



FLASHOCULUS.COM

Dynamic xml flash galleries

G-Series Manual

Standalone

INDEX

➤ Introduction	3
➤ Difference between versions	3
➤ Embedding	3
➤ Add images, captions, albums and album descriptions	4
➤ Control colors	5
➤ Use separate images as thumbnails	5
➤ Using the main image size preview feature	5
➤ Add text for title, title additional textfield and tooltips	6
➤ Change font	6
➤ Using html-formatted text	6
➤ Using scale to fit, scale to fit on fullscreen	7
➤ Choosing transition/easing type type for the main image	7
➤ Add your own logo (G04)	8
➤ Set caption to be present on startup/set caption position	8
➤ Make menu always present	8
➤ Change soundeffects	8
➤ Add music	8
➤ Enable/Disable title area	8
➤ Enable/disable navigation bar buttons/functions	9
➤ Positioning thumbnails/set thumbnails size	9
➤ Set thumbnails to be hidden on startup	9
➤ Control color and size of thumbnails left/right markers	9
➤ Add a link to the main image and make it clickable	10
➤ Rollover effect for thumbnails	10
➤ Complete explanation of customization settings in G_setup.xml	11-19
➤ Enable Transparency (G01)	19
➤ Contact	19

Introduction

Thanks for purchasing a G-series gallery!

If you quickly want to know what a particular customization setting does, you will find explanations of all customization settings in the chapter **“Complete explanation of customization settings in G_setup.xml”**.

While many settings are self explanatory, we felt some of them needed more coverage. Information on those settings is covered in the following chapters. If you have any further questions, please don't hesitate to contact us.

!! If you copy info from another source for pasting into the xml files, keep in mind that the text has to be UTF-8 encoded or it might not work.!!

Difference between versions

All G-series galleries share almost every feature. The main difference is the visual appearance of every gallery. Because of this, versions have additional settings due to their graphic content.

For instance, the setting [backgroundColor](#) applies differently on different versions.

On **G01, G03, G05** and **G07** this setting affects all backgrounds (Title, navigationbar, menu and main image area).

The **G02** has an additional setting for the title area ([titleBackgroundColor](#)), and **G04, G06** has additional settings for title area ([titleBackgroundColor](#)), and navigationbar ([navBarBackgroundColor](#)).

Transparency of menu ([menuBackgroundAlpha](#)) can be applied to all galleries.

If a setting is not common, gallery version is specified under that setting the chapter **“Complete explanation of customization settings in G_setup.xml”**

Embedding

We recommend swfobject for embedding. You can find information in detail in the included **embedding_info.html**. It covers everything from embedding with fullscreen support to using flashvars for setting color of the initial loading sequence and adding multiple galleries.

Add images, captions, albums and album descriptions

Images can be of any size, the gallery will resize them proportionally to the largest possible viewing area depending on the size of the swf and settings made in the xml file. For best performance though, and to keep loadingtime to a minimum we suggest that you size your images to the largest size you want them to appear in the gallery. Resolution should be 72 dpi and If you use jpg, make sure they are non-progressive.

You only need one copy of every image. Thumbnails will be created automatically. You might have noticed the “thumbs” folder inside the gallery images folder. This folder is only used if you want to create separate thumbnails. If you don't want to do that you can delete it or ignore it. If you want to use separate thumbnails you will find instructions on how to do that in the chapter “Use separate thumbnails”.

Save the images of your first album to the album 1 folder inside **G_images** folder.

As the default setup we decided to use separate album folders to get a good overview of the content but this is of course optional.

Open **G_images.xml** with your html/text editor.

