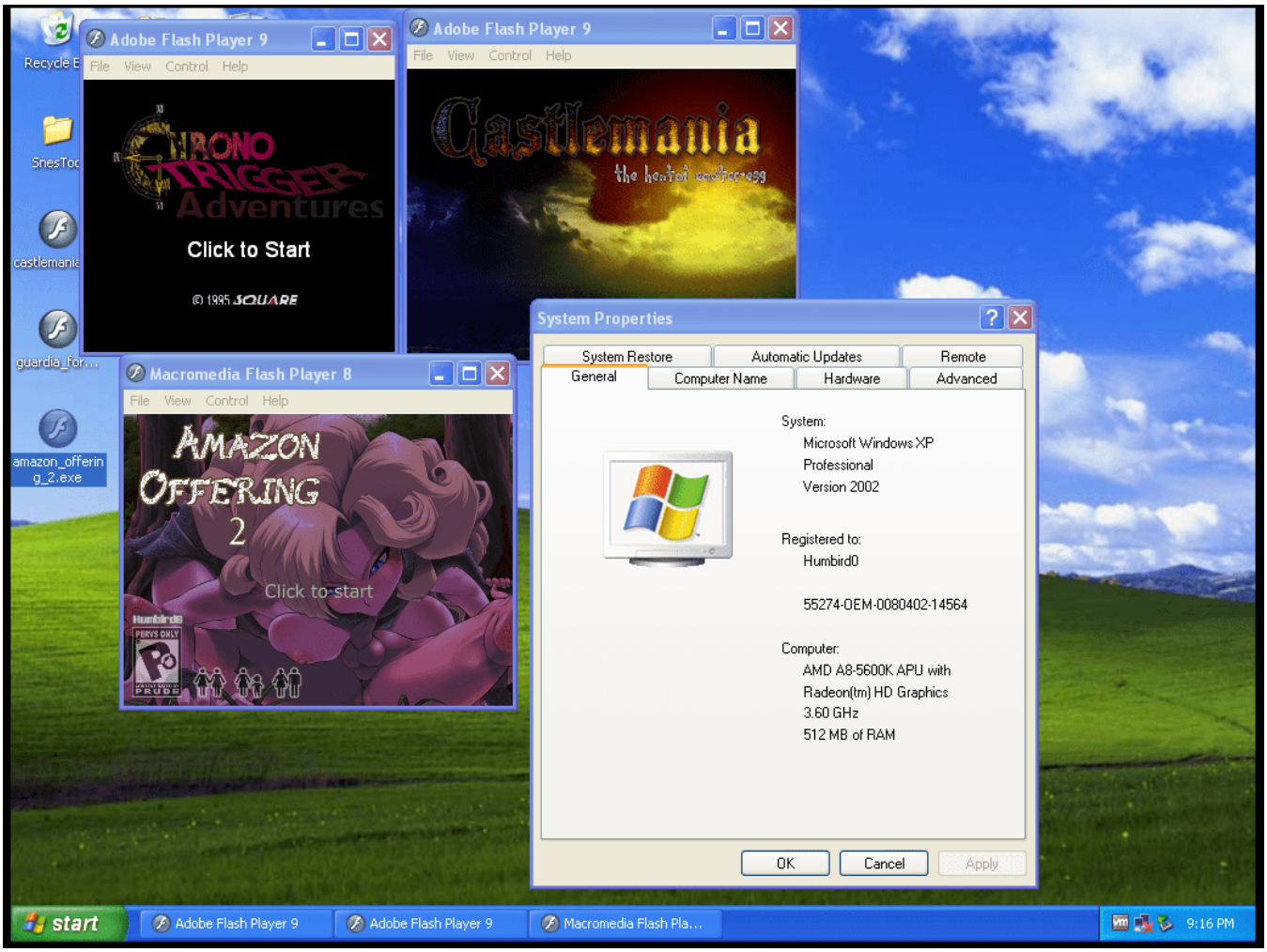
Fun fact, I actually care a LOT about digital preservation. That's why I emulate all my roms, er... That's why all my Flash games are self-contained and have EXE versions that'll run on everything from the original version of Win XP to the latest version of Windows 10.



