

SlideshowBox

Non-Flash Developer Package

Important limitation: The JavaScript versions of the SlideshowBox templates will not work in Google Chrome when tested locally, on your computer, due to Google Chrome's security sandbox. To test the JavaScript albums with Google Chrome we recommend uploading your test files to the web.

Contents of this folder

The **Templates** folder contains the list of SlideshowBox templates (full version), organized on separate folders for each album template. Each template folder is organized in two or four other folders, depending on whether the template has only a Flash version or also a full JavaScript version developed:

- **Embed_SWF** – this folder contains the Flash version of the template (.swf file), a sample source XML file and a sample HTML with an example of the embed code; the embed code only uses the standard <object> HTML tag to embed the .swf file
- **Embed_SWFObject** – this folder contains a sample source XML file, the Flash version of the template (.swf file) together with swfobject.js and sample.html which are used to embed the Flash clip using the SWFObject method
- **Embed_JavaScript – (only for SlideshowBox templates that have JavaScript versions)** this folder contains only the JavaScript version of the SlideshowBox template (not all templates have JavaScript versions) together with the sample HTML file that embeds it, two more .gif images (blank.gif and load.gif) that are used by the template and a sample source XML file to test the album
- **Embed_Autodetect – (only for SlideshowBox templates that have JavaScript versions)** the folder contains both the Flash and JavaScript versions of the template – the .js and .swf files of the template – using the auto-detect version of the embed code: the primary mode uses SWFObject for embedding the Flash version of the template (needs the swfobject.js and the .swf file), but if there's no Flash Player installed, the JavaScript version of the template is loaded (the .js file of the template – hence blank.gif and load.gif are needed). A sample source XML file is provided to test the sample album

There is also a sample slide show (the **Sample** folder) provided with the package, that uses images from the **Samples/images** folder and a sample XML file. To use the sample slide show with one of the templates please consult the **Test SlideshowBox With The Sample Album** section.

How to embed the SlideshowBox albums into your HTML page

1. Open the SlideshowBox online configuration panel (<http://www.slideshowbox.com/online-panel.html>) and select the template you wish.
2. Setup the chosen template either by selecting one of the existing presets or by directly editing the template properties when pressing on the **Edit settings** button.
3. Press the **Get embed code** button to bring up the Embed code window.
4. Set the path/URL to your XML file, the embed size of the SlideshowBox album and the type of embed code you would like to use.
5. Press the **Copy code** button to copy the embed code into the Clipboard and from there you can paste it into your own HTML file.

Note: When pasting the embed codes into an HTML file for testing purposes you should have at least the DocType and main HTML tags (<html> and <body>) specified in that HTML file so that the JavaScript code works correctly. Otherwise the albums will not work correctly, especially on Internet Explorer.

Example

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN"
"http://www.w3.org/TR/html4/loose.dtd">
<html>
<body>
    <!-- ... embed code goes here ... -->
</body>
</html>
```

Specifying the base path for your Flash slide shows

If your folder structure is in such a way that the HTML page is in a different folder than the folder containing the .swf, .xml and images, then you could specify the base path to the .swf file, which in that case would work with relative paths to the .xml file and to the images. Otherwise the .swf files will look for the assets (.xml file and images) relative to the path of the embedding HTML file and possibly would not load them.

The base path is specified using the base attribute within the <object> tag or within the JSON list of attributes passed to the SWFObject init function:

```
<object id="TemplateNameRandomID" data="TemplateName.swf" width="600"
height="400">
    <param name="movie" value="TemplateName.swf">
    <param name="base" value="myAssetsFolder/mySlideshowsFolder/">
    ...
</object>
```

or

```
<script type="text/javascript" src="swfobject.js"></script>
<script type="text/javascript">swfobject.registerObject("TemplateNameRandomID",
"9.0.115");</script>
<object id="TemplateNameRandomID" classid="clsid:D27CDB6E-AE6D-11cf-96B8-
```

```

444553540000" width="800" height="600">
    <object type="application/x-shockwave-flash" data="TemplateName.swf"
width="800" height="600">
        <param name="movie" value="TemplateName.swf">
        <param name="base" value="myAssetsFolder/mySlideshowsFolder/">
        ...
</object>

```

Editing the Embed code

You can directly edit the embed code inserted into your HTML files to change the settings of the SlideshowBox albums (embed size, the source XML used and other SlideshowBox template properties).

To change the **embed size**, simply change the values specified by the *width* and *height* attributes of the <object> HTML tag.

To change the URL/path of the **source XML file** you need to find the FlashVars declaration in the embed code (<object> tag) and change the path and file name of your XML file specified at the *source* property, within the FlashVars declaration.

To change **SlideshowBox template properties** simply locate the FlashVars declaration of the SWFObject or <object> type of embed code and change the associated value.

Example

```

<object id="TemplateNameRandomID" data="TemplateName.swf" width="600"
height="400">
    <param name="movie" value="TemplateName.swf">
    <param name="allowFullScreen" value="true">
    <param name="bgcolor" value="#1C1C1C">
    <param name="wmode" value="window">
    <param name="flashvars"
value="source=http://www.mydomain.com/slideshow/myXMLFile.xml">
</object>

```

Or

