

Thanks for your purchase of the “Creative Template III – Webdesign Studio”. I hope that you will find it easy to use this file in your projects. If at any time, you have questions or requests, please contact me through my profile page on FlashDen.

READ THIS BEFORE

- The fonts are not included in the package(house rules). So before doing anything, you should download and install the fonts:
 - i. <http://www.fontsquirrel.com/fonts/Bebas>
 - ii. <http://www.fontsquirrel.com/fonts/Greyscale-Basic>
 - iii. <http://www.distype.be/content.html>(at the bottom, where it says "Click here to download the old Distype .." . You will download a zip package with several fonts, but you only need the Supra family)
- When you test locally, the hyperlinks and deep linking will not work, and you may experience problems with streaming videos. But online, all these work fine.
- Whenever you make changes to the xml file, you should test the file to see if you didn't made any writing errors(just open it in any browser and see if it displays correctly).
- All colors need to be written in a hexadecimal form, with a “0x” in front. So red would be 0xff0000.
- Free support is given only for bugs and simple issues. If you want custom work done to the template and you have no knowledge about Flash, you can hire me to do customizations for you.

1. How to install

In the download package you have two folders : “exampleFiles” and “buildFromScratch” . You can take a look at the example files just for reference, but I really suggest you start the customization with the “build from scratch” files, because these don't contain any assets and xml files are almost blank, so you will be able to edit/debug the website easier/faster.

So open the “deploy” folder, and there you will find all the files that you need. I suggest you arrange them by type(so that you can see them better).

2. How to edit simple graphics

Open “template.xml” in any text editor. I suggest [Notepad++](#). At the top, going to the bottom, you will see a bunch of properties. These properties control the main template. The names are pretty intuitive, but I suggest you take a look at the table below, that explains each property:

Name	Description	Example
mainTitle	This defines the title of the website. This is the title that will appear in the browser window.	mainTitle="Your Name"
menuButton	This defines the color of the menu, in it's initial state.	menuButton="0xFF0000"
menuText	This defines the color of the menu text, in it's initial state.	menuText="0xFFFFFFFF"
menuButtonRoll	This defines the color of the menu, when rolled over or selected	menuButtonRoll="0x00FF00"
menuTextRoll	This defines the color of the menu text, when rolled over or selected	menuTextRoll="0xFFFFFFFF"
title	This defines the title. Because of the small spacing in the font, I suggest you put a few spaces between words.	title="Your name"
subtitle	This defines the subtitle. You can leave this blank if you don't want it.	subtitle="Tag line here"
titleColor	This defines the color of the title background(the stripe below the title text)	titleColor="0xFF0000"
titleText	This defines the color of the title text.	titleText="0xFFFFFFFF"
subtitleText	This defines the color of the subtitle.	subtitleText="0xFFFFFFFF"
useOnlyOneBackground	This specifies if wheter you want to use only one background in the website, or to use a different background for each page. It can be either "true" or "false".	useOnlyOneBackground="true" useOnlyOneBackground="false"
back	This defines the background of the template(first background).	back="backgroundHere.jpg"
backPattern	This defines the pattern that's above the background. There is a pattern included in the downloadable package, and you can use that. If you don't want any patter, just leave this	backPattern="patternHere.jpg"

	space empty.	
backPatternOpacity	This defines the opacity of the pattern.	backPatternOpacity="15"
backBrightness	This defines the brightness of the background.	backBrightness="80"
preloaderColor	This defines the color of the preloader background(main preloader). If you want to see only the text of the preloader, just make this value black(0x000000).	preloaderColor="0xFF0000"
preloaderText	This defines the color of the preloader text.	preloaderText="0xFFFFFFFF"
containerColor	This defines the color of the module container(in which all swf files will appear).	containerColor="0x000000"
containerOpacity	This defines the opacity of the module container.	containerOpacity="70"
containerPreloader	This defines the color of the container preloader(the smooth line that shows up whenever a new swf file gets loaded)	containerPreloader="0xFFFFFFFF"
backgroundMusic	This defines the path to the background music. If you don't want any music, just leave this space blank.	backgroundMusic="music.mp3" backgroundMusic=""
footerIconsColor	This defines the color of the footer buttons(mute and fullscreen).	footerIconsColor="0xFF0000"

And these are all the properties that you can change at this point.

3. How to add/edit/remove old/new pages

The next step is to take a look at how a page is created. Below the properties you just edited, you have some examples of how does a page look.

