

Adobe Flash is finally and officially dead

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February 22, 2021

LeRoy's words of wisdom

Get rid of
the God
damned
thing!



What was Flash to Apple users?

- a Mac browser plugin to allow video, animation and consumption of web content
- iOS has never used Flash

How long was it around?

- ~ 25 years - End Of Life date Dec 31-2020
- Adobe acquired Macromedia Flash in 2005 and then deprecated its Adobe Flash 12 years later in 2017

What was so bad about Flash?

- used significant computer resources and power
- unstable
- major security issues - often spoofed updates were used as conduits for malware

What has replaced Flash?

- better more secure open standard options like HTML5, WebGL and WebAssembly that do not require browser plugins

Apple's history with Flash

- until 2010 Flash was embedded in Safari/Mac OS and would update automatically
- in 2010 Steve Jobs wrote an open letter “Thoughts on Flash” citing issues that resulted in it not being used with iOS and in its diminished use with Mac OS

Steve Jobs's Thoughts on Flash

- high energy consumption
- crashes and poor performance
- “abysmal” security
- lack of touch support
- it added a cumbersome and problematic third layer of software between platform and developer
- it was a closed system despite Adobe characterizing it as being open

Flash updates for Mac users

- after 2010 Flash updates were done manually by the Mac user
- update alerts were often spoofs to introduce malware
- some spoofs would actually do a proper update, but they included malware
- Safari would become hijacked/inoperable, requiring a force-quit, reboot and malware removal with products like Malwarebytes (formerly Adwaremedic)

How to

“Get rid of the God damned thing”

- many of you have done this already...
- simply use the Adobe Flash uninstaller
- <https://www.adobe.com/ca/products/flashplayer/end-of-life.html>
- <https://appleinsider.com/articles/21/01/03/how-to-uninstall-the-adobe-flash-player-from-your-mac>



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AWOOO