SWF Decompiler Premium

SWF Decompiler Premium

AltraMedia Solution Inc.

http://www.swfdecompiler.net

SWF Decompiler Premium

Pages Order

Overview

What is SWF Decompiler Premium
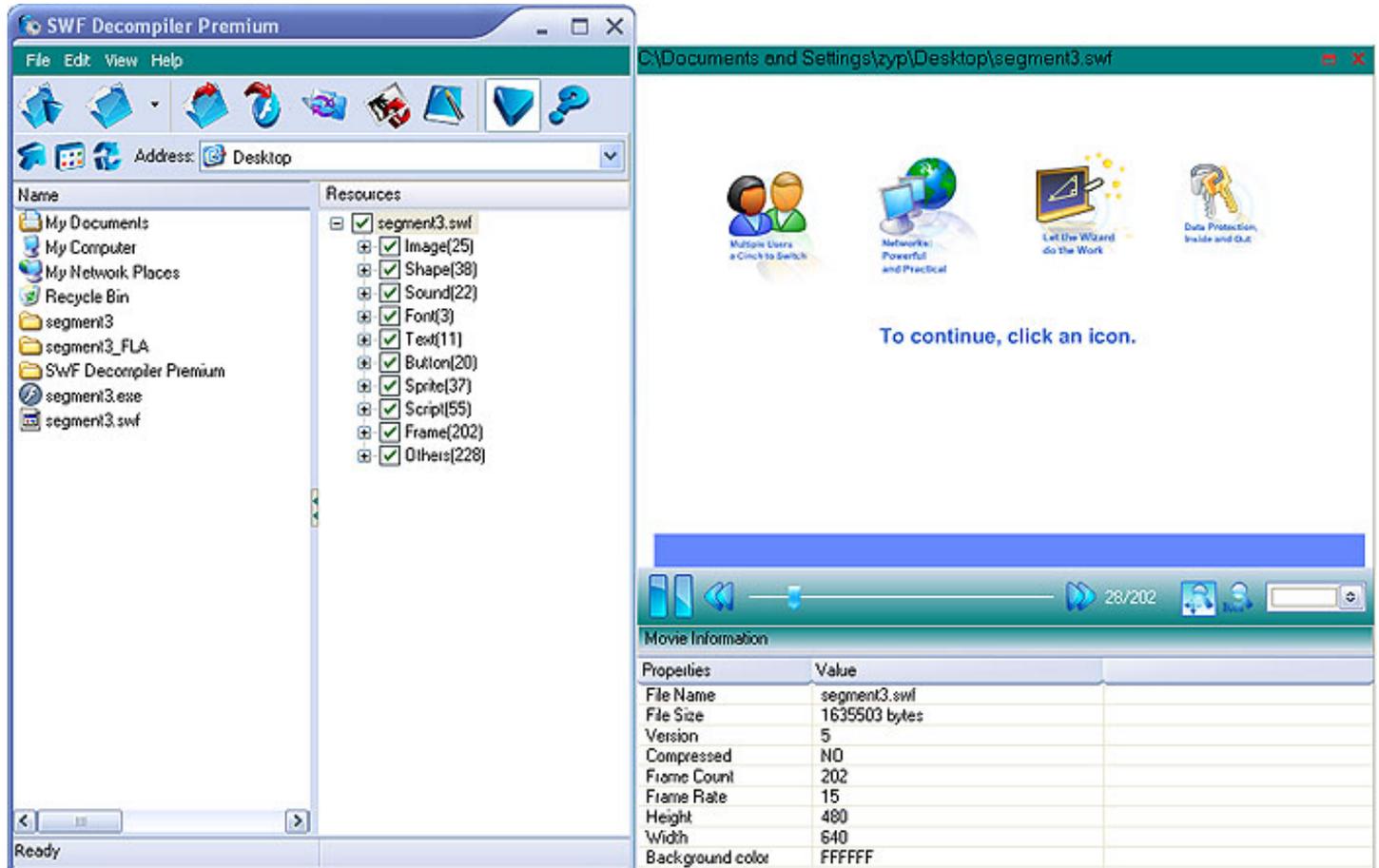
Interface

Using SWF Decompiler Premium

SWF Decompiler Premium

What is SWF Decompiler Premium

SWF Decompiler Premium is new multifunctional software that includes an impressive list of features to parse, edit, export and convert flash movies. With it, you have just everything at your hands to alter SWF files.

SWF Decompiler Premium enables you to export FLA data which can easily be edited in native Flash environment and convert between swf and exe format. All components (images, sound, action scripts, texts, shapes, frames, fonts, buttons and sprites) can be completely recovered. The player window is innovatively separated from the main panel, which enables users to drag and drop the window wherever they want it to be. Try the innovative and enhanced program now!