- **Single page**

```
<page title1="First title" title2="Secondary title" pageTitle="Page title" type="single"
back="background.jpg" height="300" src="swfHere.swf" xmlPath="xmlHere.xml" />
```

This is how a single page should look like, and the properties are defined below:

- title1 – defines the initial title of a menu button.
- title2 – defines the secondary title of a menu button(appears on roll over). If you don't want a secondary title, just put the same title as the initial one.
- pageTitle – this defines the title that will appear in the browser window, and in the address bar.
- type – this defines the type of the page. We are talking about single pages so this should be "single"
- back – this defines the background of the page. If you are using only one background for the entire template, you can leave this blank.
- height – this is very important! This defines the height of your module. You should use modules that are below 500px in height, although 400px would be the perfect height.
- src – this is the most important! This defines the path to the swf file. I suggest you keep everything organized, in separate folder, just like I did in my example.
- xmlPath – this defines the path to the xml file, and **works only for my modules**. In this property you need to specify the correct xml file for each module. If you are using other modules, leave this property empty.

- **Multiple pages(sub menus)**

```
<page title1="First title" title2="Secondary title" pageTitle="Page title" type="multiple"
back="background.jpg">

    <subpage title="Title" back="background.jpg" pageTitle="Page title" height="300"
src="swfHere.swf" xmlPath="xmlHere.xml" />

    <subpage title="Title" back="background.jpg" pageTitle="Page title" height="300"
src="swfHere.swf" xmlPath="xmlHere.xml" />

</page>
```

A multiple page looks a bit like the single page, until to one point. You have the first title, the second title, the page title, the background, which are all the same, but then you have type, which is "multiple". You then need a closing tag (</page>), and between the two, you will insert all your sub pages.

Then, a sub page looks exactly like a single page, without the type property. So look above for reference.

- **Link pages**

```
<page title1="First title" title2="Secondary title" type="link" src="http://url.com" />
```

A link page has only the first and second title, the type, which is “link”, and the url. You should use full url’s that begin with *http://*

And this is pretty much it about adding pages. It’s a pretty simple process, and if you don’t understand it, you can always look at the example. Some last minute tips about external modules:

- Whenever you use your own swfs, make sure you have them in the root folder. If you buy a gallery or a flash module and want to use it in this template, make sure that it is in the root folder, because there are a lot of issues with paths(more than you can think of) and if you have everything in one place, there is a 99% chance that you won't have issues. **So keep the swf and the xml files in the root of the website, and for all other assets you can create folders**(just like I did in the example).
- Your swf files need to be top left aligned. Not all files are top left aligned, so if you load a swf and the entire website brokes, then this is the issue. Go inside your custom flash module and write this line in an empty layer : **Stage.align = "TL"**

4. The HTML module

The html page module is named “**html.swf**”. The sample xml file is “html_sample.xml”. You can duplicate the xml file and use as many html pages as you want. Example:

```
<page src="html.swf" xmlPath="biography.xml" />
```

```
<page src="html.swf" xmlPath="services.xml" />
```

*all unrelated properties were deleted..

So .. the html xml has 4 design properties.

Name	Description	Example
width	This defines the width of the html page. The maximum value should not exceed 650px, so 600px is perfect.	width="600"
height	This defines the height of the html page. The maximum value should not exceed 500px, so	height="400"

	400px is perfect. Make sure you set the same value in the template.xml file.	
scrollbarColor1	This defines the color of the scrollbar's background.	scrollbarColor1="0x000000"
scrollbarColor2	This defines the color of the scrollbar's handle.	scrollbarColor2="0xFFFFFF"

After you set up these properties, you will see two main nodes below: **title** and **text**. You need to put your html content between the cdata tags: `<![CDATA[HERE]]>`

In the first you put the title and in the second one you put the text. You have some html examples there, but you can also check the list below:

- **<p>** - paragraph
- **
** - line break(new line)
- **<u>** - underlined text
- **<a>** - hyperlink.
 - How to add a link : `LINK TEXT`. This is the basic structure of a hyperlink. The target can be "_blank"(opens in new window), or "_self"(opens in the same window).
- **** - image.
 - How to add an image : ``. This is the basic structure of an image. For each image you need to specify the width and the height. You can also specify vertical or horizontal spacing(optional).
- **** - unordered lists.
 - How to build a list : `first itemsecond item`. This is the basic structure for a list. Between `` tags you have the items and between `` tags you have the text of each item

This is it.. let's move on!

