



Dynamic xml flash galleries

G-Series Manual

Component

This is an appendix regarding specific information for the component.
For all Features and settings, refer to the Standalone_Manual

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Installing the component

Make sure you have the latest version of Macromedia Extensions Manager. You can download it at http://www.adobe.com/exchange/em_download/

You will need to have flash 8 /Flash CS3 installed on your computer to use the component.

Flash movies must be published for flash player version 8 or higher.
(9.0.28.0 if using fullscreen mode)

Actionscript code for Fullscreen mode

In **G_setup.xml** - set `navBarEnableFullscreen="true"` to activate the fullscreen button in the gallery navigationbar.

Add the following code to the first frame of your FLA to make fullscreen mode scale correctly.

```
Stage.scaleMode = "noScale";  
Stage.align="TL";
```

Using fullscreen mode requires that you target flashplayer 9.0.28.0 or higher when publishing.

You will not see the fullscreen effect when testing the movie from inside flash. Either open the published swf , or published html file.

If you are using Adobe Flash CS3, open File > Publish Settings and click on the HTML tab. In the “template” drop down, select “Flash Only - Allow Full Screen.” Your published HTML/SWF will now support full screen mode.

If you are using Flash 8 , you need to edit the embed code that Flash publishes. Publish an HTML/SWF using the default HTML template.

Then open the HTML document in a text editor and change the fullscreen setting from false to true in the AC_FL_RunContent codeblock like so:

```
'allowFullScreen','true',
```

If you want to target flashplayer 8 as required version you should disable the fullscreen button since it will not work unless the viewer has flashplayer 9.0.28.0 or higher installed. In **setup.xml**, set `navBarEnableFullscreen="false"`

Using the component inspector/additional settings

If you want to use the component inspector for all settings, delete everything inside the <setup> node in **G_setup.xml** but leave the actual node.

After deletion, the top of the xml file should look like this:

```
<?xml version="1.0" encoding="utf-8"?>
<gallery>
<setup/>
<titleText>
```

You can access all of the xml file settings in the component inspector, plus the following:

useFlashFonts="false" - (true,false) Set this to true if you add your own font using actionscript.
xmlAutoLoad="true" - (true,false) Should be set to false if you want to use [myGallery.loadXML\(\)](#);
imageFolderPath="G_images/" - Path and name to image folder
mp3FolderPath="G_mp3/" - Path and name to mp3 folder
setupXmlPath="G_setup.xml" - Path and name to setup.xml
imagesXmlPath="G_images.xml" - Path and name to images.xml

Load the gallery with actionscript

In the component inspector set "xmlAutoLoad" to "false".

Drag a copy of the component to the first frame of the myGallery layer and give it the instance name myGallery. Now you can use the following command to load your gallery:

```
myGallery.loadXML();
```

If using custom fonts, textformats needs to be created before loading the gallery.

Check if xml/first thumbnail has loaded

You can use the following Boolean variables to check if xml/ first thumbnail has loaded:

xmlLoaded
imgLoaded

You can use them with an enterFrame function like this:

```
onEnterFrame=function(){
    if(myGallery.xmlLoaded==true){
        trace("the xmlfile has loaded");
    }
    if(myGallery.imgLoaded==true){
        trace("the first image has loaded");
        delete onEnterFrame;
    }
}
```

Embed custom fonts

In the components inspector, set the "useFlashFonts" setting to "true".

To use your own embedded fonts you need to have the font in the library (and installed on your computer), and give it a linkage identifier.

Choose new font from the library menu to create one.

Then you need to make separate textformats for the textfields you want to apply your fonts to, and specify size and color.

Your textformats must have the following names:

captionFormat - the caption text
albumFormat - the menu text
titleFormat - the title text
navBarImageCountFormat - the counter of number of images in an album
navBarTooltipsFormat - the tooltips text

Code example for embedding a custom font for the caption textfield:

```
myGallery.captionFormat = new TextFormat();
myGallery.captionFormat.font = "myFont";
myGallery.captionFormat.size = 12;
myGallery.captionFormat.color = 0x999999;
```

You will find this explained further with examples set up in the included AS_examples fla

Add your own sound effects

Adding your own sound requires movieclips in your library with the sound inside and the correct linkage identifier name.

These are the linkage identifiers you should use for your sound mc's:

[navBarRollOverSound](#) - navigation bar soundeffect

[thumbRollOverSound](#) - thumbnails soundeffect

[albumRollOverSound](#) - menu soundeffect

Linkage options: Choose export for actionscript and export in first frame

To add your own sound you need to do the following:

- Import your sound to the library.
- Create a new movieclip and give it two layers, one for the sound and one for actionscript.
- Drag out some frames on both layers.
- Put an empty keyframe on the first frame on both layers.
- Put a stop action on the first frame of the actionscript layer.
- Drag your sound from the library to frame two of the sound layer.
- On the actionscriptlayer, put gotoAndStop(1) somewhere after your sound has played.
Give the mc an appropriate linkage identifier name.

Adding a sound this way will override any choice of sound type made in the setup.xml/component inspector, but you can still use the volume settings.

You will find this explained further and an example with a new sound set up for you in the included AS_examples.flas

Contact

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