The gallery will look for your images in the **G_images** folder, so you only need to specify the remaining path to your images in the <path> nodes, which will be the album folder and the actual name of your image.

```
<gallery>
<album>
<albumDescription>album 1</albumDescription>
<image>
<path>album_1/any_name.jpg</path>
<caption>Caption for any_name.jpg in gallery 1</caption>
</image>
<image>
<path>album_1/another_image.jpg</path>
<caption>Caption, another_image.jpg in gallery 1</caption>
</image>
</album>
<album>
<albumDescription>album 2</albumDescription>
<image>
<path>album_2/any_name.jpg</path>
<caption>Caption for any_name.jpg in gallery 2</caption>
</image>
<image>
<path>album_2/another_image.jpg</path>
<caption>Caption for another_image.jpg in gallery 2</caption>
</image>
</album>
</gallery>
```

Left is the structure for albums, description of albums, images and captions.

After editing the xml-file, be sure to check that all open and closing tags are intact.

To easily add more images, simply copy and paste everything (including the tags) inside any <image></image> node and just update the path and caption. (green).

Same approach can be applied to easily add another album. Simply copy and paste everything inside any <album></album> node, adjust number of images by deleting or copying <image></image> nodes, and then update the album description and paths/captions for images (red).

To remove a caption for the main image , delete the value inside the <caption> node like so:

<caption></caption> Make sure there are no blank spaces left.

Control colors

You easily change color of an element by applying a new hexadecimal value in the corresponding setting in **G_setup.xml**. For instance “FFFFFF” will generate white, “FF0000” a bright red etc.

Add the hex value **without** any prefix.

Color settings are grouped to the area they apply to, i.e; if you want to change a color in the navigation bar, look for it among settings that starts with **navBar**.

Use separate images as thumbnails

If you have a gallery pack + CMS, the thumbs folder is empty. Refer to the CMS manual on how to enable the php script to automatically create thumbnails.

The default state for the gallery is that thumbnails are resized and created automatically, which makes it very easy to add new images.

However, while automatic resizing makes handling the content very smooth, it does have some visual drawbacks. Therefore we have included this option if you want to go the extra mile. To avoid any resizing what so ever you can use this option for the thumbnails and also use the **mainImageSizePreview** to size your large images to the maximum viewing area.

To add separate thumbnails do the following:

- Decide what size you want your thumbnails to be, for example 60 x 60.
- Set **thumbsAutoCreate="false"** in **G_setup.xml**.
- Specify the size in **G_setup.xml**: **thumbsSetHeight="60" thumbsSetWidth="60"**
- Crop your large image to 60 x 60 72 dpi and save it with the same name to the thumbs folder, inside **G_images** folder.
- Paths for thumbnails and main images needs to be identical, so if you are using album folders for the main images, use album folders for the thumbnails.

The download package contains separate thumbnails of the sample images. Set **thumbsAutoCreate="false"** in **G_setup.xml** to view the result. Make sure you have't altered the height and width settings.

When using this option the gallery will still load the main image first and then load in the created thumbnail.

Using the main image size preview feature

Use this feature If you want to size your images to the current maximum height and width and prevent any resizing of the main image. The main image viewing area will vary depending on settings in the xml-file and what size you set the swf file to.

Activate this feature in the **G_setup.xml** (default is false):

mainImageSizePreview="true"

Add text for title ,title additional textfield and tooltips

Adding text for title and tooltips is very straight forward. In **G_setup.xml**, locate this structure:

```
<titleText>My Image Gallery </titleText>
<titleText2></titleText2>
<navigationBarTooltips>
  <navShowMenuText>show menu</navShowMenuText>
  <navHideMenuText>hide menu</navHideMenuText>
  <navPreviousImageText>previous image</navPreviousImageText>
  <navPlaySlideshowText>start slideshow</navPlaySlideshowText>
  <navPauseSlideshowText>pause slideshow</navPauseSlideshowText>
  <navNextImageText>next image</navNextImageText>
  <navShowCaptionText>show caption</navShowCaptionText>
  <navHideCaptionText>hide caption</navHideCaptionText>
  <navPlayMusicText>play music</navPlayMusicText>
  <navStopMusicText>stop music</navStopMusicText>
  <navHideThumbsText>hide thumbnails</navHideThumbsText>
  <navShowThumbsText>show thumbnails</navShowThumbsText>
  <navEnableFullscreenText>go fullscreen</navEnableFullscreenText>
  <navDisableFullscreenText>exit fullscreen</navDisableFullscreenText>
</navigationBarTooltips>
```

