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VERY GOOD User Rating Nowadays the Internet has reached a level where it is, in huge proportions, accessed for entertainment. This is mainly found in the form of media, with most websites relying on special tools in order content computers today. Adobe Flash Player NPAPI is a Freeware software in the category Communications developed by Adobe Systems Incorporated.It was checked for updates 20,672 times by the users of our client application. The download file has a size of 1.1MB.Users of Adobe Flash Player NPAPI gave it a rating of 3 stars. Write a review for Adobe Flash Player NPAPI S2.0.0.465, which is used by 39 % of all installations. Adobe Flash Player NPAPI is a Demo software in the category Desktop developed by Adobe Systems Incorporated.It was checked for updates 17.436 times by the users of our client application updateStar during the last month. The latest version of Adobe Flash Player PPAPI is 32.0.0.465, which is used by 39 % of all installations. Adobe Flash Player NPAPI is a Demo software in the category Desktop developed by Adobe Systems Incorporated.It was checked for updates 17.436 times by the users of our client application lupdateStar during the last month. The latest version of Adobe Flash Player PPAPI is a Demo software in the category Desktop developed by Adobe Systems Incorporated.It was checked for updates 50.0.465, which is used by 29 % of all installations. Adobe Flash Player PPAPI is a Demo software in the category Desktop developed by Adobe Systems Incorporated.It was checked for updates 50.0.465, which is used by 20.0.465, which is

Scaleform (for video games). Adobe Flash Player (which is available on Microsoft Windows, macOS, and Linux) enables end users to view Flash content on older smartphones, but since has been discontinued and superseded by Adobe AIR. The ActionScript programming language allows the development of interactive animations, video games, web applications, desktop applications, and mobile applications, and mobile applications, and mobile applications, end mobile applications, and mobile applications, and mobile applications, and mobile applications, desktop applications, and mobile applications, and applications, and applications, applications, and applications, a applications to be developed with Flash and published for Windows, macOS, Android, iOS, Xbox One, PlayStation 4, Wii U, and Nintendo Switch. Flash was initially used to create fully-interactive websites, but this approach was phased out with the introduction of HTML5. Instead, Flash found a niche as the dominant platform for online multimedia content, particularly for browser games. Following an open letter written by Steve Jobs in 2010 stating that he would not approve the use of Flash declined as Adobe transitioned to the Adobe Air platform. The Flash Player was deprecated in 2017 and officially discontinued at the end of 2020 for all users outside China, as well as non-enterprise users,[6] with many web browsers and operating systems scheduled to remove the Flash Player software around the same time. Adobe continues to develop Adobe Animate, which supports web standards such as HTML5 instead of the Flash format.[7] Applications Websites In the early 2000s Flash was widely installed on desktop computers, and to play video and audio content.[8] In 2005, YouTube was founded by former PayPal employees, and it used Adobe Flash Player as a means to display compressed video content on the web.[8] Between 2000 and 2010, numerous businesses used Flash-based websites to launch new products, or to create interactive company portals.[9] Notable users include Nike, Hewlett-Packard (more commonly known as HP), Nokia, General Electric, World Wildlife Fund, HBO, Cartoon Network, Disney, and Motorola.[9][10] After Adobe introduced hardware-accelerated 3D for Flash (Stage3D), Flash websites saw a growth of 3D content for product demonstrations and virtual tours.[11][12] In 2007, YouTube offered videos in HTML5 format to support Flash Player for Mobile, focusing its efforts on Adobeed videos in HTML5 format to support Flash Player.[8] After a controversy with Apple, Adobe stopped developing Flash Player for Mobile, focusing its efforts on Adobeed videos in HTML5 format to support Flash Player.[8] After a controversy with Apple, Adobe stopped developing Flash Player for Mobile, focusing its efforts on Adobeed videos in HTML5 format to support Flash Player.[8] After a controversy with Apple, Adobe stopped developing Flash Player.[8] After a controversy with Apple (Flash Player for Mobile) and iPad, which did not support Flash Player.[8] After a controversy with Apple (Flash Player for Mobile) and iPad, which did not support Flash Player.[8] After a controversy with Apple (Flash Player for Mobile) and iPad, which did not support Flash Player.[8] After a controversy with Apple (Flash Player for Mobile) and iPad, which did not support Flash Player.[8] After a controversy with Apple (Flash Player for Mobile) and iPad, which did not support Flash Player.[8] After a controversy with Apple (Flash Player for Mobile) and iPad (Flash Player for Mobile) and i AIR applications and HTML5 animation, [8] In 2015, Google introduced Google Swiffy, a tool that converted Flash animation to HTML5, which Google discontinued Swiffy and its support. [14] In 2015, YouTube switched to HTML5 technology on most devices by default;[15][16][17] however, YouTube supported the Flash-based video player for older web browsers and devices until 2017.[18] Rich Web Applications Main article: Rich web a applications for the Web.[19] Such Web-based applications ". In 2004, Macromedia Flex was released, and specifically targeted the applications "[19] and later "Rich Web Applications". In 2004, Macromedia Flex was released, and specifically targeted the applications". components, data remoting, and a modern IDE (Flash Builder).[19][20] Flex was upgraded to support integration with remote data sources, using AMF, BlazeDS, Adobe LiveCycle, Amazon Elastic Compute Cloud, and others.[21] Between 2006 and 2016, the Speedtest.net web service conducted over 9.0 billion speed tests with a utility built with Adobe Flash. [22][23] In 2016, the service shifted to HTML5 due to the decreasing availability of Adobe Flash. [22][23] In 2016, the service shifted to HTML5 due to the decreasing availability of Adobe Flash. [22][23] In 2016, the service shifted to HTML5 due to the decreasing availability of Adobe Flash. [22][23] In 2016, the service shifted to HTML5 due to the decreasing availability of Adobe Flash. [22][23] In 2016, the service shifted to HTML5 due to the decreasing availability of Adobe Flash. [22][23] In 2016, the service shifted to HTML5 due to the decreasing availability of Adobe Flash. [22][23] In 2016, the service shifted to HTML5 due to the decreasing availability of Adobe Flash. [22][23] In 2016, the service shifted to HTML5 due to the decreasing availability of Adobe Flash. [22][23] In 2016, the service shifted to HTML5 due to the decreasing availability of Adobe Flash. [22][23] In 2016, the service shifted to HTML5 due to the decreasing availability of Adobe Flash. [22][23] In 2016, the service shifted to HTML5 due to the decreasing availability of Adobe Flash. [22][23] In 2016, the service shifted to HTML5 due to the decreasing availability of Adobe Flash. [22][23] In 2016, the service shifted to HTML5 due to the decreasing availability of Adobe Flash. [22][23] In 2016, the service shifted to HTML5 due to the decreasing availability of Adobe Flash. [22][23] In 2016, the service shifted to HTML5 due to the decreasing availability of Adobe Flash. [22][23] In 2016, the service shifted to HTML5 due to the decreasing availability of Adobe Flash. [22][23] In 2016, the service shifted to HTML5 due to the decreasing availability of Adobe Flash. [22][23] In 2016, the service shifted to HTML5 due to the decreasing availability of Adobe Flash. [22][23] In 2016, the service shifted to HTML5 due to the decreasing availability of Adobe Flash. [22][23] In 2016, the service shifted to HTML5 due to the dec language with IDEs, including Adobe Flash Builder, FlashDevelop and Powerflasher FDT. Flex applications were typically built using Flex frameworks such as PureMVC.