SWF Wheel Support Instructions for HS 1.5.1

The purpose of this guide is to provide instructions on how to create SWF wheel images for HS 1.5.1. SWF wheels are animated wheels using the SWF format which can be created using Adobe Flash or Adobe Animate. The output SWF file can be placed in the wheel image directory just like other PNG images. Wherever there exists a PNG wheel image and a SWF wheel image with the same name, the SWF will take priority when showing on the wheel.

SWF wheel items will load and be initially paused on the first frame while spinning the wheel. When you land on a menu item there will be a brief delay, then the SWF will begin playback.

Recommendations:

- Keep SWF files as small as possible in regards to file size.
- Use a PNG optimizer such as TinyPNG to minimize the PNG asset sizes used inside your SWF.
- Keep animations to simple timeline animations. Coded animations could cause memory leaks.
- Keep code to simple actions such as gotoAndPlay(), stop(), gotoAndStop() etc....

1. **Create your wheel image as you normally would in an image editor such as Photoshop. When you are happy, set the image size to 400px width.**

2. **Create the image in such a way that will help the animation idea you have in mind, such as separating the image into separate files. Save all of your PNG assets when finished, preferably with a PNG compressor plugin, such as TinyPNG**

3. **Start a new project in Adobe Flash or Adobe Animate and set the stage properties to 60 FPS, and a size that is bigger than your wheel image for now. For this example I will set the stage size to 500 x 200 temporarily. The background can be any color.**
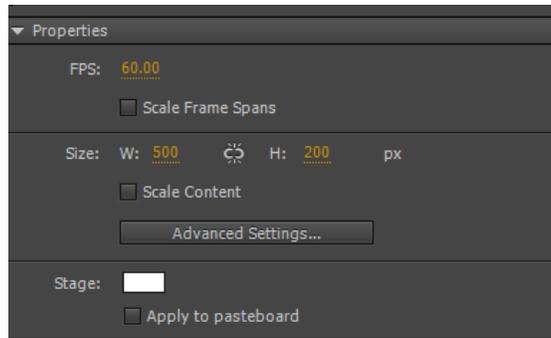
4. **Import all of your PNG's into the Adobe Flash or Adobe Animate library.**

5. **Make sure you turn smoothing on for each image you import. Right click the image in the library and select properties. Check the box that says "Allow smoothing". This can only be done if the "Compression dropdown" is set to "Lossless (PNG/GIF)"**
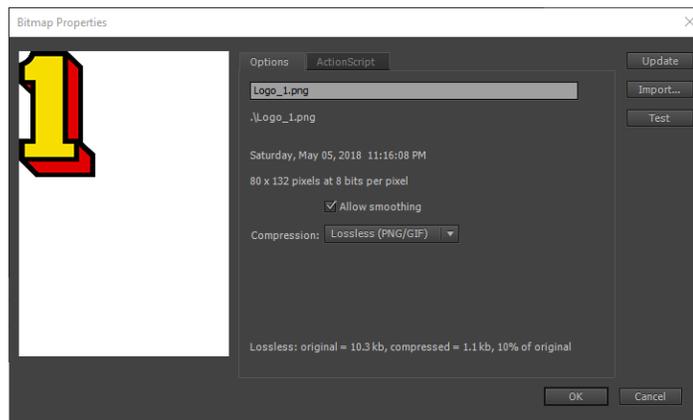
6. **Drag your images to the stage and arrange them on the first frame in such a way that it represents how you want the wheel to look in HyperSpin when it is not animating. The first frame always represents how the item will look in HyperSpin. If you need to use layers, that is OK. This will help keep the images separate and Z-Ordered correctly. If necessary create a temporary layer with the full wheel image as a guide so that you can place your assets correctly.**