Features of SWF Decompiler Premium:

Performs full conversion between SWF and FLA with high quality.
Browse and preview any resource before exporting
Export FLA data to recover flash files.
Export resource of any movie.
Provides detailed information of all elements.
Edit the dynamic texts of current flash.
Replace the images of current flash.
Change the background color of any SWF file.
And more!

SWF Decompiler Premium

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SWF Decompiler Premium

How to buy SWF Decompiler Premium

As soon as you make your order, our resellers will verify it. Your order will most likely be processed within 1 hour, but in some VERY rare cases it may take resellers more than 24 hours to process your payment.

The registration key will be automatically generated at our server and e-mailed to you immediately after we receive payment confirmation from our e-commerce reseller.

Please do not worry if you haven't received the registration information right away. Delays usually occur due to the high security settings of spam filters used by our clients. Our message may be rejected as a spam message by the mail service you use.

If you haven't got the registration message within several hours, feel free to contact our Support Team via email.

If you have questions concerning our software, send e-mail to: support@swfdecompiler.net. **We always do our best to help you!**

What you will have after purchasing the product:

Full version of SWF Decompiler Premium
> Fun in unlimited flash decompiling.

Customer care
> We are pleased to offer our care to meet your needs. We promise that any customer question will be replied within 1 business day!

File Menu

The File menu contains operations for SWF Decompiler Premium flash file

Preview
Open SWF or EXE file in main player window for preview. (File will not be added to Resources)

Open (Ctrl +O)
Adds a file into Resources list

Close file
Delete selected file from Resources list
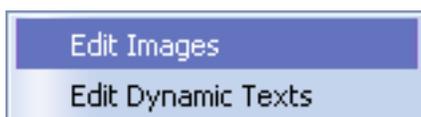
Save
Save current file

Save as...
Save current file using another name

Exit
Quit the program

Edit Menu

Edit Images
Replace selected image with your favorite images

Edit Dynamic Texts
Edit texts of flash movie

View Menu

Tool bar
Show or hide the **tool bar**.

Status bar
Show or hide the **status bar**.

Preview Window
Show or hide the **Preview Window**.

Convert Flash File
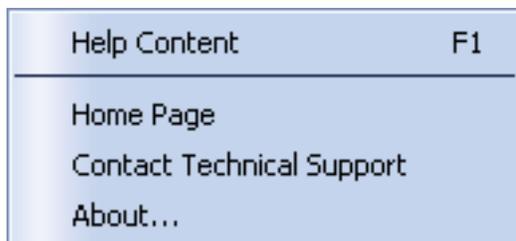Show or hide the **Convert** tab.

Export rebuild data
Show or hide the **Export rebuild data** tab.

Language
Select English.

Help Menu

Help Content F1
Guides to the help file.

Home page
Visit our home page http://www.swfdecompiler.net.

Contact Technical Support
Send your questions to our support team via email.

About
View other information of this software.
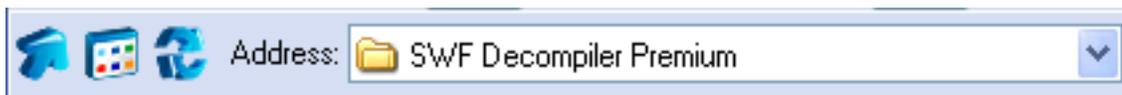
Relate topics:

Buttons

Player window

Navigate buttons

The buttons in tool bar will provide quicker operations on Menus.

Preview	Open SWF or EXE file in main preview window.
Open	Add a file to Resources list, or open the recorded file again by clicking the arrowhead.
Export resource	Export resources from current movie.
Export rebuild data	Export FLA data to rebuild file.
Convert flash file	Perform quick conversion between SWF and EXE file.
Edit Images	Replace selected image with other images.
Edit Dynamic Texts	Edit texts of current flash file.
Preview Window	Display or hide the Preview Window.
Help Content	Guide to the help file.

Other buttons

Up	Back to the previous
View	View files by List or Report.
Refresh	Refresh current file.

Relate topics:

[Menus](#)

[Player window](#)

SWF Decompiler Premium

Player window

C:\Documents and Settings\zyp\Desktop\segment3.swf

**Multiple Users
a Cinch to Switch**

**Networks:
Powerful
and Practical**

**Let the Wizard
do the Work**

**Data Protection,
Inside and Out**

To continue, click an icon.