5. The NEWS module

The news page module is named “**news.swf**”. The sample xml file is “news_sample.xml”. You can duplicate the xml file and use as many news pages as you want. Example:

```
<page src="news.swf" xmlPath="2009.xml" />
```

```
<page src="news.swf" xmlPath="2008.xml" />
```

*all unrelated properties were deleted..

So .. the news xml has 9 design properties.

Name	Description	Example
totalWidth	This defines the total width of the news module. Again.. keep it under 650px.	totalWidth="600"
totalHeight	This defines the height of the next module.	totalHeight="500"
tabTitle1	This defines the color of the title(in the tabs from the right panel).	tabTitle1="0xFF0000"
tabTitle2	This defines the color the subtitle(in the tabs from the right panel).	tabTitle2="0x00FF00"
tabRollTitle1	This defines the color of the title(in the tabs from the right panel), when rolled over or selected.	tabRollTitle1="0x00FF00"
tabRollTitle2	This defines the color of the subtitle(in the tabs from the right panel), when rolled over or selected.	tabRollTitle2="0xFF0000"
htmlBackground	This defines the color of the html background(left side). This should remain black, to fit better in the design.	htmlBackground="0x000000"
scrollbarColor1	This defines the color of the scrollbar's background.	scrollbarColor1="0x000000"
scrollbarColor2	This defines the color of the scrollbar's handle.	scrollbarColor2="0xFFFFFF"

These are the visual properties of the news module.

Below, you have a news item example.

```
<item title1="Main title goes here" title2="Subtitle goes here"><![CDATA[ html here ]]></item>
```

The first property is the main title, which will appear at the top both in the html page(left) and in the tabs(right). Between cdata tags you have html code. See the “HTML module” section to learn about html in xml.

Add as many news items as you want.

6. The CLIENTS module

This module is the most simple in the entire template. It simply loads a bunch of photos and gives a url/or not to each one of them. So you can use it as something else as well.. A showcase of products, a simple gallery, or anything else.

It is named “**clients.swf**”. The sample xml file is “clients_sample.xml”. You can duplicate the xml file and use as many clients pages as you want. Example:

```
<page src="clients.swf" xmlPath="products.xml" />
```

```
<page src=" clients.swf" xmlPath="team.xml" />
```

*all unrelated properties were deleted..

So .. the clients xml has 4 design properties.

Name	Description	Example
thumbWidth	This defines the width of a thumbnail.	thumbWidth="200"
thumbHeight	This defines the height of a thumbnail.	thumbHeight="100"
rows	This defines the number of rows in the viewer.	rows="5"
cols	This defines the number of columns in the viewer.	cols="4"

When using this module you will need to specify the height in the template.xml file(just like for any other file). To calculate the correct height of the module use this ecuation:

totalHeight = thumbHeight*rows + rows-1

After you set up these properties, you need to add items to the viewer. An item looks like this:

```
<client src="pictureHere.jpg" url="http://urlHere.com" />
```

The first property is the path to the picture, while the second is the url. If you don't want the image linked to anything, just remove that property, like this:

```
<client src="pictureHere.jpg" />
```

You can have as many items as you want, **but** don't exceed the **rows*cols** value:)

7. The SLIDESHOW module

The slideshow module is named "**slideshow.swf**". The sample xml file is "slideshow_sample.xml". You can duplicate the xml file and use as many slideshow pages as you want. Example:

```
<page src="slideshow.swf" xmlPath="gallery1.xml" />
```

```
<page src="slideshow.swf" xmlPath="gallery2.xml" />
```

*all unrelated properties were deleted..

So .. the slideshow xml has 11 design properties.

Name	Description	Example
width	This defines the width of the slideshow.	width="400"
height	This defines the width of the slideshow.	height="300"
preloaderColor	This defines the color of the preloader.	preloaderColor="0xFFFFFF"
textBackColor	This defines the color of the text's background.	textBackColor="0xFF0000"
textBackOpacity	This defines the opacity of the background mentioned above.	textBackOpacity="80"
textSpeed	This defines the speed of the text transition.	textSpeed="1"
slideshowOn	This defines whether the file starts with the slideshow on, or not. If not, the user will have to press the <i>play</i> button, or to manually change the slides.	slideshowOn="true" slideshowOn="false"

nextButton	This defines the path to the “next picture” button.	nextButton=”next.png”
prevButton	This defines the path to the “previous picture” button.	prevButton=”prev.png”
playButton	This defines the path to the “play slideshow” button.	playButton=”play.png”
pauseButton	This defines the path to the “pause slideshow” button.	pauseButton=”pause.png”

These are the visual aspects of the slideshow. You will notice that there is a folder for the assets, which contains the buttons. You should keep all the assets in separate folder, so if you use the slideshow 3 times, you should have 3 separate folders.

