**Index:**

# 1. INSTALLING CAMCOM CHAT 5.0

## 1.1 Included files and tools
Inside the downloaded ZIP file you will find the following:

**CAMCOM Chat 5 Video Chat**               // All the chat script files and original source code files

**EXTRAS > Chat Tools**
  - Chat Monitor v1.0               // Shows 30 previous messages, refresh every 10 sec.
  - Chat History Viewer v1.0        // Shows complete chat message history

**EXTRAS > Chat Patch**
  - Fixes 1 - 4                     // Fixes for troubleshooting the chat if installation fails

## 1.2 Installing the chat script step by step

**Step #1:**
Upload all the files and folders inside the **CAMCOM Chat 5 Video Chat** folder via FTP to a new directory on your web server, **except the ones listed below:**

**/Classes**               // Don't upload this directory, it contains script source files
**CamController.as**       // Don't upload this file, it's a script source file
**chat.fla**               // Don't upload this file, it's a script source file
**Chat.as**                // Don't upload this file, it's a script source file
**Opentok_v0.91.63.swc**   // Don't upload this file, it's a script source file

**Step #2:**
Open the index.html page in your browser and start chatting!

**Step #3:**
The chat doesn't work? Follow the **Troubleshooting Guide in chapter #2**.

# 2. INSTALLATION FAILED? - TROUBLESHOOTING GUIDE

## 2.1 Troubleshooting the chat script if installation fails

You have followed the installation steps, but the chat is not working. You cannot login, post messages or see any users online in the users list. Follow the steps below to fix this.

**Step #1:**
Make sure your web server has PHP5 and is properly configured.

**Step #2:**
In the chat directory on your web server, set the file permissions (**chmod**) of all files, directories and sub-directories to **755 or 777**. Test if the chat is working now. If it doesn't work, continue with step #3.

**Step #3:**
The ZIP contains an EXTRAS folder. Inside, find folders Fix 1, Fix 2, Fix 3 and Fix 4. First upload the .htaccess file inside the Fix 1 folder to the chat directory and refresh the index.html page. Still not working? Delete the .htaccess file in the chat directory and repeat the process with Fix 2 and Fix 3.

**Step #4:**
To apply Fix 4, first upload the .htaccess file inside the Fix 4 folder to your chat directory. Next, change all PHP files in the chat directory from .php to .php5 and refresh the index.html page in your browser.

# 3. ADMINISTRATOR FUNCTIONS

## 3.1 Login as administrator

To understand how the chat room administration works, please visit this page
http://www.camcomchat.com/administration.html

## 3.2 Changing the administrator password

Only administrators can execute certain commands like kick or ban which require the administrator password. The default password is "**chat123**". To change the administrator password, open the **chat_functions.php** file and on line 34 change the password. Save the file and upload to your server.

```
echo "resultServerTime=" . $serverTime . "&resultPassword=" . base64_encode("chat123");
```

## 3.3 Viewing the chat message history

Use the included administrator tools **Chat Monitor v1.0** or **Chat History Viewer v1.0** to access the chat message logs and read all previous chat conversations.

 Instructions for the tools are in the **Tools Manual.pdf** inside the **EXTRAS**->**Chat Tools** folder.

## 3.4 Resetting the chat message history

Simply type the chat command /**clear** into the chat. It will reset the **chathistory.xml** and **chatarchive.xml** files.

## 3.5 Resetting the user ban list

To reset the ban list and allow all previously banned users to connect to the chat room again, open the Chat.as file and change the shared object name on line 22. The default value is "**chat35**". You can change it to anything. Save, compile a new chat.swf and upload it to your server.

```
private var banCookie:SharedObject = SharedObject.getLocal("chat35");
```

The banned user's IP addresses are added to the **banlist.xml** file. To unblock a users IP address, simply edit the banlist.xml file on your web server and delete the entry with the desired IP address.

```
<entry>
   <ip>213.48.124.174</ip>
</entry>
```

## 3.6 Reserving nicknames for administrators only

To connect to the chat room as an administrator, you simply include the "@" character anywhere in your nickname (Jason@Admin or @Admin). It's also possible to create a list of reserved names for administrators without the "@" character. When you attempt to login with a reserved admin name, you are asked for the administrator password.

To add or edit the list of reserved names, open **chat_functions.php** and on line **18** you can modify the list of reserved names. Save and upload to your server.

## 3.7 Editing the bad word filter

Open **xml_chatprocess.php** and around line **23** you will find the bad word filter code. Add a new line of code for each bad word you wish to filter. Only use lowercase letters. Save and upload to your server.

