

EFLASHframer

rotaryGallery

user guide

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Installation

Before installing the component, please make sure that you are using the latest Adobe Extension manager. If you do not have Extension Manager installed, you can download the latest version from the Adobe website by [clicking here](#).

1. Close Flash before installing the component.
2. Unzip/extract the rotaryGallery.zip file that you downloaded. To install this component into the Extension Manager double click on the rotaryGallery.mxp file. Launch Flash and you should find the rotaryGallery component in the components panel under FlashFramer panel.

Quick Start

1. Once the component is installed, start a new Flash ActionScript 3 file and save it with the name of your choice.
2. Create a folder called, for example, IMAGES in the same directory as your Flash file. Place our images in the images folder.
3. Drag and drop the rotaryGallery component from the components panel onto the stage.
4. Resize the component to the desired size using the Free Transform tool.
5. Click on the component and open the Component Inspector panel.
6. Double click on the value of the image list and this will open the VALUE BOX. Press the + button to add each photo title and description.

Parameter descriptions:

imageurl: Enter the url path to each image.

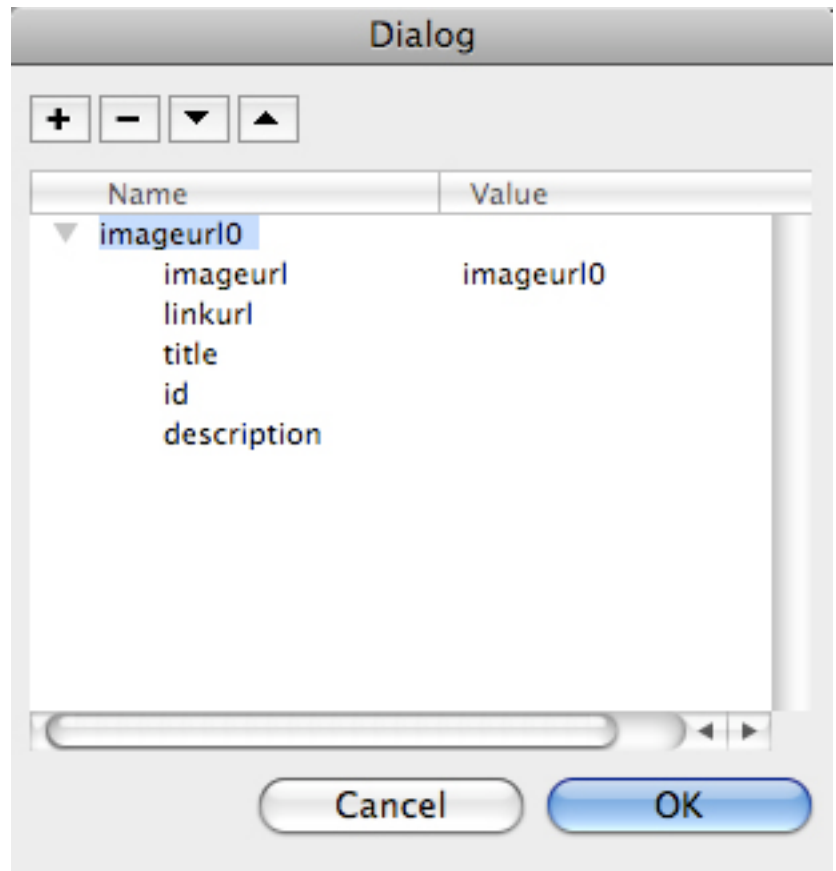
linkurl: Enter the click through url.

title: Enter the title of the image.

id: Enter an id name. Id names will not be displayed.

description: Enter the description for each image.

7. Press Ctrl+Enter (win) or Cmnd+Enter (mac) to test your movie.



Note: For smooth movement, set your movie frames per second (fps) to 20 fps.

Component Inspector Parameters

Parameter	Description	Example
GENERAL		
XML File	The path and filename of the XML file when not using the image list	config.xml
Image List	The list of images. This parameter is used when not using XML	
LAYOUT		
Thumb Size (0-100)	The size of the thumbnail images.	11
Image Size (0-100)	The size of the image.	61
Layout Size (0-100)	The size of the circle of thumbnail images.	76
Image Depth Placement (_front, _back)	Place the image either in front or in back of the thumbnail images.	_front
MISC		
Glass Enabled	Choose to show the glass effect	true
Glow Color	The color of the glow.	#FFFFFF
Glow Alpha (0-100)	The amount of alpha on the glow	100
Glow Blur (0-255)	The amount of blur on the glow	12
Link Type (_self, _blank, _parent, _top, _disabled)	Choose the URL target. To not show the link button choose _disabled.	_blank

Using XML

The images and component parameters can be 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.

Note: When using an XML file it overwrites the component inspector parameters.

1. Open a plain text editor (for example Notepad on Windows or TextEdit on Mac) and start a new file and copy and paste the code below into the file. Or you can open the config.xml file that came with the component.

