

Features_Articles:_Flash_Lite

✔ This tick symbolizes the featured content on the Forum Nokia Wiki. Featured articles are considered to be good quality articles in the Forum Nokia Wiki, as determined by the [Forum Nokia Wiki administrators](#). Before being listed here, these articles are reviewed for accuracy, neutrality, completeness, and style.

A small tick (✔) in the top-right corner of an article indicates that the article is a featured article.

View by category: [All](#) | [Symbian C++](#) | [Open C/C++](#) | [Java](#) | [Qt](#) | [Python](#) | **[Flash Lite](#)** | [WRT Widget](#) | [Maemo](#) | [Other](#)

Zoom and Rotate Gestures in FlashLite for touch-enabled devices **Week 48 - November 22nd 2009**

This week's featured article, [Zoom and Rotate Gestures in FlashLite for touch-enabled devices](#), is written by Sangramp@cybage.com.



S60 5th Edition devices are able to detect gestures, which are often used to navigate through a series of objects, zoom in or out, or start the execution of various operations.

This article explains how to implement gestures such as zooming in and out, and rotating in Flash Lite. The core idea is to divide the touch input area into a number of quadrants and a reference circle in the middle. The gesture is interpreted differently based on which quadrants are touched and whether or not the reference circle is intersected with. Code snippets are provided for every step, illustrating how each part of the concept can be implemented.

[Read the article](#) to become familiar with one way of detecting and interpreting the gestures the user makes on the device's touch screen.

GridMenu Component for Flash Lite

Week 35 - August 23th 2009

This week's featured article, [GridMenu Component for Flash Lite](#), is authored by [Alen Alebic](#).



Adobe Flash is a widely used authoring tool for creating interactive multimedia content for Internet and end-user environments. Flash Lite is a lightweight subset of the Adobe Flash Player. It offers an easy way to develop interactive multimedia content for mobile devices using the familiar Adobe Flash authoring environment.

This article explains the use of the Flash Lite gridMenu component and API. The gridMenu component is a scalable and skinable Flash Lite UI component. It can be easily customized to the developer's needs by changing icon graphics, button graphics, labels style and selector design in the library. The gridMenu component is touch screen and key press compatible, and has an API function to adjust itself for screen rotations.

Read the article to see how you can create appealing user interfaces, using the gridMenu component in Flash Lite.

How to develop Flash Lite games for Nokia series 40 and S60 devices

Week 21 - May 17th 2009

This week's featured article, How to develop Flash Lite games for Nokia series 40 and S60 devices, is created by Narender raul.



Making rich media for mobile consumption has never been easier since the release of the Flash Lite player for mobile devices. This tutorial explains how to create a Flash Lite game playable on the Flash Lite Player version 1.1 - one of the earliest versions and most restricted, but the most widely spread version as well.

The article starts with elaborating limitations to be considered, both, on Flash Lite side and device side. The author has explained how to develop Flash Lite games for Nokia series 40 and series 60 devices by taking a working example throughout the article. Furthermore user can download a complete example with source code in the article itself.

Read the article to start developing your Flash Lite games on Nokia series 40 and series 60 devices.

How to detect touch gestures in Flash Lite

Week 11 - March 8th 2009

This week's featured article, How to detect touch gestures in Flash Lite, is authored by Jappit.



Flash Lite technology is supported across all Nokia platforms and is widely integrated with our mobile WebKit browser. Nokia makes publishing Flash content easy, too, via packaging solutions and tools for both the S60 platform and the Series 40 platform.

The S60 5th Edition platform comes up with the exciting touch UI concept. In this competitive mobile industry, S60 5th Edition with touch UI offers a promising future for the mobile developers. It has opened new doors to developers not only to survive but also to dominate market with touch UI-enabled applications.

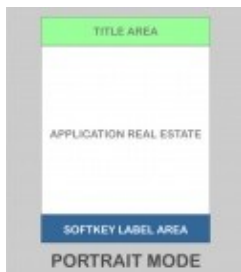
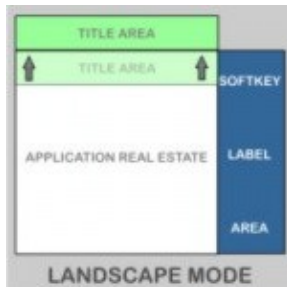
This article explains how to implement basic touch gestures in Flash Lite. How to detect both horizontal (left-to-right and right-to-left) and vertical (up-to-down and down-to-up) gestures is showcased in this article. Source code demonstrated in the article is also available for download.