## 3.8 Setting up multiple chat rooms

Open **Chat.as** and around line **1106** you find this block of code with the rooms list that is displayed when clicking on the **Rooms** button inside the chat.

```
sa.addText("<font color='" + chatTextColor + "'><b>List of Chat Rooms</b></font>");
sa.addText("<font color='" + chatTextColor + "'>-------------------------------------------------------------------------------------------------------</font>");
sa.addText("<font color='" + chatTextColor + "'><b>Click on the room name to switch:</b></font>");
sa.addText("<font color='" + chatTextColor + "'><a href='http://www.flashchatdeluxe.com/index.php'><u><font color='" +
chatLinkColor + "'>#Main Chat Room</font></u></a> - Test the chat as much as you like here</font>");
sa.addText("<font color='" + chatTextColor + "'><a href='http://www.flashchatdeluxe.com/rooms/fun/index.html'><u><font color='" +
chatLinkColor + "'>#The Fun Room</font></u></a> - Tell jokes and laugh with others</font>");
sa.addText("<font color='" + chatTextColor + "'>-------------------------------------------------------------------------------------------------------</font>");
```

Add new line of code (marked in red) for each new chat room. Save, compile a new chat.swf and upload it to your server.

Simply create a separate directory for each chat room on your web server and upload the chat files to each one. Each chat in each of the chat room directories is a complete stand-alone and can be customized individually.

**Tipp:** I recommend setting the link URLs to each chat room with the full domain path since each chat room will use the same chat room list called by the /rooms command.

# 4. CUSTOMIZING CAMCOM CHAT 5.0

## 4.1 Setting up Flash CS5 or higher

Before you can make any modifications to the chat, you need to open the **chat.fla** with Flash CS5 or higher, then open the **Advanced ActionScript 3.0 Settings** window located under the File menu. Next click on the **Library path** tab and make sure the **opentok SWC** file points to the correct location on your hard drive, which is the folder containing all the CAMCOM Chat 5.0 script files. For this, click on the opentok SWC entry in the list and then on the yellow folder button located in the middle-right of the window. Now select the folder containing all the chat script files and the opentok SWC file and click on the OK button. You can now compile successfully.
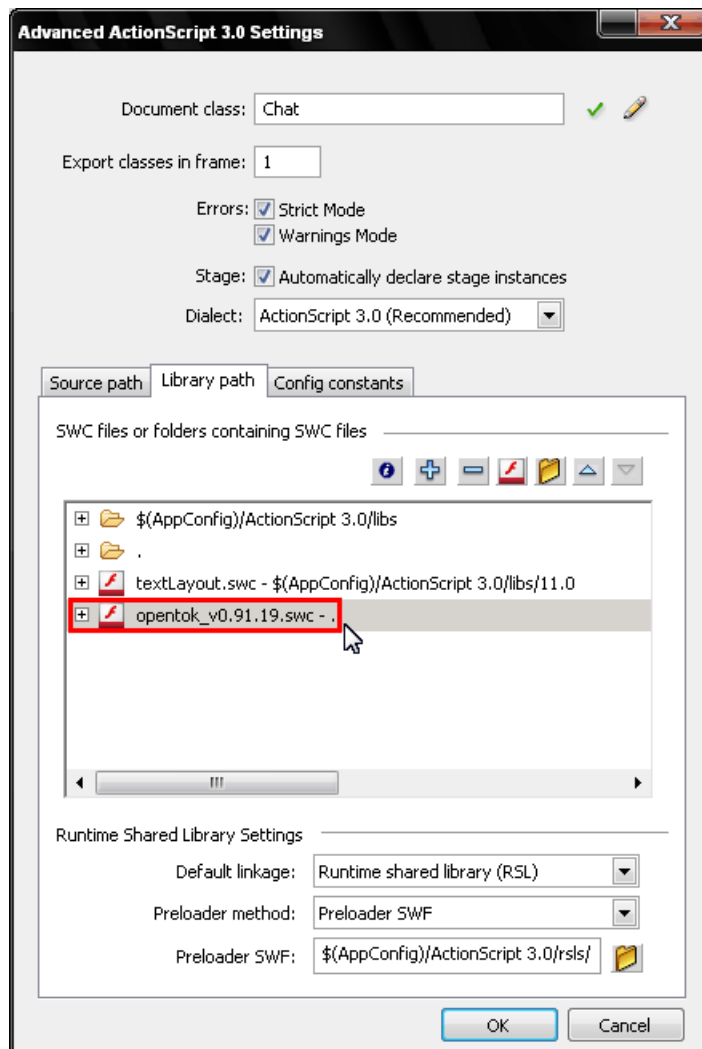
## 4.2 Customizing the chat's welcome message

Open the **chat.fla** and go to the layer named "Code" which is the 4<sup>th</sup> one from the top, Frame1, open the Actions panel to edit the code of that keyframe.

Around line **170** you find this block of code. Here you can edit the **"Welcome Message"**. Save, compile a new chat.swf and upload it to your server.

```
sa.addText("<font color='" + chatTextColor + "'><font color='#FF8500'><b>Start Private Chat</b></font> - Click on any user in the right user list to start a private 1 on 1 chat</font>");
sa.addText("<font color='" + chatTextColor + "'><font color='#FF8500'><b>Start Video Call</b></font> - Click on a user in the right user list and then on the video call button</font>");
sa.addText("<font color='" + chatTextColor + "'>---------------------------------------------------------------------------------------------------------------------
-----</font>");
```

## 4.3 Customizing the time and date format

Open **xml_chatprocess.php** and around line **69** you find this code. Edit the time format here.

```
$enterMessage = "Enters the chat room at " . date("G:i:s");
$leaveMessage = "Leaves the chat room at " . date("G:i:s");
```

## 4.4 Customizing the emoticons / adding new emoticons

Open **chat.fla**. Inside the library find a folder called **Smileys**. In there you find the 5 default smileys. You can replace these with your own.