https://twitter.com/metasynthie/status/1081227148558548993

"Some works didn't make it to the public domain this week. When necessary to prevent culture from being lost forever, we have an ethical duty to violate short-sighted copyright law and preserve works in a viable format. This is a higher duty than preserving an income stream."
~ Metasynthie

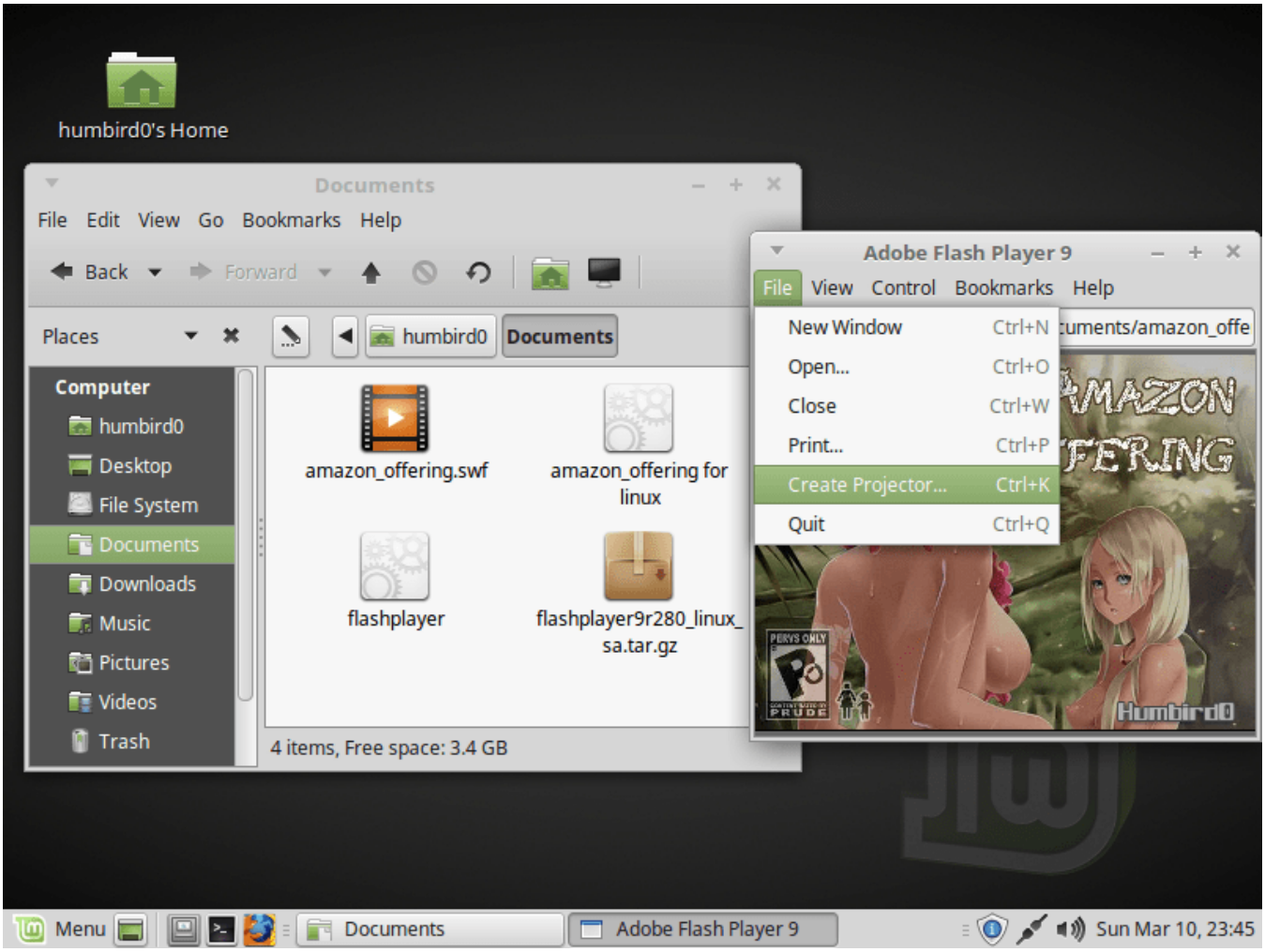
JENKINS: I should add to that, Leila, that one of the true tragedies of the long copyright term is that many of the works literally didn't make it. Films, for example, news reels, documentaries have literally rotted in their cans. They've disintegrated because preservationists have been waiting for their copyrights to expire before they can legally digitize them.

