FLASHBLUE | Creative Design

Sliding Image Gallery XML v2

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Directories

source - *Original source files (*com/flashdo/flashblue *& other files are part of the source files and contain external classes), you do not need to upload any of these to your server. Use these to change the code or edit graphics and export a new swf.*

deploy *– Published swf file, html file, js code for embedding the swf, xml sample file. These are the files you need to* upload to your server*.*

help *– Help files (Word, PDF)*

Font Used

Arial

Swis721 Md BT

You can change font from library & coding like that:

- Firstly, open source/banner.fla. Go to library. You'll see **SlidingImageGalleryXMLv2/fonts** movieclip. Change font to other font.
- Then, open com/flashdo/flashblue/Banner.as . Search for fontname, replace to other fontname.

Overview

The **component** can be found inside s*ource/banner.fla* file, inside the Library (Ctr+L to show the Library), under the folder named ***SlidingImageGalleryXMLv2***. If you want to add it to another project, simply open the Library of ***banner.fla***, right click on ***SlidingImageGalleryXMLv2***and copy, then go to your project's Library and paste.

Drag the ***banner*** movieclip on the stage and give it an instance name in the properties panel (for example *banner*).

Or, add it as a child like that:

import com.flashdo.flashblue.Banner;
var banner:Banner = new Banner();
//banner.xmlUrl = "path/to/xml/filename.xml"; //Uncomment & use this line to change XML path by coding
addChild(banner);

XML Overview

- **currentItem**

  Item number from (**0**) to (**item count-1**) which to be shown first.

- **width**

  Gallery image / swf width.

- **height**

  Gallery image / swf height.

- **radius**

  Rounded corner radius size in pixel. (Write 0 to rectangle.)

- **showButtons**

  Shows / hides buttons. (Write 1 to show, 0 to hide)

- **buttonLocation**

  Sets button location to **left** or **right** (Write **left** to left location, **right** to right location)

- **blurX**

  X value blur filter. Set **"0"** to unblur.

- **blurY**

  Y value blur filter. Set **"0"** to unblur.

- **showContent**

  Shows / hides content. (Write **1** to show, **0** to hide)

- **bgColor**

  Background color of content.

- **bgAlpha**

  Background alpha/opacity of content. (Between **0** and **1**)

- **bgPaddingBottom**

  Background bottom padding. (Default value is **0**)

- **buttonTitleColor**

  - **default**

    Title color of buttons.

  - **rollOver**

    Title color of buttons when roll over.

  - **current**

    Current title color of buttons.

- **buttonDescriptionColor**

  - **default**

    Description color of buttons.

  - **rollOver**

    Description color of buttons when roll over.

  - **current**

    Current description color of buttons.

- **titleColor**

  Title color of content.

- **titleFontSize**

  Title font size.

- **descriptionColor**

  Description color of content.

- **descriptionFontSize**

  Description font size.

- **cssFile**

  CSS file path of gallery.

- **item**
    - **src**

        JPG, GIF, PNG or SWF file source.
    - **transition**

        Transition type of image /swf (**x | y | alpha**). Default value is **x**
    - **timer**

        Duration / delay time of each item.
    - **buttonTitle**

        Title of content on right buttons.
    - **buttonDescription**

        Description of content on right buttons.
    - **title**

        Title of content.
    - **description**

        Description of content.
    - **link**

        Link of item.
    - **target**

        Target (**_blank | _parent | _self | _top**) of item. Default is **_self** (or leave empty).

- Content texts must be encolsed inside a CDATA section.

Loading your own XML

By default, the component will try to load what you have specified in the **flashvars** variable named **xmlUrl**. If this is not specified it will look for **"xml/banner.xml"**. To change default xml name, open *source/com/flashdo/flashblue/Banner.as* and change **"xml/ banner.xml"** string.

Good Luck using the file in your projects!