28/202

Movie Information

Properties	Value	
File Name	segment3.swf	
File Size	1635503 bytes	
Version	5	
Compressed	NO	
Frame Count	202	
Frame Rate	15	
Height	480	
Width	640	
Background color	FFFFFF	

Frame Rate	15
Height	480
Width	640
Background color	FFFFFF

Player Window:

SWF Decompiler Premium features an innovatively separated player window which does not display when the program starts. Player window lets you know detailed information of current file in real time and allows you to refresh, zoom in and out, select background color and select the place to start. It is a separate window, which means you can drag it where you'd like it to be. It will be automatically displayed after you start a flash file.
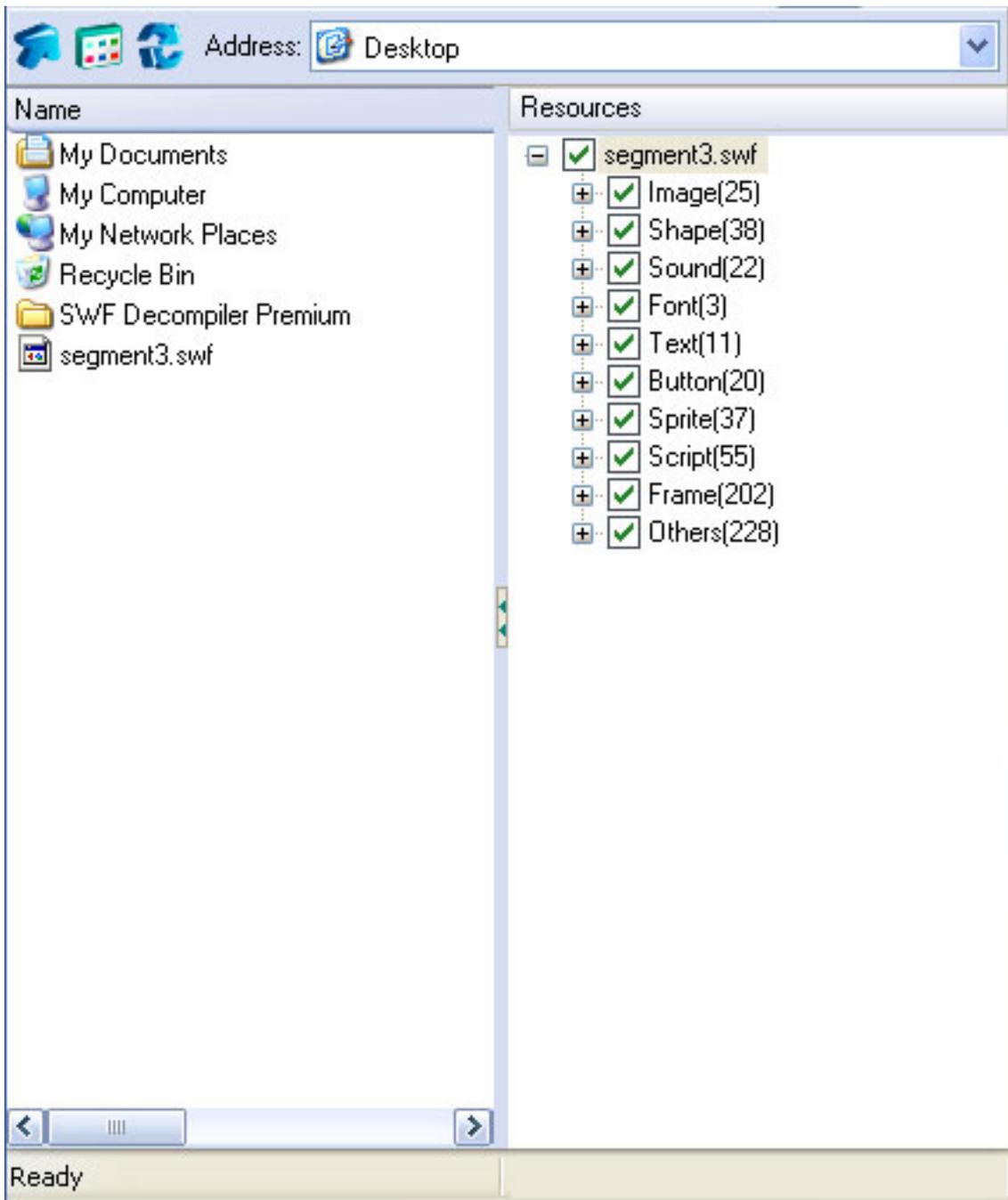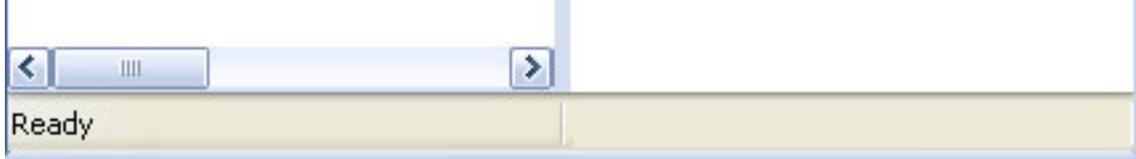
Relate topics:

Menus

Buttons

SWF Decompiler Premium

Getting started

Read the following instructions to get ready for processing next step.