To add photos, just add `<image>` nodes in the xml file. Every `<image>` node has 6 properties, but not all of them are required. Below you have a table with all the properties that can be used when adding photos.

Name	Description	Example
src	This is the path to a photo.	src=”photos/image.jpg”
transition	This defines the time for the fade transition.	transition=”1”
kenBurns	<p>This one is for the ken burns effect. This is not required, so if for a particular image you don’t want the effect, just don’t include this property.</p> <p>Now this property has four different parts:</p> <ul style="list-style-type: none"> o <i>starting scale</i> o <i>ending scale</i> <p>These two represent the zoom in the effect. If you want the photo to be zoomed in you zoom from 100 to 150 for example, and vice versa.</p> <ul style="list-style-type: none"> o <i>starting position</i> o <i>ending position</i> <p>These two represent the panning in the effect. For these two you have 9 possible values that cover the whole image :</p> <ul style="list-style-type: none"> - TL : top left - TC : top center - TR : top right - ML : middle left 	<p>kenBurns=”100;100;TL;MC”</p> <p>kenBurns=”120;100;BL;BL”</p> <p>kenBurns=”100;150;ML;TR;”</p>

	<ul style="list-style-type: none"> - MC : middle center - MR : middle right - BL : bottom left - BC : bottom center - BR : bottom center <p>So for example if you want your photo to move from the top left corner to the bottom right corner you will use TL to BR.</p>	
time	This is another required property, and it defines the time that a photo stays on the screen.	time="5"
url	This defines the url for this picture. If you don't want hyperlinks in the picture, just don't include this property.	url="www.google.com"
target	This defines the target for the url mentioned above.	target="_blank" target="_self"

These are all the properties that allow you to add image to the slideshow. Don't forget to close any nodes you open `<image></image>`, and always verify if the xml is correct(just open it in any browser and you will see if it displays any errors).

The next thing to be discussed is the text. The text is always between the `<image></image>` tags, and inside cdata tags. So the structure is: `<image> <![CDATA[< html here]]></image>`. If you need more info about html text, go to the fourth point in the manual.

8. The FOLIO module

This is the most complex module in the entire template. It is named "**folio.swf**". The sample xml file is "folio_sample.xml". You can duplicate the xml file and use as many folio pages as you want. Example:

```
<page src="folio.swf" xmlPath="webdesign.xml" />

<page src=" folio.swf" xmlPath="photography.xml" />
```

*all unrelated properties were deleted..

So .. the folio xml has 19 design properties.

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Name	Description	Example
totalWidth	This defines the total width of the viewer. You should leave it at 650px, in order to have as much space as possible.	totalWidth="650"
playerWidth	This defines the width of the player, both photo and video.	playerWidth="420"
playerHeight	This defines the height of the player, both photo and video.	playerHeight="300"
slideTime	This defines the time that a photo stays on the screen.	slideTime="5"
titleBack	This defines the title's background color.	titleBack="0x000000"
titleText	This defines the title's text color.	titleText="0xFFFFFFFF"
navButtonsBack	This defines the color of the main navigation buttons background.	navButtonsBack="0x000000"
navButtonsText	This defines the color of the main navigation buttons text.	navButtonsText="0xFFFFFFFF"
scrollbarBack	This defines the color of the scrollbar's background.	scrollBack="0x000000"
scrollbarHandle	This defines the color of the scrollbar's handle.	scrollbarHandle="0xFF0000"
videoBack	This defines the color of the video player's background(control bar back).	videoBack="0x000000"
videoButtons	This defines the color of the video player's buttons.	videoButtons="0xFFFFFFFF"
videoButtonsRoll	This defines the color of the video player's buttons when rolled over.	videoButtonsRoll="0xFF0000"
videoSeekBack	This defines the color of the video player's seek bar background(until buffered).	videoSeekBack="0xFFFFFFFF"
videoSeekBuffered	This defines the color of the video player's seek bar background(after buffered).	videoSeekBuffered="0xFF0000"
videoSeekPlayed	This defines the color of the video player's seek bar background(played area).	videoSeekPlayed="0x00FF00"
videoSeekHandle	This defines the color of the video player's seek bar handle.	videoSeekHandle="0x000000"
videoCurrentTime	This defines the color of the video player's	videoCurrentTime="0xFFFFFFFF"

	current playhead time.		13
videoTotalTime	This defines the color of the video player's total playhead time and also of the "/" sign.	videoTotalTime="0xFF0000"	

These are the visual properties of the folio viewer. Now let's go the projects..

