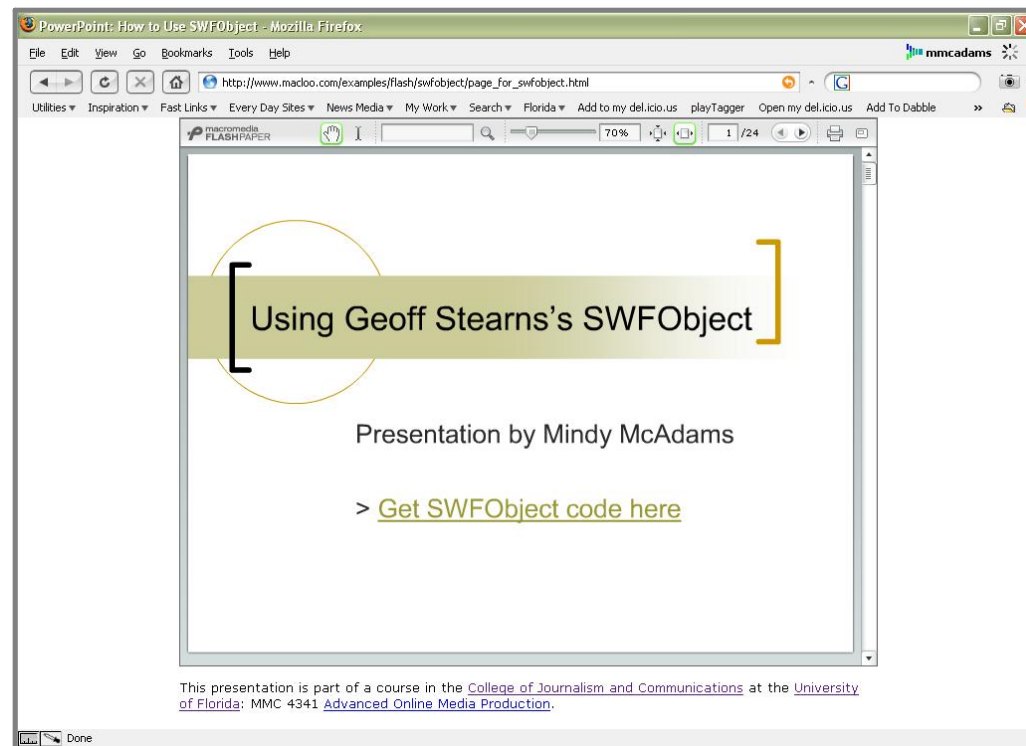
[In your CSS declarations ...]

- You will need to write **properties** for the CSS **selector** “flashcontent”
- You *must* use “flashcontent” (or some other unique selector) in your CSS to make this work!

```
#flashcontent {  
    border: solid 1px #000;  
    width: 300px; // change to match SWF  
    height: 300px; // change, match SWF  
}
```

[View Source, copy & paste]

http://www.macloo.com/examples/flash/swfobject/page_for_swfobject.html



[Now, for the JavaScript ...]

```
27 </head>
28
29 <body>
30 <div id="centerer">
31
32 <div id="flashcontent">
33 <p>You need to <a href="http://www.adobe.com/go/getflashplayer/">upgrade your Flash player</a> to see
the slideshow.</p>
34 </div>
35
36 <script type="text/javascript">
37     var so = new SWFObject("tutorial.swf", "myMovie", "700", "550", "7", "#FFFFFF");
38     so.write("flashcontent");
39 </script>
40
```

- The *two lines in the middle* of this will be changed to suit **your** own needs, for **your** SWF file

[Writing the values of *your* SWF]

