



# Slick Full Website Template

## General Template Help

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Support only on our public forum: <http://forum.oxyflash.com/slick-full-website-template-cms-2-skins/>

This template can be used embedded into html with the provided files, you will easily find in the deploy folder. There are two existing skins: black and white, just select the one you want to use and upload it on your server, there is no need to upload the source files.

The source files are organized in folders for each module, I changed the compiling path to be directly in the deploy folder. When modifying any module you will directly compile it in the deploy folder and it will read the .xml file from there. If you want to change this, just alter your publish options and be sure that the .xml file will be in the same folder into which you are publishing the swf file.

### Compiling, previewing and .psd design

Before we go any further, it's important you read this so you understand what you should do after downloading the package. Because of size restraints we were forced to re-package this file in a manner that is faster to download and manage and is within the restraints of the site you've purchased from. What does this mean ? Well, after you've downloaded this file, in order to comfortably recompile the .fla files if you make any changes, you would need to copy all files and folders (except for the .swf files in the root) from **/2 - Template-Preview/** folder into the folder each skin compiles the .swf files from .fla. These folders are as follows : **/1 - FLA Files/BLACK Skin/deploy/** for the black skin and **/1 - FLA Files/WHITE Skin/deploy/** for the white skin. By doing this when you compile your files everything will work perfectly (xml loading, images, video, php etc.) because you're copying all the content. We recommend this, however the alternative would be for you to recompile the files, disregard any error messages (ex. Xml not found) and copy the compiled .swf file from the deploy folder to the template preview folder.

Also because of filesize constraints we weren't able to include the complete .psd files, just a few key ones. If you will need for some reason access to all the .psd files, send us a mail with proof of purchase and we'll accommodate you with the complete .psd sources. For most people though what is included should suffice.

### Main Component

This is the main component. This will build the menu, will handle the swf address and the load of the other modules. The default .xml name for this is main.xml. In the .xml file you can specify any number of buttons but please be sure that all of the buttons will fit in the designated area. For each button you will be able to specify the title, the swf to load, the .xml file to load the url address and the url title. In the last node you will be able to specify the copyright title.

The mp3 player is embedded in this module and you can add as many songs as you wish by editing mp3player.xml. You will be able to choose either the mp3 player to start on play ( "play" ) or to start on pause ( "mute" ).

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You will be able to setup it's playing volume and to change many options regarding the functionality and colors, most of the variables are self-explainable so you will easily find your way. You can specify as many songs as you want in the .mp3 audio format.

#### **About us**

This is a simple module with a text box and a slide-show. From the .xml file you can change: the image width, height, the slideshow interval the fade in animation time and type. In order to change more, remove or add extra features you must go in the .as code and edit the .fla library items. You can independently use this module from the template into your own projects.

#### **Background**

For the ease of customization I have separated the background into one swf file, this can also be easily used in other projects you may have. The output of this is index.swf. This will simply take the bg movie-clip and duplicate it on the entire stage so you can have a pattern background. You can go in the .fla and add your own pattern background instead of the existing one and use this in your projects. You must also remove all the additional code used for handling the template.

#### **Banner Rotator**

This is a simple banner rotator and you can also use this into your projects, you can easily detach it from the template, I have included in the package the help file from the original banner rotator component released a while ago, all the help about this module it's there.

#### **Clients**

This is a display module of all of your clients or you could display your works here, whatever you want. You can setup the title, a html formatted description and you can specify as many thumbs as you want, there's no limit here. You can also change some settings like: image width and height, horizontal and vertical space. You can use this independently from the template and you can change / add / remove features by going in the code or editing the .fla items.

#### **Contact us**

This a contact form with 4 input fields and you can also upload a file. Before sending the message it will validate all it's fields. You can specify a title and a html formatted description as well as other additional fields with the

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corresponding url. In the settings node you must specify the php script used for the text and the php script used for the upload. You can use this independently from the template.

## Jobs

You can use this module to display your available jobs. In the settings node you must specify the php script used for the text and the php script used for the upload. For one button you can specify the title, location or date, the url title which will appear in the browser's url area and the actual url which will appear in the browser's address field. You will also be able to specify one small description for the button and another one, bigger or smaller for the popup, you decide on the length, both descriptions are html formatted so you can use most common html tags. You can use the contact form to send your email with the job application by accessing it from the buttons list or from the popup. You cannot use this module independent from the template because it uses the swf address but you can change it to suit your needs and remove this by going in the code, there is no need to change the .fla for this.

