Thanks for Downloading Our XML Map Detail

This Flash File Created with Flash8 – Published under Flash8.
Size: 800x600(Resizable to Screen) – 46KB

Important Notes
Please read them before start working on this!
- We have used Tahoma as System Standard Font in this Project, if you want to use another Font,you should import and embed this for your text fileds.
- For Customizing Points shape and Colour refer to Flash Library: [**PointColour - PointerMC**].
- For Customizing Preloader Logo refer to Flash Library: [**PreloaderSign**].
- On project root, you will find also a LoaderMovie, this sample shows you how easy you can load this XML_Map_Detail Flash into your new projects on each level.

Internal Flash Help:
Our Flash has comment in each action scripts lines, it helps you to understand better this file and way of working.

About This Flash:
XML_Map_Detail helps you to set useful information like Images, Movies and texts on each Pixel of your Map.

How does it work?
We tried to make the whole work process as easy as possible!
Imagine you have a Map and you want to set some Informat like Images, Movies and Text on some part of this Map, here we help you doing this! ☺
- First you should prepare an optimal Image size of your Map, we recommend the maximum size for this 800x600. [Software Requirement: Adobe Photoshop]
- Put it in image folder
- Open the xml file and just set MapImage in first node [MapImage="image/001.jpg"]
- Open the Grid.swf, there you will find your Map armed with a Mouse position Navigator!
- Just surf you Map and write the **X** and **Y** of your **Favourite points*** with part name.
  [For example write: X=220,Y=124 HeadOffice, Ray. Avenue or Victory Bridge]

- After you prepared a list of your points, open all your area Images from your favourite point in Adobe Photoshop and resize them in 198x160 Pixel*, and save them in image folder.
- If you have a Movie for Map area, just save it in movie folder in FLV format.

*Note: It will be good when you save each thumb Image or movie with related name, this help you for a better XML configuration.

- Now you have an optimal Map Image, a list of your favourite points and thumb images or movie that show the detail of your Map.
- Now open the xml file, as you can see on each xml Tag we have PartID, X, Y, Photo or movie and description Text, except the **First Tag** that also includes the **MapImage.**
- Just enter your PartID (to define is this an Image or Movie), points X, Y, Image name, movie name and write your description Text for each point, this description can support all HTML tags like URL links, images, font size and colour, etc...
- Now save your xml file and enjoy the result by opening the **XML_Map_Detail.swf**

If you need more help, contact: support@nhstudio.de

Thanks for Downloading this File, Good Luck using the file in your projects!
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