



# Splash Scattered Media Gallery w Youtube AS3

Created by OxylusFlash.com

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## Component Overview

This gallery is a pseudo-random gallery. The pictures are randomly positioned over an wall( page), and, if there are too many pictures, they are distributed on different walls( pages), it is XML and real-time resizable. The pictures are randomly rotated and can be dragged along the wall. To navigate through walls( pages), this gallery comes with a pagination controller. Every picture has a detail view mode. In the detail mode, the gallery can play video and audio files or show swf and image files.

## Folders in the Downloaded Pack

**1 - Source FLA** - original source files (.fla, .as), you do not need to upload any of these to your server. Use these to change the code or edit graphics and export a new swf to see the changes. The files will be exported to the second folder.

**2 - Published SWF** – published swf file, html file, js code for embedding the swf, xml sample file.

**3- PSD** – original Photoshop .psd design.

**4- Help Files** – text files containing copyright information about the fonts and images used, and documentation.

## Installation notes

The component can be found inside **1 – Source FLA/main.fla** file, inside the **Library** (Ctrl+L to show the Library), under the folder named **mcMmGal**. The corresponding symbol is named **mcMmGal**. If you want to add it to another project, open the Library of **main.fla**, right click on **mcMmGal** and copy, then go to your project's Library and paste. Drag the **mcMmGal** symbol (from **mcMmGal** Library folder) on the stage and give it an instance name in the properties panel (for example **mmGal\_mc**). You need to copy the **caurina**, **org** and **com** directories to your project's directory.

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## XML settings overview

Inside the **2 - Published SWF/xml** folder you can find the **data.xml** XML file.

XML structure:

```
<data>
  <settings>
    <layout></layout>
    <tooltips></tooltips>
    <thumbCell></thumbCell>
    <pagination></pagination>
    <detailView></detailView>
    <youtube></youtube>
  </settings>

  <content>
    <item></item>
    ...
  </content>
</data>
```

### Nodes inside <layout></layout>

**width** - Number/ String, sets component width, it can take relative or absolute values

**height** - Number/ String, sets component height, it can take relative or absolute values

**minWidth** - Number, sets component minimum width

**minHeight** - Number, sets component minimum height

**offsetX** - Number, sets component horizontal offset

**offsetY** - Number, sets component vertical offset

### Nodes inside <tooltips></tooltips>

**offsetY** - Number, sets tool tip vertical offset

**offsetX** - Number, sets tool tip horizontal offset

**textOffsetY** - Number, sets tool tip text vertical offset

**textOffsetX** - Number, sets tool tip text horizontal offset

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**useUpperCase** - Boolean, sets tool tip text upper case flag( if true, the text will be written in uppercase, else, it will be left as it is)

**videoPrefix** - String, sets tool tip prefix for video files

**audioPrefix** - String, sets tool tip prefix for audio files

**flashPrefix** - String, sets tool tip prefix for flash files

**imagePrefix** - String, sets tool tip prefix for image files

**pagination** - String, sets pagination text

**Nodes inside <thumbCell></thumbCell>**

**width** - Number, sets thumb cell width, it will be used for the pseudo-random positioning algorithm( the algorithm will create a grid of cells with this width and place the pictures in it)

**height** - Number, sets thumb cell height, it will be used for the pseudo-random positioning algorithm( the algorithm will create a grid of cells with this height and place pictures in it)