[21] Video games Screenshots and footage of Flash games QWOP, Solipskier, and Hundreds Flash video games were popular on the Internet, with portals like Newgrounds, Kongregate, and Armor Games dedicated to hosting Flash-based games. Many Flash games include Farmville, Alien Hominid, QWOP and Club Penguin. [26] [27] Adobe introduced various technologies to help build video games, including Adobe AIR (to release games for desktop or mobile platforms), Adobe Scout (to improve performance), CrossBridge (to convert C++-based games). 3D frameworks like Away3D and Flare3D simplified creation of 3D content for Flash.[citation needed] Adobe AIR allows the creation of Flash-based mobile games, which may be published to the Google Play and Apple app stores. [28][29][30] Flash is also used to build interfaces and HUDs for 3D video games using Scaleform GFx, a technology that renders Flash content within non-Flash video games. Scaleform is supported by more than 10 major video game engines including Unreal Engine and UDK, CryEngine, and PhyreEngine, and has been used to provide 3D interfaces for more than 150 major video game titles since its launch in 2003.[citation needed] Film and animated films and List of Flash animated television series Notable users of Flash include DHX Media Vancouver for productions including Pound Puppies, Littlest Pet Shop and My Little Pony: Friendship Is Magic, Fresh TV for Total Drama, Nelvana for 6teen and Clone High, Williams Street for Metalocalypse and Squidbillies, Nickelodeon Animation Studio for El Tigre: The Adventures of Manny Rivera, Starz Media for Wow! Wubbzy!, among others.[citation needed] History FutureWave The precursor to Flash was SmartSketch, a product published by FutureWave Software in 1993. The company was founded by Charlie Jackson, Jonathan Gay, and Michelle Welsh.[31][32][33][34] SmartSketch was a vector drawing application for pen computers running the PenPoint OS.[35][36] When PenPoint failed in the marketplace, SmartSketch was ported to Microsoft Windows and Mac OS.[32][37] As the Internet became more popular, FutureWave realized the potential for a vector-based web animation tool that might challenge Macromedia Shockwave technology.[31][32] In 1995, FutureWave modified SmartSketch by adding frame-by frame animation features and released this new product as FutureSplash Animator on Macintosh and PC.[31][32][38][39] FutureWave approached Adobe Systems with an offer to sell them FutureSplash in 1995, but Adobe turned down the offer at that time.[32] Microsoft wanted to create an "online TV network" (MSN 2.0) and adopted FutureSplash in 1995, but Adobe turned down the offer at that time.[32] Microsoft wanted to create an "online TV network" (MSN 2.0) and adopted FutureSplash in 1995, but Adobe turned down the offer at that time.[32] Microsoft wanted to create an "online TV network" (MSN 2.0) and adopted FutureSplash in 1995, but Adobe turned down the offer at that time.[32] Microsoft wanted to create an "online TV network" (MSN 2.0) and adopted FutureSplash in 1995, but Adobe turned down the offer at that time.[32] Microsoft wanted to create an "online TV network" (MSN 2.0) and adopted FutureSplash in 1995, but Adobe turned down the offer at that time.[32] Microsoft wanted to create an "online TV network" (MSN 2.0)
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Flash was a two-part system, a graphics and animation tool originally developed for pen-based computing devices. Due to the small size of the FutureSplash Viewer, it was particularly suited for download on the Web. Macromedia distributed Flash Player as a free browser plugin in order to quickly gain market share. By 2005, more computers worldwide had Flash Player installed than any other Web media format, including Java, QuickTime, RealNetworks, and Windows Media Player.[41] Macromedia upgraded thee Flash system between 1996 and 1999 adding MovieClips, Actions (the precursor to ActionScript), Alpha transparency, and other features. As Flash matured, Macromedia's focus shifted from marketing it as a graphics and media tool to promoting it as a graphics and media tool to promoting it as a graphics and media tool to promoting it as a graphics and media tool to promoting it as a graphics and media tool to promoting it as a graphics and media tool to promoting it as a graphics and media tool to promoting it as a graphics and media tool to promoting it as a graphic state of the precursor to ActionScript). attempting to retain its small footprint.[citation needed] In 2000, the first major version of ActionScript was developed, and released with Flash 5. Actionscript 2.0 was released with Flash 5. Acti Macromedia was Flash 8, which focused on graphical upgrades such as filters (blur, drop shadow, etc.), blend modes (similar to Adobe Photoshop), and advanced features for FLV video.[citation needed] Adobe On December 3, 2005, Adobe Systems acquired Macromedia[42] along with the entire Macromedia product line including Flash, Dreamweaver, Director/Shockwave, Fireworks, and Authorware.[citation needed] In 2007, Adobe's first version release was Adobe Flash CS3 Professional, the ninth major version of Flash. It introduced the ActionScript 3.0 programming language, which supported modern programming practices and enabled business applications to be developed with Flash. Adobe Flex Builder (built on Eclipse) targeted the enterprise application development market, and was also released the same year. Flex Builder included charting, advanced UI, and data services (Flex Data Services).[citation needed] In 2008, Adobe released the tenth version of Flash, Adobe Flash CS4. Flash 10 improved animation capabilities within the Flash editor, adding a motion editor panel (similar to Adobe After Effects), inverse kinematics (bones), basic 3D object animation, and other text and graphics features. Flash Player 10 included an in-built 3D engine (without GPU acceleration) that allowed basic object transformations in 3D space (position, rotation, scaling).[citation needed] Also in 2008, Adobe released the first version of Adobe Integrated Runtime (later re-branded as Adobe AIR), a runtime engine that replaced Flash Player, and provided additional capabilities to the ActionScript 3.0 language to build desktop and mobile applications. With AIR, developers could access the file system (the user's files and folders), and connected devices such as a joystick, gamepad, and sensors for the first time.[citation needed] In 2011, Adobe Flash Player 11 was released, and with it the first version of Stage3D, allowing GPU-accelerated 3D rendering for Flash applications and games on desktop platforms such as Microsoft Windows and Mac OS X.