

LC Flash



Getting started

Lasershow Converter FLASH works with almost any Shockwave Flash file, whether created with Adobe FLASH or a variety of other programs. It lets you turn Shockwave FLASH files into laser graphics, quickly and easily.

- [Introduction](#)
- [Files Included with LC Flash](#)
- [SWF File Requirements](#)
- [What's new](#)

Basic concepts

Lasershow Converter FLASH provides powerful features that will allow you to produce high-quality laser animations from Shockwave Flash files.

- [Main control window](#)
- [Toolbar buttons](#)
- [Render controls](#)
- [Viewport](#)
- [Frame slider](#)
- [Playback controls](#)

Brief tutorial

A brief tutorial is included to help you get started with using Lasershow Converter FLASH.

- [Step 1: Load a file](#)
- [Step 2: Automatic rendering](#)
- [Step 3: Review the animation](#)
- [Step 4: Select an object](#)
- [Step 5: Expanding the Object Library panel](#)
- [Step 6: Change the color of an object](#)
- [Step 7: Re-render the animation](#)
- [Step 8: Play the animation](#)

- [Step 9: Export laser frames](#)
- [Step 10: Save the LCF file](#)

Editing controls

Lasershow Converter FLASH includes the ability to select individual objects, and assign parameters to those objects. Click one of the topics below for details.

- [Editing Controls: Overview](#)
- [Object Line type and Color](#)
- [Object Filter Settings](#)
- [Object Point Spacing](#)

Tips and tricks

Here are some advanced topics regarding Lasershow Converter FLASH:

- [Tips: Importing artwork](#)
- [Tips: Point spacing for lines](#)
- [Tips: Scan speeds and LC FLASH](#)
- [Questions and answers](#)

Copyright and credits

Lasershow Converter FLASH was written by Valery Furmanov, Alexey Sinitsyn and William R. Benner, Jr. Lasershow Converter FLASH is Copyright © 2002-2021, Pangolin Laser Systems, Inc. All rights reserved. Lasershow Designer 2000, Lasershow Converter MAX and Lasershow Converter FLASH are trademarks of Pangolin Laser Systems Inc.

Macromedia and FLASH are registered trademarks of Adobe, Inc.

From:

<http://wiki.pangolin.com/> - **Complete Help Docs**

Permanent link:

<http://wiki.pangolin.com/doku.php?id=beyond:lcflash:start&rev=1690535184>

Last update: **2023/07/28 11:06**