To add new a new smiley, import the new smiley image file (**13x13 pixels**) into your library, right click on it and select **Properties**. Next, enable the checkbox **Export for Actionscripting** and name the **Class** for example, smiley_6

In the **chat.fla** on Layer2 "Smileys Box Code", Frame1 open the Actions panel to edit the code of that keyframe. Around line **11** you will find the block of code to connect the newly imported smiley to a typed character symbol. Add a copy of the line of code (marked in red) for each character symbol and newly imported smiley graphic. Save, compile a new chat.swf and upload it to your server.

### Example:

I have a new smiley and want to add it to the 5 default ones. I named the smiley file, **smiley_6.gif** and imported it into my library. Next I open the **Properties** of **smiley_6.gif** in the library panel and enable the checkbox **Export for Actionscripting** and name the **Class** smiley_6. In the source code I add the following code, save, compile a new chat.swf and upload it to the server:

```
bmpData = new smiley_6(13, 13);
sa.registerBitmap(";-p", bmpData);
```

Now when someone types " **;-p** " into the chat, the new smiley will appear.

```
var bmpData:BitmapData = new smiley_1(13, 13);
sa.registerBitmap(":)", bmpData);
bmpData = new smiley_2(13, 13);
sa.registerBitmap(":-)", bmpData);
bmpData = new smiley_2(13, 13);
sa.registerBitmap("8)", bmpData);
bmpData = new smiley_2(13, 13);
sa.registerBitmap("8-)", bmpData);
bmpData = new smiley_2(13, 13);
sa.registerBitmap("=)", bmpData);
bmpData = new smiley_2(13, 13);
sa.registerBitmap("=-)", bmpData);

bmpData = new smiley_2(13, 13);          // The pasted example code
sa.registerBitmap("8-)", bmpData);

bmpData = new smiley_2(13, 13);
sa.registerBitmap(":P", bmpData);
bmpData = new smiley_2(13, 13);
sa.registerBitmap(":p", bmpData);
…
```

## 4.5 Customizing the design and layout of the chat

If you want to create your own skin, follow these steps:

1. Open **chat.fla** and observe how the default chat interface is constructed. On Frame 1 you can see the keyframes that contain the graphics, login button and input field of the **login screen**. On Frame 10 you can edit the keyframes that contain all the elements of the **chat** and on Frame 20 you have the **logout screen**.

If you notice, the chat interface is made up of only a few elements making customization easier for you. Look at the last layer called "**Skin**" and notice the entire interface design is made up of one single picture placed as background with the input fields, buttons and text headers simply placed in layers above. Replacing this background picture is therefore 90% the work already done customizing the skin.

2. Create your skin design in Photoshop in any size and import it into **chat.fla** replacing the old "**Skin**" layer background graphic.

3. Design new "**Send**" and "**Login**" buttons matching your skin and replace the existing ones with yours in the library.

4. Change the size of the Flash movie to fit your skin and place all the input fields, buttons and text headers into the correct position.

5. Change the **text and link color** of the chat message box in **Chat.as** on **line 43**:

```
private var chatTextColor:String = "#FFFFFF";
private var chatLinkColor:String = "#FF8500";
private var adminTextColor:String = "#FFD500";
```

6. Set the **background color** for the chat message box. Open **ChatBox.as** inside the **Classes** folder and on **line 34** change the (0x4D4D4D) color to the desired new background color.

7. Now you need to **set the position** of the chat messages box and set its **width and height**. Open **chat.fla** and on Layer4 "Code", Frame1 open the Actions panel to edit the code of that keyframe. On line **6** you can edit the width and height of the chat messages box.

In the example bellow, 515 is the set width and 320 is the set height. Change these so it fits into your skin.

```
sa = new ChatBox(515, 320, 12);
```

Next, on line **165** and **166** you can set the x and y position of the chat messages box.

```
sa.x = 82;
sa.y = 98;
```

8. Congratulations! You have created your own customized chat!

### 4.6 Importing the chat into an existing Flash Movie (AS3)

You can include the chat into any existing Flash Movie (Actionscript 3). Simply load the external **chat.swf** into the Flash Movie with a code like this:

```
var swfRequest:URLRequest = new URLRequest("chat.swf");
var swfLoader:Loader = new Loader();
swfLoader.load(swfRequest);
addChild(swfLoader);
```

# 5. WORDPRESS, JOOMLA, PHPBB, ETC. INTEGRATION

This information is available at **http://www.camcomchat.com/integration.html**

# 6. VERSION

Your current version: **5.0**