

HELP FILE

Terminal flight board animation
(XML driven)

By ranfirefly

ACTIVEDEN.NET/

Help File

Thank you for downloading The **Terminal flight board animation XML**.

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Included are:
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- 5 x Flash 8 File
- 5 x Flash CS3 File
- 5 x SWF Files
- XML folder, with the 5 xml file samples (*xml* folder)
- Image folder that contains the 4 sample backgrounds (*img* folder, includes the swf background)
- HTML file that demonstrates SWF embedding (*HTML_preview.html*)
- JS file, for checking the SWF object inside the browser (*'swfobject.js'*)

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USING THE FILE
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Important to know:

This file includes 2 options for using the file:

- " **Drag & Drop** ": Simply drag & drop the animation into your FLA project (*Details below*).
 or,
 " **Embed in Html** ": Easily embed the animation in your HTML (*Details below*).

***** Samples for both options are Included inside this package.

You can find full explanation about the animation's action-script, and all the options for edit and changes in here >>

All actions & comments are inside:

- > **Main stage** >
- > Double-Click the ' **main_display_mc** ' movieClip on stage >
- > Click the '**Action & Comments**' layer - **frame#1**

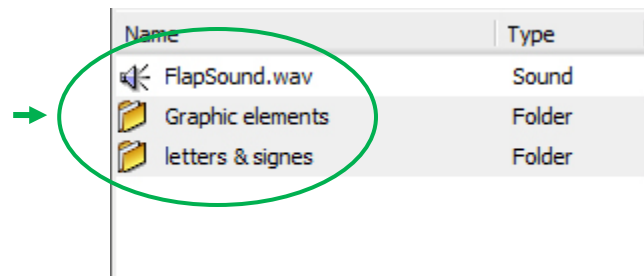
For full explanation regarding the flipping letters animation >>

All actions & comments are inside:

- > Double-Click, the '**Letter_Mc**' movieClip from within the library >
- > Click the '**Action & Comments**' layer - **frame#1**

Instructions for **Drag & Drop** the animation :

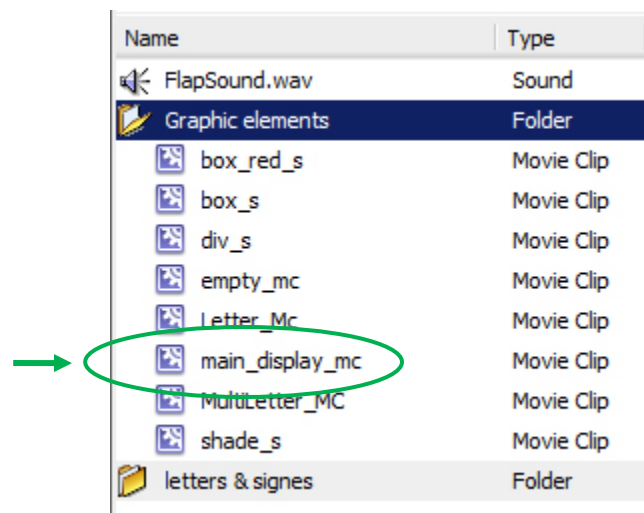
1. Open the FLA file '**Dynamic_Terminal_Display _1.fla**' (or the *FL8*)
2. Copy & Paste these following items from my library, into your library:
The *FlapSound* and 2 *folders* >>



3. Now Drag & Drop the movieClip "**main_display_mc**" from your FLA library and place it on the stage wherever you want.

This location is now

X;0 & Y;0 of your animation.



4. **Save** your file.

5. In the same directory (e.g. same folder) that you saved your file, place the "**xml**" folder (which holds the XML files).
And place the "**img**" folder (which holds the background image samples).
6. Go to your **xml** folder and open the '*Terminal_Content_1.xml*' (this is the xml file that is specified inside our Fla), which holds all your animation settings.
Now customize the values inside the XML for your needs (*Details below*).
7. Test your movie.

! Follow and watch the comments inside the FLA code for further details.

Instructions for **HTML Embedding** :

This example will show you how to simply embed the animation inside an HTML file, exactly as you can find in the '*HTML_preview.html*' file.

1. Firstly, Copy & Paste these files from my package, into your directory.
(Which means the folder where your HTML project file is saved).
 - *Dynamic_Terminal_Display_for_html.swf*
 - *swfobject.js*
 - *img folder*
 - *xml folder*
2. Open the HTML file (open it with a 'Notepad' or any HTML editor).
Copy & Paste these 2 following code pieces from my **HTML** file into your HTML file.

