

Thank you for downloading

REDLINE XML template with YouTube mp3 PayPal

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PACKAGE

Included are:

- **bkg.flv** file – background movie file (FLV format);
- **contactform fla** (Flash CS3 format) – external contact form’s source file (Flash CS3 format);
- **contactform.swf** – external contact form’s compiled file (SWF format); you can replace this file with your custom contact form file (SWF format) ⁽¹⁾;
- **data.xml** – main XML data file (text file UTF-8);
- **expressInstall.swf** – additional SWF Object 2.0 embedding solution file (SWF format);
- **index fla** (Flash CS3 format) – pre-loader’s source file (Flash CS3 format);
- **index.html** – the HTML page which embeds the Flash application;
- **index.swf** – pre-loader’s compiled file (SWF format);
- **mail.php** – contact form’s PHP script file (text file);
- **main fla** (Flash CS3 format) – application’s main source file (Flash CS3 format);
- **main.swf** – application’s main compiled file (SWF format);
- **swfobject.js** – additional SWF Object 2.0 embedding solution file – JavaScript (text file);
- **youtube.php** – YouTube video stream’s PHP script file (text file);
- **resources** folder – includes the following files ⁽²⁾:
 - ✓ **logo.swf** – identity (logo) file (acceptable file formats: GIF, JPG, PNG, SWF) used as example; you can replace this file;
 - ✓ **paypal.swf** – PayPal logo file (acceptable file formats: GIF, JPG, PNG, SWF); used as button/link for the “PayPal buy” feature); you can replace this file;
 - ✓ **thumbaudio.png** – default audio type media’s thumbnail (acceptable file formats: GIF, JPG, PNG, SWF; in case of a GIF/SWF animation only the first frame will be considered); the galleries will use this image as thumbnail in case of an mp3 audio media (if no specific thumbnail is indicated in the gallery’s XML file); you can edit/replace this file;
 - ✓ **thumbminigallery.png** – default mini-gallery image (acceptable file formats: GIF, JPG, PNG, SWF; in case of a GIF/SWF animation only the first frame will be considered); the mini-galleries will use this image if the image specified in the XML for the current item is not available; you can edit/replace this file;
 - ✓ **thumbteam.png** – default team member image (acceptable file formats: GIF, JPG, PNG, SWF; in case of a GIF/SWF animation only the first frame will be considered); the team

members galleries will use this image if the image specified in the XML for the current item is not available; you can edit/replace this file;

- ✓ **thumbvideo.png** – default video type media’s thumbnail (acceptable file formats: GIF, JPG, PNG, SWF; in case of a GIF/SWF animation only the first frame will be considered); the galleries will use this image as thumbnail in case of a video media (if no specific thumbnail is indicated in the gallery’s XML file); you can edit/replace this file;
- ✓ **thumbyoutube.png** – default YouTube streamed media’s thumbnail (acceptable file formats: GIF, JPG, PNG, SWF; in case of a GIF/SWF animation only the first frame will be considered); the galleries will use this image as thumbnail in case of a YouTube streamed media (if no specific thumbnail is indicated in the gallery’s XML file); you can edit/replace this file;
- ✓ **videos.png** – video type media’s logo (acceptable file formats: GIF, JPG, PNG, SWF; in case of a GIF/SWF animation only the first frame will be considered) displayed when a video is played; you can edit/replace this file;
- ✓ **youtube.png** – *normal quality* YouTube streamed media’s logo (acceptable file formats: GIF, JPG, PNG, SWF; in case of a GIF/SWF animation only the first frame will be considered) displayed when a YouTube video is streamed in normal quality; you can edit/replace this file;
- ✓ **youtubehq.png** – *high quality* YouTube streamed media’s logo (acceptable file formats: GIF, JPG, PNG, SWF; in case of a GIF/SWF animation only the first frame will be considered) displayed when a YouTube video is streamed in high quality (introduced this year by YouTube); you can edit/replace this file;
- **data** folder – includes examples of galleries XML files and various media files (audio mp3, video, pictures); the **ambient** subfolder includes mp3 audio files played as ambient music;
- **_project** folder – includes the following subfolders:
 - ✓ **classes** subfolder – includes the sources for all the ActionScript 3.0 classes involved in this project;
 - ✓ **contactform** subfolder – includes the ActionScript 3.0 source for the external contact form used;
 - ✓ **include** subfolder – includes the ActionScript 3.0 code used by some movie clips listed in the LIBRARY panel (Flash CS3/CS4 Authoring Tool);
- **_additional** folder – includes:
 - ✓ **startpage.fl**a (Flash CS3 format) – example of an external page/module (loaded via the **data.xml**) source file (Flash CS3 format);
 - ✓ **startpage.swf** – example of an external page/module (loaded via the **data.xml**) compiled file (SWF format); a duplicate of this file is located in the data folder – this is loaded as start page via the **data.xml** file;

INSTALLATION

The following files and folders must be uploaded on the server:

- ✓ **bkg.flv** file;
- ✓ **contactform.swf** file;
- ✓ **data.xml** file;
- ✓ **expressInstall.swf** file;
- ✓ **index.html** file;
- ✓ **index.swf** file;
- ✓ **mail.php** file;
- ✓ **main.swf** file;
- ✓ **swfobject.js** file;
- ✓ **youtube.php** file;
- ✓ **resources** folder with all included files:
- ✓ **data** folder with all included subfolders and files (you may want to organize your data files otherwise – this folder may have a different name);

NOTE: PHP support on the host server is required for the YouTube video stream and the contact form to work.

CONFIGURATION

The template is already configured for use. However, you can change the presets by editing the appropriate values in the **data.xml** file – comments are included for each one of these values.