FADEL: Wow.

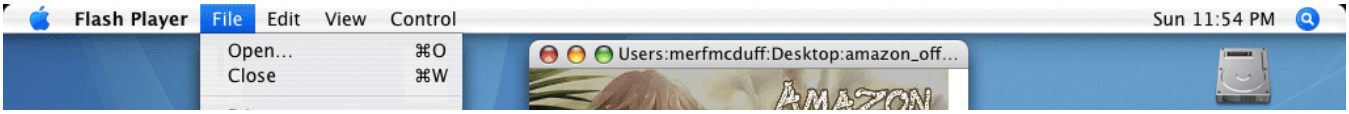
> JENKINS: So we've actually lost a huge swath of culture from the '20s, from the '30s because of the Copyright Term Extension.

This is still relevant. Practically all digital storage only lasts about 10 years at best. Discs rot. SD cards fade. Hard drives gum-up and rot. Tape storage fades. Even discs made with non-organic compounds don't last as long as advertised. Even the internet itself changes often.

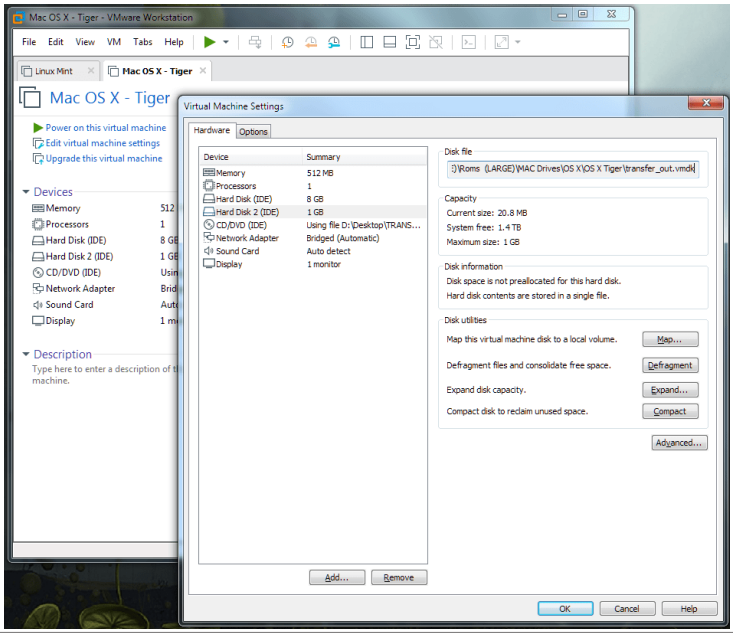
Windows has always had stand-alone flash players, but I have also been testing stand-alone Flash Players for Linux and Mac OS X which can run my games. They're all very easy to use, but sometimes hard to find online, so I might add them to my website as a download in case browsers stop running Flash.



