

Archived:Work Flow for Flash Lite

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We do not recommend Flash Lite development on current Nokia devices, and all Flash Lite articles on this wiki have been archived. Flash Lite has been removed from all Nokia Asha and recent Series 40 devices and has limited support on Symbian. Specific information for Nokia Belle is available in [Flash Lite on Nokia Browser for Symbian](#). Specific information for OLD Series 40 and Symbian devices is available in the [Flash Lite Developers Library](#).

Creating Flash Lite Content

Creating Flash Lite content is an iterative process that involves the following steps:

-> **Identify your target devices and Flash Lite content type:** Different devices have different screen sizes, support different audio formats, and have different screen color depths, among other factors. These factors may influence your application's design or implementation.

In addition, different devices support different Flash Lite content types, such as screen savers, stand-alone applications, or animated ring tones. The content type for which you are developing also determines the features that are available to your application.

-> **Create and test your application in Flash:** Flash Professional 8 includes a Flash Lite emulator that lets you test your application without having to transfer it to a device. You use the Flash Lite emulator to refine your application design and fix any problems before you test it on a mobile device.

-> **Test the application on your target device or devices:** This step is important because the emulator doesn't emulate all aspects of the target device, such as its processor speed, color depth, or network latency.

For example, an animation that runs smoothly on the emulator might not run as quickly on the device because of its slower processor speed, or a color gradient that appears smooth in the emulator may appear banded when viewed on the actual device. After you test your application on a device, you may find that you need to refine the application's design in the Flash authoring tool.

The following figure shows the iterative development and testing process:



