



# **SWF2NFL**

**Flash Lite Packaging Tool for Nokia S40 5<sup>th</sup> Edition**

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# **mocket**

## 1. Installing SWF2NFL

SWF2NFL is an Adobe AIR application that packages Flash Lite SWF and companion content into an NFL File – Nokia Flash Lite File. You can read more about the file format on the Forum Nokia website [here](#).

This file format is specifically for Nokia S40 5<sup>th</sup> Edition devices, and allows the content provider to wrap their content into a format that appears in the Gallery of these devices as an application with an icon, rather than as a normal SWF file. This is not just an improvement on the usability for the content consumer, but also a way to protect the content.

The file format is essentially a compressed file format, with a manifest file that setups up the application contents. SWF2NFL simply makes this creation process a little more automated and intuitive for users.

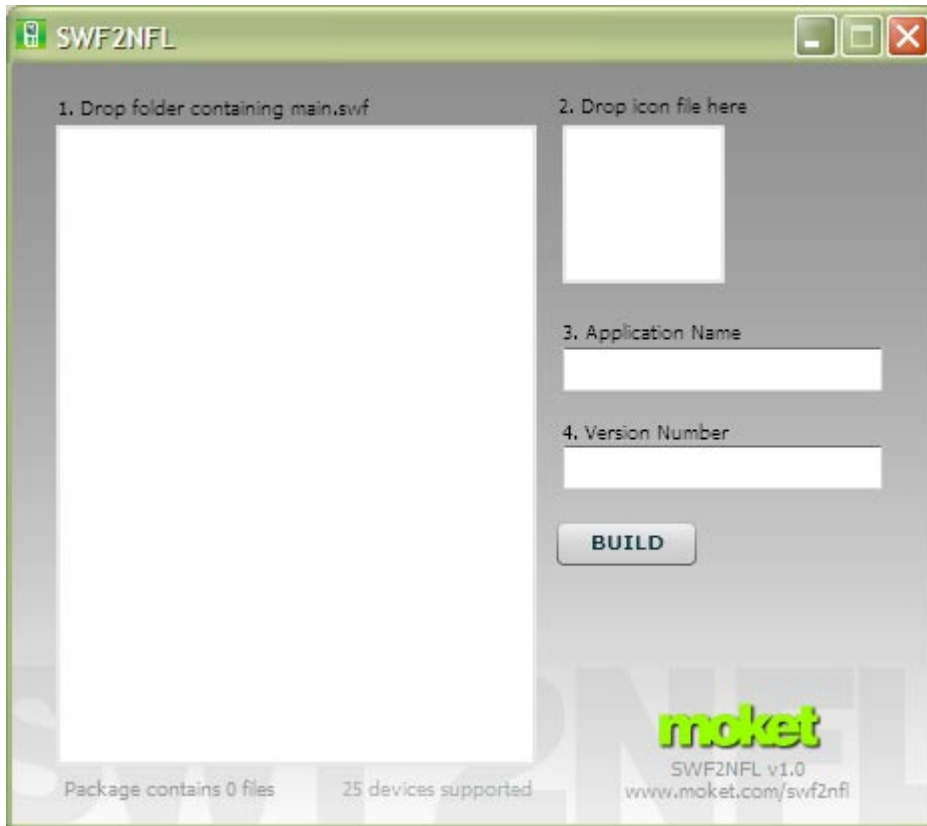
SWF2NFL will package together not just SWF files, but any other files that are required as well, such as secondary SWF files, text, video or XML files.

To install SWF2NFL:

1. Visit [www.mocket.com/swf2nfl](http://www.mocket.com/swf2nfl) and click the “Install Now” badge. If you do not have the Adobe AIR platform already installed, this process will also install AIR.
2. Follow the prompts in the application installer
3. Launch the application from the icon / shortcuts that have been created.

SWF2NFL will automatically notify you of any updates that are available to it when you start the application.

## 2. The SWF2NFL Interface



The SWF2NFL tool has 4 main fields that need to be completed when packaging content.

