



# 3D Image Sphere Autorotate Menu AS2

Copyright (c) 2009 OXYLUS Development

Website : <http://www.oxylusflash.com>

Email: [contact@oxylusflash.ro](mailto:contact@oxylusflash.ro)

Support only on our public forum: <http://forum.oxylusflash.com/3d-image-sphere-autorotate-menu-as2/>

## Overview

The component was designed to be used embedded in html, stand alone or integrated in another project. There can be an unlimited number of items.

The component is highly customizable directly from the xml.

## 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 - Deploy SWF** – published swf file, html file, js code for embedding the swf, xml sample file;

**3 - Site Preview**– the demo you saw on the site, you can use it to experiment with different settings and then generate the xml code you can use in your file (in 2-Deploy SWF folder)

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

## For Flash Users Only

In order to use the component into your projects you must edit your preview. fla file (you just downloaded) and find there (in the library) OXYLUS FOLDER and oxylus\_container. Copy and paste it into your new projects library and then drag and drop the movieclip named oxylus\_container into the stage. Set frame rate to 24 or more...

.Position the component as you want. You can scale it on x and y to see how much width and height you want and remember those for xml settings. Don't worry about scaled items, on compiling they will be exactly your xml parameters are. The default configuration xml file is "settings.xml".

## For Flash And Non Flash Users

### OXYLUS FLASH

Fax: +40 (0) 332 815 673  
Mobile: +40 (0) 788 182 448  
+40 (0) 742 094 758  
+40 (0) 788 182 593  
[info@oxylusflash.com](mailto:info@oxylusflash.com)  
<http://www.oxylusflash.com>



For publishing in html web page you need:

- preview.swf,
- settings.xml(here you can edit component parameters)
- js folder
- index.html (this will be the default html page needed for the web site)

If you want to use other web site page than this "index.html" you should know how to embed a swf in a html page. If you want to resize the width and height of the swf, modify those values in index.html file:

```
'width', '500',  
'height', '500',
```

If you want to load other configuration file than settings.xml in index.html use: `preview.swf?pathFile=yourFile.xml` and

If you want to load a swf from another folder use:

```
'src', 'folder/preview'/ 'movie', 'preview' and 'movie', 'folder/preview',
```

## Variables you can change in the xml configuration file:

If there is a panel on the website where you bought the component use that panel to see how those parameters affect the component configuration in real time. After you are satisfied how the component looks, press Generate Xml Settings button. An XML Window appear on the screen with the values you need, press Copy Code button and paste into your xml config file in `<component>` area, if there is no panel for this component, edit them naturally in xml.

There are 3 parts in "settings.xml":

`<component>` area... where you can edit component configuration

`<alignment>` area where you can set the position of the component

`<elements>` area... where you can add or remove elements of the component

XML FILE STRUCTURE:

```
<?xml version="1.0" encoding="utf-8"?>
```

```
<component
```

```
  spherePoints="5"
```

```
  style="5"
```

```
  radius="180"
```

```
  foreScale="273"
```

```
  backScale="43"
```

```
  foreAlpha="100"
```

```
  backAlpha="19"
```

```
  foreBlur="0"
```

```
  backBlur="2"
```

```
  foreScaleRay="1"
```

```
  backScaleRay="6"
```

-> how many points define the sphere

-> different style of the sphere

-> radius of the sphere

-> how bigger are elements from the foreground

-> how bigger are elements from the background

-> alpha of the elements from the foreground

-> alpha of the elements from the background

-> blur power of the elements from the foreground

-> blur power of the elements from the background

-> height of the rays from the foreground

-> height of the rays from the background

**OXYLUS FLASH**

Fax: +40 (0) 332 815 673

Mobile: +40 (0) 788 182 448

+40 (0) 742 094 758

+40 (0) 788 182 593

info@oxylusflash.com

<http://www.oxylusflash.com>



```
foreAlphaRay="72"  
backAlphaRay="5"  
foreBlurRay="0"  
backBlurRay="1"  
underDistance="51"
```

-> alpha of the rays from the foreground  
-> alpha of the rays from the background  
-> blur power of the rays from the foreground  
-> blur power of the rays from the background  
-> elements that have distance smaller than this value will multiply all effects by the value given from "multiplyEffects". Otherwise if you want to scale more, the elements there are closest to the centre of the sphere use "underDistance" and "multiplyEffects"

```
multiplyEffects="0"  
alphaAreaEffect="83"
```

-> combined with "underDistance"  
-> how alpha is applied to elements, less alphaArea means elements closest to centre are more "lighting" than others

```
enableRay="on"  
rayType="1"
```

-> of, off enable/disable rays to be shown  
-> there are different style of rays defined (1,2,3,4), if you have Adobe Flash installed you can make your own lines (in the library in Oxylus folder you can find mcLine1, mcLine2, mcLine3, mcLine4, you can edit those movieclips or you can add mcLine5, mcLine6 ... and so on and rayType should be 1,2,3,4,5,6,... and so on

```
enableRayColor="off"  
rayColor="0xff0000"  
hoverAreaEffect="150"
```

-> off, on (color of the rays can be defined)  
-> colours of rays if enableRayColor="on"  
-> you can click only on elements that have distance smaller than this value

```
zoomSizeOnHover="150"  
zoomSpeedOnHover="40"  
blurQuality="1"
```

-> how much scale will be applied on mouse over  
-> speed of the scale  
-> quality of the blur (1,2,3) more quality means more processor consuming

```
enableSphereGuide="off"  
rotateSpeed="50"  
autoRotate="off"
```