The configuration sections in the **data.xml** file are (gray text = comments, blue text = tags, red text = values):

VIDEO BACKGROUND PRESETS

```
<!--VIDEO BACKGROUND PRESETS -->

<videobkg>

    <!--VIDEO BACKGROUND FILE URL ( DEFAULT: bkg.flv ) -->

    <url>bkg.flv</url>

    <!--VIDEO BACKGROUND ASPECT RATIO - PRESERVE ASPECT RATIO: on , DO NOT
PRESERVE ASPECT RATIO; off ; DEFAULT: off -->

    <aspectratio>off</aspectratio>

    <!-- VIDEO BACKGROUND SLOW-MOTION PAUSE/PLAY TIME INTERVALS (milliseconds)
AND SWITCH ( on/off ) WHEN AN AUDIO MP3 MEDIA IS PLAYED -->

    <slowmotion pause="50" play="50">on</slowmotion>

</videobkg>
```

NOTE: the <slowmotion> tag controls the way the video background plays when an audio mp3 media file is played; you can alter the time intervals(values in milliseconds; 100 milliseconds = 1 second; minimum value: 10) while the video background plays and stops in order to obtain a slow-motion or a slide-show effect.

AUDIO/VIDEO PRESETS

```
<!-- AUDIO/VIDEO PRESETS -->

<AVpresets>

    <!-- AMBIENT MUSIC AUTOSTART ON INIT (on/off) -->

    <ambientautostart>on</ambientautostart>

    <!-- AMBIENT MUSIC INITIAL VOLUME (0...100) -->

    <ambientvolume>30</ambientvolume>
```

```

<!-- AUDIO STREAMS BUFFER (seconds) -->

<audiobuffer>10</audiobuffer>

<!-- GALLERIES AUTOPLAY TIME INTERVAL (seconds) -->

<autoplaytimer>15</autoplaytimer>

<!-- VIDEO STREAMS BUFFER (seconds) -->

<videobuffer>10</videobuffer>

<!-- GALLERIES AUDIO/VIDEO MEDIA'S INITIAL VOLUME (0...100) -->

<volume>90</volume>

</AVpresets>

```

RESOURCES – defines the paths (URL) for the files included in the **resources** folder and described in the PACKAGE section of this User Guide (see ⁽²⁾); if these files are renamed, relocated, or the **resources** folder is renamed this **data.xml** section must be updated accordingly

```

<!-- RESOURCES - MINI-GALLERY/TEAM-MEMBERS/AUDIO/VIDEO/YOUTUBE'S DEFAULT
THUMBNAILS, VIDEO/YOUTUBE(NORMAL AND HIGH QUALITY) LOGOS -->

<resources>

  <!-- MINI-GALLERY'S DEFAULT THUMBNAIL (gif/jpg/png/swf file; no animation) -
  ->

  <thumbminigallery>resources/thumbminigallery.png</thumbminigallery>

  <!-- TEAM-MEMBERS' DEFAULT THUMBNAIL (gif/jpg/png/swf file; no animation) --
  >

  <thumbteam>resources/thumbteam.png</thumbteam>

  <!-- AUDIO'S DEFAULT THUMBNAIL (gif/jpg/png/swf file; no animation) -->

  <thumbaudio>resources/thumbaudio.png</thumbaudio>

  <!-- VIDEO'S DEFAULT THUMBNAIL (gif/jpg/png/swf file; no animation) -->

  <thumbvideo>resources/thumbvideo.png</thumbvideo>

```

```

<!-- YOUTUBE'S DEFAULT THUMBNAIL (gif/jpg/png/swf file; no animation) -->

<thumbbyyoutube>resources/thumbbyyoutube.png</thumbbyyoutube>

<!-- VIDEOS LOGO (gif/jpg/png/swf file; no animation) -->

<videos>resources/videos.png</videos>

<!-- YOUTUBE NORMAL QUALITY LOGO (gif/jpg/png/swf file; no animation) -->

<youtube>resources/youtube.png</youtube>

<!-- YOUTUBE HIGH QUALITY LOGO (gif/jpg/png/swf file; no animation) -->

<youtubehq>resources/youtubehq.png</youtubehq>

</resources>

```

REAL TIME SPECTRUM ANALYZER COLOR SCHEMES – defines the *Real Time Spectrum Analyzer* (displayed when an audio mp3 media is played) color schemes; each color scheme is defined by two color codes (in hexadecimal): one for the bands colors (for example: `band="04A0FD"`) and another one for the peak levels (for example: `peak="FF4422"`); two color schemes are defined in this example; you can define an unlimited number of color schemes (you website visitor will be able to switch from a color scheme to another by clicking on the spectrum analyzer)

```

<!-- REAL TIME SPECTRUM ANALYZER COLORS PRESETS - TWO COMBINATIONS IN THIS
EXAMPLE (hexadecimal numbers, no prefix) -->

<spectrumcolors>

    <item band="04A0FD" peak="FF4422" />

    <item band="BBEEF0" peak="FF0000" />

</spectrumcolors>

```

THUMBNAILS DIMENSIONS – defines the height (in pixels) and the width (in pixels) of the thumbnails displayed on roll over for the multimedia galleries, mini-galleries, news galleries and team-members galleries ⁽⁴⁾ :

```

<!-- THUMBNAILS DIMENSIONS (pixels) -->

<thumbnails>

```

```

<!-- MULTIMEDIA GALLERIES THUMBNAI LS DIMENSIONS -->

<gallery height="100" width="150" />

<!-- MINI-GALLERIES THUMBNAI LS DIMENSIONS -->

<minigallery height="120" width="200" />


<!-- NEWS GALLERIES THUMBNAI LS DIMENSIONS -->

<news height="100" width="170" />


<!-- TEAM-MEMBERS GALLERIES THUMBNAI LS DIMENSIONS -->

<team height="168" width="120" />


</thumbnails>

```

TEAM-MEMBERS & MINI-GALLERIES LEFT SIDE PICTURE CONTOUR – indicates if a styled shape (value **on**) or a rectangular shape (value **off**) will be used when the left side picture is displayed in a team-members gallery or a mini-gallery:

```

<!-- USE STYLED/RECTANGULAR SHAPES FOR THE MINI-GALLERY AND TEAM-MEMBERS GALLERY
LEFT SIDE PICTURES ( on/off ) -->

<styledshape minigallery="on" team="on" />

```

*NOTE: edit the styled shape in the **main.fla** file if you want to modify it – locate the corresponding movie clip of the library by following the path indications in the **CUSTOMIZATION** section.*

