Klixel8®

Implementation Guide
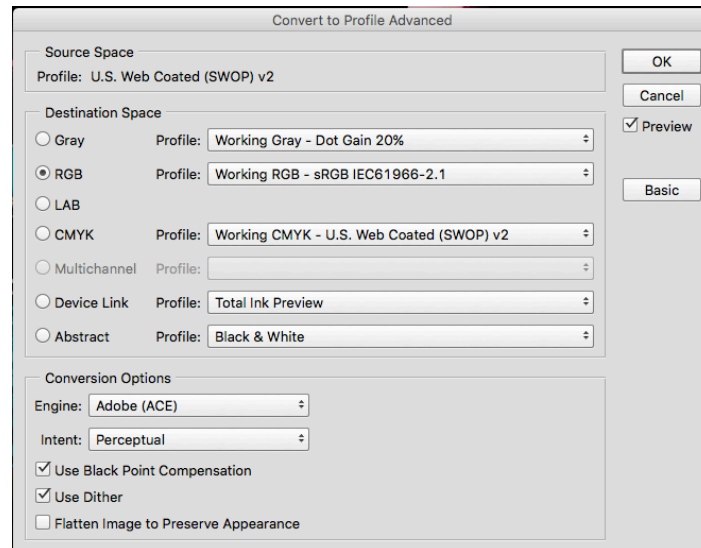### Version 1.0

Overview

1. Install Klixel8 Photoshop action file

2. Open selected image in Photoshop

3. Select the pixels to make an area of the image interactive

4. Press the F3 Key to create hot spot layer and repeat for each interactive area

5. Save file and upload to Klixel8 web app

6. Reference klixel8.js JavaScript code in HTML page or master template

7. Copy embed code from web app and paste into an HTML file

8. Create JavaScript code for handling mouse move, click and right click and other events

Detail

1. Install Klixel8 Photoshop action file:
   a. Download Klixel8 action file from: https://rs.klixel8.com/ps/klixel8.atn
   b. Open Photoshop and select Window/Actions to view the Actions panel
   c. Click on hamburger menu in upper right of panel and select Load Actions…
   d. Locate klixel8.atn file and double-click on file or highlight and select Load (or Open)
   e. The Action Create Layer in the Klixel8® action group is associated with the F3 key

2. Open selected image in Photoshop
   a. Select high resolution file with minimum compression if JPEG
   b. Select Image/Mode to insure RGB and 8 bits/Channel is selected