-> on, off circle around sphere to be shown  
-> the speed of rotation when autoRotate="off"  
-> on, off on the sphere will autorotate without using the mouse

```
autoRotateSpeedX="13"  
autoRotateSpeedY="20"  
stopRotatingOnHover="off"
```

-> autorotate speed on X axis  
-> autorotate speed on Y axis  
-> on, off if mouse is over an item the sphere will stop rotating or not

```
backgroundHoverArea="125"
```

-> are of mouse over, if you want user to use more space for rotating sphere

```
forceImagesWidth="30"
```

-> forces all images width, set to none to disable this

```
forceImagesHeight="30"  
enableToolTip="on"  
tooltipType="black"  
tooltipPosition="top"
```

-> forces all images height, none to disable  
-> display tooltips on/off  
-> tooltip skin, can be "black" or "white"  
-> tooltip position, can be "top", "bottom", "center"

## OXYLUS FLASH

Fax: +40 (0) 332 815 673  
Mobile: +40 (0) 788 182 448  
+40 (0) 742 094 758  
+40 (0) 788 182 593  
info@oxylusflash.com  
<http://www.oxylusflash.com>



tooltipAlwaysVisible="on" -> always display tooltips on/off  
tooltipOffsY="-4" -> adjustment, moves the tooltip up or down depending on the value  
tooltipScale="35" -> scaling of the tooltip  
normalStrokeColor="0xffffffff" -> normal item stroke color  
normalStrokeSize="3" -> normal item stroke size  
hoverStrokeColor="0x54c9ef" -> mouseover item stroke color  
hoverStrokeSize="3" -> mouseover item stroke size  
brightenMaxOnMouseOver="5" -> brighten item on mouseover, set to 0 to disable  
brightenSpeedOnMouseOver="10" -> speed for the brightening effect  
desaturateMaxOnMouseOver="10" -> desaturate the other items on mouseover, set to 0 to disable it.  
desaturateSpeedOnMouseOver="10" -> speed for the desaturation effect  
alphaMaxOnMouseOver="18" -> make the other items more transparente on mouseover, set to 0 to disable  
alphaSpeedOnMouseOver="10" -> speed for the transparency effect  
></component>  
  
<align position="center" offsetX="0" offsetY="0"></align>  
position ->can be center,left,off = align the component in html container left or center,if off value is selected the position of the component is exactly the position from Flash Source("off" value, generally, can be used be Flash users that want to position the component manually the component in Flash stage.  
offsetX ->if position is other then center it will move the component on X axis with this value,can be negative or positive number,also can be 0  
offsetY ->if position is other then center it will move the component on Y axis with this value,can be negative or positive number,also can be 0

For exactly fitting the component in html page just set the width and height in html file  $2 \times \text{radius}$  (radius is from xml configuration file)

Ex:

**IN XML:**

radius="150",

<align position="center" offsetX="0" offsetY="0"></align>

**IN HTML:**

'width', '300','height', '300',It is better the Html container to be a liiter bigger than component so maybe you want to set 'width', '350','height', '350'

**OXYLUS FLASH**

Fax: +40 (0) 332 815 673

Mobile: +40 (0) 788 182 448

+40 (0) 742 094 758

+40 (0) 788 182 593

info@oxylusflash.com

<http://www.oxylusflash.com>



Do not delete: <elements> and </elements>, they define elements of the component  
You can add or remove element by adding <element> structure for each element.  
You can add as many elements you want, if number of elements is lower than  
sphere points, the sphere will randomize elements found.

```
<element>
<thumb>test-images/01.png</thumb> -> url for the image or swf

<description>No action</description>-> tooltip description text

<width>none</width>                -> force the individual item width

<height>none</height>              -> force the individual item height

<target>none</target>              -> none=no hand cursor,..not action defined
                                   -> _blank=on click open a new window
                                   -> _self=on click open in same window
                                   -> action=on click use a flash function
                                   -> java script=on click use a java script
                                   function defined in html file
<url>none</url>                    ->combined with target value
                                   -> target="none" doesn't matter
                                   -> target="_blank"=act like an url
                                   -> target="_self"=act like an url
                                   -> target="action"=act like a flash
                                   function
                                   ex:
                                   Simple action:
                                   <url>_root.myMc,gotoAndPlay,2</url>
                                   <url>_root.myMc,loadMovie,file.swf</url>
                                   Will reload the component with other file
                                   settings
                                   <url>this,loadSettings,yourSettings.xml</ur
                                   l>

                                   Multiple actions:
                                   <url>_root.myMc,gotoAndStop,1;_root.myMc2,g
                                   otoAndPlay,2</url>

                                   <url>_root.myMc,gotoAndStop,1;_root.myMc2,
                                   loadMovie,file.swf</url>

                                   -> target="action"=act like a name for a
                                   javascript function
                                   Ex:
                                   <url>functionInHtmlFile,hello World</url>
                                   In html file:
```

## OXYLUS FLASH

Fax: +40 (0) 332 815 673  
Mobile: +40 (0) 788 182 448  
+40 (0) 742 094 758  
+40 (0) 788 182 593  
info@oxylusflash.com  
<http://www.oxylusflash.com>



```
<script>
function functionInHtmlFile(par)
{
    alert(par);
}
</script>
Will pop an window with hello World value
Multiple javascript actions:
<url>functionInHtmlFile,hello1;functionInHt
mlFile2,hello2</url>
```

</element>

**Enjoy this brand new release from Oxylus Flash.**

## OXYLUS FLASH

Fax: +40 (0) 332 815 673  
Mobile: +40 (0) 788 182 448  
+40 (0) 742 094 758  
+40 (0) 788 182 593  
info@oxylusflash.com  
<http://www.oxylusflash.com>