

Quick Start

(For SlideShowPro for Flash 1.6+ and SlideShowPro Director 1.1+)



slideshowpro

Contents

Introduction.....3

Your first slideshow with SlideShowPro for Flash4

Your first slideshow with SlideShowPro for Flash and SlideShowPro Director6

Introduction

This little booklet was written to do one thing - build a slideshow as quickly as possible. It's not a complete guide by any means (we'll save the *SlideShowPro for Flash User Guide* for that), but rather a no-frills walkthrough that publishes a slideshow using nothing but default settings (which for some people is all they really need anyway).

Once you're familiar with the basics, you'll be ready to move on to the full *SlideShowPro for Flash User Guide* to learn more about how SlideShowPro for Flash operates, how to restyle it, and the variety of optional add-ons you can incorporate into your slideshow.

If you're using SlideShowPro for Flash by itself, jump into the "Your first slideshow with SlideShowPro for Flash" chapter. If you're using SlideShowPro Director as well, jump into the "Your first slideshow with SlideShowPro for Flash and SlideShowPro Director" chapter instead. Both will get you up and running in a matter of minutes.

Alright, enough talking. Let's build!

Your first slideshow with SlideShowPro for Flash

Not in the reading mood? Ready to build something *now*? You're in the right place.

STEP ONE: INSTALL EXTENSION

Open the ZIP you downloaded, and double-click on the MXP file contained inside. Extension Manager will launch and guide you through the installation process.

STEP TWO: CREATE A FLASH DOCUMENT

Launch Flash. Select File > New from the application menu. In the left frame of the dialog that appears, select "Flash Document" if you are using Flash MX 2004 or Flash 8, or "Flash File (ActionScript 2.0)" if using Flash CS3. Click Okay.

Next, select Window > Properties to open the Properties panel. Increase the frame rate of your movie to 31fps (the default 12fps is not recommended).

STEP THREE: ADD SLIDESHOWPRO

If using Flash MX 2004, select "Development Panels > Components." If using Flash 8/Flash CS3, select "Components." The Components panel will appear. Toggle the "SlideShowPro" item open to reveal the component inside. Click on the component, hold the mouse button down, and drag it to the Stage (the large white area underneath the timeline). An instance of SlideShowPro for Flash will appear.

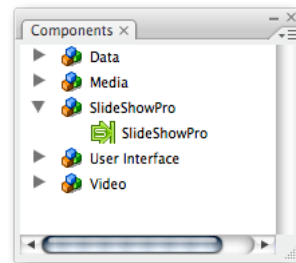


Figure: Components panel

Click on the instance of SlideShowPro for Flash on the Stage to select it. Return to the Properties panel. Change both the X and Y fields to zero to align SlideShowPro in the upper-left corner of the Stage.

STEP FOUR: CREATE A PROJECT FOLDER

You now need a place to save your FLA. Create a new folder named "slideshow" anywhere on your computer. Save the FLA to your "slideshow" directory and name it "slideshow fla".

STEP FIVE: CREATE CONTENT DIRECTORIES

Again in your "slideshow" folder, create a new folder named "gallery." Open "gallery" and create a new folder named "album1." This folder will hold all the images for your first album. Finally, open "album1" and create a new folder named "large." Gather together the photos you wish to display and place them in the "large" folder.

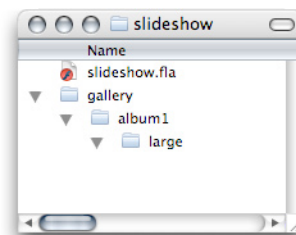


Figure: Project folder

STEP SIX: CREATE AN XML DOCUMENT

Using a text editor (Dreamweaver, BBEdit, TextMate, Notepad, but not Microsoft Word or any rich text editor), create a new document and enter the following:

```
<?xml version="1.0" encoding="UTF-8"?>
<gallery>
  <album title="" description="" lgpath="">
    <img src="" />
  </album>
</gallery>
```

This is the basic template of your XML document. Save the XML file to the “slideshow” project folder and name it “images.xml.”

Now we’re going to fill the template with our gallery data. In the album element, add a `title` and `description` for your album, then add to the `lgpath` attribute the relative path to the “large” folder you created earlier, which in this case would be `gallery/album1/large/`.

