# FLASHframer space3D

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 space3D.zip file that you downloaded. To install this component into the Extension Manager double click on the space3D.mxp file. Launch Flash and you should find the space3D component in the components panel under FlashFramer panel.

# Quick Start

1. Once the space3D 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 space3D 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 space3D 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:**

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

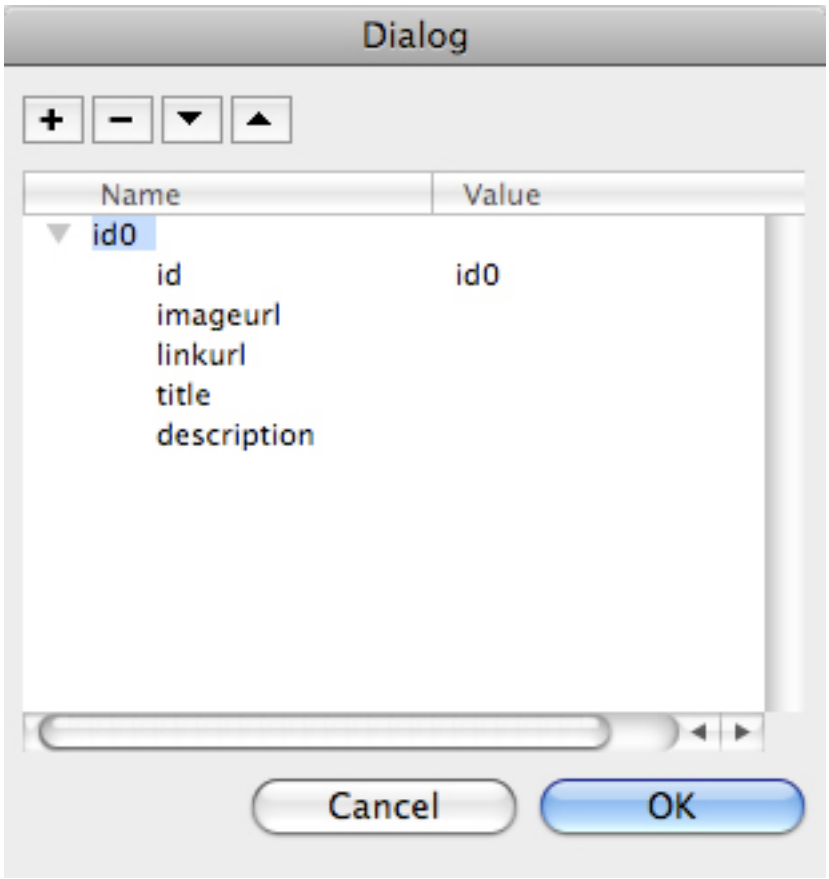
**imageurl:** Enter the url path to each image.

**link url:** Enter the click through url.

**title:** Enter the title of the image.

**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** | | |
| Image Spacing (0-100) | The distance between each image. | 10 |
| Margin (0-100) | The distance between the images and the edge of the component. | 20 |
| Image Border (0-100) | The width of the image border. | 20 |
| Image Border Color | The color of the image border. | #FFFFFF |
| **MISC** | | |
| Transition Length (sec) | The amount of time it take to complete each transition. | 1.0 |
| ShowArrows | Choose whether to display the next/prev navigation arrows over the large photos. | true |
| Enable Backflip | Choose whether the images flip over to display the image information. | true |
| Enable Camera Movement | Choose whether to have camera movement or a static layout. | true |
| Enable Slideshow | Choose whether to display the Slideshow play/pause button | true |
| Slideshow Delay (sec) | The amount of time to delay between images when using the Slideshow feature. | 2.0 |
| Reflection Alpha (0-100) | The amount of reflection transparency. 0 to disable. | 50 |
| LinkType (_self, _blank, _parent, _top, _disabled) | Choose the URL target. To not show the link button choose _disabled. | _self |
| Thumb Quality (0-100) | Set the quality of the images. This improves performance. | 50 |

# Using XML

The photos 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 photos 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"?>

<space3D>

     <parameters>
          <ImageSpacing value="10" /><!-- 0-100 -->
          <Margin value="20" /><!-- 0-100 -->
          <ImageBorder value="8" /><!-- 0-100 -->
          <ImageBorderColor value="0xFFFFFF" /><!-- Color -->

          <TransitionLength value="1.0"/><!-- seconds -->
          <ShowArrows value="true"/><!-- true, false -->
          <BackflipEnabled value="true"/><!-- true, false -->
          <EnableCameraMovement value="true"/><!-- true, false -->
          <EnableSlideshow value="true"/><!-- true, false -->
          <SlideshowDelay value="2.0"/><!-- seconds -->
          <ReflectionAlpha value="50" /><!-- 0-100 (0 to disable)-->

          <LinkType value="_blank"/><!-- "_self","_blank","_par-
ent","_top","_disabled" -->
          <ThumbQuality value="50" /><!-- 0-100 -->
     </parameters>

