Papervision 3D Wall Carousel Media Gallery AS3

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Support only on our public forum: http://forum.oxylusflash.com/papervision-3d-wall-carousel-media-gallery-as3/

Folders in the Downloaded Pack

1 - Source FLA - *source files (.fla, .as); no need to upload any of these files to your server; use them to change the code or edit the graphics; publish the swf to see the changes.*

2 - Published SWF - *published swf file, html file, js code for embedding the swf, xml sample files etc. these are the files you need to use / upload to your server*

3 - PSD - *original Photoshop .psd design*

4 - Help Files - *assets information (fonts, images) and this documentation file*

XML Settings Files Overview

1. Main XML file
The main XML file can be found at **2 - Published SWF/main.xml** and has the following structure:

+ settings - global settings

    + layout - layout settings
        + width - layout width, in pixels or percentage (e.g.: 600 or 56%)
        + height - layout height, in pixels or percentage
        + minWidth - minimum layout width, in pixels
        + minHeight - minimum layout height, in pixels
        + offsetX - layout x offset, in pixels
        + offsetY - layout y offset, in pixels

    + mainMenu - main menu settings
        + visible - if false, the main menu is not visible (useful when having only one category)
        + alignX - hotizontal alignment; can be: **left**, **center** or **right**
        + alignY - vertical alignment; can be: **top**, **center** or **bottom**
        + btnSpacing - spacing between buttons, in pixels
        + marginX - main menu horizontal margin, in pixels

+ mainButton - main menu button setting
>> **+ height -** button height, in pixels
>> **+ corners -** define corners radiuses (**tl** is top-left and so on..)

+ subMenu - sub menu settings
>> **+ alignX -** hotizontal alignment; can be: **left**, **center** or **right**
>> **+ spacingY -** spacing between the main menu and the sub menu, in pixels
>> **+ height -** sub menu height, in pixels
>> **+ btnSpacing -** sub menu buttons spacing, in pixels
>> **+ marginX -** sub menu horizontal margin, in pixels
>> **+ corners -** define corners radiuses
>> **+ size -** sub menu sizing type: **autoSize**, **sameAsMain**, **notBiggerThanMain**,
>>> **notSmallerThanMain** or absolute size in pixels like **560** for example

+ subButton - sub menu button settings
>> **+ height -** button height, in pixels
>> **+ corners -** define button corner radiuses

+ toolBar - bottom toolbar settings
>> **+ visible -** if false, the toolbar is hidden
>> **+ alignX -** hotizontal alignment; can be: **left**, **center** or **right**
>> **+ alignY** - vertical alignment; can be: **top**, **center** or **bottom**
>> **+ marginX -** toolbar horizontal margin, in pixels
>> **+ marginY -** toolbar vertical margin, in pixels

+ fullScreenButton - fullscreen button settings
>> **+ visible -** if false, the fullscreen button is hidden
>> **+ offsetX -** button x offset, in pixels
>> **+ offsetY -** button y offset, in pixels

+ playButton - autoplay button settings
>> **+ visible -** if false, the fullscreen button is hidden
>> **+ offsetX -** button x offset, in pixels
>> **+ offsetY -** button y offset, in pixels

+ scrollBar - scrollbar settings
>> **+ visible -** if false, the scrollbar is hidden
>> **+ alignX -** hotizontal alignment; can be: **left**, **center** or **right**
>> **+ alignY** - vertical alignment; can be: **top**, **center** or **bottom**
>> **+ marginX -** horizontal margin, in pixels
>> **+ marginY -** vertical margin, in pixels
>> **+ size -** scrollbar size, in pixels
>> **+ minScrollBtnSize -** minimum scroll button size, in pixels
>> **+ autoScrollAfter -** arrow buttons auto scroll delay, in seconds
>> **+ autoScrollDelay -** auto scroll time, in seconds
>> **+ circularScroll -** true for circular scrolling
>> **+ mouseWheelScroll -** if true, it will scroll on mouse wheel

+ autoPlay - auto play settings
+ delay - auto play delay, in seconds
+ direction - auto play direction: **forward** or **backward**
+ pauseOnMouseOver - if true, auto play will pause when mouse rolls over a thumbnail
+ resumeAfter - resume auto play delay, in seconds

+ sounds - sounds setup
    + volume - UI sounds volume percentage; use 0 for no sounds
    + mouseOver - mouse over sound
    + click - mouse click sound
    + thumb3DFlip - thumbnail 3d flip sound

+ detailsBox - details view settings
    + initWidth - initial width, in pixels
    + initHeight - initial height, in pixels
    + topBtnsCorners - define top buttons corner radiuses
    + topBtnsHeight - top buttons height, in pixels
    + topBtnsSpacingX - top buttons horizontal spacing
    + navBtnsCorners - navigation buttons corner radiuses
    + purchaseBtn - purchase button label
    + downloadBtn - download button label
    + closeBtn - close button label
    + imageZoomPan - if true, it will enable image and SWF zoom and panning
    + maxDescrHeight - maximum description height, in pixels
    + padding - inner space, in pixels
    + spacingY - vertical middle spacing, in pixels
    + margin - viewer margin, in pixels

