

Flash Decompile Master

McFunSoft Inc.

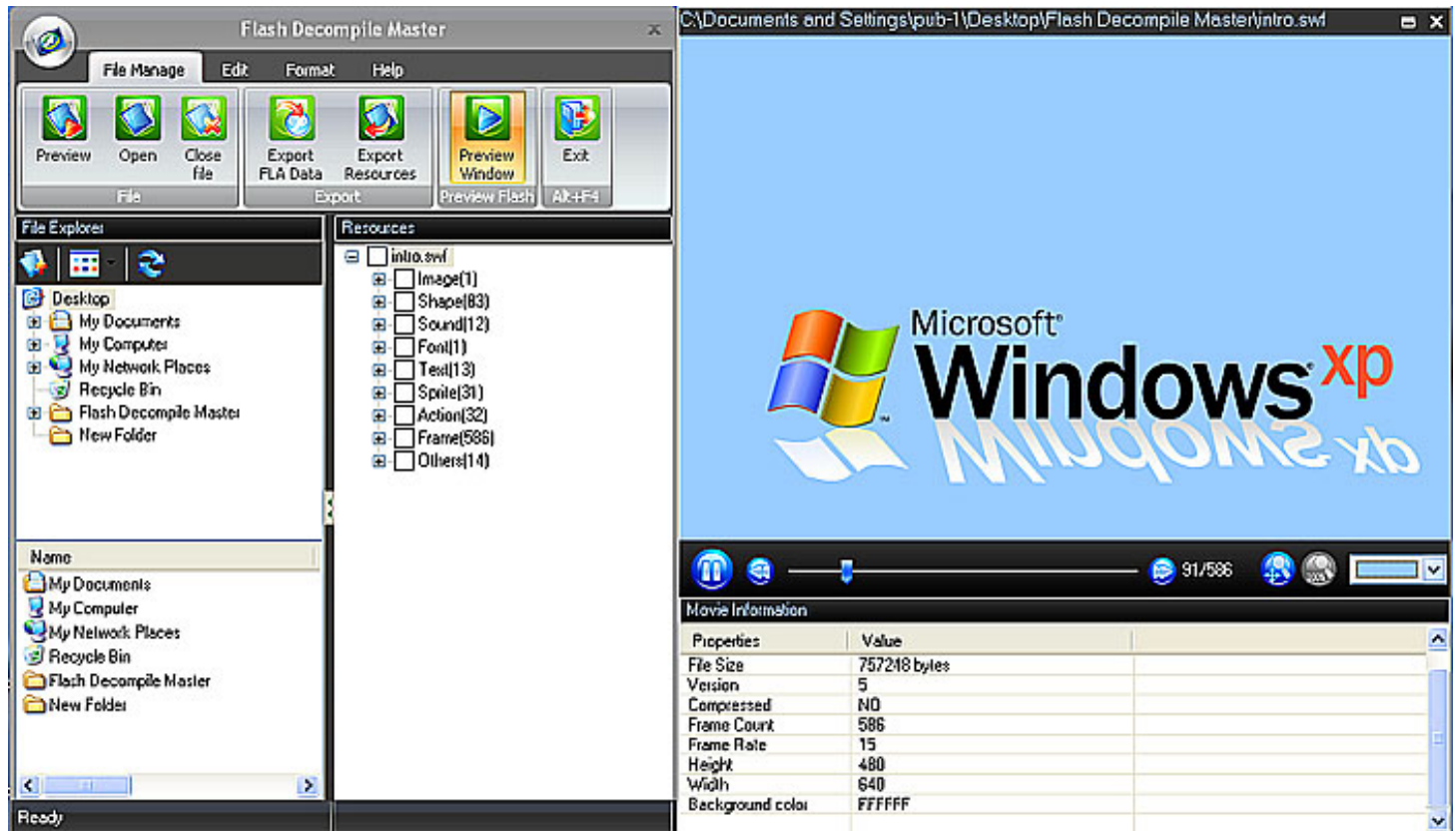
<http://www.mcfunsoft.com>

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About Flash Decompile Master

