# Inserting Flash Files into Canvas

Flash files that are found in online programs can be inserted into Canvas. Students will be able to interact with the Flash files within the Canvas interface. In order to accomplish this, you must download and use the Mozilla Firefox browser.
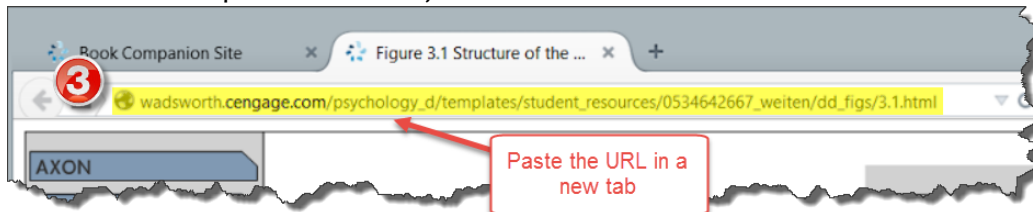
Steps to Insert Flash into Canvas

1. Using the *Mozilla Firefox* browser, open the website that you want to download the Flash object from. *Allow the Flash object to completely load on the web page.*
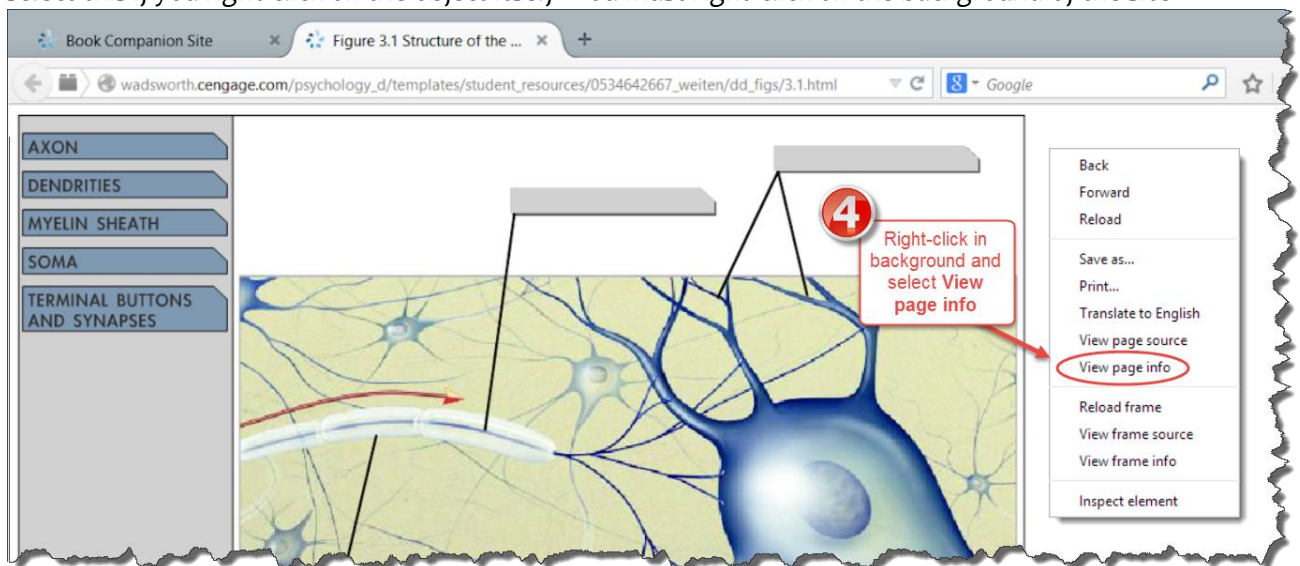
2. Flash objects usually open within their own window. Highlight and **copy the URL**.
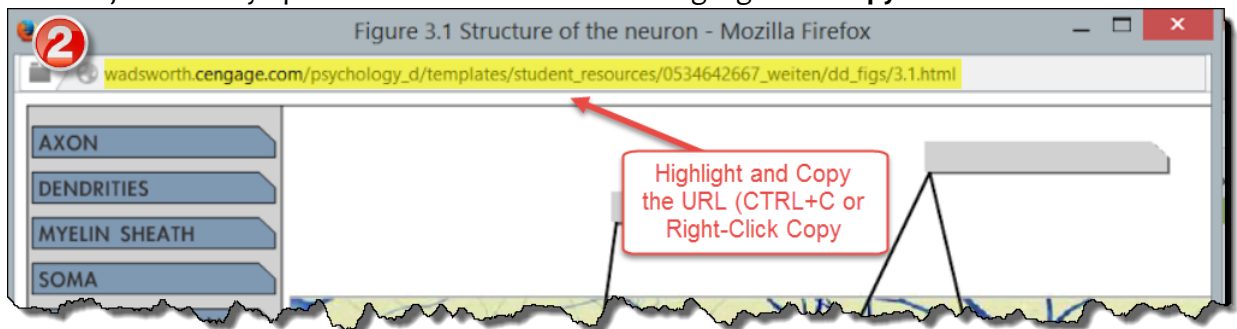
3. **Paste the URL** to pen the Flash object in a new tab.