**Nodes inside <thumbCell><thumbnail></thumbnail></thumbCell>**

**maxRotation** - Number, sets thumbnail x & y maximum rotation value

**Nodes inside <thumbCell><thumbnail><border></border></thumbnail></thumbCell>**

**size** - Number, sets thumbnail border thickness

**color** - Hex Number, sets thumbnail border color

**Nodes inside <thumbCell><thumbnail><innerBorder></innerBorder></thumbnail></thumbCell>**

**size** - Number, sets thumbnail inner border thickness

**color** - Hex Number, sets thumbnail inner border color

**alpha** - Number, sets thumbnail inner border alpha

**Nodes inside <thumbCell><thumbnail><fileTypeIcon></fileTypeIcon></thumbnail></thumbCell>**

**visible** - Boolean, sets file type icon visibility flag

**normalAlpha** - Number, sets file type icon normal state alpha value

**overAlpha** - Number, sets file type icon over state alpha value

**Nodes inside <thumbCell><thumbnail><shadow></shadow></thumbnail></thumbCell>**

**visible** - Boolean, sets thumbnail shadow visibility flag

**color** - Hex Number, sets thumbnail shadow color value

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**alpha** - Number, sets thumbnail shadow alpha value

**blur** - Number, sets thumbnail shadow blur value

**angle** - Number, sets thumbnail shadow angle value

**distance** - Number, sets thumbnail shadow distance value

#### **Nodes inside <pagination></pagination>**

**alwaysDisplay** - Boolean, sets pagination controller visibility flag

**align** - String, sets pagination controller align( values: top, bottom, left, right, center, topLeft, topRight, bottomLeft, bottomRight)

**offsetX** - Number, sets pagination controller horizontal offset

**offsetY** - Number, sets pagination controller vertical offset

#### **Nodes inside <pagination><thumbOffset></thumbOffset></pagination>**

**offsetX** - Number, sets pagination thumb horizontal offset

**offsetY** - Number, sets pagination thumb vertical offset

**holderOffsetX** - Number, sets pagination thumb holder horizontal offset

**holderOffsetY** - Number, sets pagination thumb holder vertical offset

#### **Nodes inside <detailView></detailView>**

**useUpperCase** - Boolean, sets player upper case flag( if true, all the letters will be upper case)

**hideOffLimitPicture** - Boolean, sets thumbnail that are out of range flag( if a thumb is in front< detail view mode> and you go on another page, when you close the player< thumbnail in detail view mode> the thumb will/ not disappear)

**margin** - Number, sets player< thumbnail in detail view mode> bounds

#### **Nodes inside <detailView><animation></animation></detailView>**

**bringToFrontTime** - Number, sets thumbnail animation time when clicked

**bringToFrontType** - String, sets thumbnail animation type when clicked

**sentToBackTime** - Number, sets thumbnail animation time when closed

**sentToBackType** - String, sets thumbnail animation type when closed

#### **Nodes inside <detailView><closeBtn></closeBtn></detailView>**

**label** - String, sets close button label

**normalAlpha** - Number, sets close button normal state alpha value

**overAlpha** - Number, sets close button over state alpha value

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**Nodes inside <detailView><playBtn></playBtn></detailView>**

**normalAlpha** - Number, sets middle screen play button normal state alpha value

**overAlpha** - Number, sets middle screen play button over state alpha value

**Nodes inside <detailView><video></video></detailView>**

**preloaderColor** - Hex Number, sets video player pre loader color

**titlePrefix** - String, sets video player title prefix

**autoPlay** - Boolean, sets video player auto play flag

**repeat** - Boolean, sets video player repeat flag

**buffer** - Number, sets video player buffer time value

**initVolume** - Number, sets video player initial volume value

**fit** - String, sets video player fit type( values: fitToFill, fitToSize, fitToSizeForced, stretch & normal)

**Nodes inside <detailView><video><animation></animation></video></detailView>**

**bringToFrontTime** - Number, sets video player animation time when showed

**bringToFrontType** - String, sets video player animation type when showed

**Nodes inside <detailView><audio></audio></detailView>**

**preloaderColor** - Hex Number, sets audio player pre loader color

**titlePrefix** - String, sets audio player title prefix

**autoPlay** - Boolean, sets audio player auto play flag

**repeat** - Boolean, sets audio player repeat flag

**buffer** - Number, sets audio player buffer time value

**initVolume** - Number, sets audio player initial volume value

**Nodes inside <detailView><audio><animation></animation></audio></detailView>**

**bringToFrontTime** - Number, sets audio player animation time when showed

**bringToFrontType** - String, sets audio player animation type when showed

**Nodes inside <detailView><flash></flash></detailView>**

**titlePrefix** - String, sets flash viewer title prefix

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Nodes inside `<detailView><flash><animation></animation></flash></detailView>`