Flash Decompile Master is supplied as a stand-alone application for decompiling flash movies. It enables you to convert SWF to FLA format which can easily be edited in native Flash environment and convert between swf and exe format. All components (images, sound, action scripts, texts, morphs shapes, frames, morphs, fonts, texts, buttons and sprites) can be completely recovered. The Preview 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 list

Innovatively separated preview window allows you to preview and play Flash movies (both SWF and EXE file are supported).

Flash Decompile Master has an explorer-like interface that helps users to find Flash movies easily.

Flash Decompile Master is outstanding in parsing and decompiling Flash movies. It displays all components of a movie in groups (such as Image, Shape, Sound, Font, Text, Button, Sprite, Script and Frame), so you can decompile desired components easily.

With Flash Decompile Master, you can export data from a flash files and convert SWF files to FLA files.

Flash Decompile Master can extract the shapes, sounds, images, sprites, fonts, texts and scripts from a Flash movie. The resources can be exported to commonly used formats (E.g. images can be exported to jpeg or bmp formats, sounds can be exported to mp3 or wav formats and scripts can be exported to text files).

Flash Decompile Master displays detailed properties of elements in Flash movies and detailed tag information in real time.

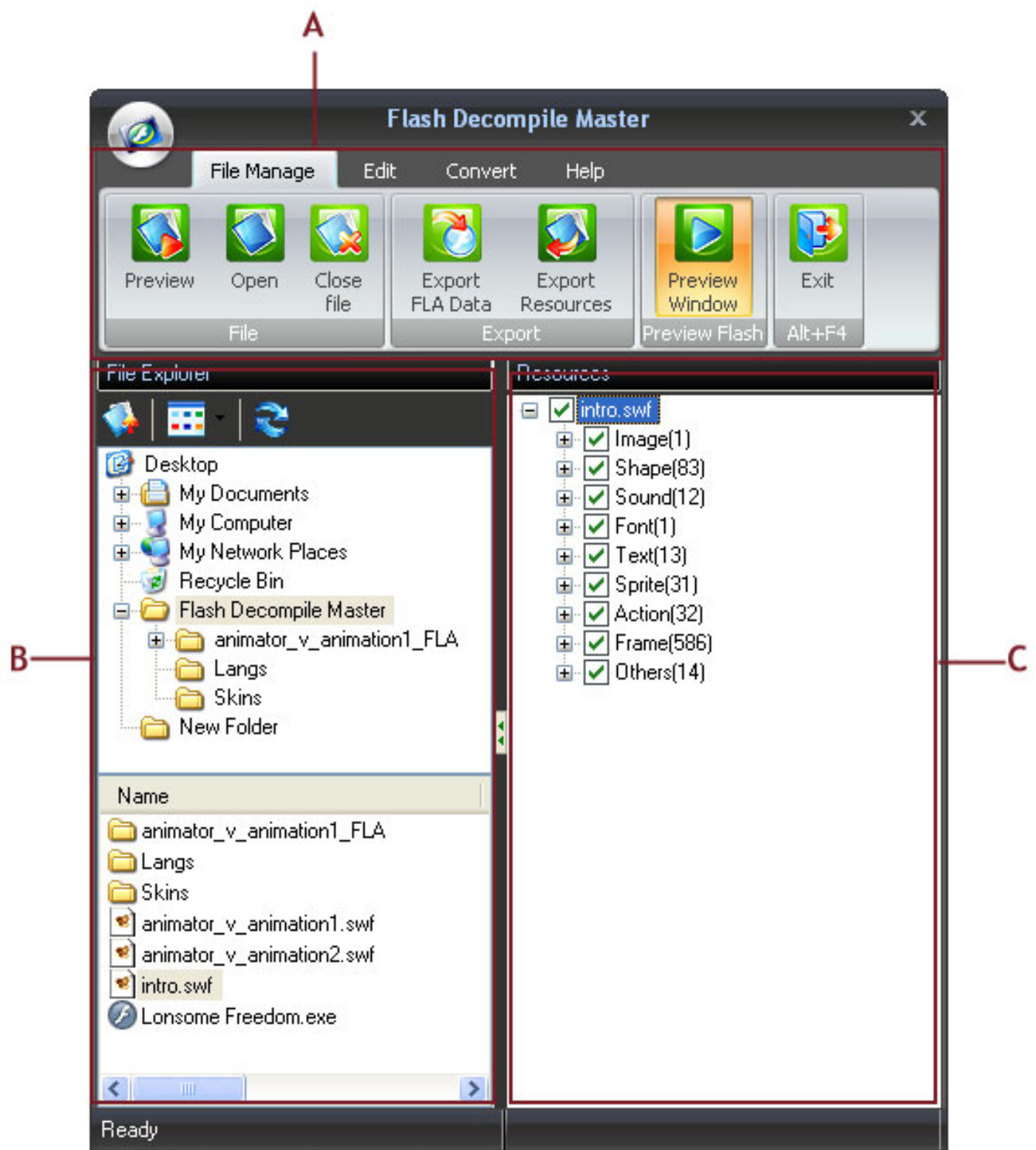
Flash Decompile Master supports the conversion between SWF and EXE file.

