

SlideshowBox

Applying New Fonts To The SlideshowBox Albums

SlideshowBox offers the possibility to change the default font used to display the title and description for images. For some of the templates you can also change the font used on the control labels. If you would like to use a different font with your SlideshowBox album, then you will have to embed that font into the .swf file containing the SlideshowBox component.

Note: *Due to the diversity of the fonts and limitations of Adobe Flash, it is possible the text will not display correctly with some fonts. Also, there are fonts that do not support font styling such as bold, italic or bold-italic.*

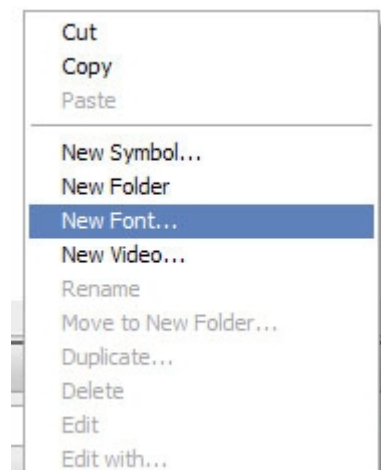
Embedding fonts with Adobe Flash Professional CS3/CS4

There are two ways to embed a font in Adobe Flash: either by embedding it as a Library object or by using a text field to embed the font and/or characters required. The first method embeds all the characters of the Latin alphabet (uppercase, lowercase, punctuation marks and numerical characters). The second method gives you the ability to choose which characters to embed.

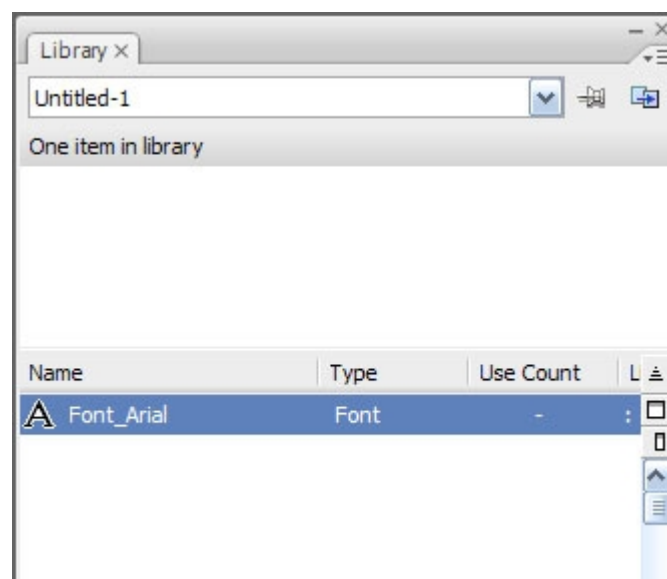
For Adobe Flash Professional CS3 and CS4 we recommend embedding the fonts by using a text field placed outside of the stage, which embeds the desired font together with any special characters you wish include (special characters that are part of a language and are not included in the Latin alphabet). This is the preferred way simply because it allows for a greater control over the embedded characters.