Use the titleText2 textfield to add any additional text in the title area. Using the CDATA syntax and html formatted text you could for example add a link or a contact button:

Link: `<![CDATA[<p>This is a <a href="http://www.flashoculus.com" target="_blank"><u>LINK</u></a></p>]]>`

Contact: `<![CDATA[<p><a href="mailto:info@flashoculus.com" target="_self"><u>Contact</u></a></p>]]>`

Font/position can be controlled independently with settings in the setup node. Tooltips for navigationbar can be enabled/disabled in the **G_setup.xml**.

Change font

You can change font in the xml file. Keep in mind that it is a device font, so safest thing to choose is any of the most common fonts on the web such as Verdana, Arial, Times.

You will find the “deviceFontType” setting in **G_setup.xml**: `deviceFontType="Verdana"`

Using html-formatted text

You can use html-formatted text with the `<![CDATA[ ]]>` syntax. Be aware that this does not apply to font type, font size or font color, since those settings are made in **G_setup.xml**.

Examples:

`<![CDATA[<p><b> This is bold text.</b> and <u>underlined text.</u></p>]]>`

`<![CDATA[<p>This is a <a href="http://www.flashoculus.com" target="_blank"><u>LINK</u></a></p>]]>`

Due to flashplayer security settings, links might not work if you test them locally from your computer. This is normal. Instead, upload the required files to your server and test it live.

Using scale to fit, scale to fit on fullscreen

Using the “scale to fit” feature will scale your images to fit the maximum viewing area of the gallery. If the width is less than the height the gallery will scale the image to the maximum width of the viewing area and crop the height overflow, and vice versa, while keeping the image centered.

This is an easy way of displaying your images the same format in the gallery. Keep in mind though that if the maximum viewing area is larger than your original size of the image, the image might look pixelated. Typically, you would use this feature if you have one type of images (for example landscape or portrait) with slight variations in the dimensions, and you want the gallery to display them equally at full viewing area instead of auto resizing them to their actual dimensions.

You will find the scale to fit setting in **G_setup.xml**

`scaleToFit="true"`

Another great feature is the option to use scale to fit in fullscreenmode, or rather, use it in normal mode and not in fullscreen mode.

Disabling the scale to fit feature when in fullscreen mode will enable you to display your images with equal dimensions when in normal mode, resulting in a “tight” visual layout. Then, in fullscreen mode, the images will be displayed at full size (if the viewers screensize allows it) in their original dimensions without scaling.

You will find the scale to fit on fullscreen setting in **G_setup.xml**

`scaleToFitOnFullscreen="false"`

Choose transition type for main image

Random

If you want to use random transitions, look up `mainImageTransitionRandomType` in **G_setup.xml**. If you set the value to “random”, the gallery will randomly choose any of the transitions. If you set the value to “randomWipe” the gallery will randomly choose any of the wipe transitions. If you want to have one single transition you must set `mainImageTransitionRandomType` = “disabled”.

Single

In **G_setup.xml**, look for the setting `mainImageTransitionType`. Choose any of the following input values: “alpha”, “scale”, “scaleRotate”, “wipeLeft”, “wipeRight”, “wipeUp”, “wipeDown”

Make sure `mainImageTransitionRandomType` is set to “disabled”, otherwise it will override any input made here.

Easing types (Advanced)

You can specify the animation type for the transition of the main image. The gallery is designed with the use of Tweeners which is a class used for creating tweenings and other transitions via actionsript code.

Look under `mainImageTransitionEasingType` in the chapter **Complete explanation of customization settings in G_setup.xml** to see possible input values.

You can read more about tweener here: <http://hosted.zeh.com.br/tweener/docs/en-us/>

Add your own logo image (G04)

Rename your image to logo.jpg and put it inside the **logo** folder, located inside the **G_images** folder.