Flash Decompile Master allows you to replace images of current flash movie with desired images and also allows editing dynamic texts (text, diaphaneity, font, color) at your will.

Free Version limitations

1. Time Limitation: You can try Flash Decompile Master before you buy it from McfunSoft. Flash Decompile Master Free Version enables you to experience its professional and innovative features for 21 times within 12 days.
2. Function Limitation. You can not use Flash Decompile Master Free Version to export all resources used by a flash file.
3. FLA export Limitation: Flash Decompile Master Free Version allows you to export FLA data for only 5 times.

Getting Started



Main Panel

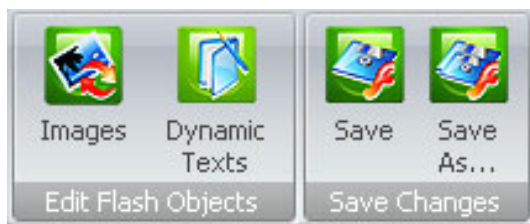
A: Menu Bar

1. File manage tab



File manage tab is designed to meet your needs for managing flash files easily. You can browse, open or close flash movie, export resources or FLA Data from current flash movie, display the preview window and exit the program.

2. Edit tab



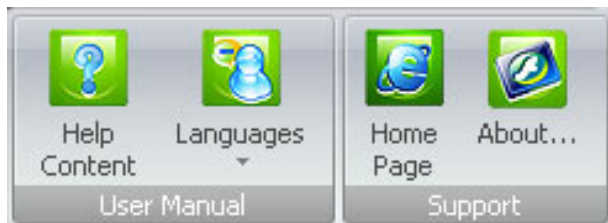
Edit tab is designed for editing images or dynamic texts in current flash movies. You can save your changes to desired directory.

3. Convert tab



You can easily convert current flash movie or desired flash movie between EXE and SWF format. For your convenience, the program allows you to save the converted file to desired directory.

4. Help tab



Guides you to read detailed user manual, link directly to our home page or know extra information of the product.

B. File Explorer

The key aim of File Explorer is to let you navigate desired file. Flash Decompile Master provides a

traditional way (file explorer) to open or play flash movies.

C. Resources list

Flash Decompile Master presents a resources list which hosts all the elements of the project you wish to decompile.



The screenshot shows a window titled "C:\Documents and Settings\pub-1\Desktop\Flash Decompile Master\intro.swf". The main content area displays the Microsoft Windows XP logo on a blue background. Below the logo is a playback control bar with a progress slider and a frame counter showing "91/586". At the bottom, there is a "Movie Information" section with a table of properties.