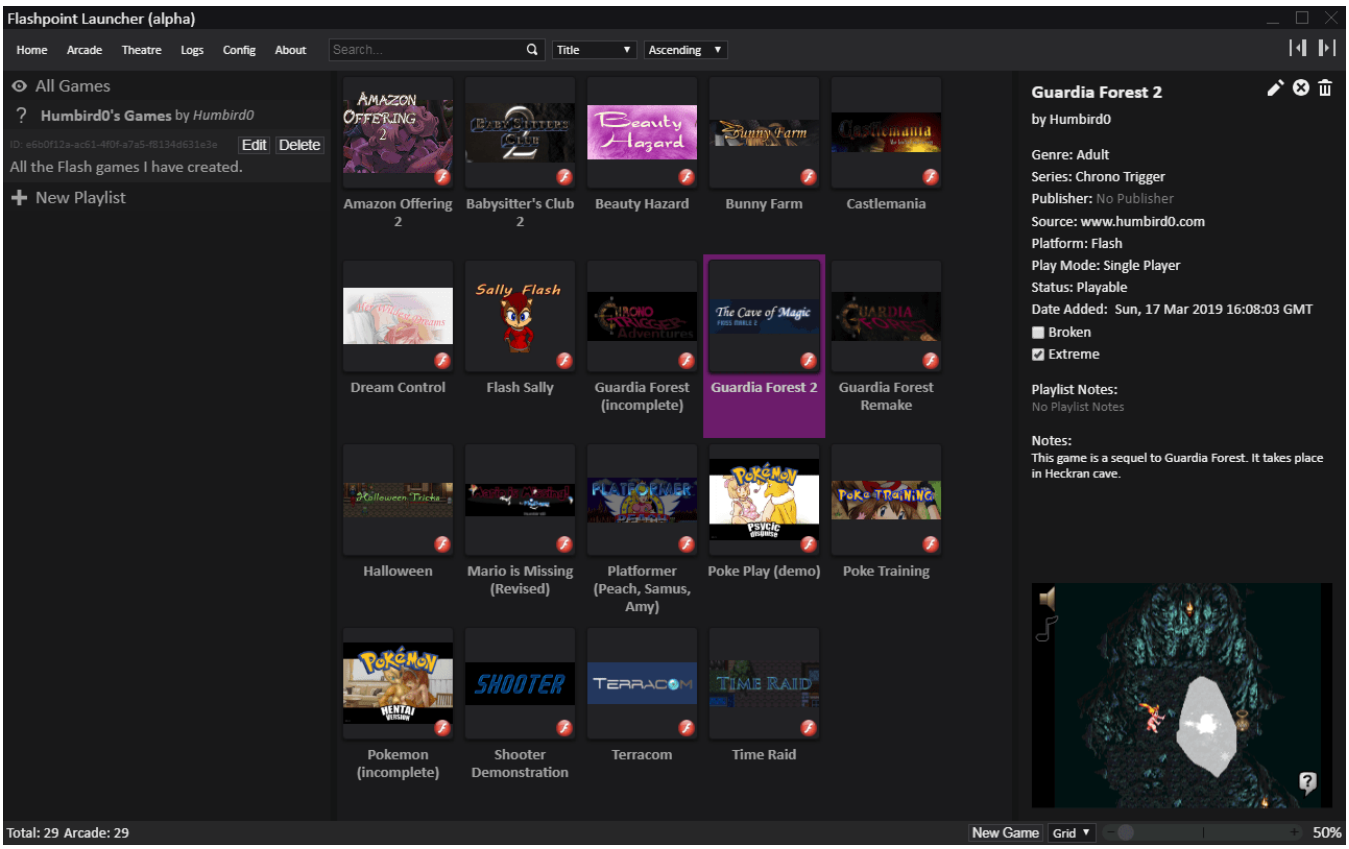
I can also use stand-alone Flash players to convert games into EXE's and native apps for Linux and Mac, but it's better to leave them as Flash files and include Flash players for the sake of future compatibility. It's kind of an "Emulator + Rom" approach to preservation.



