## 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]