    <images>
          <image>
               <id>Space Image 1</id>
               <title>Space Image 1</title>
               <description>Description for image 1.</description>
               <imageurl>IMAGES/image1.jpg</imageurl>
               <linkurl>http://www.flashframer.com/space3d</linkurl>
          </image>
     </images>
</space3D>
```

# 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 setting 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.

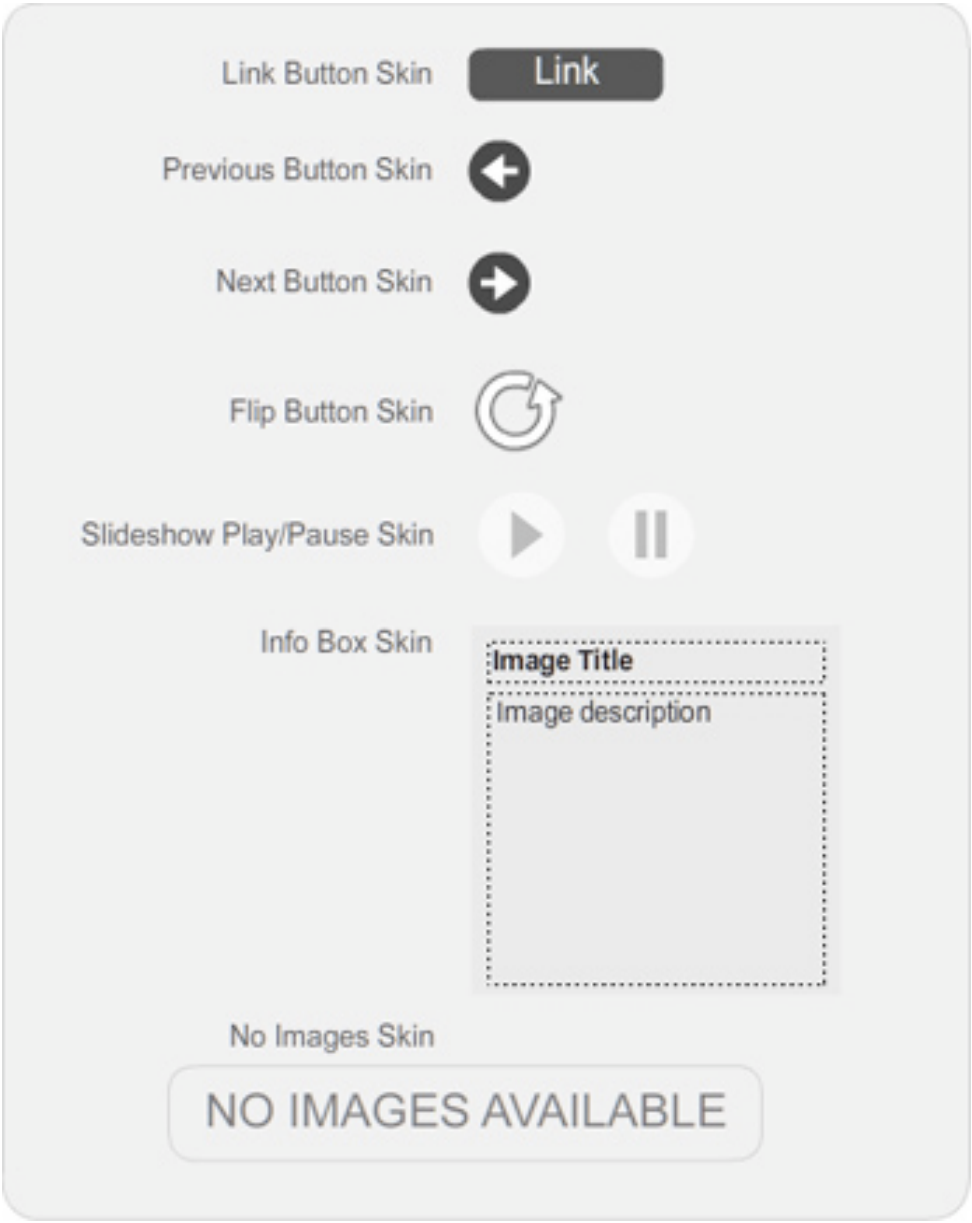
3. In Flash enter the name and path to the XML file that you just created in the XML File parameter in the Component Inspector.

*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.*

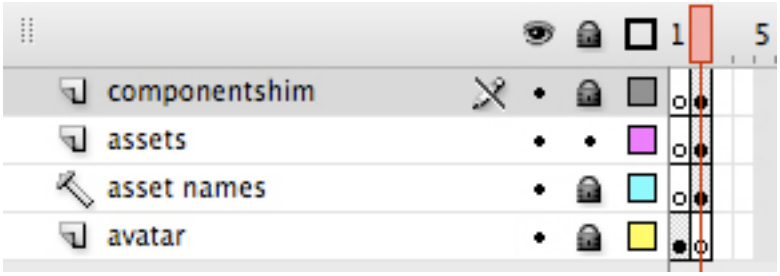
4. Press Ctrl+Enter (Win) or Cmnd+Enter (Mac) to test your movie.

# Skinning

The space3D component is fully skinnable. Once you have the space3D 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 space3D component. It provides serveral 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 space3D ActionScript 3.0 API.

http://www.flashframer.com/api/space3d/
Or By Clicking Here.

# Help

Flash Framer fully supports this component.

Email inquiries to: support@flashframer.com