Embedding fonts into the Library

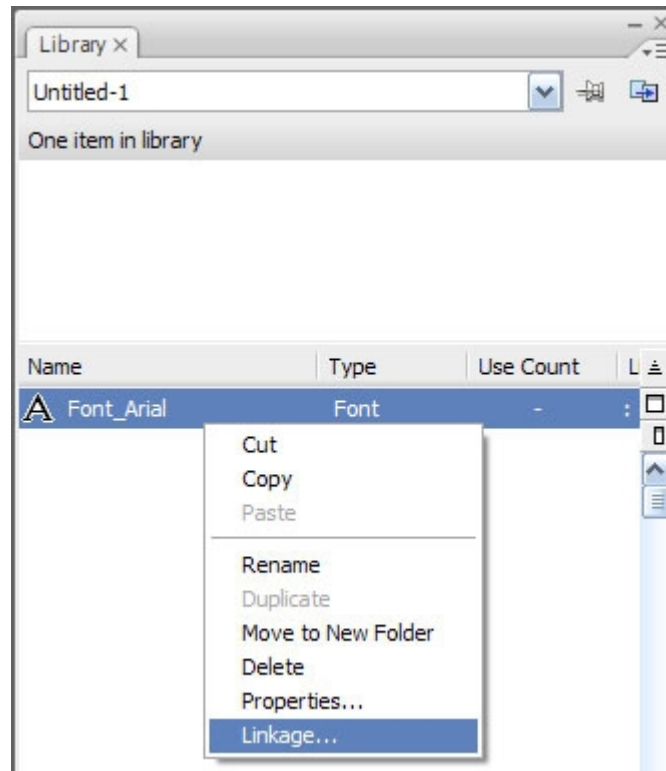
1. Inside your opened ActionScript 3.0 document right-click on the Library panel to bring up the pop-up menu. From the menu, select *New Font*.



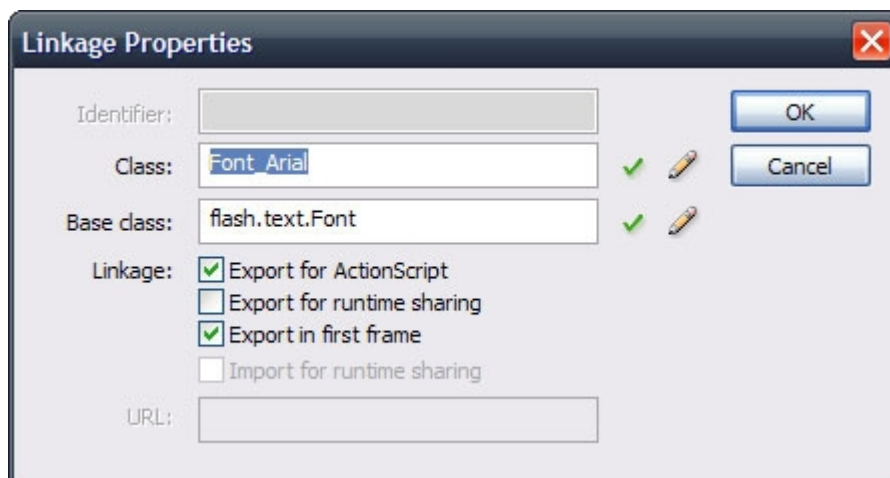
2. Choose the font face you would like to embed, together with any styling that you would like to apply (bold, italic or bold-italic). You can also give the font a name so you can find it easily in the Library. For each font style you would like to use, you will have to create another font object in the Library. For example, if you would like to embed the Arial font together with all the styles, you should have four fonts embedded: Arial regular, Arial bold, Arial italic and Arial bold-italic in your Library.



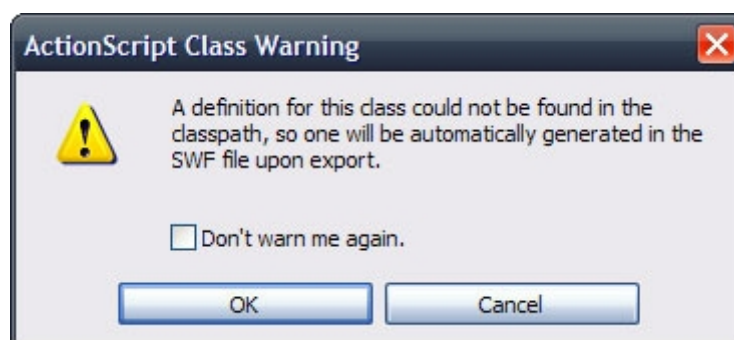
3. Once the font is added to the Library, it needs to be assigned a class name. To do this, simply right-click on the font item you have just created and select *Linkage* from the pop-up menu to bring up the Properties panel.



4. Next, check the *Export for ActionScript* option to assign it a class name. By default, the class name will be the name of the font item from the Library.