EXTERNAL LINKS WINDOW OPENING OPTION – defines the way an external link inserted as a navigation menu/submenu item opens: in the same browser window (value **same**) or in a new browser window (value **new**):

```

<!-- EXTERNAL LINKS WINDOW OPENING OPTION ( values: new -OPENS IN A NEW
WINDOW/TAB, same -OPENS IN THE SAME WINDOW; default: new ) -->

<linkswindow>new</linkswindow>

```

CONTACT FORM – defines the path (URL) for the external contact form file (see ⁽¹⁾):

```

<!-- EXTERNAL CONTACT FORM'S URL -->

<contactform>contactform.swf</contactform>

```


HEADER TEXT – defines the text which appears in the header (usually a copyright statement); the text will be displayed on a single row

```
<!-- HEADER TEXT (PLAIN TEXT) -->

<footer>Copyright ©2009 <font color="AAAA88"><a
href="http://flashden.net/user/2lgrame">REDLINE Interactive</a></font>. All
rights reserved</footer>
```

LOGO – defines the path (URL) text for the file which includes your logo

```
<!-- LOGO'S URL -->

<logo>resources/logo.swf</logo>
```

PayPal PARAMETERS – defines the PayPal buy option parameters as defined on the PayPal website's developers section; in addition, you can redefine the product attributes (item id, name and price) accordingly to the language used on your website and the PayPal logo's path (URL) which is used as button/link (see ⁽²⁾)

```
<!-- PayPal FEATURE PARAMETERS -->

<paypal>

    <business>yourpaypaladdress@somedomain.com</business>

    <currency>USD</currency>

    <location>US</location>

    <shoppingurl>www.yourshoppingcartsite.com</shoppingurl>

    <!--ITEMS' ID PREFIX (MAY BE UPDATED DEPENDING ON THE LANGUAGE IN USE -
    ENGLISH HERE) -->

    <itemid>ITEM ID:</itemid>

    <!--ITEMS' PRICE PREFIX (MAY BE UPDATED DEPENDING ON THE LANGUAGE IN USE -
    ENGLISH HERE) -->

    <itemprice>ITEM PRICE:</itemprice>

    <!-- PayPal LOGO URL -->

    <pplogo>resources/paypal.swf</pplogo>

</paypal>
```

CUSTOMIZATION

You can radically change the general look by simply **replacing the background video** (the **bkg.flv** file) with your custom movie – just replace the default **bkg.flv** file with your video file (copy and paste); if your new video file (you want to use as background) has a different name or/and you want to place it elsewhere than the same folder as the **data.xml** file is located you must update the URL/path in **data.xml**.

Change the displaying text units styles by editing the **StyleSheets.as** file (located in **_project/classes** subfolder) using a plain text editor (like Notepad in Windows) or the *Adobe Flash CS3* (or *Adobe Flash CS4*) *Authoring Tool* – the parameters listed there corresponds to a CSS style sheet; you can change text colors, font sizes, font weight etc..

*NOTE: if you operate changes in the **StyleSheets.as** file then you must recompile the **main.fla** file for the changes to be effective.*

Change the general decorative element (the red line) by editing the **main.fla** file using the *Adobe Flash CS3* (or *Adobe Flash CS4*) *Authoring Tool*. The appropriate movie clip is located in LIBRARY as follows [folders and movie clip names in brackets]:

[common assets][deco assets][redline]

Change the left side displayed picture contour for mini-galleries by editing the **main.fla** file using the *Adobe Flash CS3* (or *Adobe Flash CS4*) *Authoring Tool*. The appropriate movie clips are located in LIBRARY as follows [folders and movie clip names in brackets]:

styled shape: **[minigallery assets] [minigalleryitem assets] [minigalleryitemmask assets][minigalleryitemmask]**

rectangular shape: **[minigallery assets] [minigalleryitem assets] [minigalleryitemmask assets][minigalleryitemmaskrect]**

Change the left side displayed picture contour for team-members galleries by editing the **main.fla** file using the *Adobe Flash CS3* (or *Adobe Flash CS4*) *Authoring Tool*. The appropriate movie clips are located in LIBRARY as follows [folders and movie clip names in brackets]:

styled shape: **[teamgallery assets] [teamgalleryitem assets] [teamitemmask assets][teamitemmask]**

rectangular shape: **[teamgallery assets] [teamgalleryitem assets] [teamitemmask assets][teamitemmaskrect]**

Change the menus and buttons aspect by editing the **main.fla** file using the *Adobe Flash CS3 (or Adobe Flash CS4) Authoring Tool*. The appropriate movie clips are located in the LIBRARY as follows [folders and movie clips names in brackets]:

SCREEN CONTROL

- screen control (full-screen/normal-screen switch):

background: **[btnscreen assets][btnscreenbkg]**

full screen icon: **[btnscreen assets][btnscreenfull]**

normal screen icon: **[btnscreen assets][btnscreennormal]**

button: **[btnscreen assets][btnscreen]**

CONTACT FORM

- contact form close button:

[contactform assets][btnclose assets][btnclose]

- contact form launch button (placed on the left side of the layout, beneath the menu button):

background: **[contactform assets][btncontact assets][contactbkg]**

icon: **[contactform assets][btncontact assets][btnicon]**

shape: **[contactform assets][btncontact assets][btnmask]**

button: **[contactform assets][btncontact assets][btncontact]**

CONTENT (HTML FORMATTED TEXT) PRESENTATION

- content's scroll-bar colors:

[content assets][contentscrollbar assets][contentcursorbkg]

FOOTER (HEADER)

- footer(header) text size and color:

[footer assets][footer]

MENUS SYSTEM

- menu start button (placed in the top-left corner on layout):

background: [menusystem assets][btnmenustart assets][btnmenubkg]

icon: [menusystem assets][btnmenustart assets][btnicon]

shape: [menusystem assets][btnmenustart assets][btnmask]

button: [menusystem assets][btnmenustart assets][btnmenustart]

- menus' background:

[menusystem assets][menu assets][menubkg]

- menus' items:

roll-over fx: [menusystem assets][menu assets][menuitemrolloverfx]

selected fx: [menusystem assets][menu assets][menuitemselected]

item: [menusystem assets][menu assets][menuitem]