4. Right-click in the background of the webpage. Select **View Page Info**. *You will not be able to select this if you right-click on the object itself. You must right-click on the background of the site.*

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5. Select the **Media tab** and click the **Type column**. *This will open a list of all of the objects on the website, including pictures, sounds and videos. The Type column will sort the objects by the type of file that they are.*
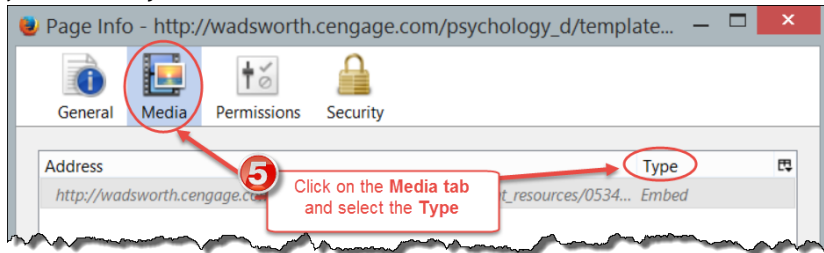
6. Select the file and click the **Save As** button. *It will be listed as "Objects" in the Type column. The filename will typically be similar to the name of the game or movie you are trying to save.*
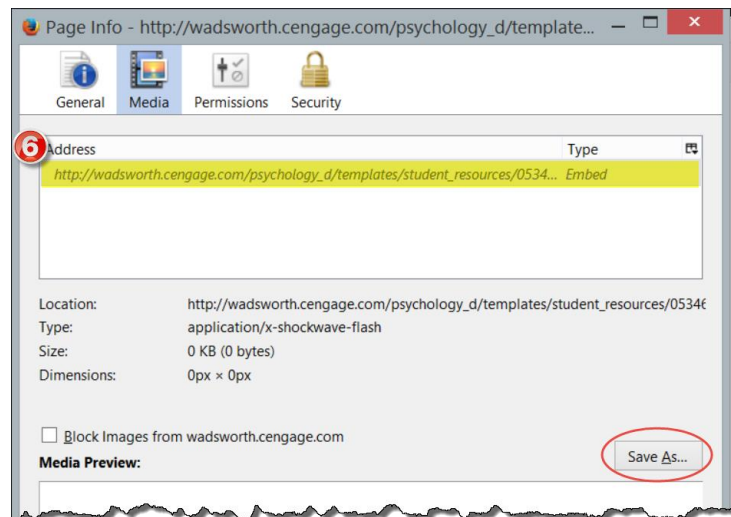
7. Save the file to a location on your computer as a **.swf file**.

8. In **Edit mode**, on your Canvas course page, choose to **Upload a new file**. Browse and select the Flash file you saved to your computer.
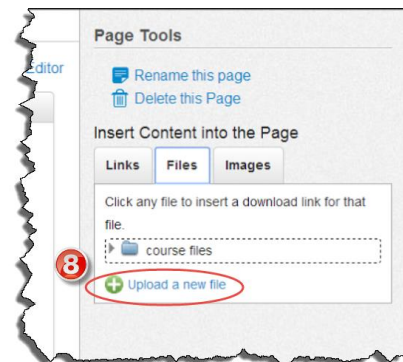
9. The file will be inserted into your page. *When students click on the Flash file, it will open with the Canvas interface for students to interact with.*