Properties	Value
File Name	intro.swf
File Size	757248 bytes
Version	5
Compressed	NO
Frame Count	586
Frame Rate	15
Height	480
Width	640
Background color	FFFFFF

Preview Window

Preview Window:

Flash Decompile Master features an innovatively separated preview window which does not display when the program starts. Preview 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.

Quick manage flash files

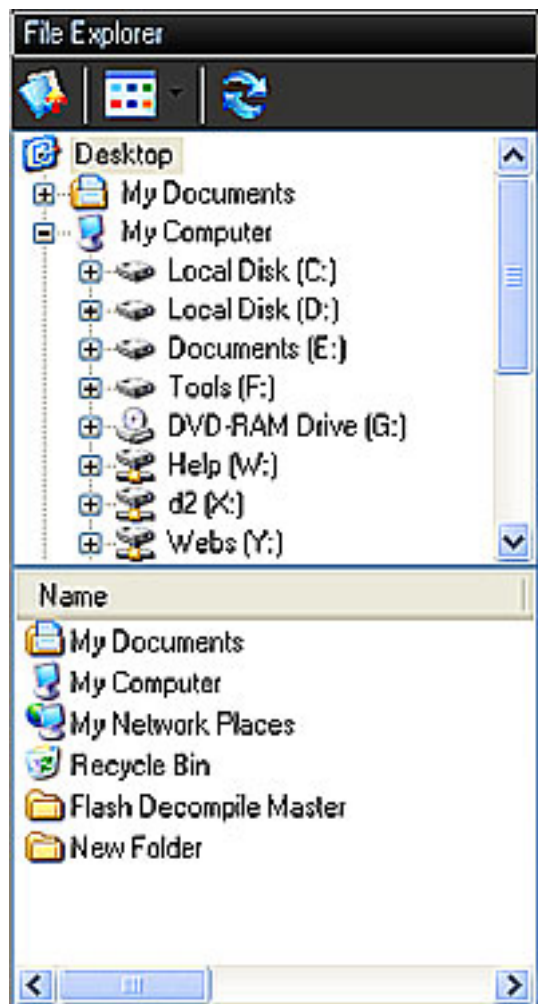
- ▶ [How to Start a file](#)
- ▶ [How to Convert a file](#)
- ▶ [How to export resources and FLA data](#)
- ▶ [How to edit and save changes](#)

How to Start a file

Starting a new file erases all changes you have made to a current file. So, please, be careful when you start a new project after spending some time on your current one. Though you will be asked whether you wish to save the changes you've made, you still have to be careful.

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

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

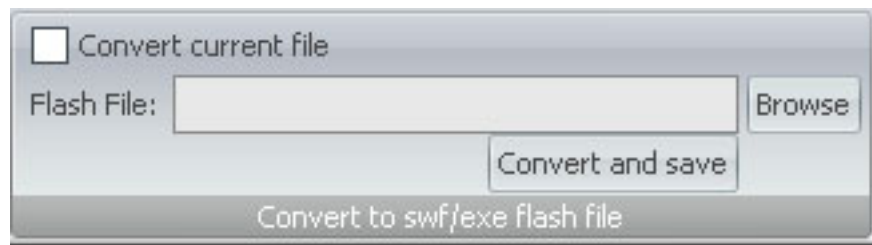


2. Click Open button on File Manage tab, select a flash file, the file will be automatically played in Preview Window, all resources of the file can be added to resources list as well.

3. Click Preview button on File Manage tab, and select a flash file, the file will be automatically played in Preview Window, the resources will not be added to resources list

How to Convert a file

Flash Decompile Master 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 Flash Decompile Master working as converter as quickly as possible.



1. Click Convert tab on menu bar.
2. Select or write manually the path of the file you want to convert. (Simply check the "Convert current file to SWF/EXE file" 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.