MULTIMEDIA GALLERY

- gallery auto-run button – pause state:

icon: [gallery assets][btnautorun assets][btnautorunpause assets][btnautorunpauseicon]

shape: [gallery assets][btnautorun assets][btnautorunpause assets][btnautorunpausemask]

roll-over fx:

[gallery assets][btnautorun assets][btnautorunpause assets][btnautorunpauserolloverfx]

button: [gallery assets][btnautorun assets][btnautorunpause assets][btnautorunpause]

- gallery auto-run button – play state:

icon: [gallery assets][btnautorun assets][btnautorunplay assets][btnautorunplayicon]

shape: [gallery assets][btnautorun assets][btnautorunplay assets][btnautorunplaymask]

roll-over fx:

[gallery assets][btnautorun assets][btnautorunplay assets][btnautorunplayrolloverfx]

button: [gallery assets][btnautorun assets][btnautorunplay assets][btnautorunplay]

- gallery background:

[gallery assets][gallery assets][gallerybkg]

- gallery item:

roll-over fx: **[gallery assets][gallery assets][galleryitemrolloverfx]**

selected fx: **[gallery assets][gallery assets][galleryitemselected]**

item (dynamic text field on layer *info*):

[gallery assets][gallery assets][galleryitem]

MINI-GALLERY

- mini-gallery item image shape (the image is placed on the left when an item is displayed):

[minigallery assets][minigalleryitem assets][minigalleryitemmask assets][minigalleryitemmask]

NOTE: the shape and dimensions of the mini-gallery item image (on the left side) depends on this shape. You can modify this shape by editing the movie clip.

- mini-gallery item text scrollbar aspect:

[minigallery assets][minigalleryitem assets][minigalleryitemscrollbar assets][minigalleryitemcursorbkg]

- mini-gallery horizontal list background:

[minigallery assets][minigallerylist assets][minigallerybkg]

- mini-gallery horizontal list item:

roll-over fx: **[minigallery assets][minigallerylist assets][minigalleryitemrolloverfx]**

selected fx: **[minigallery assets][minigallerylist assets][minigalleryitemselected]**

item (dynamic text field on layer *info*):

[minigallery assets][minigallerylist assets][minigalleryitem]

NEWS GALLERY

- news gallery item text scrollbar aspect:

[newsgallery assets][newsgalleryitem assets][newsitemscrollbar assets][newsitemcursorbkg]

- news gallery vertical list background:

[newsgallery assets][newsgallerylist assets][newsgallerybkg]

- mini-gallery vertical list item:

roll-over fx: **[newsgallery assets][newsgallerylist assets][newsgalleryitemrolloverfx]**

selected fx: **[newsgallery assets][newsgallerylist assets][newsgalleryitemselected]**

item (dynamic text field on layer *info*):

[newsgallery assets][newsgallerylist assets][newsgalleryitem]

TEAM-MEMBERS GALLERY

- team-members gallery item image shape (the image is placed on the left when an item is displayed):

[teamgallery assets][teamgalleryitem assets][teamitemmask assets][teamitemmask]

NOTE: the shape and dimensions of the team-members gallery item image (on the left side) depends on this shape. You can modify this shape by editing the movie clip.

- team-members gallery item text scrollbar aspect:

[teamgallery assets][teamgalleryitem assets][teamitemscrollbar assets][teamitemcursorbkg]

- team-members gallery horizontal list background:

[teamgallery assets][teamgallerylist assets][teamgallerybkg]

- team-members gallery horizontal list item:

roll-over fx: **[teamgallery assets][teamgallerylist assets][teamgalleryitemrolloverfx]**

selected fx: **[teamgallery assets][teamgallerylist assets][teamgalleryitemselected]**

item (dynamic text field on layer *info*):

[teamgallery assets][teamgallerylist assets][teamgalleryitem]

MEDIA NOTES (FOR THE CURRENTLY PLAYED MEDIA)

- media notes background:

[medianotes assets][medianotesbkg assets][bkgnotes]

NOTE: the shape and dimensions of the media notes text display unit depends on the shape and dimensions of this background.

- media notes launch button:

background: **[medianotes assets][medianotesbutton assets][btnnotesbkg]**

icon: **[medianotes assets][medianotesbutton assets][btnnotesicon]**

shape: **[medianotes assets][medianotesbutton assets][btnnotesmask]**

- media notes scroll-bar background:

[medianotes assets][medianotesscrollbar assets][notescursorbkg]

MEDIA PLAY CONTROLLER

- MUTE button:

background: **[xplayer assets][playercontrol assets][btnmute assets][btnmutebkg]**

state OFF icon: **[xplayer assets][playercontrol assets][btnmute assets][btnmuteoff]**

state ON icon: **[xplayer assets][playercontrol assets][btnmute assets][btnmuteon]**

shape: **[xplayer assets][playercontrol assets][btnmute assets][btnmutemask]**

- PAUSE button:

background & icon: **[xplayer assets][playercontrol assets][btnpause assets][btnpauseicon]**

roll-over fx: **[xplayer assets][playercontrol assets][btnpause assets][btnpauserolloverfx]**

- PLAY button:

background & icon: **[xplayer assets][playercontrol assets][btnplay assets][btnplayicon]**

roll-over fx: **[xplayer assets][playercontrol assets][btnplay assets][btnplayrolloverfx]**

- REPEAT button:

background: [xplayer assets][playercontrol assets][btnrepeat assets][btnrepeatbkg]

Icon state OFF: [xplayer assets][playercontrol assets][btnrepeat assets][btnrepeatoff]

Icon state ON: [xplayer assets][playercontrol assets][btnrepeat assets][btnrepeaton]

shape: [xplayer assets][playercontrol assets][btnrepeat assets][btnrepeatmask]

roll-over fx: [xplayer assets][playercontrol assets][btnrepeat assets][btnrepeatrolloverfx]

- SEEK bar:

current position bar's background:

[xplayer assets][playercontrol assets][seekbar assets][currentbaranim]

loaded bar's background:

[xplayer assets][playercontrol assets][seekbar assets][loadedbaranim]

- VOLUME bar – current volume bar's background:

[xplayer assets][playercontrol assets][volumebar assets][currentbaranim]

*NOTE: if you operate changes in the **main.fla** file then you must recompile the file for the changes to be effective.*

BUILDING THE AMBIENT MUSIC PLAYLIST

The ambient music playlist is located in the **data.xml** file and enclosed by the **<ambient>** tag:

```
. . .  
</paypal>  
  
<!-- AMBIENT MUSIC PLAYLIST -->  
  
<ambient>  
    <item>data/ambient/01-Doc_Lena_Selyanina-Sleepless_in_Dresden.mp3</item>  
    <item>data/ambient/01-The_Last_Days.mp3</item>  
  
</ambient>  
  
<!-- NAVIGATION -->  
  
<nav> . . .
```

The syntax for an ambient playlist item is:

```
<item>some_folder/some_audio.mp3</item>
```

The number of the playlist's items it can be added is unlimited.