```

<script type="text/javascript" src="swfobject.js"></script>
<script type="text/javascript">swfobject.registerObject("TemplateNameRandomID",
"9.0.115");</script>
<object id="TemplateNameRandomID" classid="clsid:D27CDB6E-AE6D-11cf-96B8-
444553540000" width="800" height="600">
    <object type="application/x-shockwave-flash" data="TemplateName.swf"
width="800" height="600">
        <param name="movie" value="TemplateName.swf">
        <param name="allowFullScreen" value="true">
        <param name="bgcolor" value="#1C1C1C">
        <param name="wmode" value="window">
        <param name="flashvars" value="source=myXMLFile
.xml&autoHideControls=false&autoSlideShow=true& other properties " />
    </object>
</object>

```

The JavaScript SlideshowBox templates are embedded using the init function of each JavaScript template. The init function must receive a JSON object as argument. This JSON object contains the list of comma delimited album properties that can be easily edited.

As well as for the SWFObject embed method, the embed code of the JavaScript SlideshowBox templates provided by the online SlideshowBox configuration panel should be placed within the main HTML tags (<html> and <body>) when tested with an empty HTML page.

Example

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN"
"http://www.w3.org/TR/html4/loose.dtd">
<html>
<body>
    <div id="TemplateNameRandomID"></div>
    <script type="text/javascript" src="TemplateName.js"></script>
    <script type="text/javascript">
        (function() {
            var err;
            try{
                $.slideshowBoxEmbedCanvas.init({appendToID:"TemplateNameRandomID",
                    imagesXmlPath:"source.xml",
                    width:800, height:600,
                    autoHideControls:"true",
                    autoSlideShow:"true",
                    backgroundVisible:"true",
                    other properties });
            }catch(err){}
        })();
    </script>
</body>
</html>
```

Test SlideshowBox With The Sample Album

Each SlideshowBox template folder contains a sample.xml file with a list of images to test the sample albums. Once you open any sample.html file, the albums should work without problems.

The package also contains a "Sample" folder which can be used to test separately the sample HTML files provided or your own HTML files with this sample album.

Depending on which embed method you are using, you need to copy a few files to the Sample folder:

1. **Embed_SWF:** copy the sample.html (or your own HTML file) and the .swf file of the template you are using into the Sample folder and make sure that within the embed code the *source* property of the album is set to *source.xml*.
2. **Embed_SWFObject:** copy the sample.html (or your own HTML file), swfobject.js and the .swf file of the template you are using into the Sample folder and make sure that within the embed code the *source* property of the album is set to *source.xml*.

3. **Embed_JavaScript:** copy the sample.html (or your own HTML file) and the .js file of the template you are using into the Sample folder and make sure that within the embed code the *source* property of the album is set to *source.xml*.

4. **Embed_Auto-detect:** copy the sample.html (or your own HTML file), swfobject.js, blank.gif, load.gif, the .js and the .swf files of the template you are using into the Sample folder and make sure that within the embed code the *source* property of the album is set to *source.xml*.

Note: As mentioned at the beginning of the document, the embed code using SWFObject will not work with Google Chrome when tested locally.

Note: You can also set up the albums by modifying the values from the FlashVars parameter, directly in your HTML file where the SWF file is embedded. In this case, when changing color settings, please note that the values should be specified in hexadecimal notation with the "0x" characters as a prefix to the color values. For JavaScript albums, the colors are specified as hexadecimal values but with the "#" character as a prefix. However, we recommend using the SlideshowBox online panel to make any changes to the album settings and then simply copy and paste the new embed code into your HTML file.

Using the embed code with RSS feeds

SlideshowBox can load images from Flickr, Picasa, Photobucket and Smugmug albums. For this, you have to get the RSS feed for such an album and set to source property to that feed's URL.

In the embed code however, the URL of the RSS feed must be encoded, so that it does not contain the ampersand (&) character. This can be done by using one of the many URL encoder tools found on the Internet (e.g: <http://meyerweb.com/eric/tools/dencoder/>).

Example:

Here is the URL of an RSS feed containing images from Smugmug.com, after a search with the keyword *nature*: <http://www.smugmug.com/hack/feed.mg?Type=search&Data=nature&format=rss200>.

When specifying this URL for the source property in the HTML embed code it would look like this:

```
<param name="flashvars" value="source=http://www.smugmug.com/hack/feed.mg?Type=search&Data=nature&format=rss200">
```

This is not correct because Flash Player will consider every variable from the feed's URL as another flashvars variable, so the feed's URL would look like this to Flash Player: <http://www.smugmug.com/hack/feed.mg?Type=search> (which obviously is not correct).

Encoding the feed's URL would avoid this problem and the slideshow would work correctly:

```
<param name="flashvars" value="source=http%3A%2F%2Fwww.smugmug.com%2Fhack%2Ffeed.mg%3FType%3Dsearch%26Data%3Dnature%26format%3Drss200">
```