

What is Flash?

Adobe Flash (formerly **Macromedia Flash** and **FutureSplash**) is a multimedia software platform used for production of animations, rich web applications, desktop applications, mobile apps, mobile games, and embedded web browser video players. Flash displays text, vector graphics, and raster graphics to provide animations, video games, and applications. It allows streaming of audio and video, and can capture mouse, keyboard, microphone, and camera input.

Artists may produce Flash graphics and animations using Adobe Animate (formerly known as Adobe Flash Professional). Software developers may produce applications and video games using Adobe Flash Builder, FlashDevelop, Flash Catalyst, or any text editor combined with the Apache Flex SDK. End users view Flash content via Flash Player (for web browsers), Adobe AIR (for desktop or mobile apps), or third-party players such as Scaleform (for video games). Adobe Flash Player (which is available on Microsoft Windows, macOS, and Linux) enables end users to view Flash content using web browsers. Adobe Flash Lite enabled viewing Flash content on older smartphones, but since has been discontinued and superseded by Adobe AIR.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. Programmers can implement Flash software using an IDE such as Adobe Animate, Adobe Flash Builder, Adobe Director, FlashDevelop, and Powerflasher FDT. Adobe AIR enables full-featured desktop and mobile applications to be developed with Flash and published for Windows, macOS, Android, iOS, Xbox One, PlayStation 4, Wii U, and Nintendo Switch.

Flash Token (FLA)

Flash Token is a ESDT Token running on the Elrond Network. Offering rewards for minting creating flash content, the token aims to kick-start a renaissance of flash ecosystem.

Flash Ecosystem - Gaming

Flash found a niche as the dominant platform for online multimedia content, particularly for browser games.

There are millions of flash games created over the decades which now can be monetized with the help of the FLA token.

Partner Projects

Flash Browser will be the main project supporting FLASH Token. Currently has a 50k+ downloads and mainly used to play old flash content.

For easy onboarding users will get airdropped a small amount of tokens in the integrated wallet.

Flash search engine is integrated in Flash Browser and will help users find games free and played.

Flash Browser is available on Windows, macOS and Linux.

Ruffle - WebAssembly version of flash can allow Flash content to run in all major browsers.

Other possible partners are Flash Game Archive and Blue Maxima Flash Point. Both are flash conservation projects with massive user bases.

Utility - Advertisement

Flash add will be served to flash browser users in the form of toasts. Smart contracts will redirect and add revenue to content creators. Integration of the advertisement SDK into your flash content will allow you to earn passive income as well as proving ownership of the source code.

Tokenomics

Total Supply of 21.000.000.000

5% of the supply will be listed on jungle.maiar.exchange.

Rest of the supply split into a vested foundation fund is still in development, there will be a locked foundation percentage as well as air drop and creator stimulus package.