If you take a look at the sample xml, you will see two projects: a photo one and a video one. Both are pretty much the same, so I will describe the general one.

```
<project>

  <title><![CDATA[Photo/SWF Project]]></title>

  <description><![CDATA[ html description ]]></description>

  <assets type="photo">

    <item src="photo.jpg" />

    <item src="photo.jpg" />

  </assets>

</project>
```

- The first node is the title. Just enter the title of your project there, between the cdata tags.
- The second node is the description. Just enter the html description there, between the cdata tags. There are tips about html at the fourth point in the manual.
- The third node is the assets node, and it contains all the assets. It has a type property, which can be either "photo" or "video". This is the only thing that makes the difference between a photo and a video project.

Between the assets node you can add as many items(photos/videos) as you want.

9. The CONTACT module

The last module that comes with the template. It is named "**contact.swf**". The sample xml file is "contact_sample.xml". You can duplicate the xml file and use as many contact pages as you want.
Example:

```
<page src="contact.swf" xmlPath="sales_department.xml" />
<page src="contact.swf" xmlPath="support_department.xml" />
*all unrelated properties were deleted..
```

So .. the contact xml has 11 design properties.

Name	Description	Example
line2Color	This defines the color of the vertical line(the line between the form and the contact text)	line2Color="0xCCCCCC"
background	This defines the background color of an input text field.	background="0x000000"
border	This defines the border color of an input text field.	border="0xFF0000"
text	This defines the text color of an input text field.	text="0xFFFFFFFF"
backgroundRoll	This defines the background color of an input text field(when rolled over).	backgroundRoll="0x000000"
borderRoll	This defines the border color of an input text field(when rolled over).	borderRoll="0xFF0000"
textRoll	This defines the text color of an input text field(when rolled over).	textRoll="0xFFFFFFFF"
backgroundSelect	This defines the background color of an input text field(when selected).	backgroundSelect="0x000000"
borderSelect	This defines the border color of an input text field(when selected).	borderSelect="0xFF0000"
textSelect	This defines the text color of an input text field(when selected).	textSelect="0xFFFFFFFF"
required	This defines the color of an input text field when it's incorrect(that short flash).	required="0x0000FF"

The next node(<form>) has more 6 properties, and 4 items. Properties:

Name	Description	Example
subject	The subject of the email.	subject="Request"
email		

sentLk	The message that appears when the email is sending.	sentLk="sending"
sentOk	This message that appears when the email was successfully sent.	sentOk="sent"
sentNok		
fullNok	The message that appears when the users enters fullscreen mode. Flash does not allow keyboard input in fullscreen mode so that's why the form can't be available, and the user needs to know that.	fullNok="exit fullscreen"
Name	Description	Example
subject		
email	Your email. The email address which will receive all incoming emails.	email="me@google.com"
sentLk	The message that appears when the email is sending.	sentLk="sending"
sentOk	This message that appears when the email was successfully sent.	sentOk="sent"
sentNok	The message that appears when there was an error in the sending process.	sentNok="error"

The next 4 items, are the three text fields and the button. Each item has a label and a wrong message. The label is the text that appears in the left side of the text field, and the wrong message is the message that appears if a user does not complete that text field, or enters a wrong email address.

The third node(<text>) holds the contact info text. It's basic html, and at this point, I think there is no need for me to tell you to go at the fourth point in the manual, if you have any issues :)

10. Last thing

There is an online FAQ for this file, that you can find at this link: <http://rubenbristian.com/faq/?cat=3>

It contains tutorials on how to edit the template in certain ways.. Make sure you check them out. Also if you have any questions/tutorial ideas, just let me know..

Even though the code is highly commented, it's hard to make complex changes especially in the main template, the folio viewer and the slideshow. So if you don't have a solid understanding of Flash and Actionscript 2, don't try to make changes that you cannot make.

If you encounter any issues or have a question, please ask either on the item's discussion page or contact me via my profile page: <http://flashden.net/user/flasher3015> . Always try to describe your issues in as much depth as you can, and if possible include a link.

Please take 2 minutes to go back and rate the file ;)

Best regards,

Ruben.

www.rubenbristian.com