Uploading Your Flash Project to the Web

Once you’ve created a Flash project, how do you put it on the Web, so that anyone in the world can see your project with any Web browser, such as Internet Explorer, Safari, or Firefox?

To do that, you need web space on a web server. To let you try this, we’ve set up temporary web space on a School of Computing server for CISC 110. At some point, we’ll delete all of the files that have been uploaded, so you’ll need to obtain access on a different Web server if you would like to have a permanent site for your projects.

There are two steps to uploading a Flash project:

1. Using the Publish Project facility within Flash to create an HTML file that links to your main .swf file
2. Uploading those two files and all other files your project requires to a Web server.

Publish Your Project Within Flash

With the following instructions, Flash will create the .swf files for your project, just as it does when you select Control | Test Movie. It will also create an HTML file that tells your Web browser which files to display and how to display them. You don’t need to know HTML at all; Flash creates the required file for you.
**Project Publishing Instructions**

1. Select File | Publish Settings in the Flash main menu.

2. The Publish Settings dialog box then opens. Click the Formats tab.

3. Select the Flash (.swf) and HTML (.html) options, if they’re not already selected.
4. Click on “HTML Wrapper” and deselect the Loop option.

5. Click Publish at the bottom of the Publish settings dialog box.

6. Click OK to close the dialog box.

7. Look in your project folder (where your .fla file is) to see the files created by Flash.
Upload Your Files to the Web Server

Next you need to upload to the Web server all of the files needed for your project to run. This will include the newly created HTML file, all of your .swf files, and any external sound or video files that your project loads when it runs.

You will use the FileZilla file transfer program to upload your files to the Web server. FileZilla is an open-source program, available for free download on the Web from:

http://filezilla-project.org/.

You don’t need to download FileZilla if you are following these instructions in the CISC lab, since it is on all CASLab machines.

Upload Instructions

1. Start FileZilla. Where it is located may differ from the screen shot below, but you will find it somewhere under “Programs”.

![FileZilla screenshot](https://via.placeholder.com/150)
2. Connect to the Web server. Fill in the following information in the input boxes at the top of FileZilla and then click on Quickconnect.

Host = hera.caslab.queensu.ca

Username = your CASLab net id

Password = your CASLab password

Port = 22

3. Your folders on your computer are shown on the left side of the window (Local Site). The right side of the window should show the folders on the Web server computer (Remote site). In the remote site, navigate to /cas/course/cisc110/your CASLab net id
4. In the local site, navigate to your Project folder. Drag and drop your HTML file and your .swf file into your folder on the remote site.

Change the name of your HTML file to **YourName_Assign_Num.html**

**YOU ARE DONE!**

To access your page in a web browser, go to:

http://hera.caslab.queensu.ca/cisc110/*your CASLab net id*/YourName_Assign_Num.html

Send this link to your friends and family, so that they can see your work on the Web.