CREATING MENUS

The menu structure this template came is:

```
<!-- N A V I G A T I O N -->
```

```
<nav>
```

```
<!-- MAIN MENU ITEMS -->
```

```
<item label="HOME">
```

```
<!-- SOME EXTERNAL RUNTIME LOADED SWF FILE URL (AN INTRO) -->
```

```
<loadswf ambient="on">data/startpage.swf</loadswf>
```

```
<!-- for an external SWF file loaded with the ambient music turned  
off: <loadswf ambient="off">data/startpage.swf</loadswf> -->
```

```
</item>
```

```
<item label="TEMPLATE FEATURES">
```

```
<item label="General Features">[...]</item>
```

```
<item label="Multimedia Galleries Capabilities">[...]</item>
```

```
<item label="Extending Your Website Capabilities">[...]</item>
```

```
<item label="Configuration">[...]</item>
```

```
<item label="Visual Customization">[...]</item>
```

```
</item>
```

```
<!-- SOME CONTENT TEXT (HTML FORMATTED TEXT) -->
```

```
<item label="ABOUT US...">[...]</item>
```

```
<item label="TEAM MEMBERS<br />تلشفي ف ، اه يضراع م و ةم ديؤم ني ب تام ادص ي أ كو">
```

```
<!-- SOME TEAM MEMBERS GALLERY URL -->
```

```
<team>data/team.xml</team>
```

```
</item>
```

```
<item label="LATEST NEWS<br />旦物质和能量的交换停止，">
```

```
<!-- SOME NEWS GALLERY URL -->
```

```
<news>data/news.xml</news>
```

```
</item>
```

```
<item label="PORTFOLIO<br />Photography, Audio, Video...">
```

```
<!-- SUBMENUS ITEMS -->
```

```
<item label="AUDIO<br />MP3 audio gallery">
```

```
<item label="Jazz, NuJazz, TripHop">
```

```
<gallery>data/jazz.xml</gallery>
```

```
</item>
```

```
<item label="Trance, Electro">
```

```
<gallery>data/trance.xml</gallery>
```

```
</item>
```

```
</item>
```

```
<item label="VIDEO<br />Lorem ipsum dolor sit amet, consectetur  
adipiscing elit">
```

```
<!-- SOME GALLERY URL -->
```

```
<gallery>data/video.xml</gallery>
```

```
</item>
```

```
<item label="PHOTOGRAPHY<br />Aenean eget tellus ut lacus ultrices  
facilisis, Lorem ipsum dolor sit amet, consectetur adipiscing elit">
```

```
<item label="Studio">
```

```
<!-- SOME OTHER GALLERY URL -->
```

```
<gallery>data/studio.xml</gallery>
```

```
</item>
```

```
<item label="Global Positioning System">
```

```
<gallery>data/gps.xml</gallery>
```

```
</item>
```

```
</item>
```

```
<item label="INTERACTIVE<br />Web productions">
```

```
<gallery>data/interactive.xml</gallery>
```

```
</item>
```

```
<item label="STUDIO ARCHIVES<br />208, 2007...">
```

```
<item label="A.D.2007 Archive<br />Year 2007 videos, audios and  
photographies together">
```

```
<gallery>data/archive2007.xml</gallery>
```

```
</item>
```

```
<item label="A.D.2008 Archive<br />Year 2008 videos, audios and  
photographies together">
```

```
<gallery>data/archive2008.xml</gallery>
```

```
</item>
```

```
</item>
```

```
</item>
```

```
<item label="CASE STUDIES ">
```

```
<item label="ORGANIC Project<br />Some mini-gallery example">
```

```
<minigallery>data/casestudy.xml</minigallery>
```

```
</item>
```

```
<item label="Objectives">[...]</item>
```

```
</item>
```

```
<!-- SOME EXTERNAL LINK -->
```

```
<item label="LINKED<br />Some external link">
```

```
<link>http://flashden.net/user/21grame</link>
```

```
</item>
```

```
</nav>
```

where `[. . .]` replaces the menu item's content - *this could be some **external SWF file URL**, some **HTML formatted text**, some **gallery XML file's URL**, some **mini-gallery XML file's URL**, some **news gallery XML file's URL** or some **team-members gallery XML file's URL**.*

The general syntax for a menu's item uses the `<item>` tag and is:

```
<item label="Some Label">[ . . . ]</item>
```

where the **label** attribute contains the menu item's label (you can use the HTML `
` tag to insert a new line).

NOTE: you are free to use any language (including Chinese, Japanese, Arabic etc.) when writing the menuitems labels.

If a menu item does not enclose one of the entities enumerated before (*some **external SWF file URL**, some **HTML formatted text**, some **gallery XML file's URL** or some **news gallery XML file's URL***), it could enclose a submenu – defined by a list of menu items (in this example, this is the case of the menu item **PORTFOLIO**, **CASE STUDIES** etc.; the menu item **PORTFOLIO** encloses a submenu composed by the items **VIDEO...**, **PHOTOGRAPHY...**, **AUDIO...**, **INTERACTIVE ...**, **STUDIO ARCHIVES...**; in addition, the submenu items **PHOTOGRAPHY...**, **AUDIO...**, **STUDIO ARCHIVES...** encloses each one a submenu).

A menu item which encloses nothing will be ignored.

NOTE: the items number in a menu and the submenus depth levels are unlimited - you can create as many submenus levels you want (no setup necessary, just write items lists using the `<item>` tag).