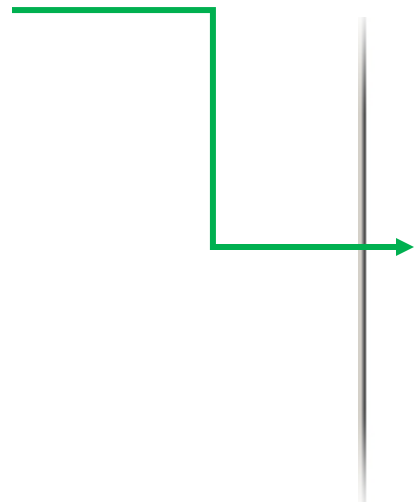
1/

script line code:

```
<html xmlns="http://www.w3.org/1999/xhtml" xml:lang="en">
<head>
<meta http-equiv="Content-Type" content="text/html; charset=iso-8859-1" />
<title>Dynamic Terminal Display HTML version</title>
<!-- SWFObject embed by Geoff Stearns geoff@deconcept.com http://blog.d
<script type="text/javascript" src="swfobject.js"></script>
<style>
    body{margin: 20px;}
</style>
</head>
    <body>
        <strong>HTML Sample </strong><BR>
        <em>This demonstration shows how to select your XML
code.</em><BR>
        <BR>
```

2/

div & script code:



```

<em>This demonstration shows how to select your XML f
<BR>
<div id="flashcontent"></div>
<script type="text/javascript">
    var so = new SWFObject("Dynamic_Terminal_D
    so.addParam("quality", "high");
    so.addParam("menu", "false");
    so.addParam("loop", "false");
    so.addParam("scale", "noscale");
    so.addParam("allowFullScreen", "true");
    so.write("flashcontent");
</script>
<BR>
<em>*You can find <strong>step by step</strong> instru
<BR>

```

2. In the script code, where it says:

?xmlFilePath=xml/Terminal_Content_1.xml

It refers to your XML file in the xml folder (the one we copied)

"500", "200"

Refers to the size of your flash animation.

3. **Save** your file with your desired size.
4. Go to the **xml** folder and open the *'Terminal_Content_1.xml'* (this is the xml file that is specified inside our Fla), which holds all your settings for animation.

In the next page (6) you will find full details for setting the XML file

Customize the content of XML file:

Open the XML file *'Terminal_Content_1.xml'* (open it with a 'Notepad' or any HTML editor).

1. Inside the XML you will find the main node called "< Content >".
2. Inside this "< Content >" node, you'll find 13 attributes, and <TextBlock> nodes, which holds the text for our animation.
3. Let's look at each one of the attributes:
 - *'BannerWidthSize'* attribute, **example = "500"** (number in pixels)
Sets the full width of the flash banner
 - *'BannerHeightSize'* attribute, **example = "200"** (number in pixels)
Sets the full height of the flash banner
 - *'LettersWidth'* attribute, **example = "20"** (number in pixels)
Determines the width for each letter
(the height is determined automatically, while keeping proportional size)
 - *'LettersSpacing'* attribute, **example = "1"** (number in pixels)
Determines the space between each letter
 - *'NumOfLines'* attribute, **example = "3"** (number/quantity)
Determines the number of lines will be visible in your animation
 - *'NumOfLettersInLine'* attribute, **example = "21"** (number/quantity)
Determines the number of letters will be visible in each line
 - *'LineSpacing'* attribute, **example = "1"** (number in pixels)
Determines the space in pixels between each line
 - *'TextXposition'* attribute, **example = "32"** (number in pixels)
Determines the X position where the flipping text begins. (relative to 'Banner' location)
 - *'TextYposition'* attribute, **example = "48"** (number in pixels)
Determines the Y position where the flipping text begins. (relative to 'Banner' location)
 - *'RepeatAnimation'* attribute, **example = "true"** (true OR false)
Determines if the animation repeats itself or loop all the time.
 - *'PlayTheSound'* attribute, **example = "true"** (true OR false)
Determines to mute the sound or not.

The following attributes are optional features:

- *'OptionalBackgroundImage'* attribute, **example = "img/bg_image_sample_1.jpg"**
(image name)
Refers to the location of your background image (inside the 'img' folder)
- *'OptionalBackgroundColor'* attribute, **example = "0x080F08"** (0xRRGGBB is the hexadecimal or RGB color) Color for the banner's background

- *'OptionalLink'* attribute, **example** = *"http://www.activeden.net"* (0xRRGGBB is the hexadecimal or RGB color)
Color for the banner's background
- *'LinkTargetWindow'* attribute, **example** = *"_self"* (*"_self"* OR *"_blank"*)
Determines in which window the link open: *self* window or a *blank* new window

4. The **<TextBlock>** nodes.

Each *TextBlock* node holds the *'PauseTextAnimation'* attribute and the **<Line>** text.

- *'PauseTextAnimation'* attribute refers to the time duration each text appears (*time in seconds from flipping animation to the next flipping animation*)
- The **<Line>** text.
This Lines text are holds the text for the animation.

*You can find lots of examples inside my XML files.

5. Finally, **save** your xml file.

***make sure** to save the file in same directory structure as in my preview files.

----- Creating multiple 'display' in same FLA project : -----

Open the *'Dynamic_Terminal_Display_combineMulti.fla'* file.

1. Inside this FLA you will find 2 movieClips side by side on stage.
2. They are both the same MovieClip but with a different instance name.
For example: *Terminal_Content_4* & *Terminal_Content_5*
3. This name is the name referring to your XML file inside our **XML folder**.

AGAIN: *make sure to save the file in same directory structure as in my preview files.

Now customize the values inside the XML for your needs.

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For any question, feel free to contact me.
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Good Luck with using the file !