

## Featured Flash Lite Articles



- [Zoom and Rotate Gestures in FlashLite for touch-enabled...](#)
- [How to access S60 resources in WRT or Flash Lite, using...](#)
- [How to develop Flash Lite games for Nokia series 40 and...](#)

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This page presents all the articles in the Forum Nokia Wiki that include the category **Flash Lite**. If new to this technology, besides some basic information presented here, check also the [Flash Lite Technology Landing Page](#) in Forum Nokia.

**Did you know?** While every [S60 3rd Edition Feature Pack 2 device](#) will include **Flash Lite 3** support (enabling e.g. to watch Flash videos from web sites such as YouTube), already selected Nokia S60 3rd Edition Feature Pack 1 devices have the support available as software update (from the following sw onwards): Nokia N95 8GB sw 15.0.015, Nokia N95 sw 21.0.016, Nokia N82 sw 20.0.062. Get the updated sw through [Nokia Device Software Updater!](#) Check the full list of Nokia devices which support Flash Lite environment from this link: [Flash Lite 3.0 Device Specifications](#)

## *Mobile Design Challenge - part 2* **Winners announced!**

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*We currently have 175 Flash Lite articles in this Wiki.*

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- [Step by Step instructions to Express signing](#) . . [Risalmin](#)
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- [Accessing system resources with PyS60 on S60 3rd...](#) . . [Thiagobrunoms](#)
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- [Slider Component for Flash Lite](#) . . [Kamalakshan](#)
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## Most Viewed Flash Lite Articles

- [Displaying GPS position using Google Maps images...](#)
- [How to send SMS/MMS messages](#)
- [Kinetic Scroll Component for Flash Lite](#)
- [Step by Step instructions to Express signing](#)
- [How to package Flash content in a Widget](#)
- [How to make a Flash Lite application running in ...](#)
- [Scrollbar Component for Flash Lite](#)
- [Button Component for Flash Lite](#)
- [How to protect Flash Lite content with OMA DRM 1...](#)
- [Communicating with Flash Lite from JavaScript in...](#)
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- [MediaData Component for Flash Lite . . Sangramp@cybage.com](#)
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- [MovieClip controller component in Flash Lite . . Sangramp@cybage.com](#)
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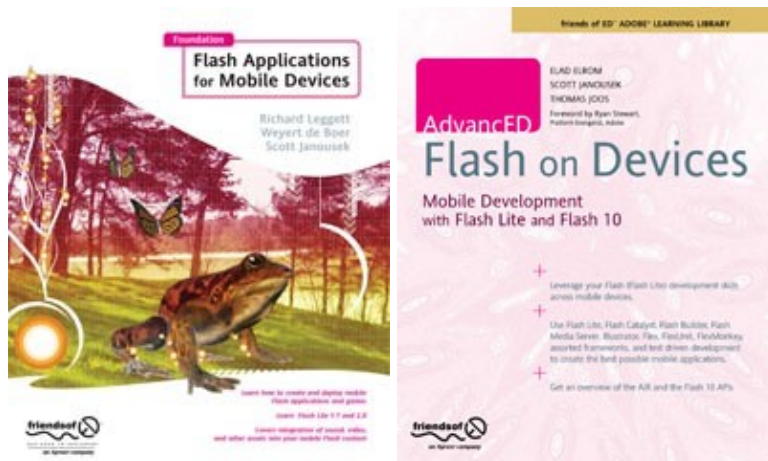
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## Some Basic Information and Selected Flash Lite Articles

- [What is Flash Lite?](#)
- [What is ActionScript?](#)
- [FPS meter for Flash Lite](#)
- [Protecting Flash Lite content with OMA DRM](#)
- [Packaging Flash Lite in a Widget](#)
- [Playing SWF from Symbian application](#)

## Books and Reference Textbooks

Some interesting and useful textbooks relating to Flash Lite development are



- [Foundation Flash Applications for Mobile Devices](#) by Weyert de Boer, Scott Janousek, Richard Leggett.
- [AdvancED Flash on Devices:Mobile Development with Flash Lite and Flash 10](#) by Elad Elrom, Scott Janousek, Thomas Joos