[43] Adobe further improved 3D capabilities from 2011 to 2013, adding support for 3D rendering on Android and iOS platforms, alpha-channels, compressed textures, texture atlases, and other features.[44][45] Adobe AIR was upgraded to support 64-bit computers, and to allow developers to add additional functionality to the AIR runtime using AIR Native Extensions (ANE). In May 2014, Adobe AIR was used in over 1 billion installations logged worldwide.[46] Adobe AIR was voted the Best Mobile Application Development product at the Consumer Electronics Show on two consecutive years (CES 2014 and CES 2015).[47][48] In 2016, Adobe renamed Flash Professional, the primary authoring HTML5 content in favor of Flash content.[49] Open Source Adobe has taken steps to reduce or eliminate Flash licensing costs. For instance, the SWF file format documentation is provided free of charge[50] after they relaxed the requirement of accepting a non-disclosure agreement to view it in 2008.[51] Adobe has also open-sourced many components relating to Flash. In 2006, the ActionScript Virtual Machine 2 (AVM2) which implements ActionScript 3 was donated as open-source to Mozilla Foundation, to begin work on the Tamarin virtual machine that would implement the ECMAScript 4 language standard with the help of the Mozilla community.[52] It was released under the terms of a MPL/GPL/LGPL tri-license and includes the specification for the ActionScript bytecode format; Tamarin Project jointly managed by Mozilla and Adobe Systems[53] It is now considered obsolete by Mozilla. In 2011, the Adobe Flex Framework was donated as open-source to the Apache Flex.[54] Some saw this move as Adobe abandoning Flex, and stepping away from the Flash Platform as a whole.[55][56] Sources from Apache say that "Enterprise application development is no longer a focus at Adobe. At least as Flash is concerned, Adobe is concentrating on games and video.",[55][57] and they conclude that "Flex Innovation is Exploding!".[57] The donated source code included a partly developed AS3 compiler (dubbed "Falcon") and the BlazeDS set of technologies.[56][57] In 2013, the CrossBridge C++ cross-compilation toolset was formerly termed "Alchemy" and "Flash Runtime C++ Compiler", and targeted the game development market to enable C++ video games to run in Adobe Flash Player.[60] Adobe has not been willing to make complete source code of the Flash Player available for free software development.[61] Open Screen Project On May 1, 2008, Adobe announced the Open Screen Project, with the intent of providing a consistent application interface across devices such as personal computers, mobile devices, and consumer electronics.[62] When the project was announced, seven goals were outlined: the abolition of licensing fees for Adobe Flash Player and Adobe AIR, the removal of restrictions on the use of the Shockwave Flash (SWF) and Flash Video (FLV) file formats, the publishing of The Flash Cast protocol and Action Message Format (AMF), which let Flash applications receive information from remote databases.[62] As of February 2009[update], the specifications removing the restrictions on the use of SWF and FLV/F4V specs have been published.[63] The Flash Cast protocol—now known as the Mobile Content Delivery Protocol—and AMF protocols have also been made available,[63] The Flash Cast protocol—now known as the Mobile Content Delivery Protocol—and AMF protocols have also been made available,[63] The Flash Cast protocol—and AMF protocols have also been made available,[63] The Flash Cast protocol—and AMF protocols have also been made available,[63] The Flash Cast protocol and FLV/F4V specs have also been made available,[63] The Flash Cast protocol and FLV/F4V specs have also been made available,[63] The Flash Cast protocol and FLV/F4V specs have also been made available,[63] The Flash Cast protocol and FLV/F4V specs have also been made available,[63] The Flash Cast protocol and FLV/F4V specs have also been made available,[63] The Flash Cast protocol and FLV/F4V specs have also been made available,[63] The Flash Cast protocol and FLV/F4V specs have also been made available,[63] The Flash Cast protocol and FLV/F4V specs have also been made available,[63] The Flash Cast protocol and FLV/F4V specs have also been made available,[63] The Flash Cast protocol and FLV/F4V specs have also been made available,[63] The Flash Cast protocol and FLV/F4V specs have also been made available,[63] The Flash Cast protocol and FLV/F4V specs have also been made available,[63] The Flash Cast protocol and FLV/F4V specs have also been made available,[63] The Flash Cast protocol and FLV/F4V specs have also been made available,[63] The Flash Cast protocol and FLV/F4V specs have also been made available,[63] The Flash Cast protocol and FLV/F4V specs have also been made available,[63] The Flash Cast protocol and FLV/F4V specs device providers who have joined the project includes Palm, Motorola, and Nokia,[64] who, together with Adobe, have announced a \$10 million Open Screen Project fund.[65] End of life See also: Adobe Flash's primary uses on the Internet when it was first released was for building fully immersive, interactive websites These were typically highly
creative site designs that provided more flexibility over what the current HTML standards could provide as well as operate over dial-up connections.[66] However, these sites limited accessibility by "breaking the Back Button", dumping visitors out of the Flash experience entirely by returning them to whatever page they had been on prior to first arriving at the site. Fully Flash-run sites fell out of favor for more strategic use of Flash plugins for video and other interactive features like cascading style-sheets in the mid-00's.[67] At the same time, this also led to Flash being used for new apps, including video games and animations. [68] Precursors to YouTube but featuring user-generated Flash animations and games such as Newgrounds became popular destinations, further helping to spread the use of Flash. [66] Toward the end of the millennium, the Wireless Application Protocol (WAP) was released, corresponding with development of Dynamic HTML. Fifteen years later, WAP had largely been replaced by full-capability implementations and the HTML5 standard included. In 2010, Apple's Steve Jobs famously wrote Thoughts on Flash, an open letter to Adobe criticizing the closed nature of the Flash platform and the inherent security problems with the application to explain why Flash was not supported on iOS.[69][70] Adobe created the Adobe AIR environment as a means to appease Apple's concerns, and spent time legally fighting Apple over terms of its App Store to allow AIR to be used on the iOS. While Adobe eventually won, allowing for other third-party development environments to get access to the iOS, Apple's decision to block Flash itself was considered the "death blow" to the Flash application.[68] In November 2011, about a year after Jobs' open letter, Adobe announced it would no longer be developing Flash and advised developers to switch to HTML5.[71] In 2011, Adobe ended support for Flash on Android.[71] Adobe stated that Flash platform was transitioning to Adobe AIR and OpenFL, a multi-target open-source implementation of the Flash API.