- Folder containing content
- Application icon (PNG 256 colour 36x36 or 43x43 16kb max)
- Application name (appears in the Gallery list)
- Version number (X.X format, eg 1.0)

## 3. Packaging your content into an NFL file

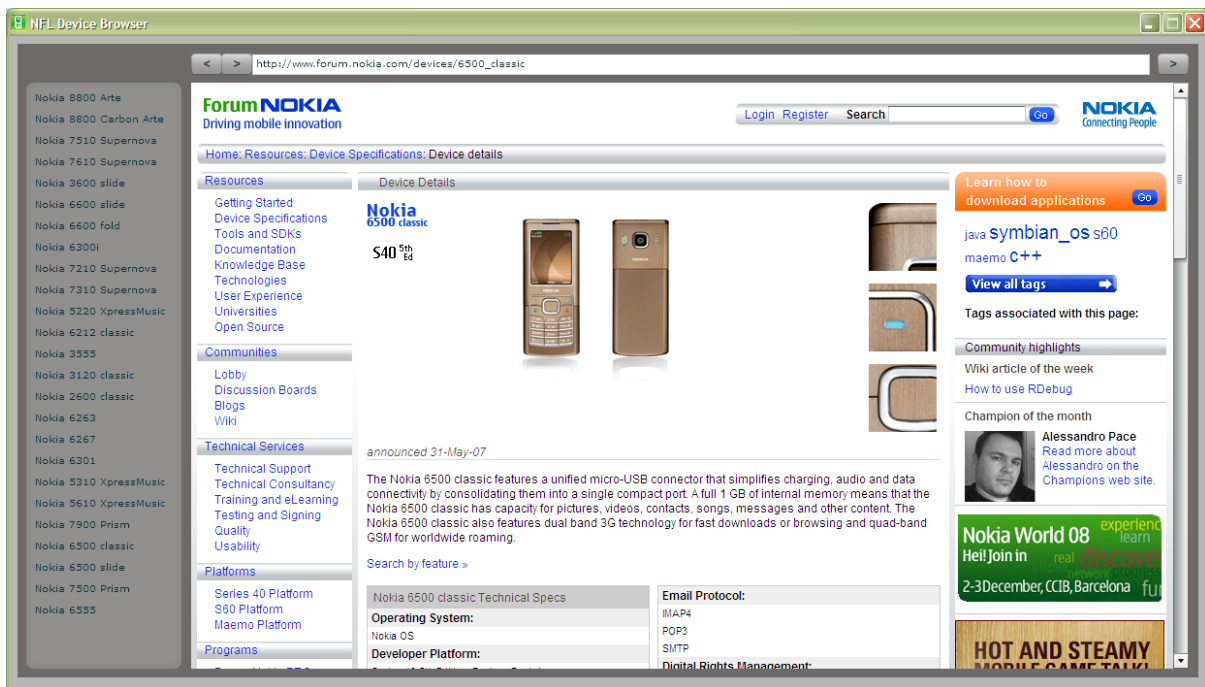
1. Place all of your content into a folder. The default file that will be launched needs to be named **main.swf**
2. Drag this folder into the first field. You should see a preview of your Flash Lite file appear in the field, and should have a confirmation under the field of how many files are contained in the package.
3. Drag your icon file into the second field. You should see a preview of the icon appear in the field.
4. Name your application
5. Give your application a version number.
6. Click BUILD.

#### 4. Device Browser (Beta)

SWF2NFL has a beta feature in place for browsing the devices that currently support the NFL file format. Under the main content field, there is a text link that shows the number of devices.



This number is taken from a dynamic search of the Forum Nokia device database. Clicking this link will open the SWF2NFL Device Browser.



The Device Browser allows you to see the Forum Nokia web pages that give the full specifications for each NFL supported device.

#### 5. Feedback and Bug Reports

If you find any issues with SWF2NFL, particularly with the Beta version of the Device Browser, please send your comments to [swf2nfl@moket.com](mailto:swf2nfl@moket.com).