7. **In this example I want to animate each individual number of the 1942 logo. In order to animate images you will first need to convert any images into "Symbols" or "MovieClips". Do this now by right clicking each image and select "Convert to Symbol".**
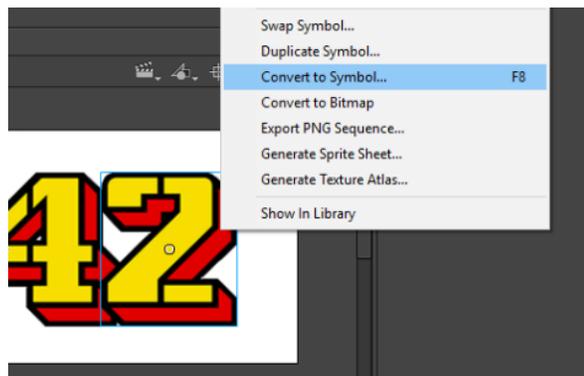

8. **This guide isn't intended to instruct you on how to do animations in Adobe Flash, so at this time create any animations you need and test them before moving onto the final steps. In the image below I am animating a single number to the values I want. After I do this to each individual number, I am ready to test and prepare the file for HyperSpin.**
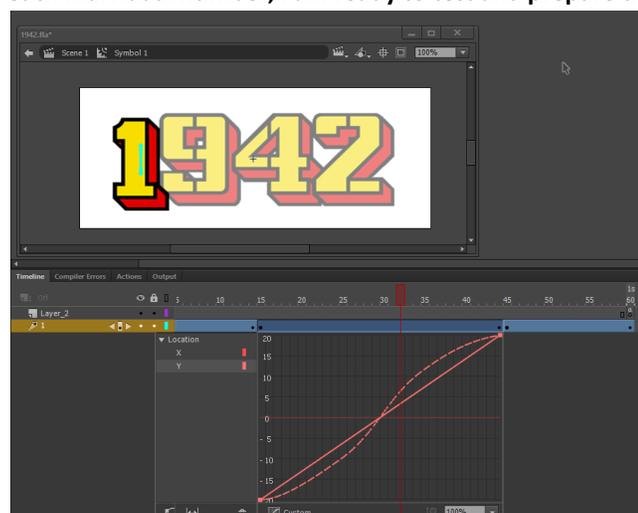
9. Once you are happy with your animation, you need to set the stage size to 1px x 1px for HyperSpin.
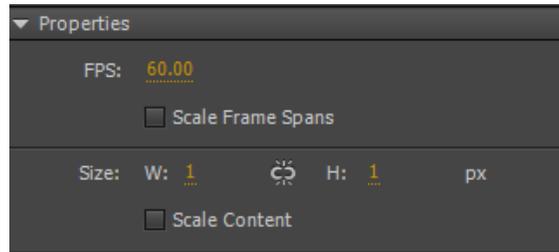
10. After setting the new stage size you need to center the entire logo on the stage. Highlight the entire image and take a note of its overall width and height.
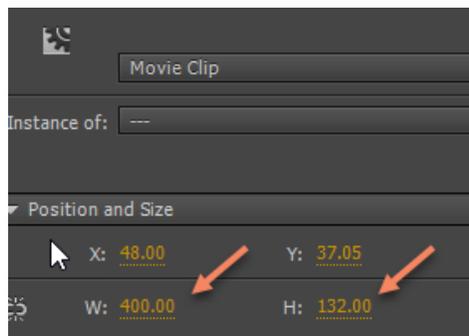
11. Set the x and y position of the entire select group to a negative value o half of the width and height, in this example I will set the X value to -200 which is half the width, and the Y value to -66 which is half the height value. This will center the image on the 1px width stage.
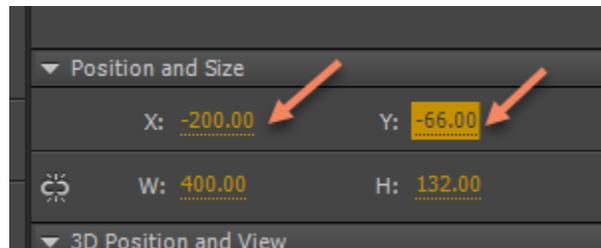
12. That's it you're all done. Save the file and place in your wheel image folder. It should have the name that matches the one in the database (i.e. the rom name).