+ styleSheet - define global style sheet for text fields

+ toolTips - define tooltips; each tooltip has the follwoing attributes:
    + mouseFollow - if true, tooltip will follow mouse, otherwise it will appear center aligned with
        the object
    + offsetX - horizontal offset, in pixels
    + offsetY - vertical offset, in pixels
    + position - can be **above** or **below** the object
    + showDelay - delay before showing the tooltip, in seconds
    + stayFor - delay before hiding the tooltip, in seconds

    - tooltip strings can be HTML formatted

+ content - setup wall content
    + category - a category is the corespondent of a main menu button; if the **selected** attribute is
    present and it has a value of **true**, this category will be initially selected
        + title - category title
        + content - category content; this node can contain a list of **subcategories** or it can
            contain the **path to the XML file** that defines the wall content

+ subcategory - a subcategory is the corespondent of a sub menu item; the
selected attribute has the same meaning as for the category item
+ title - subcategory title
+ content - path tot the XML file that defines the wall content

2. Wall content XML file

A wall content XML file can look like one of the XML files located at **2 - Published SWF/xml/wall01.xml** or **wall02.xml** and so on. It has the following structure:

+ settings - current wall settings

+ wall3D - wall settings
+ numRows - number of rows
+ initRotationY - initial rotation on the Y axis, in degrees
+ rotationOffsetX - rotation offset on the X axis
+ rotationOffsetY - rotation offset on the Y axis
+ rotationOffsetZ - rotation offset on the Z axis
+ offsetX - position offset on the X axis
+ offsetY - position offset on the Y axis
+ offsetZ - position offset on the Z axis
+ autoPlay - if true, the wall will auto spin
+ jumpNumColumns - define the number of columns the wall will rotate when autoplay is on
+ ghostItems - use the setting to define a number of invisible thumbnails (might be useful in some cases)

+ thumb3D - 3d thumbnail settings
+ maxWidth - maximum thumbnail width (it includes border width as well)
+ maxheight - maximum thumbnail height (it includes border width as well)
+ border - border size, in pixels
+ backColor - thumbnail back color
+ spacingX - thumbnails horizontal spacing, in pixels
+ spacingY - thumbnails vertical spacing, in pixels
+ showFileTypeIcon - if true, it will display the file type icon over the image

+ reflections - reflections settings
+ visible - if false, reflections will not be visible
+ alpha - reflections alpha percentage
+ distance - reflections vertical distance from the last row of thumbnails, in pixels
+ dropOff - reflection drop off percentage
+ blurX - reflection horizontal blur
+ blurY - reflection vertical blur

+ items - add thumbnails to the current wall
+ item - define an item
+ type - file type: **flash**, **image**, **audio** or **video**
+ title - item title

+ thumbnail - item thumbnail image source (.jpeg, .png)
+ tooltip - item tooltip
+ details - item details XML file path
+ purchase - if **true**, the **purchase** button will be visible in detail view
+ download - if **true**, the **download** button will be visible in detail view

3. Item details view XML file
A XML file like this one can be found at **2 - Published SWF/xml/details/audio.xml** or **video.xml** and so on.

3.1. XML details for a FLASH file

+ settings - settings block
    + zoomPanning - if **true**, zoom/panning will be enabled on double click
    + fullSize - if **true**, the file will be shown at its full size initially, otherwise it will resize to fit

+ file - file setup
    + source - path tot the external flash .swf file
    + description - HTML formatted description
    + purchaseLink - purchase link

3.2. XML details for an IMAGE file
Same as the ones for the FLASH file.

3.3. XML details for an AUDIO file

+ settings - settings block
    + autoPlay - if **true**, the audio file playback will start automatically on initialization
    + repeat - if **true**, the audio file will repeat playback
    + albumArt - path to the album art image
    + volume - playback volume percentage
    + buffer - playback buffer length, in seconds

+ file - file setup
    + source - path tot the external audio .mp3 file
    + description - HTML formatted description
    + purchaseLink - purchase link

3.3. XML details for a VIDEO file

+ settings - settings block
    + autoPlay - if **true**, the video file playback will start automatically on initialization
    + repeat - if **true**, the video file will repeat playback
    + volume - playback volume percentage
    + buffer - playback buffer length, in seconds

+ file - file setup
    + source - path tot the external audio .mp3 file

+ description - HTML formatted description

+ purchaseLink - purchase link

Editing graphics, changing fonts

Before editing the main.fla make sure you install the fonts located in the *4 - Help Files* folder, or described in the *fonts.txt* file.

To edit the graphics you will need to open the **main.fla,** and browse the **Library** until you find the symbol that contains the items you want to edit (shapes and/or text fields). Double click the symbol to enter edit mode. unlock the layers and edit your item. when done, you will need to republish to see the changes. To embed additional characters for your language, you can follow this tutorial: http://forum.oxylusflash.com/rules-faq/607-textfield-embeding-additional-glyphs.html

We hope you'll enjoy this brand new release from OxylusFlash.