In **G_setup.xml**:

Enable the option by setting `logoEnabled="true"`

Specify the height and width of your logo image: `logoSetHeight="40"` , `logoSetWidth="230"`

Image will not be resized, so specify the actual dimensions. The gallery must know the dimensions to be able to adapt itself accordingly. When using this option, title text will start right next to the logo image if you set `titlePosition="left"` You can tweak the title texts X and Y position by using `titleXoffset="0"` and `titleYoffset="10"`

Set caption to be present on startup/caption position

To enable caption visible on startup, set `captionOnStart="true"` in **G_setup.xml**.

Use the setting `captionPosition` to decide weather you want the caption showing on top or bottom.

Make menu always present

To have a static menu and disable the slide in/out function , set `menuAlwaysShow="true"` in **G_setup.xml**. The menu button in the navigation bar will automatically be removed. The menu button is also automatically removed if you only have one album of images specified in **G_images.xml**.

Change soundeffects

The gallery features three different sound effects which can be independently set or disabled for the thumbnails, navigation bar and menu. The settings in **G_setup.xml** are:

`menuSoundType` , `navBarSoundType` and `thumbsSoundType`.

Choose between the input values: `"disabled"` , `"1"` , `"2"` , `"3"`

Add music

You can add your own mp3 song simply by renaming your mp3 to music.mp3 and put it inside the **G_mp3** folder.

Enable/disable title

In **G_setup.xml**, look for the setting `titleEnabled`. Choose `"true"` to enable and `"false"` to disable the title. Disabling the title will increase the maximum height for the main image.

Disabling the title also automatically disables the `titleText2` textfield.

Enable/disable navigation bar buttons/functions

A great feature which enables you to only activate the functions you want. Don't need music? Simply disable the music button. Don't want fullscreen? Disable the fullscreen button etc...

Settings in **G_setup.xml** are: [navBarEnableCaption](#) , [navBarEnableFullscreen](#) , [navBarEnableHideThumbs](#) , [navBarEnableMusic](#) , [navBarEnableSlideshow](#).

Simply input **"true"** or **"false"** to enable/disable. The menu button will automatically be removed either if you choose to have the menu static ([menuAlwaysShow=true](#)) or if you only have one album of images specified in **G_images.xml**.

Positioning thumbnails/set thumbnails size

You position the thumbnails with the [thumbsPosition](#) setting in **G_setup.xml**.

Your choices are: **"top"** , **"bottom"** , **"left"** , or **"right"**. For the G04 choices are **"left"** and **"right"**.

If you choose to have the menu static ([menuAlwaysShow=true](#)) , the thumbnails will be positioned next to the menu if choosing **"left"** as input.

If you set [thumbIndent="true"](#), the thumbnails will be positioned according to the main image area instead of starting from the far left. ThumbIndent will only apply in normal mode and if [menuAlwaysShow](#) is set to true and [thumbsPosition](#) is set to either top or bottom.

Use the settings [thumbsHeight](#) and [thumbsWidth](#) to specify height and width of thumbnails.

Set thumbnails to be hidden on startup

To hide thumbnails on startup, set [thumbsHiddenOnStart="true"](#) in **G_setup.xml**.

Control color and size of thumbnails left/right markers

Use the following settings in **G_setup.xml** to control the appearance of thumbnail left/right indicators:

[thumbsMarkersColor="333333"](#) – set the markers to any color

[thumbsMarkersEnabled="true"](#) – enable/disable

[thumbsMarkersSizeOffset="-5"](#) - adjust size

Add a link to the main image and make it clickable

You can add links in textfields using html formatted text with the CDATA syntax, but we have also included the option to specify a link for the main image and make it clickable.

