



# Adobe®

## Flash® Player 10 Read Me

### Using the Debug and Release versions of Adobe Flash Player in Adobe Flash CS4 Professional

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Adobe® Flash® CS4 Professional software includes an integrated debugger. To use this feature, you need to use debug-enabled versions of the Adobe® Flash® Player runtime. The debug versions of Flash Player are identical to the non-debug-enabled (release) versions, except that the debug versions contain additional code to communicate with Flash CS4 Professional.

To facilitate development and debugging, the Flash CS4 Professional installer installs debug versions of the ActiveX control and/or plug-in into your browser application directory by default. Note that the versions of Flash Player that are available from the [Flash Player Download Center](#), Auto-Update notification, and Express Install are the release versions; debug versions are available with Adobe tools and from the [Adobe Flash Player Support Center](#). Any future updates to the release and debug versions of Flash Player will be made available from the [Adobe Flash Player Support Center](#).

Flash CS4 Professional includes digitally signed installers and players for the plug-in, ActiveX control, and the stand-alone (projectors) files so you may freely switch between debug and release authoring modes. The digital signature certifies that the files are authentic and free of tampering.

#### Included Files

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After installation, the Players directory on Windows® (Program Files/Adobe/Adobe Flash CS4/Players) and the Players directory on Mac (Applications/Adobe Flash CS4/Players) operating systems have the following structure.

These directories contain the files that will be used by the authoring tool to create projectors or view standalone content. The versions of Adobe Flash Player that are placed here by the Flash CS4 Professional installer are the debug versions.

**Adobe Flash Player 10 Read Me.htm** - This Readme file.

**FlashPlayer.exe, Flash Player.app** - This Standalone Player application will be used when viewing content locally, as when opening a SWF from the desktop.

**Debug/** - This directory contains backup copies of the debug versions of Adobe Flash Player.

**Install Flash Player 10 ActiveX® control** - Installer for the debug ActiveX version of Adobe Flash Player used by Internet Explorer on Windows.

**Install Flash Player 10 Plugin** - Installer for the debug Plugin version of Adobe Flash Player used by Plugin-based browsers.

**Install Flash Player 10 UB** - Installer for debug Adobe Flash Player on Macintosh computers.

**FlashPlayer.exe (Windows), Flash Player.app (Macintosh)** - These files are the debug versions of the stand-alone player for users to view Flash content locally.

**Release/** - This directory contains copies of the release, non-debug versions of Adobe Flash Player.

**Install Flash Player 10 ActiveX** - Installer for the release ActiveX version of Adobe Flash Player used by Internet Explorer on Windows.

**Install Flash Player 10 Plugin** - Installer for the release Plugin version of Adobe Flash Player used by Plugin-based browsers.

**Install Flash Player 10 UB** - Release installer for Adobe Flash Player on the Macintosh.

**FlashPlayer.exe (Windows), Flash Player.app (Macintosh)** - These files are the release versions of the stand-alone player for users to view Flash content locally.

### Switching Between Release and Debug Players

Switching between release and debug players involves having the appropriate standalone player files in the Players directory. Swap the standalone Flash Player files in the parent folder as often as needed. Treat the "Debug" and "Release" folders as original source content, and their parent folder as your working stand-alone Flash Player folder.

#### To use the Debugger Standalone Player or create Debugger Projectors with Flash CS4 Professional

Copy the files from the "Debug" folder into the "Players" folder. Be sure to *copy* and not *move* to avoid inadvertently removing your archived copies.

#### To use the Debug Player in your browser

If you want to use the debug-enabled versions of the ActiveX control or plug-in, uninstall the currently installed version of the ActiveX control or plug-in and execute the appropriate installer for the ActiveX control or plug-in from the "Debug" folder.\*

#### To use the Release Standalone Player or create Release Projectors with Flash CS4 Professional

Copy the stand-alone Flash Player files from the "Release" folder into the "Players" folder. Be sure to *copy* and not *move* to avoid inadvertently removing your archived copies.

#### To use the Release Player in your browser

If you want to use the release versions of the ActiveX control or plug-in, uninstall the currently installed version of the ActiveX control or plug-in and execute the appropriate installer for the ActiveX control or plug-in from the "Release" folder.\*

\* **Note:** Since the corresponding debug and release versions of Flash Player have the same version number, simply executing an installer for a different version of Flash Player without first removing the installed plug-in or ActiveX control will cause you to skip over the installation process. You must physically remove the plug-in or ActiveX control before executing the installer. See [Removing Adobe Flash Player](#) for instructions.

### Installing Adobe Flash Player 10

#### To install Adobe Flash Player 10 for Internet Explorer or AOL (ActiveX Control) on Windows:

1. Quit your browser before installing the new ActiveX control.

2. Remove any old versions of the ActiveX control. See [Removing Adobe Flash Player](#) for detailed information that applies to removing both old and new versions of the Flash Player ActiveX control.
3. Double-click the "Install Flash Player 10 ActiveX.msi" file to begin installation.
4. Open the browser. Flash Player 10 should be installed and working.

**To install Adobe Flash Player 10 for Firefox, Mozilla, Netscape, or Opera on Windows:**

1. Quit your browser before installing the new plug-in.
2. Remove any old versions of Flash Player. See [Removing Adobe Flash Player](#) for detailed information that applies to removing both old and new versions of the plug-in.
3. Double-click the "Install Flash Player 10 Plugin.msi" file to begin installation.
4. Open the browser. Flash Player 10 should be installed and working. To verify on Netscape, choose Help > About Plug-ins from the browser's menu.

**To install Adobe Flash Player 10 for Safari, Firefox, or Opera on Macintosh:**

1. Quit your browser before installing the new plug-in.
2. Remove any old versions of Flash Player. See [Removing Adobe Flash Player](#) for detailed information that applies to removing both old and new versions of the plug-in.
3. Double-click the "Install Flash Player 10 UB" file to begin installation.
4. Open the browser. Flash Player 10 should be installed and working. To verify on Netscape, choose Help > About Plug-ins from the browser's menu.

### Removing Adobe Flash Player

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The instructions for removing the plug-in and/or ActiveX control are posted on the Flash Player Support website: [http://www.adobe.com/go/flashplayer\\_uninstall\\_en](http://www.adobe.com/go/flashplayer_uninstall_en).

### Updating Adobe Flash Player

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Adobe may release subsequent updates to Flash Player 10, at which time Flash CS4 Professional users are advised to update their Players directory. Upon the release of Flash Player updates, instructions for updating the Players directory will be available from the Flash Player Support website: [http://www.adobe.com/go/player\\_updates\\_for\\_flash](http://www.adobe.com/go/player_updates_for_flash).

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