

# Adobe Shockwave Player (macOS)

## Description

To create a Shockwave Fileset, there is no need for Fileset Magic. Instead, drag&drop to an empty Fileset will do it.



Last tested with Shockwave version 12.2.5.195 - works as directed below.

## Ingredients

- FileWave Admin
- Shockwave Player Installer

## Directions

1. Download the blank Shockwave Fileset attached with this document and import it to your FW Admin (Note: this Fileset already has the Folders used by Flash added for you)
2. Install Shockwave Player on the same machine as FW Admin. (We are going to use drag&drop from Finder to Admin)
3. Open your Fileset (double click), it will look like this:

Name	Size	Access
▼ <b>Library</b>		rw-rw-r--t
▼  Application Support		rw-rw-rwt
▼  Adobe		rw-rw-rwx
deleteMe	0 B	rw-r--r--
▼  Internet Plug-Ins		rw-r-xr-x
deleteMe	0 B	rw-r--r--
▼  private		rw-r-xr-x
▼  var		rw-r-xr-x
▼  db		rw-r-xr-x
▼  receipts		rw-r-xr-x
deleteMe	0 B	rw-r--r--

4. Open your Finder and drag&drop the following folders/files to their respective paths in the Fileset :  
/Library/Application Support/Adobe/Shockwave 12  
/Library/Internet Plug-Ins/DirectorShockwave.plugin  
/private/var/db/receipts/adobe.adobeShockwavePlayer.shockwave12.pkg.bom  
/private/var/db/receipts/adobe.adobeShockwavePlayer.shockwave12.pkg.plist

5. Delete the placeholder files "deleteMe" in the Fileset and the Fileset will look like this:

Name	Size
▼ <b>Library</b>	
▼ Application Support	
▼ Adobe	
▶ Shockwave 12	
▼ Internet Plug-Ins	
▶ DirectorShockwave.plugin	
▼ private	
▼ var	
▼ db	
▼ receipts	
adobe.adobeShockwavePlayer.shockwave12.pkg.bom	126.3 kB
adobe.adobeShockwavePlayer.shockwave12.pkg.plist	273 B

6. Your Fileset is ready.