LOADING AN EXTERNAL SWF FILE

You can load an external SWF (AVM2 / ActionScript 3.0) file using the tag **<loadswf>**. This way these template capabilities can be easily extended with additional modules. The syntax is:

```
<loadswf>some_external_swf_url</loadswf>
```

Additionally, you can use the **align** attribute in order to indicate the way this external SWF will be aligned on the screen after loading; by default – if no align indication and no external SWF's align method was found (see further) it will be horizontally and vertically centered on screen. The following values (similar to those used in Flash) are available for the **align** attribute:

B – the SWF will be horizontally centered and vertically bottom aligned;

L – the SWF will be horizontally left aligned and vertically centered;

R – the SWF will be horizontally right aligned and vertically centered;

T – the SWF will be horizontally centered and vertically top aligned;

BL – the SWF will be horizontally left aligned and vertically bottom aligned;

BR – the SWF will be horizontally right aligned and vertically bottom aligned;

TL – the SWF will be horizontally left aligned and vertically top aligned;

TR – the SWF will be horizontally right aligned and vertically top aligned;

no attribute use, nothing (or any other value) – the SWF will be horizontally/vertically centered if no external SWF's align method was found.

For example, the following:

```
<loadswf align="R">some_external_file.swf</loadswf>
```

will load the some_external_file.swf and will display it horizontally right aligned and vertically centered.

In addition, you can use the **ambient** attribute in order to turn off the ambient music (by default, the ambient music plays on external SWF pages):

```
<loadswf align="R" ambient="off">some_external_swf_url</loadswf>
```

An example of some external SWF file loading can be found in the **data.xml** file (the **startpage.swf** file, located in the folder **data** is loaded via XML):

```
<!-- N A V I G A T I O N -->
```

```
<nav>
```

```
<!-- MAIN MENU ITEMS -->
```

```
<item label="HOME">
```

```
<!-- SOME EXTERNAL RUNTIME LOADED SWF FILE URL (AN INTRO) -->
```

```
<loadswf ambient="on">data/startpage.swf</loadswf>
```

```

        <!-- for an external SWF file loaded with the ambient music turned off:
<loadswf ambient="off">data/startpage.swf</loadswf> -->

</item>

```

IMPORTANT! If your external SWF file code needs to listen for the **stage's Event.RESIZE** event, just add the **onResize** method to the root movie clip, as an anonymous function, like it can be seen in the **startpage.fla** source file located in **_additional** folder, and put there all the code involved in the stage's resize process:

(Extracted from the **_additional/startpage.fla** file)

```

//interface...

this.onResize = function():void {

    if (!(this.stage is Stage)) return;

    //

    //The previous (commented) listener code is inserted here:

    //

    //on resize code...

    this.__logo.x = 0.5 * this.stage.stageWidth;

    this.__logo.y = 0.5 * this.stage.stageHeight;

    this.__deco.height = this.stage.stageHeight;

    this.__deco.x = this.__logo.x - 0.5 * this.__deco.width;

    this.__deco.y = this.__logo.y - 0.5 * this.__deco.height;

    this.__notes.x = 0.5 * this.stage.stageWidth;

    this.__notes.y = this.stage.stageHeight;

    //

};

```

The template engine will check (first of all) for the existence of a method with **onResize** name exposed by the external file and will run this method whenever a stage resize event is triggered (in this case the presence of the **align** attribute in XML will be ignored).

EXAMPLE If your external SWF file listen for the Stage resize event you may have this implementation (an example):

```

this.stage.addEventListener(Event.RESIZE, this.onStageResize);

function onStageResize(e:Event):void {

    //your code here . . .

};

```


In this case all you had to do is to:

1. Delete the line of code where your listener is added

```
this.stage.addEventListener(Event.RESIZE, this.onStageResize);
```

2. Replace the line of code

```
function onStageResize(e:Event):void {
```

with

```
this.onResize = function():void {
```

```
    if (!(this.stage is Stage)) return;
```

NOTE: if the external file source code includes references to Stage when initialize, runtime errors may rise (because the code runs at init time before the movie clip is added to Stage). In this case the external file code must be modified for proper functionality.

CREATING A HTML FORMATTED TEXT PAGE

You can create a HTML formatted text page by simply filling the menu item's content with some text. You are free to use the HTML tags which Flash supports ⁽³⁾ so your text can include images (GIF, JPG, PNG or SWF format), links, lists etc. You are free to use any language in your text (including Chinese, Japanese, Arabic etc.) and you can combine two or more languages in the same text. You are free to use the HTML tags directly in your text - it is no need to use CDATA.

You can control the text formatting (CSS knowledge required) by editing the **StyleSheets.as** file located in the subfolder **_project/classes** and then recompiling the **main.fla** file.

An example of some HTML formatted text page can be found in the **data.xml** file:

```
<!-- SOME CONTENT TEXT (HTML FORMATTED TEXT) -->

<item label="ABOUT US..."><span class="title">Dynamic content with HTML
formatted text</span><br /><br />All supported
HTML tags are available - <b><font color="#FFFFFF">no need to use CDATA</font></b>. <a
href="http://www.google.com/">Links</a>, lists, GIF, JPG or PNG images, SWF Flash
animations, <b>bold</b>, <i>italic</i>, <u>underlined</u> text etc. can be inserted
using standard HTML tags.<br />A set of basic predefined styles is allready built in;
all these styles can be modified; more styles can be easily added if necessary.<br
/>Показывать страницы на Искать страницы, расположенные в показывать результаты<br
/>旦物质和能量的交换停止，生物体的结构和系统就会解体。代谢中的化学反应可以被归纳为代谢途径，通过一系列酶
的作用将<br /> نيب تام ادصي أ كوكنا ب ع راع نيب اه بارض! ذيفنت يف ةيدنللياتلا ةضراعمل تل
ع اطلال لامع نيب اه بارض! ذيفنت يف ةيدنللياتلا ةضراعمل تل شفيف، اهضراعم و ةم وكحلل نيديؤم
شج ةلاقئسال اىل! ءارزولا سيئر عفدل ماعلا</item>
```

(3) More information about HTML supported tags:

http://livedocs.adobe.com/flash/9.0/main/wwhelp/wwhimpl/common/html/wwhelp.htm?context=LiveDocs_Parts&file=00000922.html

http://livedocs.adobe.com/flash/9.0/main/wwhelp/wwhimpl/common/html/wwhelp.htm?context=LiveDocs_Parts&file=00000920.html

http://help.adobe.com/en_US/AS2LCR/Flash_10.0/help.html?content=00000307.html

CREATING A MULTIMEDIA GALLERY

You can create a multimedia gallery - this is a gallery which can present various media types (*YouTube streams, images in GIF/JPG/PNG format, FLV/H.264 videos and MP3 audio materials*) all together, in any order you want.