Our system expects to only have the Background layer and the hot spot layers so if other types of layers are already in the Photoshop file, flatten the layers first under Layer/Flatten Image.
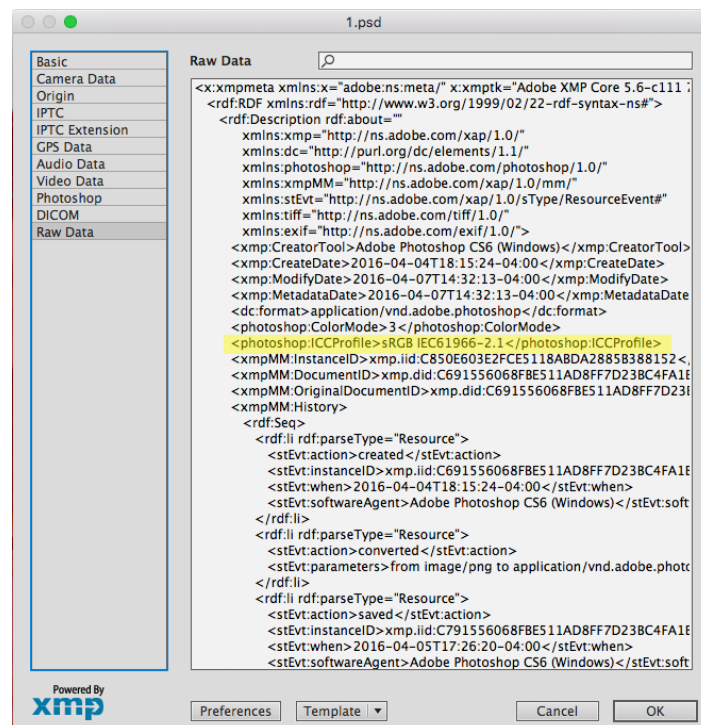
If the mode for the Photoshop image is currently CMYK, select Edit/Convert to Profile, select Advanced if in Basic view and select the following settings and select OK:
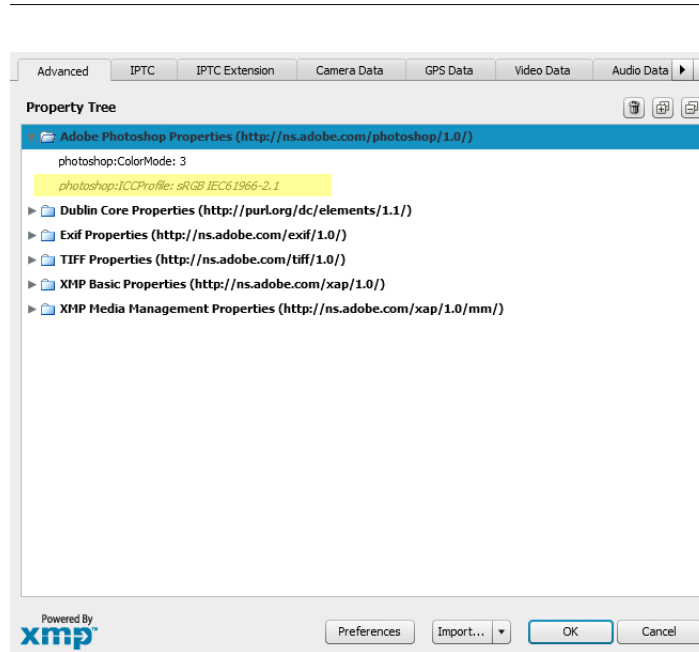
Set Destination Space to RGB with sRGB IEC61966-2.1 using the Adobe (ACE), Perceptual, Use Black Point Compensation and Use Dither. The sRGB IEC61966-2.1 ICC color profile is the best profile to use for web images to get the optimum color match across desktop and mobile screens.

Using Profile conversion is the best way to convert from CMYK to RGB because the colors are mapped to the sRGB profile from the current CMYK profile such as SWOP rather than just changing the mode to RGB under Image/Mode and then assigning the sRGB profile.

If the image mode is currently set to RGB, select File/File Info… to check if sRGB IEC61966-2.1 is the current profile.
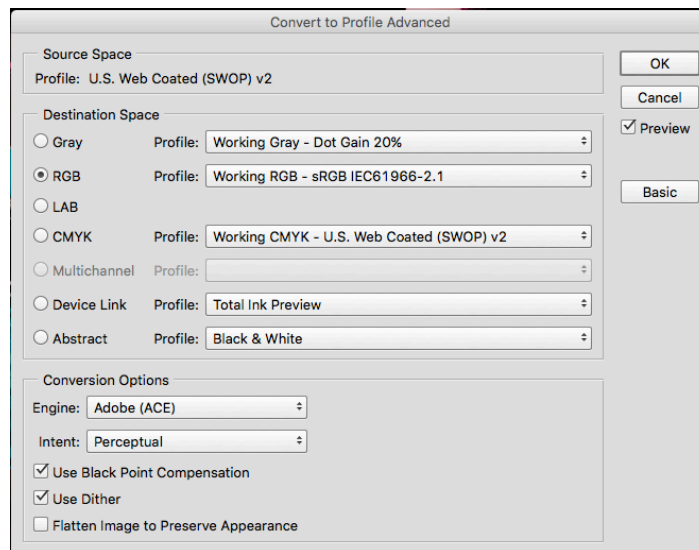

Photoshop CC or Photoshop Elements

Photoshop CS6

If sRGB IEC61966-2.1 is not shown for the photoshop:ICCProfile tag, select Edit/Convert to Profile, select Advanced if in Basic view and select the following settings and select OK:

Set Destination Space to RGB with sRGB IEC61966-2.1 using the Adobe (ACE), Perceptual, Use Black Point Compensation and Use Dither.

