

AIR - SWC Asset Library

SWC are a form of asset library for use in projects using FlashDevelop and Actionscript 3.

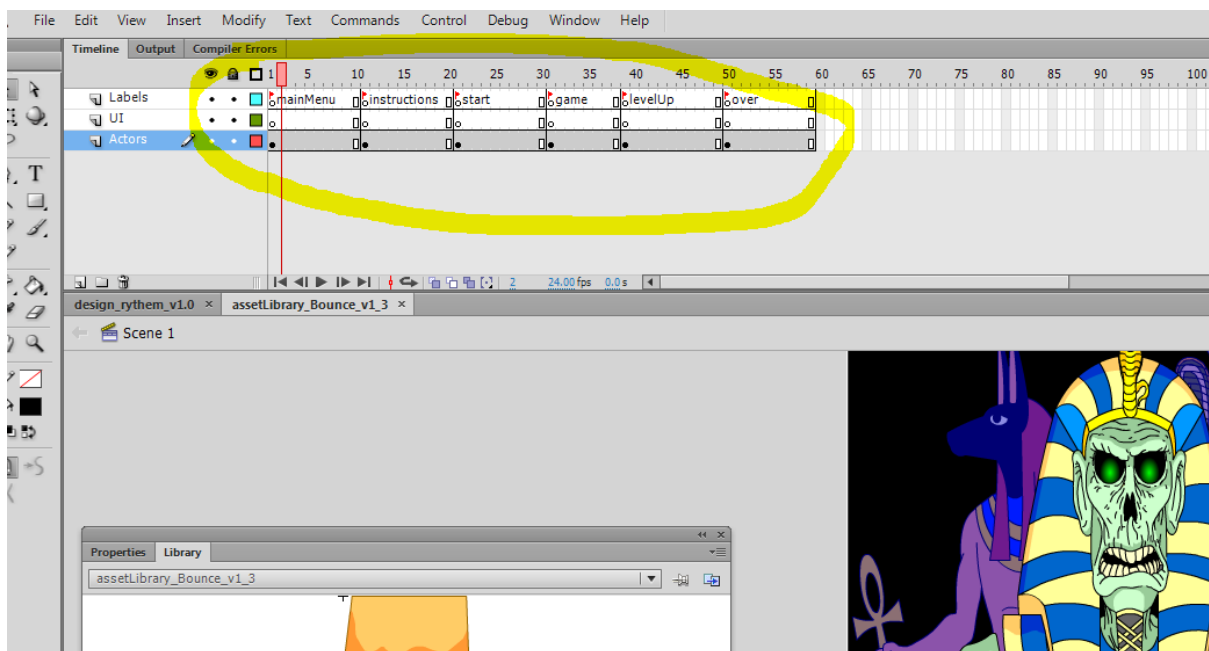
They allow a designer and programmer to work together once a project ONCE they are synced and properly organised using a SWC file. With this approach, the timeline and library layout are very important.

Reference Fla for creating SWCs

Dropbox\FF_Files\DEV\AS3\SWCs\assetLibrary_Bounce_v1_3

On our Dropbox is the above fla file.

