SWF

SWF activity allows you to add an Adobe Flash object that can provide multimedia as a course activity for students.

Create an SWF activity

1) In course main page, press **[Turn editing on]** at top right corner
2) Press **[+ Add an activity or resource]** under a course section
3) Press the **"SWF"** box
4) Enter the SWF name
5) Select/Modify the options from **"SWF Parameters"** category:
- **Application or file** - select, drag and drop the Flash object (in SWF format) you want to upload from your computer's File explorer to this field
- **Width** - the Flash object's width
- **Height** - the Flash object's height
- **Full Browser** - If set to **"true"**, the Flash object will be shown in full size of the browser
- **Version** - version number of the Flash player required
6) If necessary, modify its Grading, Common module, Restrict access and Activity completion settings
7) Press **[Save and return to course]**