

Global Settings (config.xml)

The config.xml declares some of the main settings for the Q. Below is a short description for each.

`<websiteName>`

The name to be displayed in the browser title bar. Because the Q uses swfAddress and is SEO friendly, the `<title>` meta tag is dynamically updated per page. Each page's meta title will have the following format:

`<title>Website Name: Page title</title>`

The first part above is taken from the `<websiteName>` property above. The second part is taken from whatever the menu button text happens to be for any given page.

`<templateSWF>`

This xml node declares the url for the main template swf (qCreative.swf)

`<xmlUrls>`

This contains the `<menu>` node that tells the Q where it can find the template's main menu xml file (menu.xml)

`<logo>`

This node contains three properties. `<url>`, `<x>` and `<y>`. "url" tells the Q where it can find the logo's url. This can be an image or a swf. The "x" and "y" nodes position the logo on its x and y axis.

`<menu>`

"useColor" = choose to use a gradient or solid color as a menu background, true/false

"usePattern" = choose to use a pattern as a menu background

** colors and patterns can not be used together*

** for a solid color, enter the same color twice for both "colorStart" and "colorEnd"*

<colorStart>

the first color in the gradient

<colorEnd>

the second color in the gradient

<direction>

the direction of the gradient

<patternURL>

the URL to your pattern graphic

<music>

This node controls the music player.

"useMusic" = true or false

"buffer" = how long to buffer each song in milliseconds before it starts playing

"volume" = the default volume level (0-100)

<song>

"spectrum" is a number that helps control the equalizer for each song. Some songs carry a heavier base-line and therefore may cause the equalizer lines to go a little crazy. Likewise, some songs are too soft, and the equalizer lines may not appear to animate at all. The number 100 serves as the default level (100%) for the equalizer. You can increase and decrease this number to help the equalizer lines animate just the right amount.

Inside the song node is where the mp3 url is to be placed

<theIcons>

"useIcons" = choose to use icons, true/false

** the icons can be in any order except for the music icon, which can be first or second*

<topLevel>

the top level of icons

** only topLevel supports the fullScreen icon*

"useMusicAsSecond" = music icon will be first or second, true/false

<icon>

"type" = only applicable to top-level icons, options are:

** if "fullScreen" is used, "normalScreen" MUST be used and loaded after the fullScreen icon*

** if "social" is used, a bottomLevel MUST exist*

1. fullScreen
2. normalScreen
3. social
4. link

"url" = the url to your icon graphic

"link" = the url to go to (only applies if icon used as link)

"target" = the window target if a link is used

<bottomLevel>

the bottom level of icons

** icons can only be links (no full-screen support)*

** you can add/remove icons as you please*

** because icons can be resized, they will be loaded in reverse order for position purposes*

<url>

the url of your icon

`<link>`

the link to go to

`<target>`

the window target of the link

`<copyright>`

"useCopyright" = choose to use a copyright message, true/false

`<text>`

The copyright text

`<menuBlur>`

This node contains three properties. `<x>`, `<y>` and `<quality>`. "x" and "y" are the level of blur on each axis, and "quality" accepts three numbers: 1, 2 and 3 (with 3 being the best).

These values only control the menu blur and the module borders. They do not apply to individual modules.

Refer to the help file named "Setting Up the Menu" to continue...