This is done by adding a `<link>` node under the `<caption>` nodes for images in the **G_images.xml**, and specify name, path, and target as attributes of that node (red).

```
<image>
<path>Album 1/any_name.jpg</path>
<caption>Caption for any_name.jpg in Album 1</caption>
<link name="myLink" path=http://www.myLink.com target="_blank" />
</image>
```

If you specify a name, a tooltip showing the name will automatically appear when you roll over the main image with the mouse. If not wanted, simply remove the name attribute or leave it blank like so: `name=""`

Caption node must be specified before the link node, so if you want a link but no caption, make sure the caption node still stands empty like so: `<caption></caption>`

Rollover effect for thumbnails

You choose rollover effect for thumbnails with the setting `thumbsRollOverEffectType`

Possible values are: (`disabled,1,2`)

"disabled" = disables any rollover effect.

"1" = applies the specified color to all thumbnails and removes it for the current thumbnail when rolled over.

"2" = applies the specified color to the current thumbnail when rolled over.

Use the setting `thumbsRollOverEffectColor` to specify color.

Use the setting `thumbsRollOverEffectAlpha` to specify transparency.

Complete explanation of customization settings in G_setup.xml

To help you customize the gallery to fit your needs, the xml-file contains the following settings.

Settings are grouped to the area they apply to. Settings are case sensitive. Settings apply to all galleries unless otherwise specified.

!! If you copy info from another source for pasting into the xml file, keep in mind that the text has to be UTF-8 encoded or it might not work.!!

Customization option:

Sample value:

<code>backgroundAlpha="100"</code> (G01)	(0-100) Set the transparency of the background. Set this to "0" for the G01 to be transparent.
<code>backgroundColor="FFFFFF"</code>	(HEX) Set color of gallery background. This setting also affects the menu background for all versions. On G01 , G03 , G05 and G07 this setting affects all backgrounds (Title, navigationbar and main image area). The G02 has an additional setting for the title area, and G04 , G06 has additional settings for title area and navigationbar.
<code>backgroundFrameEnabled="true"</code>	(true,false) Enable/disable background frame.
<code>backgroundFrameColor="333333"</code>	(HEX) Set color of gallery backgroundFrame.
<code>backgroundGraphicLinesColor="FFFFFF"</code> (G04)	(HEX) Set color of the two horizontal graphic lines, under title and above navigationbar, for the G04. (The graphic line for G01 is named titleGraphicLine , you will find it further down)
<code>backgroundVectorBackColor="FFF2F0"</code> (G05)	(HEX) Set color of back vectorized image.
<code>backgroundVectorFrontColor="FFD9D5"</code> (G05)	(HEX) Set color of front vectorized image.
<code>captionBackgroundAlpha="85"</code>	(0-100) Set the transparency of the caption background. "100" =no transparency.
<code>captionBackgroundColor="FFFFFF"</code>	(HEX) Set color of caption background.

<code>captionDeviceFontColor="000000"</code>	(HEX) Set color of caption text.
<code>captionDeviceFontSize="10"</code>	(number) Set size of caption text.
<code>captionOnStart="false"</code>	(true,false) Set this option to " true " if you want caption to be present on startup.
<code>captionPosition="bottom"</code>	(bottom,top) Choose position of caption text.
<code>deviceFontType="Verdana"</code>	Choose font family.
<code>mainImageDropShadowEnabled="true"</code>	(true,false) Enable/disable dropshadow effect for main image.
<code>mainImageFrameColor="000000"</code>	(HEX) Set color of main image frame.
<code>mainImageFrameSize="0"</code>	(number) Set size of main image frame.
<code>mainImageSizePreview="false"</code>	(true,false) Enable/disable the main image size preview.
<code>mainImageTransitionRandomType="disabled"</code>	(disabled,randomWipe,random) Set to " random " will randomly pick any of the transitions, " randomWipe " will randomly pick any of the wipe transitions. Any setting but disabled will override the <code>mainImageTransitionType</code> setting.
<code>mainImageTransitionTime="0.6"</code>	(seconds) Set the duration of main image transition.
<code>mainImageTransitionEasingType="easeOutQuart"</code>	(Tweeners) (Advanced) The following easing types are available: "linear" "easeInSine" "easeOutSine" "easeInOutSine" "easeInQuad" "easeOutQuad" "easeInOutQuad" "easeInCubic" "easeOutCubic" "easeInOutCubic" "easeInQuart" "easeOutQuart"