A flash movie can be opened or played in several ways, just try one of the following ways to open a selected file:

Ready

1. Find the desired Flash file (s) in "**Address**" option, selected file will be automatically played in preview window, all resources of the file can be added to **Resources** list as well.

2. Click **Open** button on File Menu or Tool bar, select a flash file, the file will be automatically played in Preview Window, all resources of the file can be added to resources list as well.

3. Click **Preview** button on View Menu or Tool bar, select a flash file, the file will be automatically played in Preview Window, the resources will not be added to resources list

Relate topics:

Convert a file

Export FLA data and resources

Edit images and texts

Export FLA data

SWF Decompiler Premium accommodates a great feature that allows you to export FLA data and resources used in SWF file. There are varieties of options available to extract sounds, images, videos, shapes, frames, morphs, fonts, texts, buttons, sprites and ActionScripts embedded in the program.

In order to finish your order fleetly, Please refer to following steps:
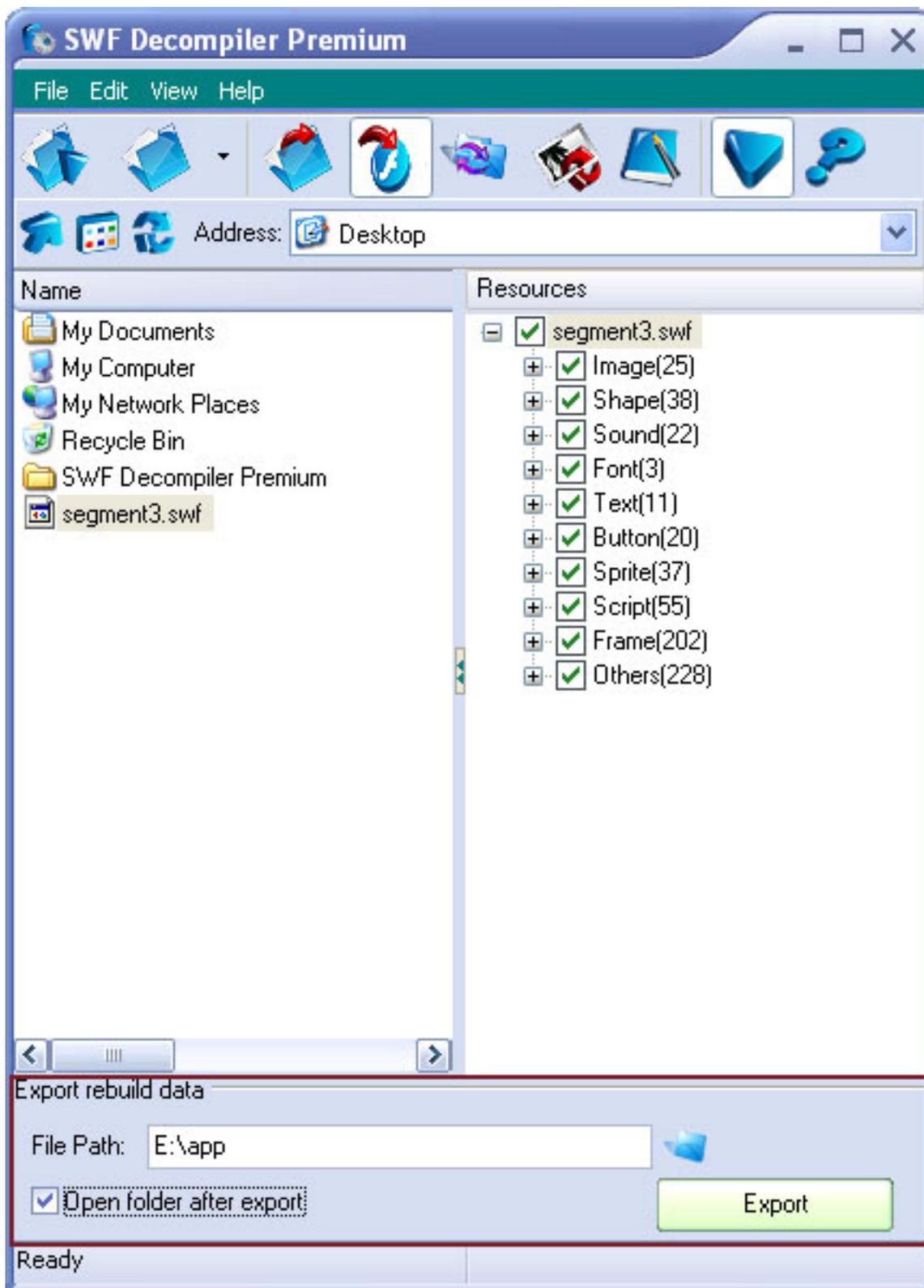
1. Start a flash file, all components of the file can be added to resources list (If you start a file by clicking Preview button, resources will not be added to resources list).