## Code Examples for Flash Lite

- [File:ZoomRotateGestureLite.zip](#) **NEW**
- [File:ZoomRotateGesture\\_Quadrant.jpg](#) **NEW**
- [File:FlashLocExample.zip](#) **NEW**
- [Accessing system resources with PyS60 on S60 3rd Edition devices](#)
- [How to create a Flash Lite horoscope application](#)
- [Using Locale, date & time Flash Lite](#)
- [Using Vibration to give user feedback in Flash Lite](#)
- [How to make a battery indicator](#)
- [Creating a customized Ticker Component in Flash Lite](#)
- [Connecting to Pandorabots from Flash Lite](#)
- [How to make dynamically game in Flash Lite 1.1.](#)
- [How to send SMS/MMS messages](#)
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- [How to make a basic key movement in Flash Lite](#)
- [How to develop Flash Lite games for Nokia series 40 and S60 devices](#)
- [How to create a Flash Lite weather application using Web services](#)
- [Getting memory and volume properties in Flash Lite](#)
- [Fscommand quit](#)
- [Collision for Balls](#)
- [Continuous output on hold of a button in Flash Lite](#)
- [How to connect Flash Lite and Java ME](#)
- [How to create a Flash Lite Pizza Application](#)
- [How to check network status in Flash Lite 1.1](#)
- [How to create a battery widget using Flash Lite \(WRT\)](#)
- [How to create a dynamic fisheye menu in Flash Lite](#)
- [How to avoid auto rotation of Flash Lite content on Nokia 5800](#)
- [Creating a simple One-key game in Flash Lite](#)
- [Optimized Collision detection in Flash Lite](#)
- [Basic Dynamics in Flash Lite](#)
- [Reading ID3 tags of MP3 files in Flash Lite](#)
- [Displaying GPS position using Google Maps images in Flash Lite](#)
- [FPS-Meter for Adobe Flash Lite v1.1, 2.0 and 2.1](#)
- [Using Google Translator API in Flash Lite](#)
- [How to detect touch gestures in Flash Lite](#)
- [Simultaneously loading multiple images in Flash Lite](#)
- [Simulating Mouse Pointer in Flash Lite](#)
- [Simulating Arrays in better way in Flash Lite 1.1](#)
- [CS001287 - Detecting device orientation using sensors in Flash Lite](#)
- [Flash Lite UI Kit](#)
- [CS001293 - Tracking changes in the current location in Flash Lite](#)
- [CS001292 - Modifying landmarks in Flash Lite](#)
- [CS001291 - Modifying calendar entries in Flash Lite](#)
- [CS001290 - Importing landmarks in Flash Lite](#)
- [CS001289 - Obtaining location information in Flash Lite](#)
- [CS001288 - Exporting landmarks in Flash Lite](#)
- [CS001286 - Calculating the distance between two locations in Flash Lite](#)
- [CS001285 - Adding a landmark in Flash Lite](#)
- [CS001284 - Modifying contacts in Flash Lite](#)
- [CS001283 - Listing logged events in Flash Lite](#)
- [CS001282 - Obtaining product information in Flash Lite](#)
- [CS001281 - Checking network signal strength in Flash Lite](#)
- [CS001280 - Checking memory card availability in Flash Lite](#)
- [CS001279 - Obtaining machine ID in Flash Lite](#)
- [File:FlashLiteExampleStub v 0 9.zip](#)
- [CS001257 - Listing installed applications in Flash Lite](#)
- [CS001256 - Launching an installed application in Flash Lite](#)
- [CS001255 - Controlling vibra settings in Flash Lite](#)
- [CS001253 - Displaying sensor data in Flash Lite](#)

