

# EFLASHframer

Banner Rotatory Complete

user manual

# Table of Contents

Requirements .....	<b>3</b>
Parameters .....	<b>4</b>
Using XML .....	<b>6</b>
Changing Fonts .....	<b>8</b>
Help .....	<b>9</b>

# Requirements

**Basic**

You can fully use the Banner Rotator Complete by editing the provided XML file using a simple text editor such as TextEdit(mac) or notepad(PC) although Adobe Dreamweaver is ideal. This will allow you to edit all the paramters.

*See Page 6 For Using XML*

**Advanced**

The Banner Rotator Complete comes packaged with the source .fla file with all ActionScript included. You will need Adobe Flash CS3 or newer and ActionScript 3.0 knowledge.

# Parameters

Below you will find the parameters settings description chart. These setting can be modified in the provided XML file.

Parameter	Type	Range	Description	Example
<b>GENERAL</b>				
frameRate	Number		The number of frames per second of the swf file.	30
<b>IMAGE</b>				
imageWidth	Pixels		The width of the images	600
imageHeight	Pixels		The Height of the images	300
imageBorderThickness	Pixels		Thickness of the border	1
imageBorderColor	Color		Color of the border	0xFF9900
<b>TRANSITION</b>				
transitionType		slideLeft, slideRight, slideUp, slideDown, fadeInOut	Direction the images slide or the images fade in and out	slideLeft
transitionLength	seconds		Image transition length	5
transitionDelay	seconds		Amount of Delay between images	4
randomize	Boolean	true, false	Choose to randomize image order	false
<b>CONTROLS</b>				
controlsPosition		top, bottom, disabled	position of the controls	top
controlsAutoHide	Boolean	true, false	Auto hide the controls	true
controlsScreenColor	Color		Color of controls screen	0x000000
controlsScreenAlpha	Percent	0 - 100	Alpha of controls screen	50
<b>INFO</b>				
infoPosition		top, bottom, disabled	position of the info box	bottom
infoAutoHide	Boolean	true, false	Auto hide the info box	true
infoScreenColor	Color		Color of info screen	0x000000
infoScreenAlpha	Percent	0 - 100	Alpha of the info screen	50

# Parameters

Parameter	Type	Range	Description	Example
<b>BUTTONS</b>				
buttonSize	Pixels		Size of the buttons	20
buttonTextSize	Pixels		Size of the buttons text	8
buttonSpacing	Pixels		Spacing between buttons	5
buttonColor	Color		Color of buttons	0x000000
buttonTextColor	Color		Color of buttons text	0xFF9900
buttonTextAlpha	Percent	0 - 100	Alpha of buttons text	100
buttonStrokeThickness	Pixels		Button stroke size	1
buttonStrokeColor	Color		Button stroke color	0xFF9900
buttonOverColor	Color		Button over color	0xFF9900
buttonOverTextColor	Color		Button over text color	0x000000
buttonOverStrokeColor	Color		Button over stroke color	0x000000
playPauseIconScale	Percent		Play pause icon scale	100
<b>TITLE</b>				
titleTextSize	Pixels		Size of the title text	20
titleTextColor	Color		Color of the title text	0x66FF00
titleTextAlpha	Percent	0 - 100	Alpha of the title text	100
<b>DESCRIPTION</b>				
descriptionTextSize	Pixels		Size of description text	12
descriptionTextColor	Color		Color of description text	0xFFFFFFFF
descriptionTextAlpha	Percent	0 - 100	Alpha of description text	100
descriptionTextLeading	Pixels		Amount of text leading	6

# Using XML

All parameters are specified using an XML file. Doing this allows for greater flexibility and updating options. Using an external XML file, you can publish the SWF file once and have complete control of the images and parameters from the XML file.

```
<?xml version="1.0" encoding="utf-8"?>

<BannerRotatorComplete>
  <parameters>
    <!-- GENERAL -->
    <frameRate value="30" /><!-- seconds -->
    <!-- GENERAL -->

    <!-- IMAGE -->
    <imageWidth value="600" /><!-- Pixels -->
    <imageHeight value="300" /><!-- Pixels -->
    <imageBorderThickness value="1" /><!-- Pixels -->
    <imageBorderColor value="0xFF9900" /><!-- Color -->
    <!-- IMAGE -->

    <!-- TRANSITION -->
    <transitionType value="slideLeft" /><!-- "slideLeft", "slideRight", "slideUp", "slideDown", "fadeInOut" -->
    <transitionLength value=".5"/><!-- seconds -->
    <transitionDelay value="4"/><!-- seconds -->
    <randomize value="false" /><!-- true, false -->
    <!-- TRANSITION -->

    <!-- CONTROLS -->
    <controlsPosition value="top" /><!-- "top", "bottom", "disabled" -->
    <controlsAutoHide value="true" /><!-- true, false -->
    <controlsScreenColor value="0x000000" /><!-- Color -->
    <controlsScreenAlpha value="50" /><!-- 0-100 -->
    <!-- CONTROLS -->

    <!-- INFO -->
    <infoPosition value="bottom" /><!-- "top", "bottom", "disabled" -->
    <infoAutoHide value="true" /><!-- true, false -->
    <infoScreenColor value="0x000000" /><!-- Color -->
    <infoScreenAlpha value="50" /><!-- 0-100 -->
    <infoSpacing value="10" /><!-- Pixels -->
    <!-- INFO -->

    <!-- BUTTONS -->
    <buttonSize value="20" /><!-- Pixels -->
    <buttonTextSize value="8" /><!-- Pixels -->
    <buttonSpacing value="5" /><!-- Pixels -->
    <buttonColor value="0x000000" /><!-- Color -->
    <buttonTextColor value="0xFF9900" /><!-- Color -->
    <buttonTextAlpha value="100" /><!-- 0-100 -->
    <buttonStrokeThickness value="1" /><!-- Pixels -->
    <buttonStrokeColor value="0xFF9900" /><!-- Color -->
    <buttonOverColor value="0xFF9900" /><!-- Color -->
    <buttonOverTextColor value="0x000000" /><!-- Color -->
    <buttonOverStrokeColor value="0x000000" /><!-- Color -->
    <playPauseIconScale value="100" /><!-- Percent -->
    <!-- BUTTONS -->

    <!-- TITLE -->
    <titleTextSize value="20" /><!-- Pixels -->
    <titleTextColor value="0x66FF00" /><!-- Color -->
    <titleTextAlpha value="100" /><!-- 0-100 -->
    <!-- TITLE -->

    <!-- DESCRIPTION -->
    <descriptionTextSize value="12" /><!-- Pixels -->
    <descriptionTextColor value="0xFFFFFFFF" /><!-- Color -->
    <descriptionTextAlpha value="100" /><!-- 0-100 -->
    <descriptionTextLeading value="6" /><!-- Pixels -->
    <!-- DESCRIPTION -->
  </parameters>

  <images>
    <image>
      <title>Image 1</title>
      <description>This is the image description for image 1.</description>
      <imageurl>IMAGES/image1.jpg</imageurl>
      <linkurl>http://www.flashframer.com</linkurl>
      <linktype>_blank</linktype> <!-- "_self", "_blank", "_parent", "_top", "_disabled", "_frame" -->
    </image>
  </images>
</BannerRotatorComplete>
```