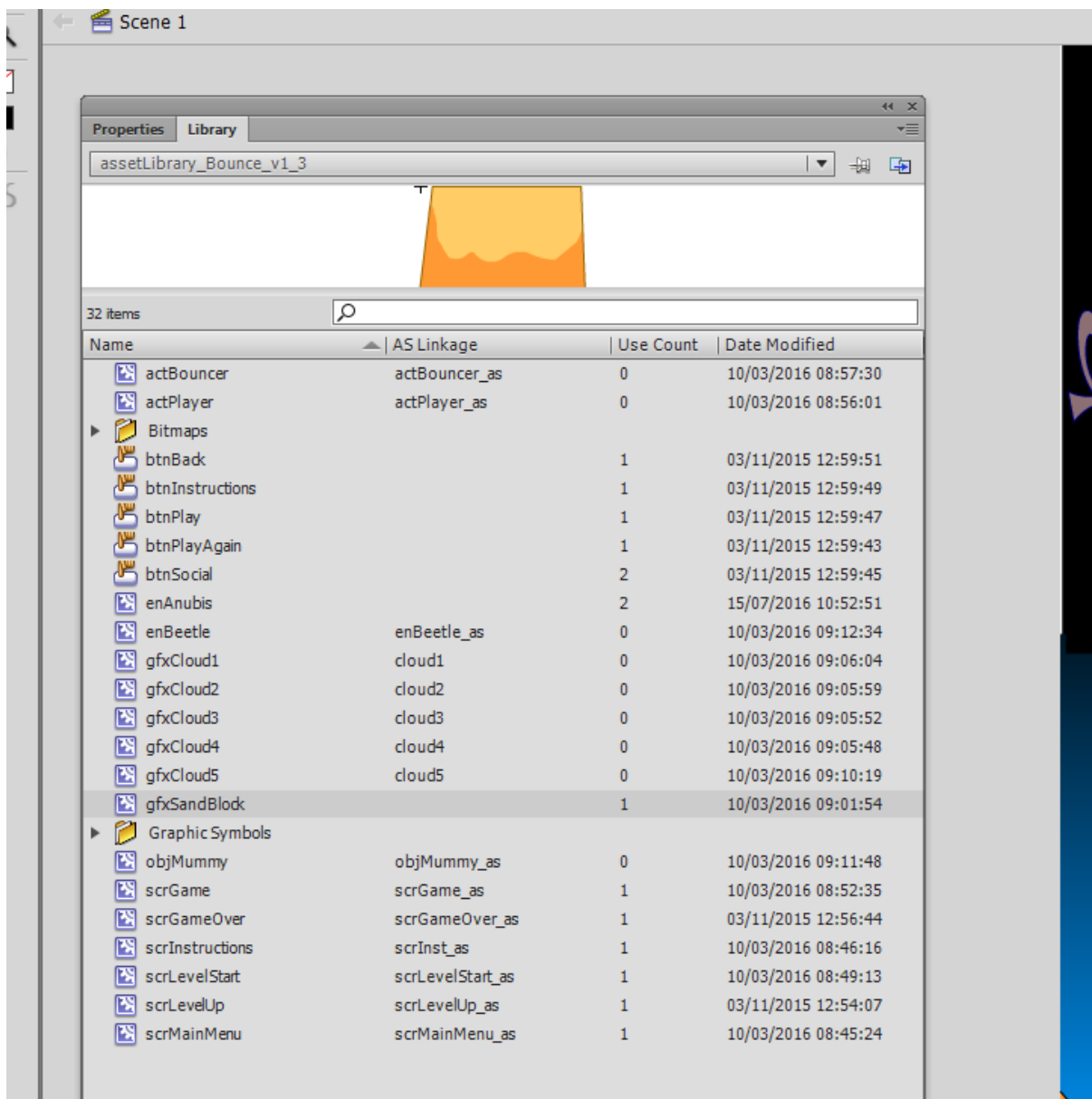
1 Timeline layout - per screen



Note how it is divided out per screen - this makes it easier to understand

Normally this is one screen movieclip and inside it, are the objects (movieclips for that screen)

2. Library



Movieclips and other objects need to be carefully named. The above is a good example of structured naming. So for example, all screen movieclips start with 'scr' so you have

scrGame
scrGameOver
scrMainMenu

For the screen actors, the naming is;