2. Tick the components you want to export in Resources list, then click **Export rebuild data** button on the tool bar or right-click selected file.

3. Check or uncheck the "**Open folder after export**" box. Click "**Export**" button to start the

export process.

To open the file "**rebuild command**", you should install "**Macromedia Flash Professional 8**" . Then, it will generate a FLA file for you automatically.

Now, you can edit the exported files with Macromedia Flash Professional 8 (An edit tool) to rebuild the FLA files at your will.

Limitation of unregistered version: You can only export FLA data for 6 times.

Export resources

SWF Decompiler Premium not only allows you to export FLA data to rebuild flash file, but also allows you to export all elements of any flash file.

1. Start a flash file.

2.Tick the components you want to export in Resources list then click **Export Resources** button on the tool bar or right-click selected file.

3. Select the desired format and target folder in a pop-up Export Resources window. Check or uncheck the "**Open directory after export**" box. Click "**OK**" button to start the export process.

Export Resources

Please select the desired format and target folder

```
Desktop
├─ My Documents
├─ My Computer
│   └─ Local Disk (C:)
│        ├─ application
│        ├─ Application_webs
│        ├─ Documents and Settings
│        │    ├─ All Users
│        │    └─ zyp
│        │         ├─ Contacts
│        │         ├─ Cookies
│        │         ├─ Desktop
│        │         ├─ Favorites
│        │         ├─ My Documents
│        │         ├─ Start Menu
│        │         └─ UserData
│        └─ Downloads
```

☑ Open directory after export

Path: C:\Documents and Settings\zyp\Desktop

File Format

Image:	Image (*.bmp;*.jpg;*.png;*.pcx)
Image:	Flash (*.swf)
Morph:	Flash (*.swf)
Sound:	Sound (*.wav;*.mp3)
Video:	Flash Video (*.flv)
Font:	Flash (*.swf)
Text:	Text (*.txt)
Button:	Flash (*.swf)
Sprite:	Flash (*.swf)
Script:	Action Script (*.as)
Frame:	Flash (*.swf)
Others:	Flash (*.swf)

OK   Cancel

Limitation of unregistered version: Checking all components to export is not available.

Relate topics:

Getting started
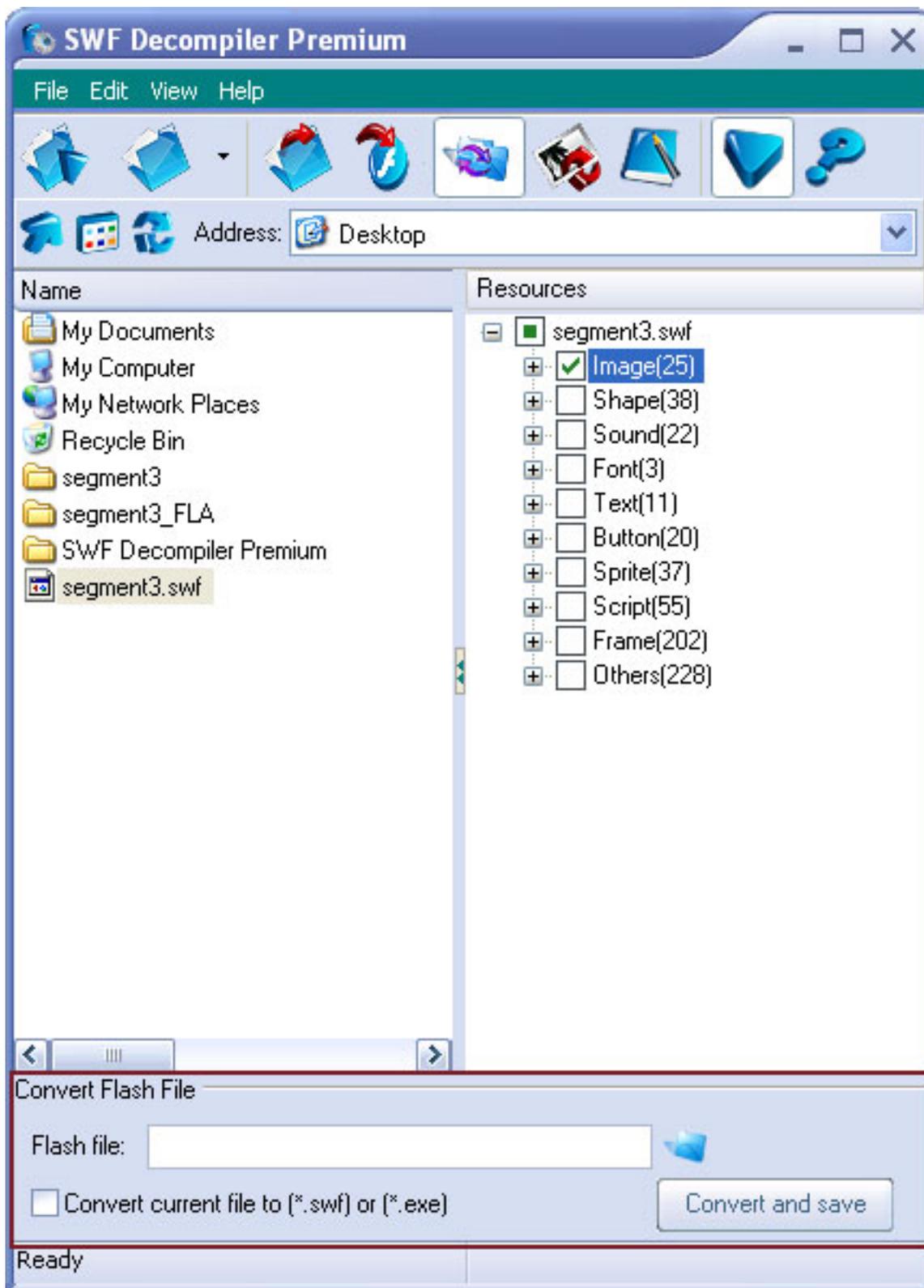
Convert a file

Edit images and texts

How to Convert a file

SWF Decompiler Premium offers the function of conversion between the SWF and EXE file. This section of User Manual provides you with a simple and illustrative step-by-step guide how to get familiar with SWF Decompiler Premium working as converter as quickly as possible.

1. Click on Tool bar or "**Convert Flash File**" under View Menu.

2. Select or write manually the path of the file you want to convert. (Simply check the "**Convert current file to (*.swf) or (*.exe)**" box to convert current file to SWF/EXE file if you want.)

3. Click "**Convert and Save**" button and select the target folder, where the converted SWF/EXE file will be saved.

Relate topics:

[Getting started](#)

[Export FLA data and resources](#)

[Edit images and texts](#)

SWF Decompiler Premium

Replace images

With SWF Decompiler Premium, you can replace images as your own easily. The edited result will be saved and will play immediately, learn it now!