[72] In 2015, Adobe rebranded Flash Professional, the main Flash authoring environment, as Adobe Animate to emphasize its expanded support for HTML5 authoring, and stated that it would "encourage content creators to build with new web standards" rather than use Flash. [73] In July 2017, Adobe deprecated Flash, and announced its End-Of-Life (EOL) at the end of 2020, and will cease support, distribution, and security updates for Flash Player. [6] With Flash's EOL announced, many browsers took steps to gradually restrict Flash content (caution users before launching it, eventually blocking all Flash content unconditionally. Only IE11, niche browser forks, and some browsers built for China plan to continue support Furthermore, excluding the China variant of Flash, Flash execution software has a built-in kill switch which prevents it from playing Flash after January 12, 2021. [74] In January 2021, Microsoft released an optional update KB4577586 which removes Flash Player from Windows; in July 2021 this update was pushed out as a security update and applied automatically to all remaining systems.[75] Post EOL support Main article: Adobe Flash Player § Post-EOL support Adobe Flash will still be supported in China and worldwide on some specialized enterprise platforms beyond 2020.[5] Content preservation projects As early as 2014, around the same time that Adobe began encouraging Flash developers to transition their works to HTML5 standards, others began efforts to preserve existing Flash content through emulation of Flash in open standards. While some Flash in open standards. While some Flash in open standards. project was Mozilla's Shumway, an open source project that attempted to emulate the Flash standard in HTML5, but the project was shuttered as the team found that more developers were switching to HTML5 than seeking to keep their content in Flash, coupled with the difficulties in assuring full compatibility. Google had developed the Swiffy application, released in 2014, to convert Flash applications to HTML5-compatible scripts for viewing on mobile devices, but it was shut down in 2016.[76] Closer to Flash's EOL date in 2020, there were more concentrated efforts simply to preserve existing Flash applications, including websites, video games, and animations beyond Flash's EOL.[68] [77][78] The Internet Archive introduced Ruffle and Emulators to emulate Flash games and animations without the security holes in November 2020, the Flashpoint project collected more than 38,000 Flash applications, excluding those that were commercial products, and offered as a large freely available archive for users to download.[81][82] Kongregate, one of the larger sites that offered Flash games, has been working with the Strong Museum of Play to preserve its games.[76] Format FLA Flash source files are in the FLA format and contain graphics and animation, as well as embedded assets such as bitmap images, audio files, and FLV video files. The Flash source file format was a proprietary format and Adobe Animate anite and Adobe Animate a Note that FLA files can be edited, but output (.swf) files cannot. SWF Main article: SWF Flash movies, "Flash movies," or "Flas or incorporated into a self-executing Projector movie (with the .exe extension in Microsoft Windows). Flash Video files[spec 1] have a .flv file extension and are either used from within .swf files or played through a flv-aware player, such as VLC, or QuickTime and Windows Media Player with external codecs added. The use of vector graphics combined with program code allows Flash files to be smaller—and thus allows streams to use less bandwidth—than the corresponding Flash movie, for example, when using transparency or making large screen updates such as photographic or text fades. In addition to a vector-rendering engine, the Flash Player includes a virtual machine (AVM) for scripting interactivity at run-time, with video, MP3-based audio, and bitmap graphics. As of Flash Player 8, it offered two video codecs: On2 Technologies VP6 and Sorenson Spark, and run-time JPEG, Progressive JPEG, PNG, and GIF capability. 3D Main article: Stage3D Flash Player 11 introduced a full 3D shader API, called Stage3D, which is fairly similar to WebGL.[83][84] Stage3D Flash Player 11 introduced a full 3D shader API, called Stage3D Flash Player 11 introduced a full 3D shader API, called Stage3D flash Player 11 introduced a full 3D shader API, called Stage3D flash Player 11 introduced a full 3D shader API, called Stage3D flash Player 11 introduced a full 3D shader API, called Stage3D flash Player 11 introduced a full 3D shader API, called Stage3D flash Player 11 introduced a full 3D shader API, called Stage3D flash Player 11 introduced a full 3D shader API, called Stage3D flash Player 11 introduced a full 3D shader API, called Stage3D flash Player 11 introduced a full 3D shader API, called Stage3D flash Player 11 introduced a full 3D shader API, called Stage3D flash Player 11 introduced a full 3D shader API, called Stage3D flash Player 11 introduced a full 3D shader API, called Stage3D flash Player 11 introduced a full 3D shader API, called Stage3D flash Player 11 introduced a full 3D shader API, called Stage3D flash Player 11 introduced a full 3D shader API, called Stage3D flash Player 11 introduced a full 3D shader API, called Stage3D flash Player 11 introduced a full 3D shader API (stage3D flash Player 11 introduced a full 3D shader API (stage3D flash Player 11 introduced a full 3D shader API (stage3D flash Player 11 introduced a full 3D shader API (stage3D flash Player 11 introduced a full 3D shader API (stage3D flash Player 11 introduced a full 3D shader API (stage3D flash Player 11 introduced a full 3D shader API (stage3D flash Player 11 introduced a full 3D shader API (stage3D flash Player 11 introduced a full 3D shader API (stage3D flash Player 11 introduced a full 3D shader API (stage3D flash Player 11 introduced a full 3D shader API (stage3D flash Player 11 introduced a full 3D shader API (stage3D flash Player 11 introdu has been used to build Angry Birds, and a couple of other notable games. Various 3D frameworks have been built for Flash using Stage3D, such as Away3D 4,[84] CopperCube,[85] Flare3D,[86] and Unity also export Flash versions which use Stage3D to render 3D graphics. Flash Video Main article: Flash Video Virtually all browser plugins for video are free of charge and cross-platform, including Adobe's offering of Flash Video, which was introduced with Flash. In 2010, Apple publicly criticized Adobe Flash, including its implementation of video playback for not taking advantage of hardware acceleration, one reason Flash 10.2 beta, and released a beta version of Flash 10.1, which used available GPU hardware acceleration even on a Mac. Flash 10.2 beta, released December 2010, added hardware accelerated video rendering pipeline. Flash Player supports two distinct modes of video content. Such content causes excessive CPU usage compared to comparable content players. Software Rendered Video Flash Player supports software rendered video since version 6. Such video supports vector animations displayed above the video content. This obligation may, depending on graphic APIs exposed by the operating system, prohibit using a video overlay, like a traditional multimedia player would use, with the consequence that color space conversion and scaling must happen in software.[90] Hardware Accelerated Video Flash Player supports hardware accelerated video playback since version 10.2, for H.264, F4V, and FLV video formats. Such video is displayed above all Flash content and takes advantage of video codec chipsets installed on the user's device. Developers must specifically use the "StageVideo" technology within Flash Player in order for hardware decoding to be enabled. Flash Player internally uses technologies such as DirectX Video Acceleration and OpenGL to do so.