actPlayer
actBoucner

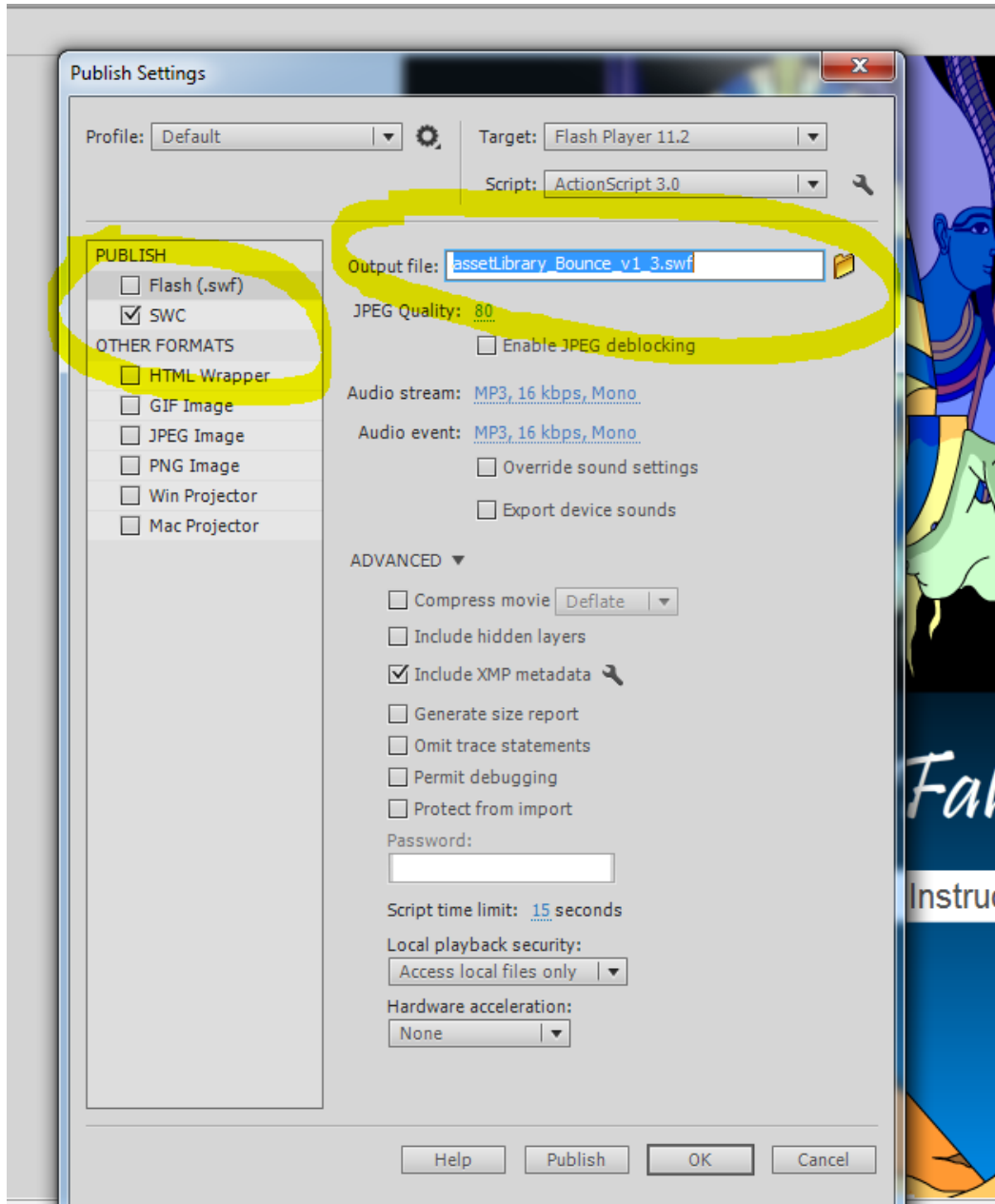
You get the idea!

Also important is the AS_Linkage name (2nd column). This is how the programmer refers to the movieclips. A good practise for this is use the movieclip name followed by _as

So scrGame is named as 'scrGame_as' in the Linkage column

3. Publishing a SWC

To get the assets over to the programmer, you publish a SWC file



Only tick SWC in the publish settings.

Also it is good practise to update the name of the file if there are a lot of changes
E.g

assetLibrary_Bounce_v1_2
assetLibrary_Bounce_v1_3