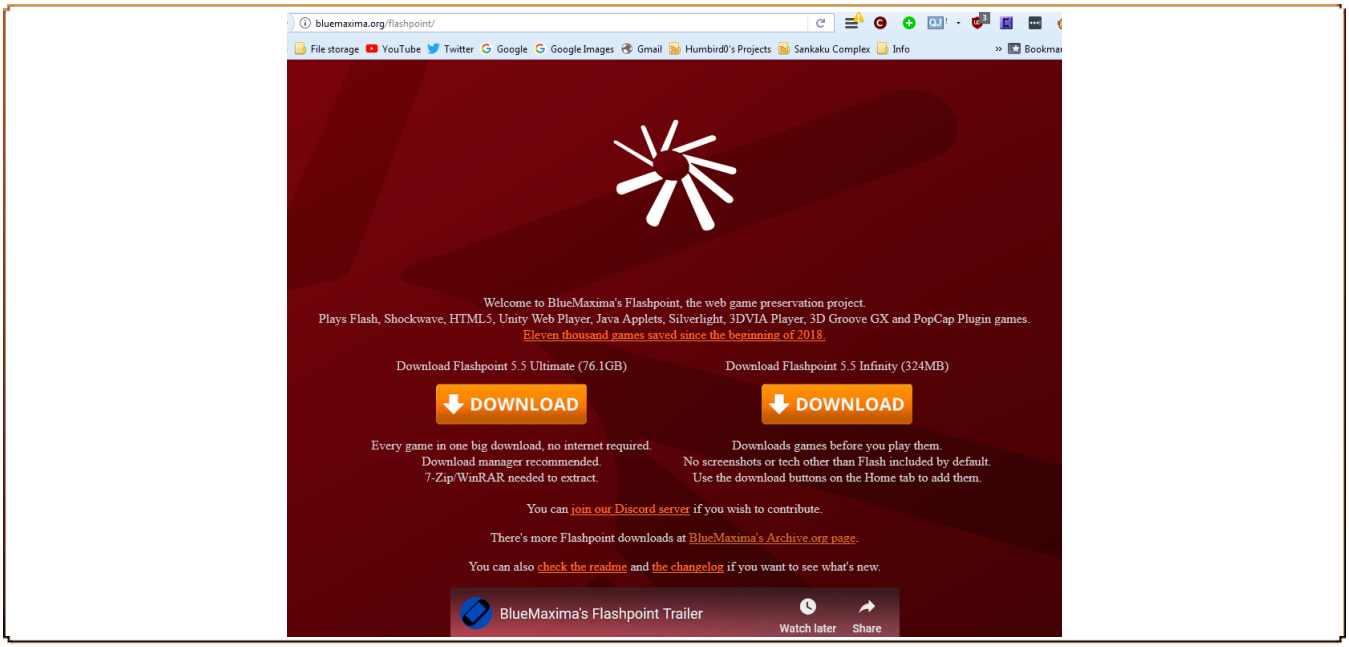
Also, it's a pain to get OSX running in VMware. I only managed to get the "Marklar Tiger" version of OSX working (google it.) But networking doesn't work, so I used ISO's to bring files in, and a mapped HD to transfer files out.



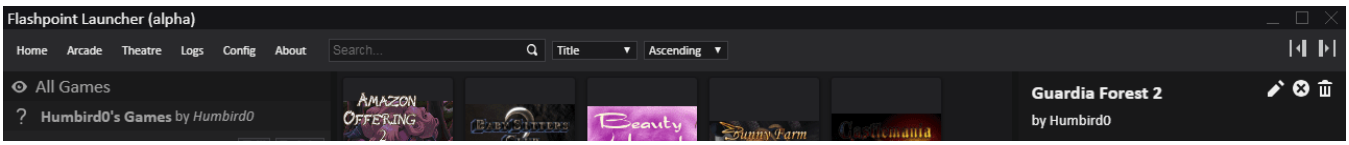
I just spent the day testing and prepping my games for the FlashPoint archive. It's a Flash game preservation project headed by BlueMaxima. His team's been scrambling to download and archive every Flash game he can find on the internet before Browsers drop Flash next year.