Now for your images — edit the `src` attribute in the `img` element with the file name of the first image you’d like to show. If your image were named “tree.jpg,” the element would be ``.

For every additional image you wish to show, create another `img` element and fill it with the file name. Your XML file should now resemble the following:

```
<?xml version="1.0" encoding="UTF-8"?>
<gallery>
  <album title="Nature" description="Images of trees, lakes and flowers"
    lgpath="gallery/album1/large/">
    
    
    
  </album>
</gallery>
```

When you have one `img` element for every image in the “large” folder, save and close the XML document.

PUBLISH

Select “File > Publish Settings” from the top menu. Click on the “Flash” tab, and ensure that “Version” is set to “Flash Player 7” (or higher) and “ActionScript version” is set to “ActionScript 2.0.” Finally, click “Publish.” Flash will export two files to your “slideshow” folder — `slideshow.html` and `slideshow.swf`. Double-click on `slideshow.html` to load it in your browser. Your images should now be appearing! If you’d now like to place this slideshow online, upload the “slideshow” folder (with the exception of the FLA file) to your web site with an FTP client. When complete, navigate with a web browser to the HTML file in the “slideshow” folder you just uploaded.

Congratulations! You have successfully published your first slideshow. Ready for more? Open the *SlideShowPro for Flash User Guide* to learn more about the component.

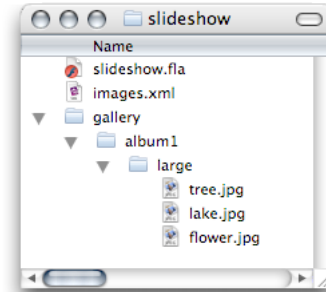


Figure: Directory with images

Your first slideshow with SlideShowPro for Flash and SlideShowPro Director

This walkthrough quickly demonstrates how to build a slideshow using SlideShowPro for Flash and SlideShowPro Director. If you are installing Director on your own web server (and are not a hosting subscriber), Director must be installed before following this walkthrough. If applicable, see “Installation” in the *SlideShowPro Director User Guide* for instructions, then return here.

STEP ONE: INSTALL AND SETUP SLIDESHOWPRO

Turn back a couple of pages to the “Your first slideshow with SlideShowPro for Flash” chapter and complete step one, two and three. When finished, come back here and continue.

STEP TWO: UPLOAD CONTENT TO DIRECTOR

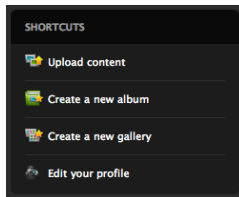


Figure: Director shortcuts

Login to your installation of Director. You'll land on the “Snapshot” page. Click the “Create a new album” shortcut link in the left column (see left). Give your album a title, and make sure “Edit album after it has been created” is selected. Then click “Create album.” Your album will be created, and Director will load the “Upload” page for your new album. Browse and select one or more assets on your local machine, then click “Okay.” Director will confirm your file list in the right column. Click “Upload” to confirm.

STEP THREE: COPY XML FILE PATH

After uploading, click on the “Summary” sub-navigation link to go to the Summary page. Upon arrival, look for the “XML Info” box in the lower-left. Click the “Copy” button. The XML File Path for your album has been copied to your clipboard.

STEP FOUR: ASSIGN XML FILE PATH TO SLIDESHOWPRO

Return to Flash and select your instance of SlideShowPro for Flash on the Stage. Open the Component Inspector panel (Window > Component Inspector). Scroll to the bottom and click inside the field reading “images.xml” that's next to the *XML File Path* parameter. Erase “images.xml” and paste in the URL you copied from Director. Lastly, below *XML File Path*, set *XML File Type* to “Director.”

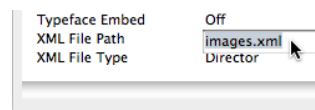


Figure: Edit XML File Path

STEP FIVE: PUBLISH

Select File > Publish > Test Movie in Flash. A SWF will be published, and after a short delay your images will load from Director. Director will publish optimized copies of your content to fit your instance of SlideShowPro for Flash, and cache them thereafter so they won't require regenerating. For this reason you can expect your first Director connection to take a little longer than subsequent ones.

Feel free now to change the size SlideShowPro for Flash, and any options in the Component Inspector. Any requisite content that is required (for example, using the “Thumbnails” Navigation Appearance instead of “Numbers”) will be auto-published by Director.

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