	"easeInOutQuart" "easeInQuint" "easeOutQuint" "easeInOutQuint" "easeInExpo" "easeOutExpo" "easeInOutExpo" "easeInCirc" "easeOutCirc" "easeInOutCirc" "easeInElastic" "easeOutElastic" "easeInOutElastic" "easeInBack" "easeOutBack" "easeInOutBack" "easeInBounce" "easeOutBounce" "easeInOutBounce"
mainImageTransitionType="alpha"	Choose transition type for main image. MainImageTransitionRandomType must be set to "disabled" ! "alpha" "scale" "scaleRotate" "wipeLeft" "wipeRight" "wipeUp" "wipeDown"
menuAlwaysShow="false"	(true,false) Set to "true" if you want the menu to always be present. This will also automatically hide the menu button.
menuBackgroundAlpha="85"	(0-100) Set the transparency of the menu background. "100" =no transparency.
menuDeviceFontColor="333333"	(HEX) Set color of menu text.
menuDeviceFontSize="10"	(number) Set size of menu text.
menuRollOverEffectColor="990000"	(HEX) Set color of album indicator in the menu.
menuSoundType="1"	(disabled,1, 2, 3) Choose soundeffect for menu when rolled over.

<code>menuSoundVolume="20"</code>	(0-100) Set volume of menu soundeffect.
<code>menuSpacing="0"</code>	(pixels) Increase/decrease spacing between menu items.
<code>menuTextYoffset="0"</code>	(pixels) Tweak y-position of albumtext. Example: "2" will move albumtext down 2 pixels, "-2" up 2 pixels.
<code>musicAutoPlay="false"</code>	(true,false) Enable/disable music auto play.
<code>musicLoop="true"</code>	(true,false) Enable/disable music loop mode.
<code>musicVolume="100"</code>	(0-100) Set volume of music.
<code>navBarBackgroundColor="000000"</code> (G04,G06)	(HEX) Set color of navigation bar background.
<code>navBarBackgroundGradientEnabled="false"</code> (G06)	(true,false) Enable/disable the navigation bar transparent gradient graphic.
<code>navBarButtonsBackgroundColor="999999"</code> (G02,G03,G05,G07)	(HEX) Set color of navigation bar buttons background.
<code>navBarButtonsBackgroundRolloverColor="FFFFFF"</code> (G02)	(HEX) Set color navigation bar background when rolled over.
<code>navBarButtonsFrameColor="666666"</code> (G01)	(HEX) Set color of frame around navigation bar buttons.
<code>navBarButtonsSizeOffset="0"</code>	(pixels) Increase/decrease size of navigation bar buttons. Width and height will increase/decrease proportionally.
<code>navBarButtonsSpacing="10"</code>	(pixels) Increase/decrease space between navigation bar buttons.
<code>navBarButtonsSymbolColor="AAAAAA"</code>	(HEX) Set color of navigation bar buttons symbols.
<code>navBarButtonsSymbolRolloverColor="000000"</code>	(HEX) Set color of navigation bar buttons symbols when rolled over.
<code>navBarEnabled="true"</code>	(true,false) Enable/disable navigation bar.
<code>navBarEnableCaption="true"</code>	(true,false) Enable/disable caption button.