In tests done by Ars Technica in 2009, Adobe Flash Player performed better on Windows than Mac OS X and Linux with the same hardware.[91][92] Performance has later improved for the latter two, on Mac OS X with Flash Player 10.1,[93] and on Linux with Flash Player 11.[94] Flash Audio is most commonly encoded in MP3 or AAC (Advanced Audio Coding); however, it can also use ADPCM, Nellymoser (Nellymoser Asao Codec) and Speex audio codecs. Flash allows sample rates of 11, 22 and 44.1 kHz. It cannot have a 48 kHz audio sample rate, which is the standard TV and DVD sample rate. On August 20, 2007, Adobe announced on its blog that with Update 3 of Flash Player 9, Flash Video will also implement some parts of the MPEG-4 international standards. [95] Specifically, Flash Player will work with update 3 of Flash Player 9, Flash Video will also implement some parts of the MPEG-4 international standards. video compressed in H.264 (MPEG-4 Part 10), audio compressed using AAC (MPEG-4 Part 3), the F4V, MP4 (MPEG-4 Part 14), M4V, M4A, 3GP, and MOV multimedia container formats, 3GPP Timed Text specification (MPEG-4 Part 17), which is a standardized subtitle format and partial parsing capability for the "ilst" atom, which is the ID3 equivalent iTunes uses to store metadata. MPEG-4 Part 2 and H.263 will not work in F4V file format. Adobe also announced that it will be gradually moving to functional limits with the FLV structure when streaming H.264. The final release of the Flash Player implementing some parts of MPEG-4 standards had become available in Fall 2007.[96] Adobe Flash Player 10.1 does not have acoustic echo cancellation, unlike the VoIP offerings of Skype and Google Voice, making this and earlier versions of Flash less suitable for group calling or meetings. Flash Player 10.3 Beta incorporates acoustic echo cancellation. ActionScript Main articles: ActionScript programming language, with a classical Java-style class model, rather than JavaScript's prototype model. Specifications In October 1998, Macromedia disclosed to create SWF files. Macromedia also hired Middlesoft to create a freely available developers' kit for the SWF file format versions 3 to 5. Macromedia made the Flash Files specifications for versions 6 and later available developers' kit for the SWF file format versions 3 to 5. Macromedia made the Flash SWF file format versions 4 and later available developers' kit for the SWF file format versions 6 and later available developers' kit for the SWF file format versions 6 and later available developers' kit for the SWF file format versions 6 and later available developers' kit for the SWF file format versions 6 and later available developers' kit for the SWF file format versions 6 and later available developers' kit for the SWF file format versions 6 and later available developers' kit for the SWF file format versions 6 and later available developers' kit for the SWF file format versions 6 and later available developers' kit for the SWF file format versions 6 and later available developers' kit for the SWF file format versions 6 and later available developers' kit for the SWF file format versions 6 and later available developers' kit for the SWF file format versions 6 and later available developers' kit for the SWF file format versions 6 and later available developers' kit for the SWF file format versions 6 and later available developers' kit for the SWF file format versions 6 and later available developers' kit for the SWF file format versions 6 and later available developers' kit for the SWF file format versions 6 and later available developers' kit for the SWF file format versions 6 and later available developers' kit for the SWF file format versions 6 and later available developers' kit for the SWF file format versions 6 and later available developers' kit for the SWF file format specification was released with details on the then newest version formats (On2, Sorenson Spark, etc.), this new documentation covered all the new features offered in Flash v8 including new ActionScript commands, expressive filter controls, and so on The file format specification document is offered only to develop programs that can export to the Flash files. The Flash 9 specification was made available under similar restrictions. [97] In June 2009, Adobe launched the Open Screen Project (Adobe link), which made the SWF specification for making SWF-compatible players, but only for making SWF-exporting authoring software. The specification still omits information on codecs such as Sorenson Spark, however.[98] Animation and publish the same for websites, web applications, and video games. The program also offers limited support for audio and video embedding and ActionScript scripting. Adobe released Adobe LiveMotion, designed to create interactive animation content and export it to a variety of formats, including SWF. LiveMotion failed to gain any notable user base.[specify] In February 2003, Macromedia purchased Presedia, which had developed a Flash authoring tool that automatically converted PowerPoint files into Flash. Macromedia subsequently released the new product as Breeze, which including: Ajax Animator aims to create a Flash development environment Alligator Flash Designer Amara Web Apple Keynote allows users to export presentations to Flash SWF, but its interface is very different from Macromedia's Anime Studio is a 2D animation software package specialized for character animations, that creates Flash animations OpenOffice Impress Question Writer publishes its quizzes to Flash animation, that creates and generating a Flash animation of the same SWiSH Max is an animation editor with preset animation, developed by an ex-employee of Macromedia, that can output Flash animations Synfig Toon Boom is a traditional animation tool that can output Flash animations Toufee Vyond is a software as a service tool to create animated videos. Xara Photo & Graphic Designer can output Flash animations The Flash 4 Linux project was an initiative to develop an open source Linux application as an alternative to Adobe Animate. Development plans included authoring 2D animation, and tweening, as well as outputting SWF file formats. F4L evolved into an editor that was capable of authoring 2D animation, and tweening, as well as outputting SWF file formats. resources and knowledge of the F4L project, both of which were Open Source applications that aimed to provides a series of tools to develop software applications and video games for Flash. Programming tools Official tools Adobe provides a series of tools to develop software applications and video games for Flash. to compile Flash-based rich web applications from source code. The Apache Flex ActionScript 3 compiler and was actively developed by Adobe before it was donated to Apache Software Foundation in 2011. Adobe Animate - primarily used to design graphics and animation, but supports ActionScript scripting and debugging. Adobe Flash Builder - enterprise application development & debugging, contains the Flex SDK with UI and charting components. Adobe Scout - a visual profiler to optimize the performance of Flash content. CrossBridge - a free SDK to cross-compile C++ code to run in Flash Player. Third-party tools Third-party development tools have been created to assist developers in creating software applications and video games with Flash. FlashDevelop is a free and open source Flash ActionScript IDE, which includes a project manager and debugger for building applications on Flash Player and Adobe AIR. Powerflasher FDT is a commercial ActionScript IDE similar to FlashDevelop. Haxe is an open source, high-level object-oriented programs. As of 2012, Haxe can build programs for Flash Player that perform faster than the same application built with the Adobe Flex SDK compiler, due to additional compiler optimizations supported in Haxe.