## Category:Flash\_Lite

- [How to create a chat by Bluetooth using Kureri Lite](#)
- [Communicating with Flash Lite from JavaScript in a widget \(WRT\)](#)
- [Creating a Dynamic List with scrollbar in Flash Lite](#)
- [Oxygen - The Flash Lite Developers Kit](#)
- [How to handle keypress events](#)
- [How to make Flash launcher with Symbian C++](#)
- [Getting Network properties in Flash Lite](#)
- [Create a moving ball using motion sensor \(Platform Services\)](#)
- [How to package Flash content in a Widget](#)
- [How to make a signal indicator](#)
- [How to make a pic reveal using mask in 5800](#)
- [Creating specialized TextFields in Flash Lite](#)
- [File:RadioButtonComponentExample.zip](#)
- [File:RadioButtonFlashLite.zip](#)
- [File:Heli.zip](#)
- [File:ContactsDemo.zip](#)
- [File:Collision.zip](#)
- [Creating Instant Messenger in Flash Lite 2.0](#)
- [CS001252 - Listing messages in Flash Lite](#)
- [CS001251 - Deleting a message in Flash Lite](#)
- [CS001250 - Listening for incoming messages in Flash Lite](#)
- [CS001249 - Sending an SMS in Flash Lite](#)
- [CS001221 - Importing contacts in Flash Lite](#)
- [CS001224 - Listing media files in Flash Lite](#)
- [CS001225 - Organising contacts in Flash Lite](#)
- [CS001223 - Listing contacts in Flash Lite](#)
- [CS001222 - Listing calendar entries in Flash Lite](#)
- [CS001220 - Importing calendar entries in Flash Lite](#)
- [CS001219 - Exporting a contact in Flash Lite](#)
- [CS001218 - Exporting calendar entries to a text file in Flash Lite](#)
- [CS001217 - Deleting a contact entry in Flash Lite](#)
- [CS001216 - Deleting a calendar entry in Flash Lite](#)
- [CS001214 - Adding a calendar entry in Flash Lite](#)
- [CS001177 - Cancelling an asynchronous function call](#)
- [Create a moving ball using accelerometer with Kureri Lite](#)
- [How to make Flash Lite aware of softkey location and screen orientation](#)
- [How to make use of Flash Lite with Symbian C++](#)
- [Getting Platform properties and IMEI in Flash Lite](#)
- [How to load and parse XML files](#)
- [How to play a SWF file from your Symbian application?](#)
- [How to make a Flash Lite application running in any screen orientation](#)

## Flash Lite Knowledge Base items

- [CS001287 - Detecting device orientation using sensors in Flash](#)
- [CS001221 - Importing contacts in Flash Lite](#)
- [CS001224 - Listing media files in Flash Lite](#)

## Category:Flash\_Lite

- Lite
- TSS001296 - Disabling compatibility mode in S60 5th Edition
- CS001293 - Tracking changes in the current location in Flash Lite
- CS001292 - Modifying landmarks in Flash Lite
- CS001291 - Modifying calendar entries in Flash Lite
- CS001290 - Importing landmarks in Flash Lite
- CS001289 - Obtaining location information in Flash Lite
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- CS001286 - Calculating the distance between two locations in Flash Lite
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- CS001284 - Modifying contacts in Flash Lite
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- CS001280 - Checking memory card availability in Flash Lite
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- CS001257 - Listing installed applications in Flash Lite
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- CS001254 - Checking battery level in Flash Lite
- CS001253 - Displaying sensor data in Flash Lite
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- CS001216 - Deleting a calendar entry in Flash Lite
- CS001215 - Adding a contact entry in Flash Lite
- CS001214 - Adding a calendar entry in Flash Lite
- KIC001209 - Not possible to use fixed orientation for Flash Lite applications
- CS001177 - Cancelling an asynchronous function call
- KIC000803 - Accessing network from Flash Lite applications on Nokia N95 NAM phones closes the player
- TSS000512 - Capability requirements for Flash Lite Viewer API
- KIS000755 - Flash applications cannot establish phone calls without NetworkControl in S60 3rd Ed. FP1
- KIC001109 - Screen savers displayed in landscape mode
- KIC000917 - Security sandbox issue in Flash Lite may prevent network access
- KIC000871 - Default Flash player cannot be updated in S60 3rd Edition devices
- KIC000846 - Symbian C++ stub application for Flash Lite 3 - problem with Adobe developer installation package
- KIC000829 - FLV playback in Flash Lite 3 on S60 causes rotation to landscape mode
- KIC000845 - DLL naming conflict in Flash Lite 3.0 Web Runtime firmware
- File:KIC000803 SIS.zip

Flash Lite

## Flash Lite Articles in Other Languages

• Chinese  
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• Japanese  
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• Portuguese/Brazilian  
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• Russian  
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