navBarEnableFullscreen="true"	(true,false) Enable/disable fullscreen button.
navBarEnableHideThumbs="true"	(true,false) Enable/disable hide thumbs button.
navBarEnableMusic="true"	(true,false) Enable/disable music button.
navBarEnableSlideshow="true"	(true,false) Enable/disable slideshow buttons.
navBarImageCountDeviceFontColor="666666"	(HEX) Set color of image count text.
navBarImageCountDeviceFontSize="10"	(number) Set size of image count text.
navBarImageCountXoffset="0"	(pixels) Tweak x-position of image count text. Example: "2" will move image count text right 2 pixels, "-2" left 2 pixels.
navBarImageCountYoffset="0"	(pixels) Tweak y-position of image count text. Example: "2" will move image count text down 2 pixels, "-2" up 2 pixels.
navBarInactiveButtonAlpha="30" (G01,G02,G04,G05,G06,G07)	(0-100) Set the transparency of an inactive navigation bar button. "100" =no transparency.
navBarSoundType="3"	(disabled,1, 2, 3) Choose soundeffect for navigation bar buttons when rolled over.
navBarSoundVolume="30"	(0-100) Set volume of navigation bar buttons soundeffect.
scaleToFit="false"	(true,false) Enable/disable scale to fit. See page 6 for info.
scaleToFitOnFullscreen="false"	(true,false) Enable/disable scale to fit on fullscreen. See page 6 for info.
scrollSpeed="4"	(1-20) Increase/decrease scroll easing speed. A setting of "1" = no easing.
slideshowAutoPlay="false"	(true,false) Enable/disable slideshow auto play.
slideshowInterval="5"	(seconds) Set slideshow time interval.
slideshowIntervalIndicatorColor="FFFFFF"	(HEX) Set color of slideshow indicator.

<code>slideshowIntervalIndicatorEnabled="true"</code>	(true,false) Enable/disable the slideshow interval indicator.
<code>slideshowIntervalIndicatorSize="15"</code>	(pixels) Increase/decrease size of slideshow indicator. Width and height will increase/decrease proportionally.
<code>thumbsAutoCreate="true"</code>	(true,false) Enable/disable automatic creation and resizing of thumbnails
<code>thumbsDropShadowEnabled="true"</code>	(true,false) Enable/disable dropshadow effect for thumbnails.
<code>thumbsFrameColor="000000"</code>	(HEX) Set color of thumbnails frame
<code>thumbsFrameSize="0"</code>	(pixels) Set size of thumbnails frame
<code>thumbsHiddenOnStart="false"</code>	(true,false) Enable/disable thumbnails hidden on startup.
<code>thumbsIndent="false"</code> (G01,G02,G03,G05,G06,G07)	(true,false) When set to true, thumbnails will be positioned according to the main image area instead of starting from the far left. Will only apply in normal mode if <code>menuAlwaysShow</code> is set to true and <code>thumbsPosition</code> is set to either top or bottom.
<code>thumbsMarkersColor="333333"</code>	(HEX) Set color of thumbnail markers.
<code>thumbsMarkersEnabled="true"</code>	(true,false) Enable/disable thumbnail markers.
<code>thumbsMarkersSizeOffset="-5"</code>	(pixels) Increase/decrease size of thumbnail markers. Width and height will increase/decrease proportionally.
<code>thumbsPosition="bottom"</code> (G04: "left or "right")	(bottom,top,left,right) Choose position of thumbnails.
<code>thumbsPreloaderColor="CCCCCC"</code>	(HEX) Set color of thumbnail preloader.
<code>thumbsRollOverEffectAlpha="50"</code>	(0-100) Set the transparency of the <code>thumbsRolloverEffect</code> . "100" =no transparency.
<code>thumbsRollOverEffectColor="990000"</code>	(HEX) Set color of thumbnail rollover effect.