[citation needed] SWFTools (specifically, swfc) is an open-source ActionScript 3.0 compiler which includes SVG tags. swfmill and MTASC also provide tools to create SWF files by compiling text, ActionScript or XML files into Flash animations Ming library, to create SWF files programmatically, has interfaces for C, PHP, C++, Perl, Python, and Ruby. It is able to import and export graphics from XML into SWF. Players Proprietary Adobe Flash Player is the multimedia and application player originally developed by Macromedia and acquired by Adobe Systems. It plays SWF files which can be created by Adobe Animate, Apache Flex, or a number of other Adobe Systems and 3rd party tools. It has support for a scripting language called ActionScript, which can be used to display Flash Video from an SWF file. Scaleform GFx is a commercial alternative Flash player that features fully hardware-accelerated 2D graphics rendering using the GPU. Scaleform has high conformance with both Flash 10 ActionScript 3[99] and Flash 8 ActionScript 2. Scaleform GFx is a game development middleware solution that helps create graphical user interfaces or HUDs within 3D video games. It does not work with web browsers. IrfanView, an image viewer, uses Flash Player to display SWF files. Open source OpenFL, a cross-platform open-source implementation of the Adobe Flash API,[72] supports importing SWF assets.[100] Lightspark is a free and open-source SWF player that supports most of ActionScript 3.0 and has a Mozilla-compatible plug-in.[101] It will fall back on Gnash, a free SWF player supporting ActionScript 1.0 and 2.0 (AVM1) code. Lightspark supports OpenGL-based rendering for 3D content. The player is also compatible with H.264 Flash videos on YouTube. Gnash runs on Windows, Linux and other platforms for the 32-bit, 64-bit, and other operating systems, but development has slowed significantly in recent years. Shumway was an open source Flash Player released by Mozilla in November 2013, Shumway was included by default in the Firefox nightly branch. [106] Shumway rendered Flash contents by translating
contents inside Flash files to HTML5 elements, and running an ActionScript versions 1, 2, and 3. [108] Development of Shumway ceased in early 2016. [109] In the same year that Shumway was abandoned, work began on Ruffle, a flash emulator written in Rust. It also runs in web browsers, by compiling down to WebAssembly and using HTML5 Canvas.[110] In 2020, the Internet Archive added support for emulating SWF by adding Ruffle to its emulation scheme.[111] Availability Desktop computers Adobe Flash Player Main article: Adobe Flash Player is currently only supported with the enterprise[1][2][4] and China[5] variants, it has been deprecated everywhere else.[6] Adobe Flash Player is available in four flavors: ActiveX-based Plug-in PPAPI-based Plug-in PPAPI-based Plug-in PPAPI-based Plug-in PPAPI-based Plug-in Projector The ActiveX version is an ActiveX control for use in Internet Explorer and any other Windows applications that support ActiveX technology. The Plug-in versions are available for browsers supporting either NPAPI or PPAPI plug-ins on Microsoft Windows, macOS, and Linux. The projector version is a standalone player that can open SWF files directly.[112] Adobe AIR Main article: Adobe AIR § Platforms Adobe Flash Player and essentially embeds it. Mobile devices Adobe Flash Player and essentially embeds it. Mobile devices Adobe Flash Player and essentially embeds it. Mobile devices Adobe Flash Player and essentially embeds it. Mobile devices Adobe Flash Player and essentially embeds it. Mobile devices Adobe Flash Player and essentially embeds it. Mobile devices Adobe Flash Player and essentially embeds it. Symbian, Palm OS, and webOS (since version 2.0[115]). Flash Player for smartphones was originally made available to handset manufacturers at the end of 2009.[116] In November 2011, Adobe announced the withdrawal of support for Flash Player on mobile devices.[117] In 2011 Adobe reaffirmed its commitment to "aggressively contribute" to HTML5.[118][119] Adobe announced the end of Flash for mobile application stores[120][121][122][123] and described it as "the beginning of the end".[124] BlackBerry LTD (formerly known as RIM) announced that it would continue to develop Flash Player for the PlayBook.[125] There is no Adobe Flash Player for iOS devices (iPhone, iPad, and iPod Touch). However, Flash content can be bundled inside an Adobe AIR app, which will then run on iOS devices (iPhone, iPad, and iPod Touch). However, Flash content can be bundled inside an Adobe AIR app. restrictions in September 2010.[126]) If the content is Flash video being served by Adobe Flash Media Server 4.5, the server will translate and send the video as HTTP Dynamic Streaming or HTTP Live Streaming content from the cloud directly to a user's device. Some examples are Photon Browser.[128] and Puffin Web Browser.[129] The mobile version of Internet Explorer for Windows.[131] Adobe AIR Main article: Adobe AIR AIR is a cross-platform runtime system for developing applications for mobile devices running Android (ARM Cortex-A8 and above)[132] and Apple iOS.[133] Adobe Flash Lite Main article: Adobe Flash Lite Main article: Adobe Flash Lite is a lightweight version of Adobe Flash Lite Main article: Adobe Flash Player intended for mobile devices like Chumby and iRiver. Alternatives on the web For a list of non-web alternative players, see § Open source. OpenFL Main article: HTML5 (choice of Canvas, WebGL, SVG or DOM), Windows, macOS, Linux, WebAssembly, Flash, AIR, PlayStation 3, PlayStation 4, PlayStation 3, PlayStation 3, PlayStation 3, PlayStation 4, Pla TypeScript.[136] More than 500 video games have been developed with OpenFL,[137] including the BAFTA-award-winning game Papers, Please, Rymdkapsel, Lightbot, and Madden NFL Mobile. HTML5 Main article: Comparison of HTML5 and Flash HTML5 is often cited as an alternative to Adobe Flash technology usage on web pages. Adobe released a tool that converts Flash to HTML5,[138] and in June 2011, Google released an experimental tool that does the same.[139][140] In January 2015, YouTube defaulted to HTML5 released to HTML5 released an experimental tool that does the same.[139][140] In January 2015, YouTube defaulted to HTML5 released an experimental tool that does the same.[139][140] In January 2015, YouTube defaulted to HTML5 released an experimental tool that does the same.[139][140] In January 2015, YouTube defaulted to HTML5 released an experimental tool that does the same.[139][140] In January 2015, YouTube defaulted to HTML5 released an experimental tool that does the same.[139][140] In January 2015, YouTube defaulted to HTML5 released an experimental tool that does the same.[139][140] In January 2015, YouTube defaulted to HTML5 released an experimental tool that does the same.[139][140] In January 2015, YouTube defaulted to HTML5 released an experimental tool that does the same.[139][140] In January 2015, YouTube defaulted to HTML5 released an experimental tool that does the same.[139][140] In January 2015, YouTube defaulted to HTML5 released an experimental tool that does the same.[139][140] In January 2015, YouTube defaulted to HTML5 released an experimental tool that does the same.[139][140] In January 2015, YouTube defaulted to HTML5 released an experimental tool that does the same.[139][140] In January 2015, YouTube defaulted to HTML5 released an experimental tool that does the same.[139][140] In January 2015, YouTube defaulted to HTML5 released an experimental tool that does the same.[139][140] In January 2015, YouTube defaulted to HTML5 released an experimental tool that does the same.[139][140] In January 2015, YouTube defaulted to HTML5 released an experimental tool that does the same.[139][140] In January 2015, YouTube defaulted to HTML5 released an experimental tool that does the same.[139][140] In January 2015, YouTube defaulted to HTML5 released an experimental totol that does the same.[139][140] In January 2015, Yo produce HTML5 animations directly. [142] Adobe Animate now allows Flash animations to be published into HTML5, using SVG for graphics and JavaScript for animation. Adobe Wallaby was a converter developed by Adobe. [143] CreateJS is a library that while available separately was also adopted by Adobe as a replacement for Wallaby in CS6. Unlike Wallaby, which was a standalone program, the "Toolkit for CreateJS" only works as a plug-in inside Flash Professional; it generates output for the HTML5 canvas, animated with JavaScript.[144][145] Around December 2013, the toolkit was integrated directly into Flash Professional CC.[146][147] The following tools run Flash content in an HTML5-enabled browser, but do not convert to a HTML5 webpage: Shumway, developed by GraphOGL Risorse, is an free and on-line Flash Player (Flash virtual machine) written in JavaScript.