[Read the article](#) to handle touch gestures with your Flash applications.

Dynamic Layout control for Flash Lite

Week 43 - October 19th 2008

This week's featured article is [Dynamic Layout control for Flash Lite](#) written by [Risalmin](#).



How to effectively adapt to different screen orientations and resolutions is one of the key issues developers face when designing mobile applications. Instead of making separate, optimized versions for both orientations and for each resolution, there are also more sophisticated techniques.

This article provides one approach and a template for dynamic layout control in Flash Lite. The same basic techniques can also be applied when writing applications in other programming languages.

Features_Articles:_Flash_Lite

First, an abstract background is applied to give a similar look regardless of the orientation. Next, separate movieclips have been created for softkeys, the title, and for the actual real estate area. The real estate area always remains 240 x 240 pixels and does not need to be resized. Also the softkey area is designed in such a way that the texts are not resized.

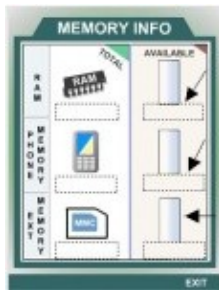
The template is easy to use. Just place your content in the real estate area, in the title element, and in the softkey element.

[Read more in the article.](#)

Communicating with Flash Lite from JavaScript in a widget (WRT)

**Week 39 - September 21st
2008**

[Communicating with Flash Lite from JavaScript in a widget \(WRT\)](#) is this week's featured article. It has been created by [Raheal Akhtar](#).



The article combines three different technologies. It describes how to communicate with [Flash Lite](#) from JavaScript in a widget. The article explains how to elegantly achieve cross-platform communication.

Knowledge of [Flash Lite](#) and JavaScript is prerequisite to understand this article. Using ActionScript from Flash Lite is very well utilized here. Different frames have been designed to achieve the final goal.

[Raheal Akhtar](#) has elaborated all three technologies in [Communicating with Flash Lite from JavaScript in a widget \(WRT\)](#) with a graphical user interface. You can also find a working solution in the download section of the article.

[Read more in article.](#)

Displaying GPS position using Google Maps images in Flash Lite

Week 34 - August 17th 2008

[Global Positioning System](#) provides positioning, navigation, and timing (PNT) services for military and civil needs and is available all over the world.



Google Maps Services provide set of Google Maps API key. [KuneriLite](#) is a toolkit that extends FlashLite capabilities allowing applications to access native Symbian functionalities, like file writing, or reading GPS data.

This week's featured article [Displaying GPS position using Google Maps images in Flash Lite](#) is about using [KuneriLite toolkit](#) to obtain such GPS data from Google Maps API set. [KuneriLite](#) is an innovative Rapid Application Development toolkit to extend Flash Lite capabilities and create great-looking S60 applications without any Symbian knowledge.

[Displaying GPS position using Google Maps images in Flash Lite](#) by [Jappit](#) demonstrates such functionalities in elegant graphical way. Find more about it in the article.

How to create a Flash Lite weather application using Web services

Week 32 - August 3rd 2008



[Flash Lite](#) is the mobile version of Flash technology from [Adobe](#), supported both by [S60](#) and [Series 40](#) platforms. To create [Flash Lite](#) content you can use [Adobe Flash Professional 8](#) or [Flash CS3](#). If you want to create [Flash Lite 3.0](#) content, you need to use [Adobe Flash CS3](#).

Weather plays a vital role in our life. Our routine tasks are more or less affected by the predicted weather. This week's featured article is about creating a weather application using Web services in [Flash Lite](#). [How to create a flash lite weather app using webservices](#) demonstrates how [Flash Lite](#) can connect with Web services and send/receive data using it. A server sends weather information in an [XML](#) object, which is parsed before presenting the information to the end user.

The article [How to create a Flash Lite weather application using Web services](#) by [Raheal akh](#) describes a useful application with graphical perspectives. You can find out more about this application by going through the example code provided in the article.