3. Select the pixels to make an area of the image interactive
   a. If Layers panel is not visible, select Window/Layers to show the Layers panel
   b. Use any pixel selection tool to select pixels related to an item within the image
   c. Pixel selections do not have to be contiguous. Multiple areas within the image can be selected and will be considered the same hot spot. For example a set of bookends that are separated can be selected on both sides of the books to create one hot spot

4. Press the F3 Key to create hot spot layer
   a. A Klixel8 hot spot layer will be created and locked
   b. It is important not to change the opacity or color of the hot spot layer
   c. The rubylith color mask is applied to show that a hot spot has been created for an item
   d. Optional: Rename the layer to include a UPC, SKU, Model Number or other information. Layer names can be up to 64 characters. Double-click layer name to edit.
   e. To delete a layer, if necessary, unlock it first and then delete the layer using Layer/Delete or by right clicking on the layer in the layer panel and selecting Delete Layer
   f. To edit a hot spot after a layer has been created: Hold down on the Ctrl key (Windows) or Command key (Mac) and click on the icon image for the layer. This reselects the area for this layer. Make adjustments to the selection by either adding or deleting pixel selections. Press the F3 key to create a new layer, unlock the old layer and delete it. Rename new layer if desired.
   g. After the first hot spot layer is created, select File/Save As… and save as a Photoshop (.psd) format. Make sure Layers and ICC Profile are check-marked. Saving the file after creating each hot spot using File/Save is recommended.

5. Close the Photoshop file and upload to Klixel8 web app
   a. Login to http://app.klixel8.com using user name and password
   b. Select Upload from the menu and enter a Title for the image in the Title edit box. Enter other optional tags and metadata if desired for image searching later on. Select Next.
   c. Images can be grouped into Collections. Collections can be created under My Collections from the Home page or by using the Current collection dropdown list (create new collection) at the lower left of the page. An existing collection can be selected to have the upload go into that collection. Images can also be assigned to one or more collections after being uploaded.
   d. Drag & Drop one or more Photoshop files in the center area or select the Add Files button and select the files from a list.
   e. A progress bar will show the upload and processing percentage and if the Show thumbs option in the lower right has be selected, a thumbnail of the image(s) will show after processing is completed. To view a preview, click on a thumbnail and select the Click for Sample Page button.

6. Reference Klixel8 JavaScript code in HTML page or master template
   a. Enter the following lines in the head section an HTML file, a master temple or using server side script:

      For HTML5

          <script src="k8user.js"></script>
          <script src="https://rs.klixel8.com/js/klixel8.js"></script>

Earlier versions of HTML must include Type attribute (can also be used with HTML5)

```
<script type="text/javascript" src="k8user.js"></script>
<script type="text/javascript" src="https://rs.klixel8.com/js/klixel8.js"></script>
```

k8user.js in this example is the customer customizable JavaScript code for the actions to be taken when an item is hovered over or click on. Commonly used to display item information when an item is hovered over and linking to another page when an item is clicked on. This file can any desired name so long as the code above is changed to reflect the new name.

klixel8.js is the code used to create a Klixel8 interactive image and the path and name must remain as shown above – please note that it uses https in the path.