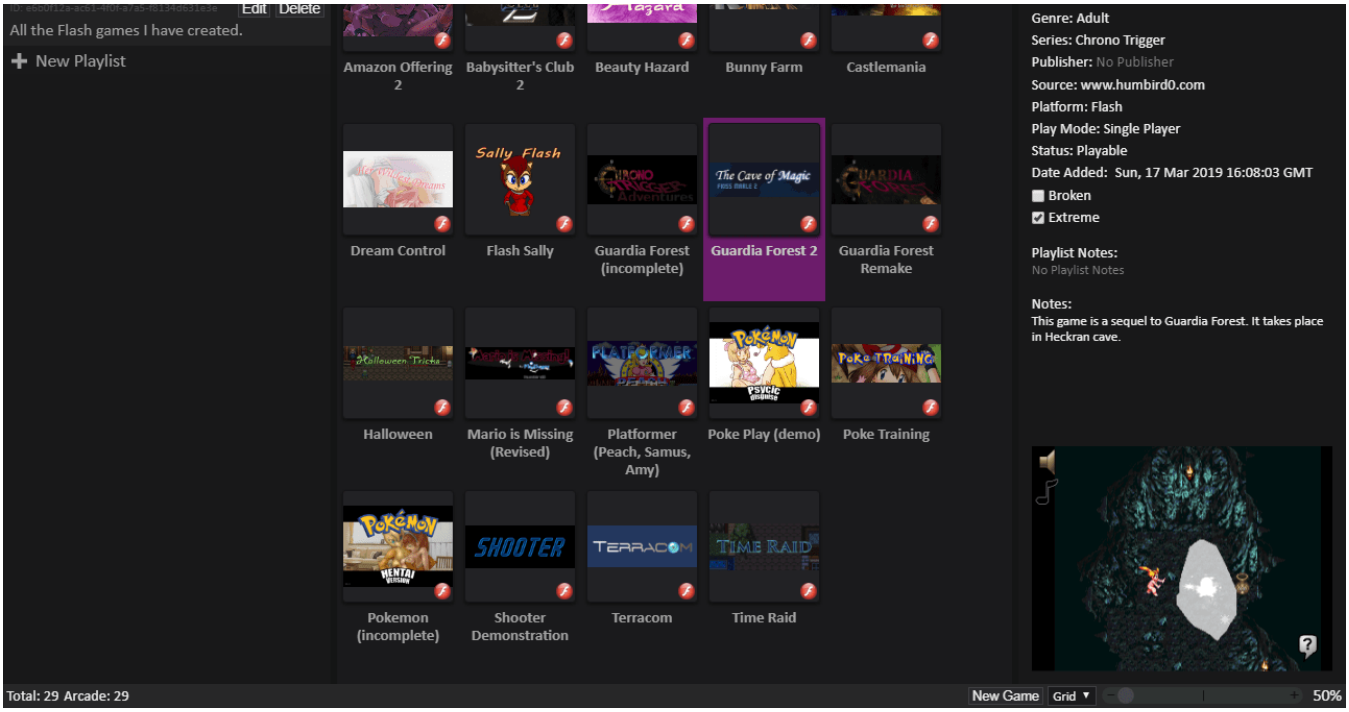


The FlashPoint game browser and full archive can be downloaded here.
And people can submit and test games on his Discord channel.



FlashPoint is not JUST a game browser, it creates a virtual server so that ANY Flash game will run from your computer, even ones that try to check which website they're on.




Edit Delete
All the Flash games I have created.
New Playlist
Amazon Offering 2
Babysitter's Club 2
Beauty Hazard
Bunny Farm
Castlemania
Dream Control
Flash Sally
Guardia Forest (incomplete)
Guardia Forest 2
Guardia Forest Remake
Halloween
Mario is Missing (Revised)
Platformer (Peach, Samus, Amy)
Poke Play (demo)
Poke Training
Pokemon (incomplete)
Shooter Demonstration
Terracom
Time Raid
Genre: Adult
Series: Chrono Trigger
Publisher: No Publisher
Source: www.humbird0.com
Platform: Flash
Play Mode: Single Player
Status: Playable
Date Added: Sun, 17 Mar 2019 16:08:03 GMT
Broken
Extreme
Playlist Notes:
No Playlist Notes
Notes:
This game is a sequel to Guardia Forest. It takes place in Heckran cave.
Total: 29 Arcade: 29
New Game
Grid
50%