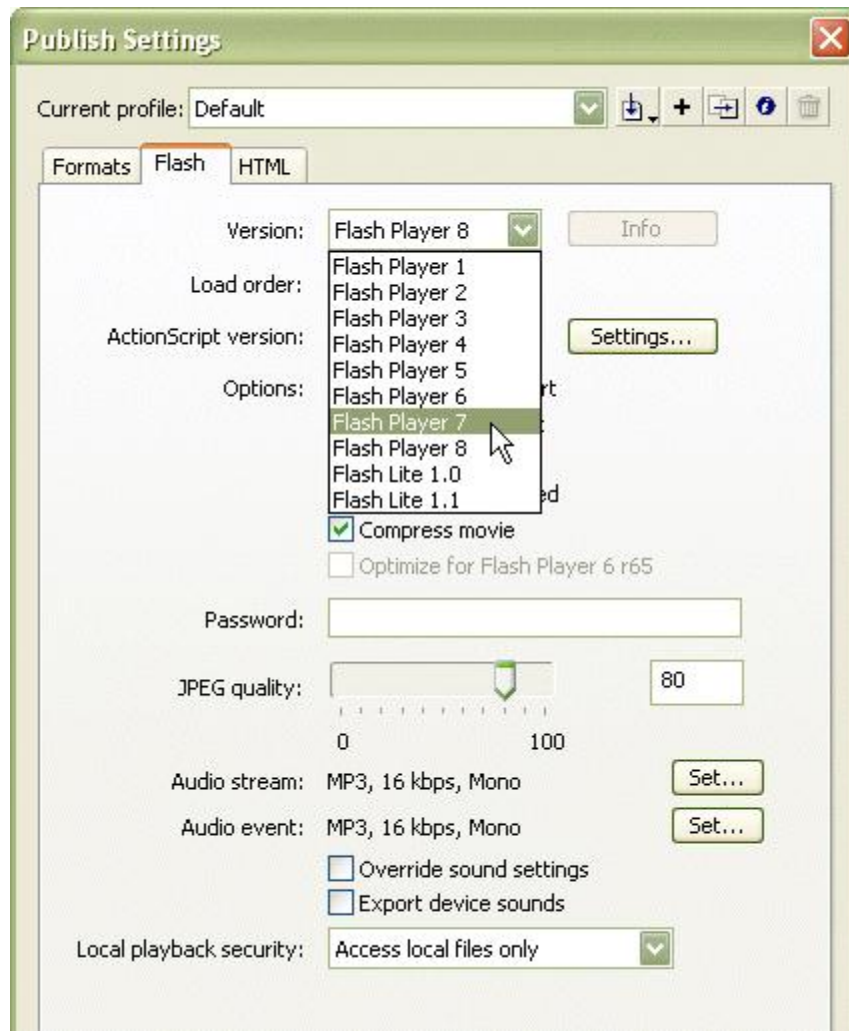
- This line is the **key** (six required *values*):

```
var so = new SWFObject  
("tutorial.swf", "myMovie", "700",  
"550", "7", "#FFFFFF");
```

- You supply the **filename** of your SWF, **ID**,*
the **width**, **height**, *oldest* player **version**,
and background **color** (of the SWF)

* The **ID** of your object or embed tag; this is a variable name of your choosing; must be unique for each SWF on the page

[Player version is set *here*



- Choose a suitable player version for your own SWF **before you save it**, using Publish Settings in Flash

[Writing the values (2)]

- The second key within the JavaScript *on your page* is this line:

```
so.write("flashcontent");
```

- This is where you tell the external **.js** file what the **selector** is *in your CSS*
- If you had **two** SWFs on **one** page, you might have, for example, **flashcontent01** and **flashcontent02**

[Writing the values (3)]

- **Note:** If you place more than one SWF on the page using SWFObject, you will need to use *different* **CSS selectors** for each one
- The **selector** is just – **flashcontent**
- You can change it to **flashcontent01**, **flashcontent02** (or even **someStuff**), etc.

[That's all the JavaScript!]

- There's **more explanation** of all of this on [the SWFObject page](#) at Geoff's site

```
<script type="text/javascript">
var so = new SWFObject("tutorial.swf",
    "myMovie", "700", "550", "7", "#FFFFFF");
so.write("flashcontent");
</script>
```

[Adding parameters (optional)]

- You *may* add various **parameters** within the JavaScript on your HTML page:

```
so.addParam("quality", "low");  
so.addParam("wmode", "transparent");  
so.addParam("salign", "t");
```

- **All possible parameters** for Flash are listed [here](#)

http://www.adobe.com/cfusion/knowledgebase/index.cfm?id=tn_12701

[Why this is all ***VERY*** important!]

- Microsoft made changes to IE
 - Both IE v.6 (required security updates to the Windows OS)
 - And IE v.7
- The changes will affect **the way Flash content is viewed** in the IE browser ...
- UNLESS you use JavaScript to put the SWF on your Web pages

[Why Microsoft did it]

- Maybe because Microsoft does not own Flash? (grin)
- Because ActiveX controls (used by the IE browser) allow people to mess up your computer with spyware, etc.
- Now users can't run content loaded by the APPLET, EMBED or OBJECT elements in a Web page until they “activate their user interfaces” ([source: Microsoft.com](#))

[So just *use* SWFObject!]

- The solution presented by SWFObject **overcomes** all the trouble created by the way the IE browser handles ActiveX controls
- It **doesn't hurt** anyone using other browsers
- It provides clean, functional version detection, so people **know** whether they have the **Flash player version** required by *your* Flash movie!

[The next generation]

- SWFObject creator **Geoff Stearns** is working with the creator (**Bobby van der Sluis**) of a similar solution, called [UFO](#)
- Together they're going to provide **future** solutions to embedding Flash content
- Their combined site: [SWFFix](#)



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University of Florida

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