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

<rotaryGallery>

  <parameters>

    <!-- LAYOUT -->
    <ThumbSize value="11" /><!-- 0-100 -->
    <ImageSize value="61" /><!-- 0-100 -->
    <LayoutSize value="76" /><!-- 0-100 -->
    <ImageDepthPlacement value="_front"/><!-- "_front","_back" -->

    <!-- MISC -->
    <GlassEnabled value="true"/><!-- true, false -->
    <GlowColor value="0xFFFFFFFF" /><!-- Color -->
    <GlowAlpha value="100" /><!-- 0-100 -->
    <GlowBlur value="12" /><!-- 0-255 -->
    <LinkType value="_blank"/><!-- "_self","_blank","_parent","_top","_dis-
abled" -->

  </parameters>

  <images>
    <image>
      <id>1</id>
      <title>Image 1</title>
      <description>This is Image 1 description.</description>
      <imageurl>IMAGES/image1.jpg</imageurl>
      <linkurl>http://www.flashframert.com</linkurl>
    </image>
  </images>

</rotaryGallery>
```

Using XML

All tags within the '**parameters**' tags define the component parameters. These are the same settings you can find in Flash's Component Inspector. These settings take precedence over the Component Inspector settings. For definitions of the parameters refer to the Component Inspector Parameters Chart on page 5.

The '**image**' tags found within the '**images**' tags define the image items.

The '**id**' tags found within the '**image**' tags define the id name of each image.

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 for the images. If the caption contains XML special character such as &, <, >, ", ', the value must be enclosed in a <![CDATA[]]> tag.

The '**imageurl**' tags found within the '**image**' tags define the image url.

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

2. Save the XML file to the same directory as your Flash file. Give the XML file a name for example: config.xml.

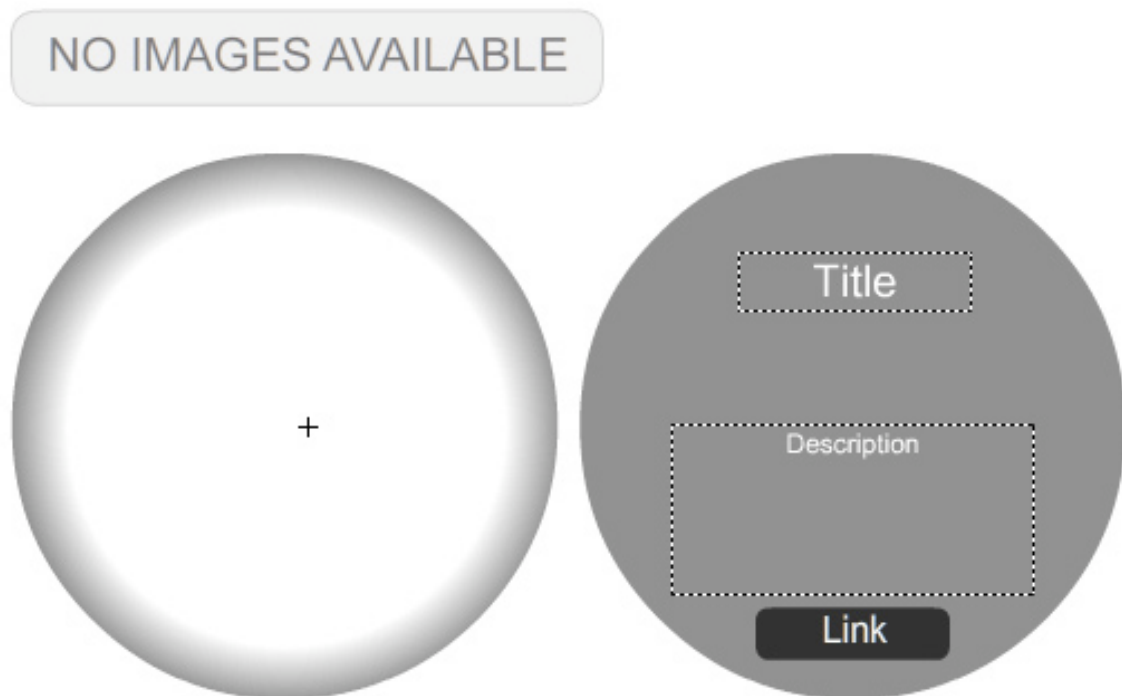
3. In Flash enter the name and path to the XML file that you just created in the XML File parameter in the Component Inspector.

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.

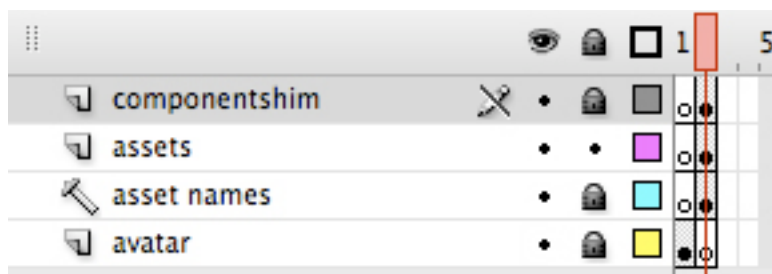
4. Press Ctrl+Enter (Win) or Cmnd+Enter (Mac) to test your movie.

Skinning

The rotaryGallery component is fully skinnable. Once you have the component on the stage double click anywhere on it and you should now see the skinnable movie clips:



The skinnable elements can be found on the assets layer. Make sure this layer is unlock before trying to edit the elements. Double click on an element to begin editing.



ActionScript API

Flash Framer has full API documentation for the rotaryGallery component. It provides several properties, methods, and events for dynamic interaction through ActionScript 3.0.

You can also find a sample.fla file in the package you downloaded with examples of the rotaryGallery ActionScript 3.0 API.

<http://flashframer.com/api/rotaryGallery/>

[Or By Clicking Here.](#)

Flash Framer fully supports this component.

For component technical support please post your questions in our support forum.

[Click Here To Visit The Forum](#)

For general inquiries or to contact us about custom work email:

support@flashframer.com