

# SWFKit Replacer ActiveX Component Manual

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## 1 Introduction

The Replacer ActiveX Component is an ActiveX component that can substitute the movies and additional files in an exe file produced by SWFKit.

All movies and additional files in the exe file will be replaced by the ActiveX component( The ActiveX component erases the old movies and additional files and inserts new movies and additional files). So the caller must provide movies(at least one movie) and resource files(zero or more) to replace the movies and additional files in the exe file.

## 2 Reference

### 2.1 Methods

#### 2.1.1 Init

#### Description

Register the replacer ActiveX Component. You must call this method every time you create a new instance of the replacer object, or the replacer object will produce an executable file marked with trademark. Call this method with the unlock key will remove the trademark.

**Syntax**

Init(unlock key)

**Parameters**

unlock key Wide string. The unlock key of Replacer ActiveX Component. You'll receive the unlock key after you buy it.

**Returns**

Nothing

**2.1.2 AddMovie****Description**

Adds a movie to replace the old movies.

**Syntax**

AddMovie(movie)

**Parameters**

movie Wide string. Specifies the full path name of the movie to be added on disk.

**Returns**

Nothing

**2.1.3 AddFile****Description**

Adds an additional file to replace the old additional files.

**Syntax**

AddFile(path, filename)

## Parameters

**path** Wide string. Specifies the path name of the file as an additional file. The additional files(attachments) can be packed into the exe file in SWFKit must be under the 'Application' folder. So the root folder is 'Application'. The 'path' parameter represents a relative path to 'Application'. E.g. to add an image to the subfolder 'images' of the folder 'Application', the 'path' parameter can be 'images', '/images' or '/images/'. If you want to add jpg files into a subfolder 'jpg' of the folder 'images', the path is 'images/jpg', '/images/jpg' or '/images/jpg/'.

**filename** Wide String. Specifies the full path name of the file to be added on disk.

## Returns

Nothing

### 2.1.4 RemoveMovie

#### Description

Removes a movie added by the 'AddMovie' method

#### Syntax

```
RemoveMovie(movie)
```

#### Parameters

**movie** Wide string. Specifies the full path name of the movie to remove.

#### Returns

Nothing

### 2.1.5 ClearMovies

#### Description

Removes all movies added by the 'AddMovie' method

#### Syntax

```
ClearMovies()
```

**Parameters**

None

**Returns**

Nothing

**2.1.6 RemoveFile****Description**

Removes an additional file added by the 'AddFile' method.

**Syntax**

```
RemoveFile(path, filename)
```

**Parameters**

**path** Wide string. Specifies the path name of the file as an additional file. The additional files(attachments) can be packed into the exe file in SWFKit must be under the 'Application' folder. So the root folder is 'Application'. The 'path' parameter represents a relative path to 'Application'. E.g. to add an image to the subfolder 'images' of the folder 'Application', the 'path' parameter can be 'images', '/images' or '/images/'. If you want to add jpg files into a subfolder 'jpg' of the folder 'images', the path is 'images/jpg', '/images/jpg' or '/images/jpg/'.

**filename** Wide String. Specifies the full path name of the file to remove.

**Returns**

Nothing

**2.1.7 RemoveFolder****Description**

Removes all additional files in a folder.

**Syntax**

```
RemoveFolder(path)
```

**Parameters**

**path** Wide string. Specifies the path name of the file as an additional file. The additional files(attachments) can be packed into the exe file in SWFKit must be under the 'Application' folder. So the root folder is 'Application'. The 'path' parameter represents a relative path to 'Application'. E.g. to add an image to the subfolder 'images' of the folder 'Application', the 'path' parameter can be 'images', '/images' or '/images/'. If you want to add jpg files into a subfolder 'jpg' of the folder 'images', the path is 'images/jpg', '/images/jpg' or '/images/jpg/'.

**Returns**

Nothing

**2.1.8 ClearFiles**

**Description**

Removes all files added by the 'AddFile' method

**Syntax**

ClearFiles()

**Parameters**

None

**Returns**

Nothing

**2.1.9 Build**

**Description**

Replaces the old file and creates a new exe file.

**Syntax**

Build(template, output, compresslevel)

**Parameters**

**template** Wide String. Specifies the full path name of the template (an exe file created by SWFKit to replace its movies and additional files)

output Wide String. Specifies the full path name of the output. The ActiveX component replaces the movies and additional files in the template and saves a new exe file to output.

compresslevel Integer. Specifies the compress level of the movies and additional files. It can be the following values

- 0 – No compression
- 1 – Minimum compression
- 2 – Medium compression
- 3 – Maximum compression

Notice: before calling the method, you must add at least one movie

### Returns

Nothing

#### 2.1.10 BuildStream

##### Description

Replaces the old file and saves the new exe file to a binary stream.

##### Syntax

BuildStream(template, compresslevel)

##### Parameters

template Wide String. Specifies the full path name of the template (an exe file created by SWFKit to replace its movies and additional files)

compresslevel Integer. Specifies the compress level of the movies and additional files. It can be the following values

- 0 – No compression
- 1 – Minimum compression
- 2 – Medium compression
- 3 – Maximum compression

Notice: before calling the method, you must add at least one movie

### Returns

A binary stream. The ActiveX component replaces the movies and additional files in the template and saves the new exe file to the binary stream.