## News

This module is similar with the jobs one except it's just a news display, clicking one button will launch a similar popup with the one on the jobs module. You can change a few settings like: the blur x and y amount, the animation time and type used for the popup. You can specify the title, data, urlTitle and the url which will appear in the browser and a html formatted description which will support most common html tags. You cannot use this module independent from the template because it uses the swf address but you can change it to suit your needs and remove this by going in the code, there is no need to change the .fla for this.

## Photo Gallery

This module is a display of your photo / video gallery. You can have multiple sections with unlimited number of pictures or videos in each. The sections number is limited though by the module's total width.

In the .xml file you can change a few settings like the distance between buttons, the thumb width and height, the horizontal and vertical thumb space in pixels. You can specify the album's title, the urlTitle and the url which will appear inside the browser.

For each thumb you can specify the thumb's address and the big image address ( the "image" field ) - ( if you have a video just specify it here in the image field and the code will detect the video and display the video player, the supported extensions for video are: .flv, .mov, .mp4 and .h264 ). For each thumb you can specify a title and if you have a video you can specify an extra video title ( the "videoTitle" tag ). You can also specify a .html formatted description for each thumb that will appear in the popup.

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You can also specify for each thumb the url and url title which will appear inside the browser when you are viewing the image in a popup.

You cannot use this module independent from the template because it uses the swf address but you can change it to suit your needs and remove this by going in the code, there is no need to change the .fla for this.

## Portfolio

This module is the most complex one from the template and it can be very confusing and difficult to edit the .xml file without the help of the admin. I will briefly explain it here.

You cannot use this module independent from the template because it uses the swf address but you can change it to suit your needs and remove this by going in the code, there is no need to change the .fla for this. The browser's url title and url will be summed using the previous categories, for the url's please use the format: "/textgoeshere"

You have many options in the settings section for this, there is no need to go into this, the variables are self-explaining and easy to modify and understand.

The first page of the template is the main page, here you can specify a title, a html formatted description and the slider will support unlimited number of pictures.

The second page is the category selected listing which has a title and a html formatted description. This will support an unlimited number of thumbnails (projects). Clicking on one of these images will take you to the details page of the project.

On the third page (details page) you will be able to specify a html formatted description and an unlimited number of thumbnails. Clicking one thumbnail will launch the popup which behaves exactly like the one on the Photo Gallery module.

Because of the high complexity of this module and of the xml file please use small amounts of input text when modifying the .xml file so you can clearly understand exactly the way it has been built.

## Services

This module it's similar with the photo gallery one in menu functionality. In the content area you can specify in the .xml file a html formatted description and an unlimited number of images which will fade in/out after the time you will setup in the settings node. Of course url and url title are also available for each category and the settings are self-explainable variables.

You cannot use this module independent from the template because it uses the swf address but you can change it to suit your needs and remove this by going in the code, there is no need to change the .fla for this.

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## Homepage

You can use this module or the banner rotator one as a welcome page or homepage for the website. This module is pretty simple. From the .xml file you can change the title and the html formatted description and you can specify an unlimited number of thumbnails. Clicking one thumb will launch an url customizable from the .xml file. From the settings node you will be able to change a few basic settings for this module. Because this does not use the swf address you can use it in your own projects with ease.

For the modules that can be used in other projects except the template:

- You can change the .xml file by going to main.as. Look for *public function loadMyXml()* you can replace all the if statement's instructions with the instructions in the else statement. You will be able to specify your .xml file there.
- You can load all these modules in your projects by using a simple load statement with the proper swf name and holder. Please be sure that the .xml file is also in the right place in your project ( preferably the root folder, besides the .fla or where you are compiling your swf file)

When loading other modules except the ones that came with this template please be careful at the swf and xml paths, this is relative to the main swf's address. For the best solution and to avoid any other path issues, just place them in the root folder of the website and make a folder for any media you might have in the root folder.

You can download all of the fonts for free from <http://www.dafont.com>.

Required fonts with download links can be found in /3 - Files and Licenses/Files and Licenses.doc

## Known issues

Due to a problem with swfaddress and special characters you shouldn't use the characters ":" "(" and ")" in the news title area or anywhere in the swfaddress (browser address) tags because it will cause problems (plain XML version). In case your flash behaves unexpectedly check for special characters in swfaddress. You can of course use these and any other characters anywhere in the content of the section.