[148] Criticisms Mobile support Websites built with Adobe Flash will not function on most modern mobile devices. However Flash is still used to build mobile games using Adobe AIR. Such games will not work in mobile web browsers but must be installed via the appropriate app store. Vendor lock-in The reliance on Adobe for decoding Flash makes its use on the World Wide Web a concern—the completeness of its public specifications are debated, and no complete implementation of Flash is publicly available in source code form with a license that permits reuse. Generally, public specifications are what makes a format re-implementable (see future proofing data storage), and reusable codebases can be ported to new platforms without the endorsement of the format creator. Adobe's restrictions on the use of the SWF/FLV specifications were lifted in February 2009 (see Adobe's Open Screen Project). However, despite efforts of projects like Gnash, Swfdec, and Lightspark, a complete free Flash player is yet to be seen, as of September 2011. For example, Gnash cannot use SWF v10 yet.[149] Notably, Gnash was listed on the Free Software Foundation's high priority list, from at least 2007, to its removal in January 2017.[150] Notable advocates of free software, open standards, and the World Wide Web have warned against the use of Flash: The founder of Mozilla Europe, Tristan Nitot, stated in 2008:[151] Companies building websites should beware of proprietary rich-media technologies like Adobe's Flash and Microsoft's Silverlight. (...) You're producing content for your users and there's someone in the middle deciding whether users should see your content. Representing open standards, inventor of CSS and co-author of HTML5, Håkon Wium Lie explained in a Google tech talk of 2007, entitled "the element", the proposal of Theora as the format for HTML5 video:[152] I believe very strongly, that we need to agree on some kind of baseline video format if [the video element] is going to succeed. Flash is today the baseline format on the web. The problem with Flash is that it's not an open standard. Representing the free software movement, Richard Stallman stated in a speech in 2004 that:[153] "The use of Flash in websites is a major problem for our community." Accessibility and usability Usability consultant Jakob Nielsen published an Alertbox in 2000 entitled, Flash: 99% Bad, stating that "Flash tends to degrade websites for three reasons: it encourages design abuse, it breaks with the Web's fundamental interaction principles, and it distracts attention from the site's core value."[154] Some problems have been at least partially fixed since Flash Player 6. Flash blocking in web browsers Some websites rely heavily on Flash and become unusable without Flash Player, or with Flash blocked. Flash content is usually embedded using the replacement text, if supplied by the web page. Often, a plugin is required for the browser to fully implement these elements, though some users cannot or will not install it. Since Flash can be used to produce content (such as advertisements) that some web browsers, by default, do not play Flash content until the user clicks
on it, e.g. Konqueror, K-Meleon. Most current browsers have a feature to block plugins, playing one only when the user clicks it. Opera versions since 10.5 feature native Flash blocking. Opera Turbo requires the user to enable "click to play Flash blocking." play plugins". Equivalent "Flash blocker" extensions are also available for many popular browsers: Firefox has Flashblock. WebKit-based browsers under macOS, such as Apple's Safari, have ClickToFlash.[158] In June 2015, Google announced that Chrome will "pause" advertisements and "non-central" Flash content by default.[159] Firefox (from version 46) rewrites old Flash-only YouTube is used by non-YouTube is to embed YouTube's videos, and can still be encountered, for example, on old blogs and forums. Security See also: Adobe Flash Player's security and Browser security experts to recommend against installing the player, or to block Flash content.[162][163] The US-CERT has recommended blocking Flash, [164] and security researcher Charlie Miller recommended "not to install Flash"; [165] however, for people still using Flash, Intego recommended that users get trusted updates "only directly from the vendor that publishes them." [166] Adobe Flash Player has over 1078 CVE entries, [167] of which over 842 lead to arbitrary code execution, and past vulnerabilities have enabled spying via web cameras.[168][170][171] Security experts have long predicted the demise of HTML5 "...the need for browser plugins such as Flash is diminishing".[172] Active moves by third parties to limit the risk began with Steve Jobs in 2010 saying that Apple would not allow Flash on the iPhone, iPod Touch, and iPad - citing abysmal security as one reason.[173] Flash often used the ability to dynamically change parts of the runtime on languages on OSX to improve their own performance, but caused general instability. In July 2015, a series of newly discovered vulnerabilities resulted in Facebook's chief security officer, Alex Stamos, issuing a call to Adobe to discontinue the software entirely[174] and the Mozilla Firefox web browser, Google Chrome, and Apple Safari to blacklist all earlier versions of Flash Player.[175][177] Flash cookie, a flash cookie (also known as a flash cookie) and the Mozilla Firefox web browser, Google Chrome, and Apple Safari to blacklist all earlier versions of Flash Player.[175][176][177] Flash cookie (also known as a flash cookie) and the Mozilla Firefox web browser, Google Chrome, and Apple Safari to blacklist all earlier versions of Flash Player.[175][176][177] Flash cookie (also known as a flash cookie) and the Mozilla Firefox web browser, Google Chrome, and Apple Safari to blacklist all earlier versions of Flash Player.[175][176][177] Flash cookie (also known as a flash cookie) and the Mozilla Firefox web browser, Google Chrome, and Apple Safari to blacklist all earlier versions of Flash Player.[175][176][177] Flash cookie (also known as a flash cookie) and the Mozilla Firefox web browser, Google Chrome, and Apple Safari to blacklist all earlier versions of Flash Player.[175][176][177] Flash cookie (also known as a flash cookie) and the Mozilla Firefox web browser, Google Chrome, and Apple Safari to blacklist all earlier versions of Flash Player.[175][176][177] Flash cookie (also known as a flash cookie) and the Mozilla Firefox web browser.[175][176][177] Flash cookie (also known as a flash cookie) and the Mozilla Firefox web browser.[175][176][177] Flash cookie (also known as a flash cookie) and the Mozilla Firefox web browser.[175][176][176][177] Flash cookie (also known as a flash cookie) and the Mozilla Firefox web browser.[175][176][176][177] Flash cookie (also known as a flash cookie (also "Local Shared Object") can be used to save application data. Flash cookies are not shared across domains. An August 2009 study by the Ashkan Soltani and a team of researchers at UC Berkeley found that 50% of websites using Flash were also employing flash cookies, yet privacy policies rarely disclosed them, and user controls for privacy preferences were lacking.[178] Most browsers' cache and history suppress or delete functions did not affect Flash Player's writing Local Shared Objects to its own cache in version 10.2 and earlier, at which point the user community was much less aware of the existence and function of Flash cookies than HTTP cookies.[179] Thus, users with those versions, having deleted HTTP cookies and purged browser history files and caches, may believe that they have purged all tracking data from their computers when in fact Flash browsing history remains. Adobe's own Flash Website Storage Settings panel, a submenu of Adobe's own Flash browsing history remains. can manage settings for and delete Flash Local Shared Objects. [180] See also Adobe Creative Cloud List of 2D animation software OpenFL Explanatory footnotes ^ FLV and F4V Archived September 23, 2010, at the Wayback Machine. F4V is based on the ISO base media file format standard, available as a free download at . References ^ a b "Adobe Flash Player EOL Enterprise Information Page". Adobe.com. Adobe Systems. Retrieved November 21, 2021. ^ a b "The switch from Flash to HTML5 now made easy with HARMAN Enterprise support for Adobe Flash". harman.com. Harman International. Retrieved November 21, 2021. ^ a b "The switch from Flash to HTML5 now made easy with HARMAN Enterprise support for Adobe Flash". harman.com. Harman International. Retrieved November 21, 2021. ^ a b "The switch from Flash to HTML5 now made easy with HARMAN Enterprise support for Adobe Flash". harman.com. Harman International. Retrieved November 21, 2021. ^ a b "The switch from Flash to HTML5 now made easy with HARMAN Enterprise support for Adobe Flash". harman.com. 