1. Start a flash file, then all elements of the movie will be added to Resources list

2. Select the image of flash file you want to replace, and then click button on Tool bar or "**Edit Images**" under Edit Menu.
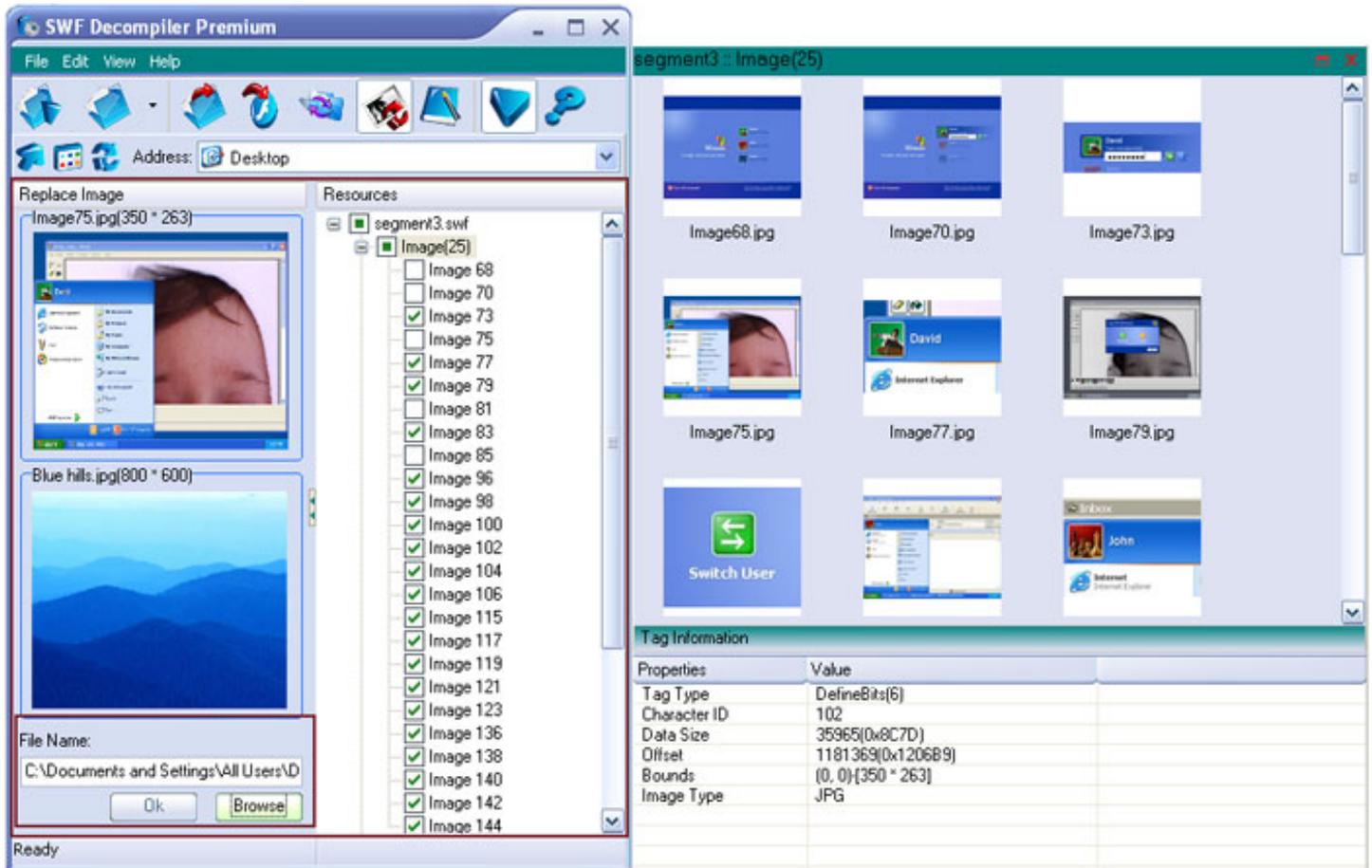
3. Replace currently selected image with desired image, click "**OK**" to confirm. After you have confirmed the change, all the changes will be played in preview window.

Note: In order to achieve the best effect, you'd better select the image of the same size to replace current image.

4. Click "**Save**" button to apply all the changes to current Flash file or "**Save As ...**" button to save it as a new Flash file.

Edit dynamic texts

Editing dynamic texts with SWF Decompiler Premium is very much alike as working in any text processing application like MS Word, Open Office, etc.

In this way you can adjust text sizes, font, color, etc.

1. Start a flash file, then all components of the file will be added to Resources list

2. Click [button icon] button on Tool bar or **"Edit Dynamic Texts"** under Edit Menu, all dynamic texts used by the flash file will be listed in Dynamic Texts list within seconds.