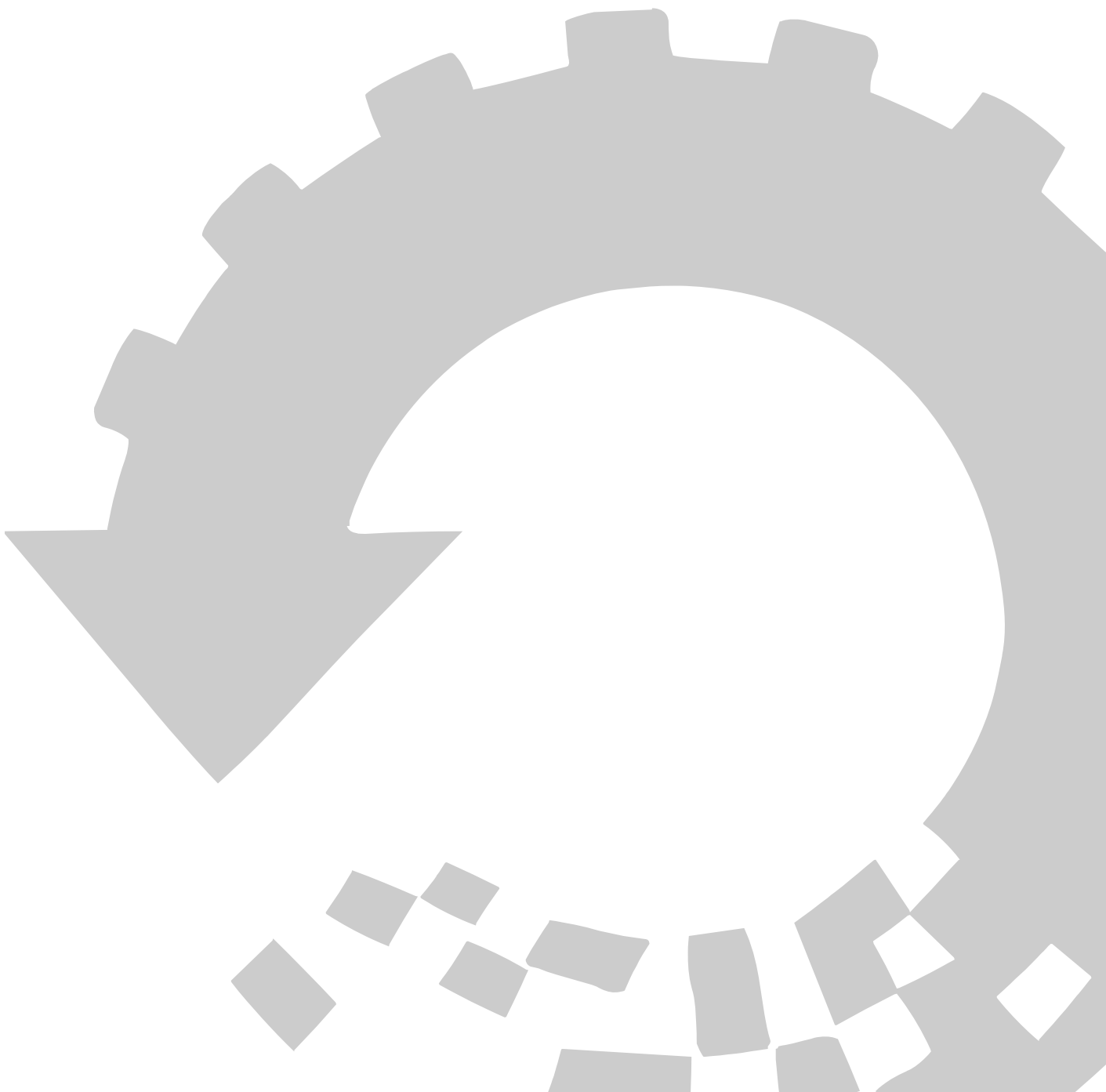
This is **not** an issue if you are using the admin, it will automatically convert special characters into browser friendly "-" characters so you can use whatever you want.

We are/will be working on a fix for this issue but success is not guaranteed.

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

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