How to export resources

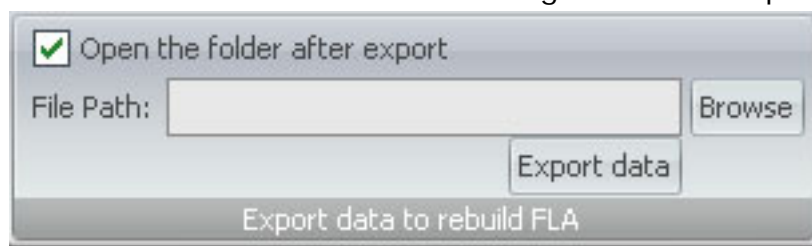
Flash Decompile Master accommodates a great feature that allows you to convert export all resources used in SWF file. There are varieties of options available to extract sounds, images, videos, shapes, frames, morphs, fonts, texts, buttons, sprites and ActionScripts embedded in the program.

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 Resources **button** on the " **File Manage**" tab.
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.

Flash Decompile Master not only allows you to export all components of any flash file, but also allows you to convert SWF to FLA format which can easily be edited in native Flash environment .

How to export FLA data

1. Start a flash file.
2. Tick the components you want to convert in Resources list then click **Export Resources** button on the " **File Manage**" tab.
3. Select the desired format and target folder in Export tab on menu bar.



Check or uncheck the "**Open directory after export**" box. Click "Export data" button to start the export process.

Limitation of unregistered version:

1. You can only export FLA data for 5 times.
2. Checking all components to export is not available.

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

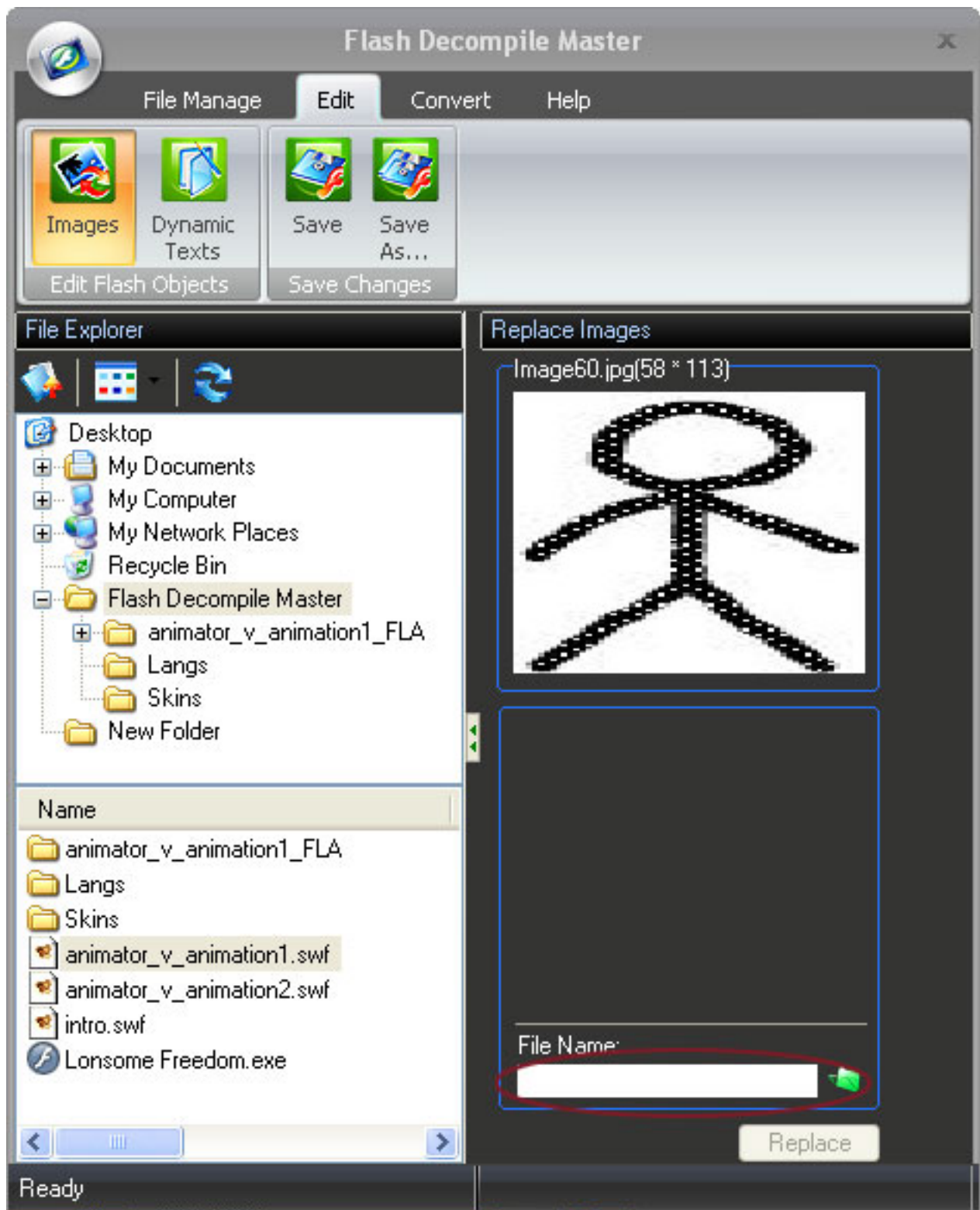
Now, you can edit the exported files with Macromedia Flash Professional 8 (An edit tool) to rebuild the FLA files at your will.

