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Thread: [Coding a Java Bot to Respond/Interact with a Flash Player Game](#)

adrielgolabek - April 7, 2017, 11:16 pm

Anyone know where I could learn about coding a java bot to interact with flash player?

Thanks.

Sogomn - April 8, 2017, 8:17 am

You could write your own Flash interpreter in Java and add callbacks.

I don't think that there is an existing interface and Flash is pretty dead anyway.

clrlslwi - April 8, 2017, 2:25 pm

I wouldn't bother. If it's a multiplayer game, go headless.

Nmanpure Pkr - April 30, 2017, 7:20 pm

You can use the java Robot class. Parse screen shots of the game and and create keyboard and mouse events.

SIM-429621 - May 1, 2017, 1:29 pm

You don't try to learn Java to make a simple bot for a game or something like that, you either learn Java by reading books, watching videos and practicing. If you only want to make a small bot project for a flash game or something you learn some simple scripting language like AutoIT. Why ? Because you wont have to bother for lot of time to finish your project, it is much easier to make stuff and understand stuff and you can basically dive into the project the same day you download AutoIT, because it's really that simple of a language.

mrpizzahut - June 28, 2017, 6:08 pm

HTML5 and WebGL seem to be taking over the game. However, don't feel discouraged. You can always learn from the usage of Flash and easily migrate over to similar projects.

Mew? - June 28, 2017, 10:23 pm

[This is what I found.](#) You should also take a look through git hub it's an amazing learning tool.