The following XML files located in the data folder are all multimedia galleries:

- ✓ **archive2007.xml**
- ✓ **archive2008.xml**
- ✓ **casestudy.xml**
- ✓ **gps.xml**
- ✓ **interactive.xml**
- ✓ **jazz.xml**
- ✓ **news.xml**
- ✓ **studio.xml**
- ✓ **team.xml**
- ✓ **trance.xml**
- ✓ **video.xml**

The general structure of a gallery's XML file is:

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

<data>

    <item label="Some Label" url="some_folder/some_video.flv">this item
description...</item>

    <item label="Some Other Label" url="some_other_folder/some_image.jpg">some
comments...</item>

    . . .

    <item label="An Item Label" url="some_folder/some_audio.mp3">notes, description
etc...</item>

</data>
```

An item is defined using the **<item>** tag and the **url** attribute, with this basic syntax:

```
<item url="the_item_url" />
```

*NOTE: items with no **url** attribute defined will be ignored.*

In addition, you can provide a label for this item, using the **label** attribute:

```
<item label="The Item Label" url="the_item_url" />
```

*NOTE: if no label is provided the template will create one from using the media file name itself; for example, if the item URL is **some_folder/some_media.flv** the label will be **some_media**.*

You can provide some item description, comments, notes as HTML formatted text (with all the characteristics described in the **CREATING A HTML FORMATTED TEXT PAGE** section) by inserting this text as the **<item>** tag content:

```
<item label="The Item Label" url="the_item_url">the item description...</item>
```

THE AUTOMATIC THUMBNAILS GENERATOR MECHANISM (ATG)

For your comfort, the template implements an advanced **Automatic Thumbnails Generator (ATG)**. This means **it is not necessary to provide thumbnails for the images, videos or audios** you add to a gallery – in case of **images**, the **ATG** mechanism will silently download in the “background” the image itself WHEN the bandwidth is not used (the download is suspended when a multimedia file is loaded and resumed when the loading process ends) and the resulting image (bitmap data) will be resized (in order to save memory resources) and used as thumbnail (the thumbnails dimensions are defined in the data.xml file – see ⁽⁴⁾ in the **CONFIGURATION – THUMBNAILS DIMENSIONS** section); in case of audios, videos and YouTube streamed materials default thumbnails are provided – see ⁽²⁾ .

Two positive side effects are noticeable:

- ✓ the gallery loads instantly;
- ✓ the loaded images remains in cache (on the website visitor’s computer) and are immediately available when necessary.

In addition, you had **the possibility to indicate a specific thumbnail** to be displayed in case of a gallery item by inserting an appropriate URL using the attribute **thumb**:

```
<item label="The Item Label" thumb="some_thumbnail_url" url="the_item_url">the item description...</item>
```

An example of the **thumb** attribute use is the 2nd item in the **data/trance.xml** gallery:

```
<item label="Asteroide - Melody Attack"
thumb="data/trance/thumbs/psydom_revolutions.jpg" url="data/trance/02-Asteroide-
Melody_Attack.mp3"><br />credits: Psydom
Revolutions<br /><br />This text is HTML formatted [ . . . ] aliquam vestibulum
lacus.</item>
```

THE **PayPal** BUY FEATURE

You can use your web presence as a sales platform – if you want to offer some gallery items for sale (via PayPal) all you had to do is to provide an identification code and a price for those items in the XML file:

```
<item label="The Item Label" id="SOMECODE" price="123.45" url="the_item_url">the item description...</item>
```

Naturally, you had to configure the PayPal parameters described before in the **CONFIGURATION – PayPal PARAMETERS** section. All sales information and a PayPal button will appear in the item's information area when it is presented.

An example of use of the **PayPal** BUY feature is the 1st item of the **data/videos.xml** file:

```
<item label="Abstract I" id="VID001" price="1905.99" url="data/video/3067282029_700.flv">Integer ac odio [ . . . ] vestibulum lacus.</item>
```

THE **YouTube** VIDEO STREAM

You can stream videos from *YouTube* by simply creating gallery items with the **url** attribute having the *YouTube* targeted page's URL as value:

```
<item label="Some Title" url="http://www.youtube.com/watch?v=cgAqPZPMskk" />
```

or, with some comments inserted:

```
<item label="Some Title" url="http://www.youtube.com/watch?v=cgAqPZPMskk">Some comments...</item>
```

In addition, you can indicate the **high quality** video version to be streamed by using the attribute **hq** having the value **on**:

```
<item label="Some Title" hq="on" url="http://www.youtube.com/watch?v=cgAqPZPMskk" />
```

NOTE: if the **hq** attribute is not present or its value is not **on**, the normal quality video will be streamed; **a high quality video version must be present on YouTube in order to be streamed.**

An example of a YouTube's video stream is the 4th item in the **data/videos.xml** gallery:

```
<item label="STRIATIC - Bokeh Booms" id="VID002" price="2659.99" hq="off" thumb="data/video/thumbs/bokeh_booms.jpg" url="http://www.youtube.com/watch?v=-aAsfV2n3fw">This is an YouTube's direct streamed video [ . . . ] eget sapien.n.</item>
```

A multimedia gallery load is triggered using the tag **<gallery>** in the **data.xml** file, as in this example:

```
<item label="Some Label">  
    <gallery>some_folder/some_gallery.xml</gallery>  
</item>
```

CREATING A MINI-GALLERY

A mini-gallery is a simplified multimedia gallery version which put side by side an image (GIF/JPG/PNG/SWF file) with a piece of HTML formatted text. The **casestudy.xml** file located in the **data** folder is an example of a mini-gallery. The general structure of a mini-gallery's XML file is:

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

<data>

    <item label="Some label" thumb="some_folder/some_thumb.jpg">More info...</item>

    <item label="Some other label" thumb="some_folder/some_other_thumb.jpg">More info
about...</item>

    . . .

</data>
```