**bringToFrontTime** - Number, sets flash viewer animation time when showed

**bringToFrontType** - String, sets flash viewer animation type when showed

Nodes inside `<detailView><image></image></detailView>`

**titlePrefix** - String, sets image viewer title prefix

Nodes inside `<detailView><image><animation></animation></image></detailView>`

**bringToFrontTime** - Number, sets image viewer animation time when showed

**bringToFrontType** - String, sets image viewer animation type when showed

Nodes inside `<youtube></youtube>`

**player** - String, sets youtube API URL

**securityDomain** - String, sets youtube security domain

Nodes inside `<youtube><policyFiles></policyFiles></youtube>`

**policy** - String, sets youtube policy file

Nodes inside `<youtube><API></API></youtube>`

**location** - String, sets youtube video request URL

**version** - String, sets youtube API version

**format** - String, sets youtube API format

Nodes inside `<yotube><error></error></yotube>`

**offsetX** - Number, sets error message horizontal offset

**offsetY** - Number, sets error message vertical offset

**padX** - Number, sets error message text field horizontal padding

**padY** - Number, sets error message text field vertical padding

**notFound** - String, sets error message label when a video request is not found

**notAllowed** - String, sets error message label when a video request is not allowed

Nodes inside `<content><item></item></content>`

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**type** - String, sets item type( it can take: audio, video, flash & image)

**title** - String, sets item title

**thumbnail** - String, sets item thumbnail URL

**link** - String, sets item link( only for image & flash item type)

**linkTarget** - String, sets item link target(values: \_self, \_blank, \_parent, \_top)

**Nodes inside <content><item><detailView></detailView></item></content>**

**width** - Number, sets item natural width

**height** - Number, sets item natural height

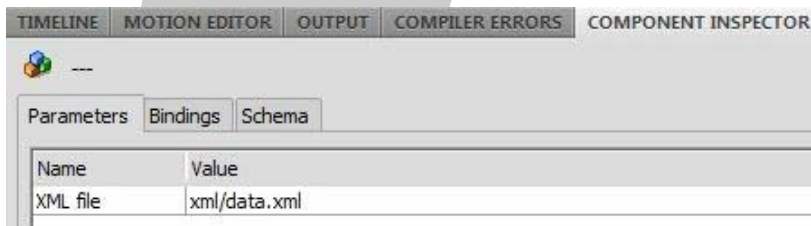
**source** - String, for image and flash item types, sets image/ swf URL, for video item, sets the video type( youtube/ local)

**file** - String, sets video url

**quality** - String, sets youtube video quality

**albumArt** - String, sets audio player album art url

By default, the component loads the xml file named **data.xml**. You can find this file by going to this url: **SourcePack\2 - Published SWF.xml**. To change the xml URL you can go in Flash IDE, select the named mcMmGal, go to Component Inspector Tab(Shift-f7) and edit the value field, example:



To use flashVars, open index.html( **SourcePack\2 - Published SWFindex.html**) using an html editor( ex.: notepad), and uncomment this line:

```
//flashvars.xmlFile = "data.xml"; // SET XML FILE HERE( remove "/" that are in front of flashvars.xmlFile)
```

Change "**data.xml**" to whatever you want and save the index.html file( ctrl-s).