How to edit SWF files

Flash Decompile Master offers the function of editing texts of flash movie and replacing images as your own easily, the edited result will be saved and will play immediately. learn it now!

Replace an image

1. Start a flash file, then all components of the file will be added to Resources list
2. Select the images of flash file you want to edit, and then click "**Edit**" tab on menu bar.
3. Click **Images** button on "**Edit**" tab, the following window appears:



4. Replace currently selected image with desired image, click "Replace" to confirm. After you have confirmed the change, all the changes will be played in preview window.

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

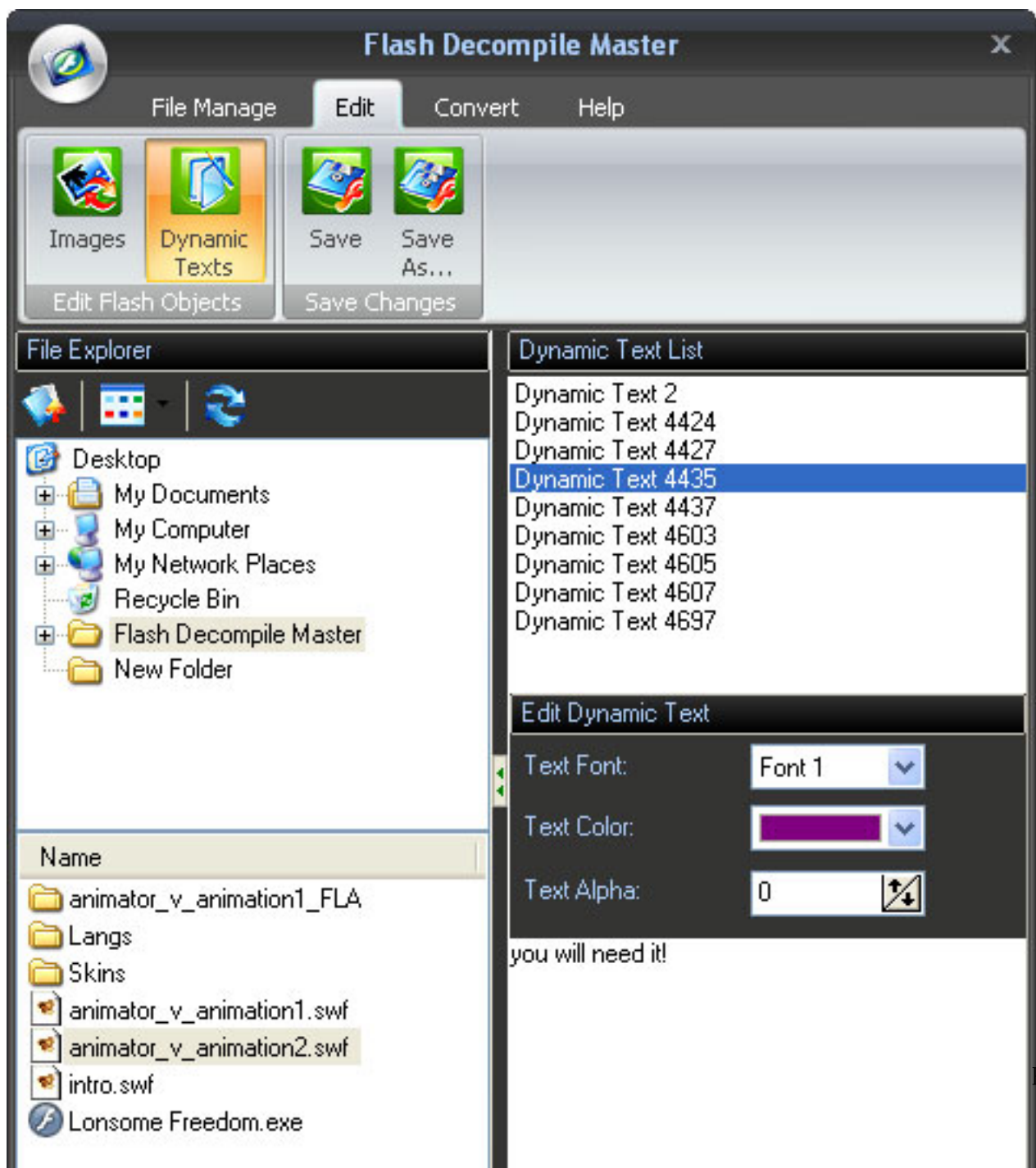
5. Click "**Save**" button to apply all the changes to current Flash file or "**Save As ...**" button to save it as a new Flash file.

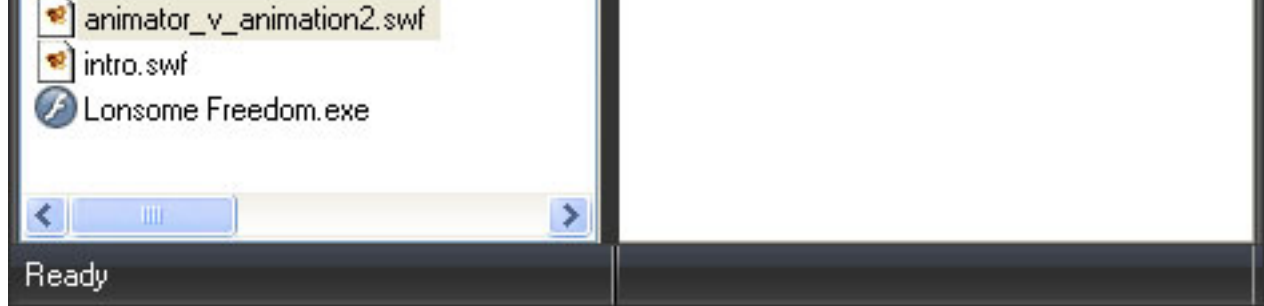
Edit dynamic texts

Editing dynamic texts with **Flash Decompile Master** 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 **Dynamic Texts** button on "**Edit**" tab on menu bar, 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, color at your will. All changes can be played in preview 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.

How to buy Flash Decompile Master

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@mcfunsoft.com.
We always do our best to help you!