An item is defined using the **<item>** tag and the **label** attribute, with this basic syntax:

```
<item label="Some label" />
```

*NOTE: items with no **label** attribute defined will be ignored.*

In addition, you can indicate an item image (this picture - GIF/JPG/PNG or SWF Flash animation format - will be placed to the left side) by using the attribute **thumb**:

```
<item label="Some label" thumb="some_folder/some_thumb.jpg" />
```

The mini-gallery item's text is HTML formatted text (with all the characteristics described in the **CREATING A HTML FORMATTED TEXT PAGE** section) and it can be inserted as the **<item>** tag content:

```
<item label="Some label" thumb="some_folder/some_thumb.jpg">The mini-gallery item's
text body...</item>
```

Optionally, this HTML formatted text may include images, links, lists etc..

A mini-gallery load is triggered using the tag **<minigallery>** in the **data.xml** file, as in this example:

```
<item label="Some Label">

    <minigallery>some_folder/some_mini_gallery.xml</minigallery>

</item>
```

A mini-gallery's example in the **data.xml** file:

```
    <item label="CASE STUDIES ">

        <minigallery>data/casestudy.xml</minigallery>

    </item>

    . . .
```

CREATING A NEWS GALLERY

A news gallery is a simplified multimedia gallery version. The **news.xml** file located in the **data** folder is an example of a news gallery.

The general structure of a news gallery's XML file is:

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

<data>

    <item label="Some news title">The news text body...</item>

    <item date="2009-01-14" label="Some other news title"
thumb="some_folder/some_thumb.jpg">Text body...</item>

    . . .

</data>
```

An item is defined using the **<item>** tag and the **label** attribute, with this basic syntax:

```
<item label="The news item title">The news text body...</item>
```

You can specify a date using the **date** attribute:

```
<item date="Some date" label="The news item title">The news text body...</item>
```

In addition, you can specify an URL/path to an image file (GIF/JPG/PNG/SWF) to be displayed when the mouse pointer rolls-over the item in the left-side list using the **thumb** attribute:

```
<item date="Some date" label="The news item title" thumb="some_thumb_url" />
```

*NOTE: items with no **label** attribute defined will be ignored.*

The **
** HTML tag is available in order to insert a new line.

The news item's text is HTML formatted text (with all the characteristics described in the **CREATING A HTML FORMATTED TEXT PAGE** section) and it can be inserted as the **<item>** tag content:

```
<item date="Some date" label="Some news title">The news text body...</item>
```

Optionally, this HTML formatted text includes images, links, lists etc..

A news gallery load is triggered using the tag **<news>** in the **data.xml** file, as in this example:

```
<item date="Some date" label="Some Label">

    <news>some_folder/some_news_gallery.xml</news>

</item>
```

A news gallery's example in the **data.xml** file:

. . .

```
<item label="NEWS<br />旦物质和能量的交换停止，">
```

```
<!-- SOME NEWS GALLERY URL -->
```

```
<news>data/news.xml</news>
```

```
</item>
```

. . .

CREATING A TEAM-MEMBERS GALLERY

A team-members gallery is a simplified multimedia gallery version. The **team.xml** file located in the **data** folder is an example of a team-members gallery. The general structure of a team-members gallery's XML file is:

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

<data>

    <item label="Some team member's name" title="Some team member's title"
thumb="some_folder/some_thumb.jpg">More info...</item>

    <item label="Some team member's name/title">More info about...</item>

    . . .

</data>
```

An item is defined using the **<item>** tag and the **label** attribute, with this basic syntax:

```
<item label="The team member's name" />

or <item label="The team member's name">Some text (about the team member)</item>
```

*NOTE: items with no **label** attribute defined will be ignored.*

You can indicate the team member's position by using the attribute **position**:

```
<item label="The team member's title" position="The team member position">Some text
(about the team member)</item>
```

In addition, you can indicate a team member's image (this picture, in GIF/JPG/PNG or SWF Flash animation format, will be inserted in the info body text and displayed when the mouse pointer rolls-over the item in the horizontal list) by using the attribute **thumb**:

```
<item label="The team member's title" position="The team member position"
thumb="some_folder/some_thumb.jpg">Some text (about the team member)</item>
```

The text about the team member is HTML formatted text (with all the characteristics described in the **CREATING A HTML FORMATTED TEXT PAGE** section) and it can be inserted as the **<item>** tag content:

```
<item label=" Some team member's name/title" thumb="some_folder/some_thumb.jpg">The
team member text body...</item>
```

Optionally, this HTML formatted text includes images, links, lists etc..

A team-members gallery load is triggered using the tag **<team>** in the **data.xml** file, as in this example:

```
<item label="Some Label">

    <team>some_folder/some_team_gallery.xml</team>

</item>
```

A team-members gallery's example in the **data.xml** file:

. . .

```
<item label="TEAM MEMBERS<br />تلشفي ف ، اه يضر اعم و ةم ديؤم ني ب تام ادس ي أ ك و">
```

```
<!-- SOME TEAM MEMBERS GALLERY URL -->
```

```
<team>data/team.xml</team>
```

```
</item>
```

. . .

CONTACT FORM AND E-MAIL ADDRESS

The external contact form (provided as a pair of two files - a SWF file: **contactform.swf** and a PHP file: **mail.php**) may be replaced with a custom one (having different controls, input text fields etc.) by a simple copy/paste operation. If the contact form's URL changes (for example, the contact form SWF file name changes and/or the SWF file is relocated in a subfolder) you must update the **data.xml** file (the content of the **<contactform>** marked element) in order to reflect the changes.

In case you want to use the basic contact form this template came with, then you had to update the generic destination e-mail address defined in the **mail.php** file with a valid e-mail address:

`<?php`

```
//the message will be sent to this e-mail address...
```

```
$destemail = "youraddress@somedomain.com";
```

```
//if magic quotes turned on, remove slashes from escaped characters . . .
```