

# 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

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