# Using XML

All tags within the '**parameters**' tags define the files parameters. For definitions of the parameters refer to the Component Inspector Parameters Chart on page 4 and 5.

The '**title**' tags found within the '**image**' tags define the titles of the images.

The '**description**' tags found within the '**image**' tags define the descriptions of the images.

The '**imageurl**' tags found within the '**image**' tags define the image file path.

The '**linkurl**' tags found within the '**image**' tags define the URL click through.

The '**linktype**' tags found with in the '**image**' tags define the URL target. Choose from: `_disabled`, `_blank`, `_self`, `_parent`, `_top`.

## How to edit the XML file

Open a plain text editor (for example Notepad on Windows or TextEdit on Mac) and open the provided config.xml file. Make you changes and save the xml file. Preview you SWF file to view your changes.

## Using HTML tags

The Banner Rotator Complete supports some HTML tags. If the title or description contains XML special character such as `&`, `<`, `>`, `"`, `'`, the value must be enclosed in a `<![CDATA[ ]]>` tag.

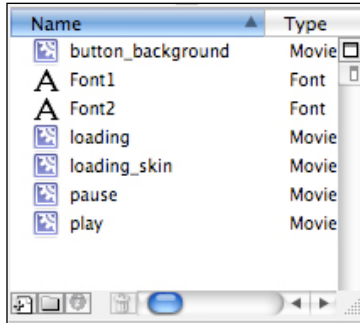
Example: `<![CDATA[<font color='#FF9900'>Image Title</font>]]>`

*Note: If your .swf file will be in a different folder than the HTML file, enter the path to the XML file, relative to the location of the .swf file. This can be changed in the Flash file in the Actionscript panel on line 92.*

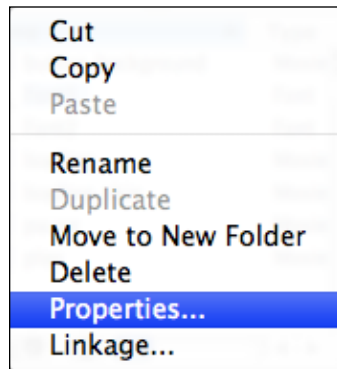
# Changing Fonts

The Banner Rotator Complete uses two fonts. One for the button text and the other for the title and description.

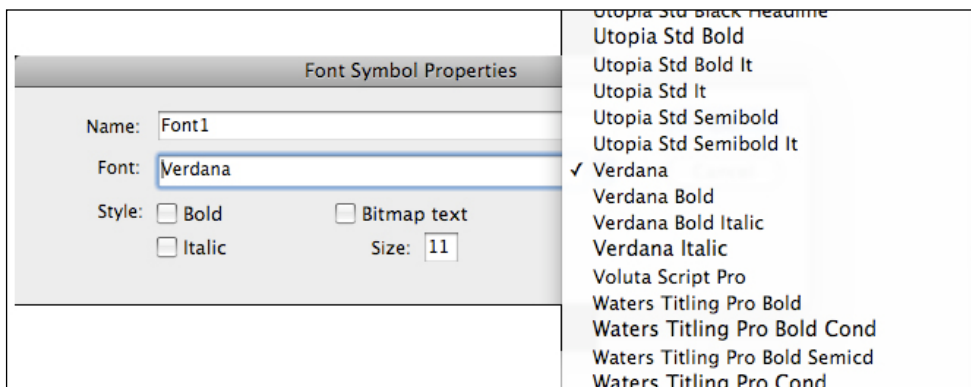
1. To change the default fonts open the BannerRoltatorComplete.fla file.
2. Open the library and find Font1.



3. Right click on the font symbol and choose Properties.



4. Choose the font you would like to use. Then press the ok button.



5. Repeat these steps for Font2. Publish and save your Flash file.

# Help

Need help with this file feel free to submit a support ticket online. We will do everything we can to help you solve any issues you may have with our product. Support tickets are usually answered within 24 hours.

<http://www.flashframer.com/support/>