Buy Now

Why Flash Decompile Master

Save Time

- It is outstanding both in **speed** and **visual quality**.
- The **easy-to-use interface** helps you catch on to the system quickly.

Save Money

- It is your **one-way ticket** to convert and decompile SWF/EXE file.
- 30-day money-back** guarantee if you are not satisfied with it!

Easy-to-use

With step-by-step manual, enjoyable interface and **one-click process**, you will greatly enjoy your flash experience..

What you will have after purchasing the product:

Full version of Flash Decompile Master

Fun in unlimited flash decompiling.

Free Online Update (Major Update Not Included)

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!

Coupons for Magic Software products in Discount Center

Great benefits for our customers. See more in McFunSoft Software Discount Center.

Is my order secure?

As we have for years, we promise the most secure purchase.

[ShareIt](#) and [RegNow](#), all these Magic Software partners passed strict certification. We truly believe in 'Only by benefiting our customer can we benefit ourselves'. So your purchase security in Magic Software is our top priority! Magic Software has been involved in E-commerce for years. And through these years, we built up a secure online shopping system. You can enjoy the high-speed and convenience we offer.

Frequently asked questions

Q: I can't see the text in Resources list. Am I doing anything wrong?

A: Everything is correct. Probably the color of the text (or font) is the same with the color of background. Change the background color and you will see it.

Q: How do I export an image?

A: To export an image by using Flash Decompile Master, please click on the [+] in front of Image folder to expand it and show all the image files used in this SWF file. Click any image file to show it in preview window. Then pick the image you want by checking the square box in front of it. Last, click the "Export..." button and choose a valid save path. Now you have exported the shape successfully. Magic Flash Decompiler supports exporting the image in jpg, png or bmp format. You can choose either during exporting.

Q: Can I decompile my *.exe file using Magic Flash Decompiler?

A: Yes, Flash Decompile Master supports Flash movies in *.exe format. Please make sure your *.exe file is generated by the standalone Flash movies.

Q: Can I export all files at once?

A: Yes, Flash Decompile Master supports to export all components of a SWF file at once. You can select all folders by checking the square box in front of them and right-click "Export Resource" or click "Export SWF resources" button located on ribbon bar to get all of them at once. If this SWF file is a little large, it will take more time to export.

Q: Can I use Flash Decompile Master to export the text in SWF file into *.txt format? If so, how?

A: Yes, Flash Decompile Master support exporting text in SWF file into *.txt format. After open the SWF file in the program, please check the text element in Resource panel and then click "Export Resource" button. In Export Resource Dialog, you can see the file format for Text is selected to be *.txt format. If not, please choose Text (*.txt) option manually. Then you can export Text resource in *.txt format.

Q: How to replace images ?

A:

1. Please, add Flash file to Resources list. You can refer to managing Resources list section to see how you can add/remove Flash files.
2. After you added the required Flash file, which objects you want to edit, please, switch to "Edit" tab, which is located at ribbon bar.
3. Then click main buttons at "Edit" tab, depending on what objects you want to edit.
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.

Q: How do I export a shape?

A: In Resource panel, please click on the [+] in front of Shape folder to expand it and show the contents. Click any shape to view it. Then pick the shape you want to export by checking the square box in front of it. Last, click the "Export..." button and select a directory to save. Now you have exported the shape successfully

About McFunSoft

Being a shareware developer of multi-media authoring solutions, McFunSoft takes the lead in this domain. We have professional experience in the execution of our philosophy - Think Like A Customer. This has given us the ideas to create reliable and easy-to-use software.

With our sleek, clear interfaces, McFunSoft R&D Center creates simple solutions to complicated problems.

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Flash Decompile Master

Product ID: : 300195052



We always do our best to answer your question!

For Partners

support@mcfunsoft.com



'We benefit together with our partners in a win-win model - the McFunSoft Business Model, and we love to talk about creating with you.

McFunSoft

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