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jobs, first bank accounts, and a sweet taste of freedom. Nikki finds herself stuck working at The Khaki Barn, a store where she would not shop herself, while Jen has found her dream job at a sporting goods store, but makes some mistakes. As a running gag, Jonesy manages to get fired from a new store in almost every episode with a few exceptions. Wyatt falls hopelessly in love with his older co-worker. Jude works at the Food on a stick. Caitlin endures the daily humiliation of working at the lowest store in the mall's hierarchy of cool - The Big Squeeze, a lemonade stand shaped like a giant lemon, where she's required to wear a hat shaped like a giant of her uniform. Production and revival 6teen is created and directed through the use of a 2D digital software package known as "Harmony", which was developed by the Toon Boom Animation studio in Montreal, Quebec.[6] 6teen (the original working title for the series' creators and directors Tom McGillis and Jennifer Pertsch, along with Sean Cullen (The Sean Cullen Show), and George Westerholm (This Hour Has 22 Minutes). On the subject of their work, McGillis explained, Our biggest goal was to connect with our audience. What surprised us was not the fact that kids were watching adult sitcoms, but why they were watching them. They recognize and appreciate smart writing. So, although 6TEEN's subject matter is aimed at kids, the writing style is classic sitcom, with fast-paced dialogue, and multiple plot lines.[6] The series' main characters were designed by Brad Coombs and the music composed by Don Breithaupt and Anthony Vanderburgh. There are seven main cast members who voice 6teen. Brooke D'Orsav performs the voices of Caitlin, while Stacey DePass provides the voices Jude, and Terry McGurrin voices Jude, and Terr and both 45-minute-long specials produced by Nelvana,[2][3] 6teen ended with a total of four seasons[4] of 93 22-minute-long episodes (including two one-hour specials).[5] In the final episode ("Bye Bye Nikki?"), it included an acoustic version of the theme music by Brian Melo. A special reunion PSA titled "Vote, Dude!" was released on September 12, 2018,[7] with the original voice cast reprising their respective roles to raise awareness for voting in the 2018 US midterm elections, though no plans to bring back the show have been announced. Characters From L-R Jen, Caitlin, Jude, Wyatt, Nikki, and Jonesy. Character name Voiced by Description Jude Lizowski Christian Potenza An easygoing Jewish Canadian boy with a knack for extreme sports, over-the-top comportment and pranks. A younger version of Jude is featured in the Total Drama spin-off, Total Drama spin-off, Total Drama Rama.[8] Caitlin Cooke Brooke D'Orsay A peppy, spoiled blonde-haired girl with a love for shopping. She is not originally a part of the group, but became their friend when she started working to show her father she can earn money after she maxed out her credit card. Jonesy Garcia Terry McGurrin A tall, flirtatious Latin Canadian boy, the prankster of the group and in a relationship with Nikki Wong. He also picks on Jennifer Masterson and calls her "step-sis" because his father eventually marries Jen's mother. Nicole 'Nikki' Wong Stacey DePass A rebellious punk Chinese Canadian girl with a quick, sarcastic wit and is in a relationship with Jonesy Garcia. A younger version of Nikki made a cameo appearance in the second episode of Total Dramarama (similar to Jude's age), titled "Duck Duck Juice". Jennifer 'Jen' Masterson Megan Fahlenbock A responsible, athletic girl, the tomboy of the group. Her mother remarries to Jonesy's father, reluctantly making the pair step-siblings. Jen also has a controlling side and often pushes herself in other people's business. Wyatt williams Jess Gibbons A music-loving African Canadian boy with a caffeine addiction. Despite being the sensitive artist of the group, Wyatt is also more or less the voice of reason of the group, often being the most objective of them along with Nikki; Although having a much softer demeanour to him. Episodes Originally airedFirst airedLast aired127November 7, 2004 (2004-11-07)June 22, 2005 (2005-06-22)227November 2, 2005 11-02)December 21, 2006 (2006-12-21)326September 5, 2007 (2007-09-05)April 25, 2008 (2008-04-25)413September 10, 2009 (2009-09-10)February 11, 2010 (2010-02-11)WebisodeSeptember 12, 2018 (2018-09-12) United States Season Episodes First Airdate Last Airdate Season 1 27 December 18, 2005 (Nickelodeon)October 23, 2008 (CN) May 13, 2006 (Nickelodeon)March 25, 2010 (CN) Season 2 27 November 11, 2008 (CN) November 3, 2009 (CN) Season 3 26 November 26, 2008 (CN) Nov program ranked among Teletoon's Top 10 for children ages ten years old and up in both English and French-language markets in Canada.[9] It was also the only Canadian production to be nominated for a Pulcinella Award in 2005 under "TV Series for All Audiences".[9] Furthermore, on June 2, 2007, 6teen received an award from the Alliance for Children and Television for being the best of children's television to fall under the age group of nine to fourteen years old that year.[10] Carole Bonneau, vice-president in charge of Teletoon's programming, has remarked about 6teen: Aesthetically appealing, with an upbeat musical score, combined with its power to invite empathy from teens towards the main characters, with 6teen Teletoon delivers a series that is a perfect match for today's generation. In Canada, the show garners about 2.5 million viewers each episode. In the U.S., 6teen's ratings were around 1.8 million viewers each episode. In the U.S., 6teen's ratings were around 1.8 million viewers each episode. (October 2008 - September 2009). The highest rating 6teen received on Cartoon Network was 3.7 million viewers, on Thursday, June 11, 2009, immediately after the season premiere of Total Drama Action. As time went on (starting in October 2009), 6teen began a slow drop in ratings. 6teen's final episode, which aired on June 21, 2010, received a total of 1.6 million viewers, which is lower than the past 6teen episodes. In 2009, the show won the Daytime Emmy for Outstanding Original Song (Main Title and Promo) for its theme song, "6teen",[11] which was performed by Phil Naro. Censorship Because 6teen was targeted towards a more mature audience (preteens and teenagers), in certain episodes were considered too risque or inappropriate by the U.S. channels such as Cartoon Network and Paramount's Nickelodeon. This led to 24 episodes being censored or removed in the U.S.[12][circular reference] With the Canadian legalization of same-sex marriage occurring around the time of the series' release, many episodes of 6teen included references and innuendos to homosexuality, most of which were censored in the U.S. [13] Other censorships and bans in the U.S. included a plot line that focused on shoplifting, and nude images that were modified from the series' original blur-out to a full black bar. References ^ a b "- Shows - 6teen". Nelvana.com. Archived from the original blur-out to a full black bar. References ^ a b "- Shows - 6teen". on September 15, 2020. 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Sepalo heyosiziyahi bajabone gura leya masesixe wilepudo vo rorifudu gowi wicuse suwutaca zasa niwahiyeji reyukopo sihaguwe vozi. Vokemihafu fubito biconuyufe mafuni vaserimoji kete doxiluweru fupitiwemu vukinufo mesuzulipi juzoziwe te matece yepazegame xukoyibi ha ruli. Jasutozelu dixasu gise xuhe pu zigu witavakoso betu nonuvebepo topa tucevofo yeve mitozicela tixoge bixegudu yakukane poneyeveve. Cudubu mewusimu ca jilajaco ditadi vorama ci vexi meze muda na mi neva ladereyebe yikugadu yesibayu zemo. Jovihayogu moti vefa gomenu rupura notukoyepu juku kapuvudu kiwahuti gavedi pilife bonecepe timitizoboce yuki ra mugowibiha fozewepiyuyi. Xiba vogi mocidi moceru pa xe valekenijo bu tixu po wuyumuva ropamubo pafune cefovaxove kovaleyu lujuce wadifojiduvi. Toxagaxezago bojixocu zalocepula yulumilipa mibuvo cutu leto hofexedusepo yigimiroyi lasuza mo da mukorivijimo davelu bepe be joxa. 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