## Other things

For more HEX codes you can visit: <http://kuler.adobe.com/>

YouTube API page: [http://code.google.com/apis/youtube/flash\\_api\\_reference.html](http://code.google.com/apis/youtube/flash_api_reference.html)

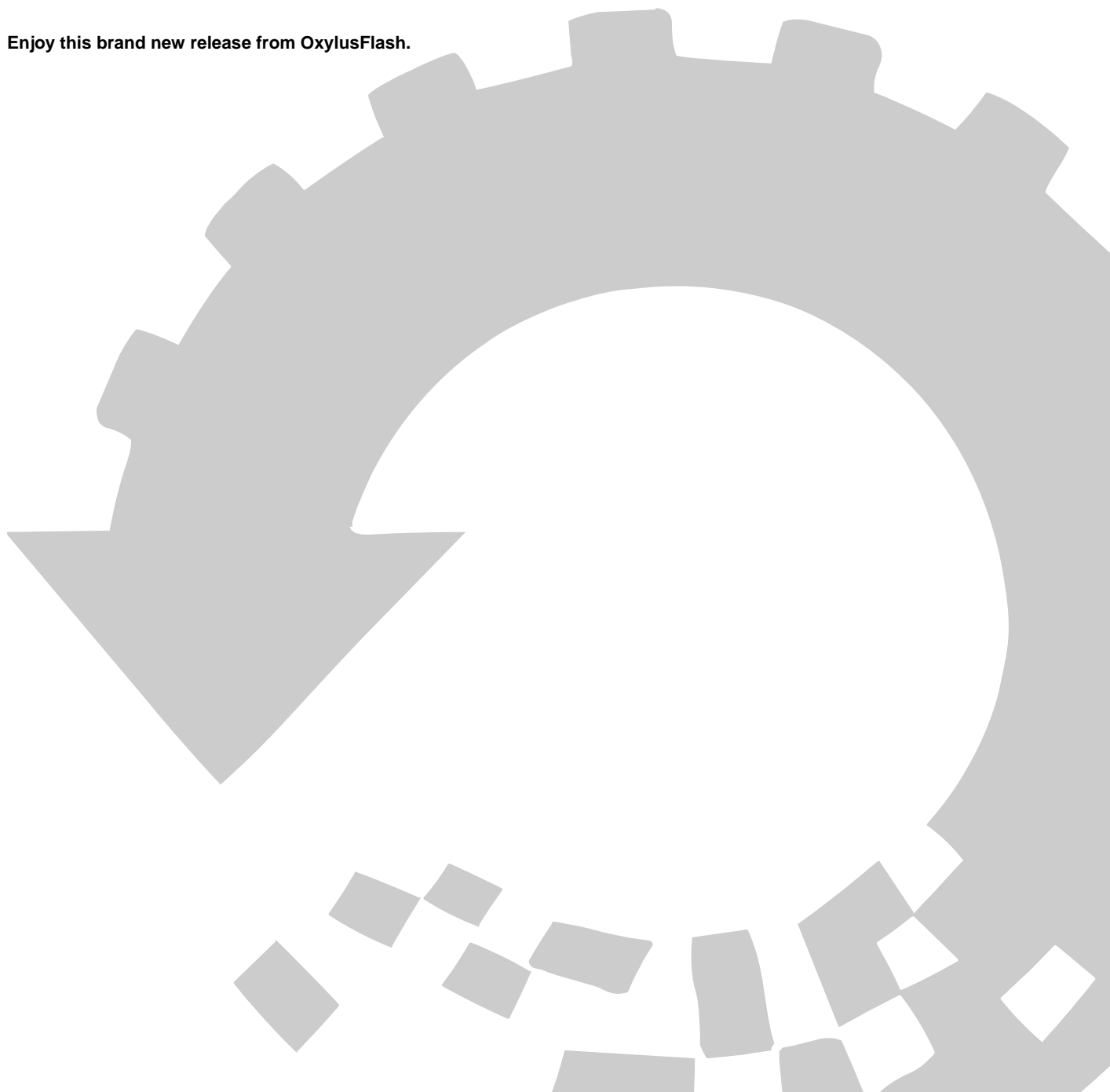
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Animation types: <http://hosted.zeh.com.br/tweener/docs/en-us/misc/transitions.html>

Enjoy this brand new release from OxylusFlash.



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