Welcome to the Q

Thank you for downloading the Q Creative template. In the help folder you'll find several documents to help you get the Q setup.

If you are a Mac user...

There are a few JavaScript technologies we've used to enhance the Q. One of them is swfAddress, and the other is enabling MouseWheel. Unfortunately sometimes these additions cause problems when testing locally. If you have trouble viewing the template locally, view "master.swf" or "qcreative.swf" directly in the browser in Firefox and you will be able to test locally.

Download the Fonts!

Before you start working with the Q , refer to the document titled **"Fonts used in the Q".** Inside this document, you'll find the links where you can download and install the free fonts used in the Q.

Setting up the Q

The Q uses the following swf heirarchy:

1. **A master swf that serves as a preloader** *(named "master.swf")*
2. The main template swf that manages the menu, the music and all the modules *(named "qCreative.swf")*
3. The module swfs

The Q uses the following XML heirarchy:

1. **A main settings file** *(named "config.xml")*
2. The menu file *(named "menu.xml")*
3. Each module's xml file

When you begin working with the Q, you'll discover that there is a "file path" system. And it originates in the html file. Inside the file named "index.html" you'll see some JavaScript between the html **<head>** tags. Here you'll find the following lines of code:

```
flashvars.configXML = "xml/config.xml";
flashvars.swfURL = "qCreative.swf";
```

These two lines tell the master swf two things. One is where it can find the main settings file *(named "config.xml")* and the second is where it can find the main template swf *(see #2 above).* The **"config.xml"** file contains a few template settings as well as where it can find the menu's xml file. The "menu.xml" file is where you'll set up the main menu and corresponding pages.

Refer to the help file named "Global Settings" to continue...