3. Select one text from Dynamic Texts list, and then type what you wish to appear in the final flash movie in Edit Dynamic Text box. You can adjust text sizes, font and color at your will. All changes can be played in player window in real time.
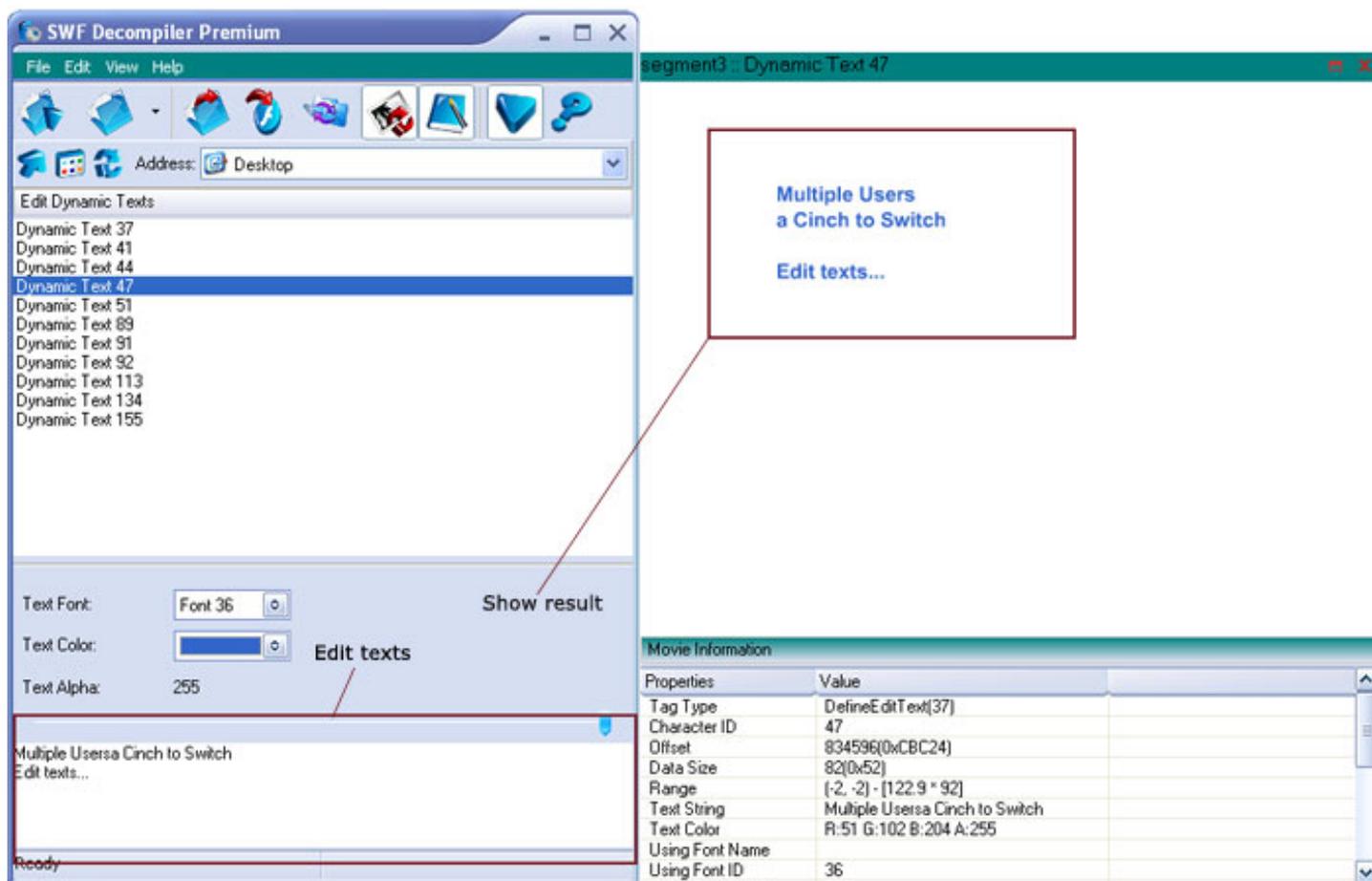
4. Click "**Save**" button to apply all the changes to current Flash file or "**Save As** ..." button to save it as a new Flash file.

Relate topics:

Getting started

Export FLA data and resources

Convert a file

SWF Decompiler Premium

Who We Are

AltraMedia Solution is an innovative, young and promising company. With the great popularity of SWF Decompiler Premium, AltraMedia becomes one of the fastest-growing and most successful new companies on the Internet.

Our sincere commitment to all our customers is that we will continue providing reliable and easy-to-use software in muti-media domain.

For more information, please visit our homepage http://www.swfdecompiler.net.

AltraMedia Solution is committed to providing users and customers with high quality support and assistance. When you encounter a problem, or have a question, or need any other help with our products, you can visit following links to contact us:

Email:
support@swfdecompiler.net

SWF Decompiler Premium
Product ID: 1303484

We always do our best to answer your question!

FAQs

Q: **Is the trial version different from the purchased version?**

A: A trial version is available for all of our products and can be downloaded from our Download Center . There are some limitations on our trial version:

1. SWF Decompiler Premium Free Version enables you to experience its professional and innovative features for 21 times within 7 days.
2. Function Limitation. You can not use SWF Decompiler Premium Free Version to export all resources used by a flash file
3. FLA export Limitation: SWF Decompiler Premium Free Version allows you to export FLA data for only 6 times.

For registered customers, we offer a series of benefits, such as discount products from AltraMedia Solution , powerful customer service.

Q: **I can't find my registration code or My registration code doesn't work.**

A: If for any reason your registration code becomes invalid or lost just send an e-mail at support@swfdecompiler.net together with the details of your previous registration.

Q: **Is it possible to export all resources at once by SWF Decompiler Premium?**

A: Yes, it's available. In resources list, you need to check all the folders and right-click "Export Resource" or click "Export resources" button located on tool bar to get all resources.

Q: **How to convert a file?**

A: 1. Click "**Convert Flash File**" under View Menu.

      2. Select or write manually the path of the file you want to convert.

      3. Click "**Convert and Save**" button and select the target folder, where the converted SWF/EXE file will be saved.

Q: **How to replace images ?**

A: 1. Please, add Flash file to Resources list.

      2. After you added the required Flash file, which objects you want to edit.

      3. Click "Edit Images" on tool bar or "Edit Images" under Edit Menu.

      4. Now you are able to replace currently selected image by your own one, All the results you can see in main player window just on the go.

      5. After you edited objects you want, click "Save" button to save all the changes to current Flash file or "Save as …" button to save new Flash file with applied changes.