<code>thumbsRollOverEffectType="1"</code>	(disabled,1,2) "disabled" = disables any rollover effect. "1"= applies the specified color to all thumbnails and removes it for the current thumbnail when rolled over. "2" = applies the specified color to the current thumbnail when rolled over.
<code>thumbsSetHeight="60"</code>	(pixels) Set height of thumbnails.
<code>thumbsSetWidth="60"</code>	(pixels) Set width of thumbnails.
<code>thumbsSoundType="2"</code>	(disabled,1, 2, 3) Choose soundeffect for thumbs when rolled over.
<code>thumbsSoundVolume="20"</code>	(0-100) Set volume of thumbs soundeffect.
<code>thumbsSpacing="10"</code>	(pixels) Increase/decrease spacing between thumbnails.
<code>titleBackgroundColor="000000"</code> (G02,G04,G06)	(HEX) Set color of title background.
<code>titleBackgroundGradientEnabled="false"</code> (G06)	(true,false) Enable/disable the title transparent gradient graphic of G06.
<code>titleGraphicLineAlpha="100"</code> (G01)	(0-100) Set the transparency of the graphic line under the title for the G01. Consider a value of "0" if the gallery is to be transparent.
<code>titleGraphicLineColor="FFFFFF"</code> (G01)	(HEX) Set color of the graphic line under the title of G01.
<code>titleGraphicLineHeight="1"</code> (G01)	(pixels) Set height of the graphic line under the title of G01.
<code>titleGraphicLineYoffset="0"</code> (G01)	(pixels) Tweak y-position of graphic line of G01. Example: "2" will move down 2 pixels, "-2" up 2 pixels.
<code>titleDeviceFontColor="333333"</code>	(HEX) Set color of title text.
<code>titleDeviceFontSize="16"</code>	(number) Set size of title text.
<code>titleEnabled="true"</code>	(true,false) Enable/disable title.

<code>titlePosition="left"</code>	(left , center , right) Choose position of title.
<code>titleXoffset="0"</code>	(pixels) Tweak x-position of title text. Example: " 2 " will move down 2 pixels, " -2 " up 2 pixels.
<code>titleYoffset="0"</code>	(pixels) Tweak y-position of title text. Example: " 2 " will move down 2 pixels, " -2 " up 2 pixels.
<code>title2DeviceFontColor="FFFFFF"</code>	(HEX) Set color of additional title textfield.
<code>title2DeviceFontSize="10"</code>	(number) Set size of additional title textfield.
<code>title2Position="right"</code>	(left , right) Set position of additional title textfield.
<code>title2Xoffset="0"</code>	(pixels) Tweak x-position of additional title textfield. Example: " 2 " will move additional title textfield right 2 pixels, " -2 " left 2 pixels.
<code>title2Yoffset="0"</code>	(pixels) Tweak y-position of additional title textfield. Example: " 2 " will move additional title textfield down 2 pixels, " -2 " up 2 pixels.
<code>tooltipsBackgroundColor="DDDDDD"</code>	(HEX) Set color of tooltips background.
<code>tooltipsDeviceFontColor="FFFFFF"</code>	(HEX) Set color of tooltips font.
<code>tooltipsDeviceFontSize="10"</code>	(number) Set size of tooltips font.
<code>tooltipsNavBarEnabled="true"</code>	(true , false) Enable/disable navigationbar tooltips.
<code>tooltipsTextXoffset="0"</code>	(pixels) Tweak x-position of tooltips text. Example: " 2 " will move tooltips text right 2 pixels, " -2 " left 2 pixels.
<code>tooltipsTextYoffset="0"</code>	(pixels) Tweak y-position of tooltips text. Example: " 2 " will move tooltips text down 2 pixels, " -2 " up 2 pixels.
<code>tooltipsYoffset="0"</code>	(pixels) Tweak y-position of tooltips. Example: " 2 " will move tooltips down 2 pixels,

	"-2" up 2 pixels.
--	-------------------

Enable Transparency (G01)

The G01 can be set to be transparent.

In G_setup.xml – set `backgroundAlpha="0"` and `menuBackgroundAlpha="0"`

You add parameter for enabling transparency the same way you enable fullscreen. Please note that you can not use fullscreen and transparency at the same time!

For swfobject, replace:

```
var params = {};  
params.allowFullScreen="true";
```

with:

```
var params = {};  
params.wmode="transparent";
```

For more info, refer to the included **Embedding_info.html**.

Contact

Web: <http://www.flashoculus.com>

E-mail: support@flashoculus.com