7. Copy embed code from Klixel8 web app and paste into an HTML file
   a. In the Klixel8 web app, select the recently added menu item or My Collections and select a collection. Click on a thumbnail of an image and click on Embed field. A warning might appear asking if it is OK to copy the contents into the clipboard – select Allow (or Yes).
   b. Create an IMG tag in the page using a CMS or manually typing. Set any desired attributes such as Style, Class and Id. Insert the Klixel8 embed code as shown below to include the data-klixel8src attribute (should be on one line in actual HTML page):

   ```
   <img alt="" id="img1" class="imgClass" style="width:80%;" src="fallback.jpg" data-klixel8src="https://img.klixel8.com/8c62980eba7489259c8b42f51f645b63/b52431e0f2da719c1d8bd1c722fd970b" />
   ```

   The only required attributes are alt, src and data-klixel8src. The fallback.jpg is a jpg or png image that served from the customer's server. The file name and path can be changed as desired. It is used in the very rare case there is a non-recoverable error during the download of the Klixel8 interactive version of the image. Note: Klixel8 uses Amazon Web Services with CloudFlare Content Delivery Network for redundant file serving and uptime reflects those services. When the page loads, klixel8.js replaces the IMG tag with a DIV containing the Klixel8 interactive version.

   The first set of numbers/letters in data-klixel8src is the customer account number and the second set is a unique id for the image which can be used for filtering analytical data.

8. Create JavaScript code for handling pointer move, click, right click and other events
   a. Use k8user.js as a starting point
   b. This file is the copyright of the customer
   c. Important: the function names prefixed with klixel8 such as the function klixel8Move must be named exactly as shown and are case sensitive. Klixel8.js is specifically looking for these functions in order to export the events to the customer's code.
   d. Any code within the klixel8 prefixed functions is completely customizable and the code provided in k8user.js is just sample code that is designed to work in conjunction with the sample index.htm file.

k8user.js Sample File

klixel8Move, klixel8Click and other functions are passed the k8data object. The properties of this object are:

      k8data.hsNum   active hot spot number found starting at 1 or -1 if not over a hot spot
      k8data.layerName   active hot spot Photoshop layer name
      k8data.imgNum   unique image number
      k8data.position.x   x coordinate of pointer in viewport area in pixels for placing flyout info panel
      k8data.position.y   y coordinate of pointer in viewport area in pixels for placing flyout info panel
      k8data.zoom   current zoom level of image
      k8data.pan.x   x coordinate of current pan position of image
      k8data.pan.y   y coordinate of current pan position of image
      k8data.shift   boolean status of shift key – true equals shift key held down during event
      k8data.message   status (error) messages

The object below can be used to track current states if desired. Using klixel8Current.popStop is highly recommended to lock the info panel contents for desktop browsers.

```
var klixel8Current = {
    popStop: false,  //toggles lock of side info panel for desktop browsers with right-click for purchases etc.
    lastHover: -1,
    lastLayer: "",
    hoverStart: 0
};
```

Below are the core Klixel8 event handling functions. klixel8.js looks for the presence of these functions before trying to call them so not all functions are required but must be named as shown if used. klixel8Move, klixel8Click and klixel8ContextMenu and klixel8Status are the main functions. All others are optional.

```
function klixel8Move(k8data) {
    [custom code for handling mouse move/touch finger hover over events]
}

function klixel8Click(k8data) {
    [custom code for handling mouse single click/touch single tap events]
}

function klixel8DoubleClick(k8data) {
        [custom code for handling mouse double-click/touch double tap events]
        Note: Double-click is also used by klixel8.js to zoom in and shift+double-click to zoom out
}

function klixel8ContextMenu(k8data) {
    klixel8Current.popStop = !klixel8Current.popStop;  //toggles the lock of the info panel contents
    [custom context menu if desired]
}
```

```
function klixel8PressAndHold(k8data) {
    [custom code for handling mouse click and hold/touch single press and hold events – triggered after 3
    seconds of holding]
}

function klixel8Pan(k8data) {
    [custom code for handling pan events – can be useful for analytics]
}

function klixel8Zoom(k8data) {
   [custom code for handling zoom events – can be useful for analytics]
}

function klixel8Status(k8data) {
        [custom code for handling error event messages ]
}
```

Included with this document are:
    k8user.js
    index.htm

– END –