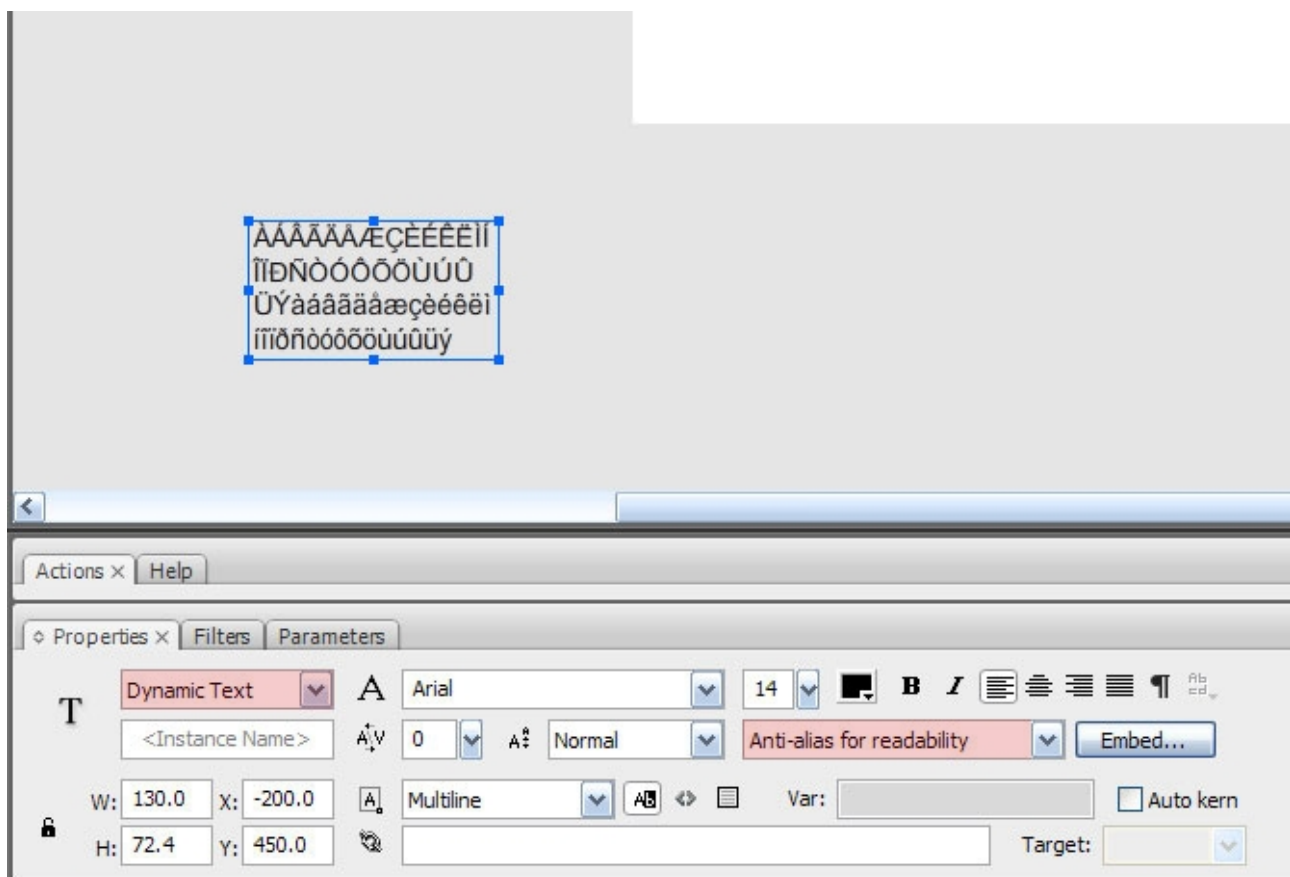
5. Click *Ok* on the dialog box that appears next. It simply says that the class name you assigned will be created for the selected font object.



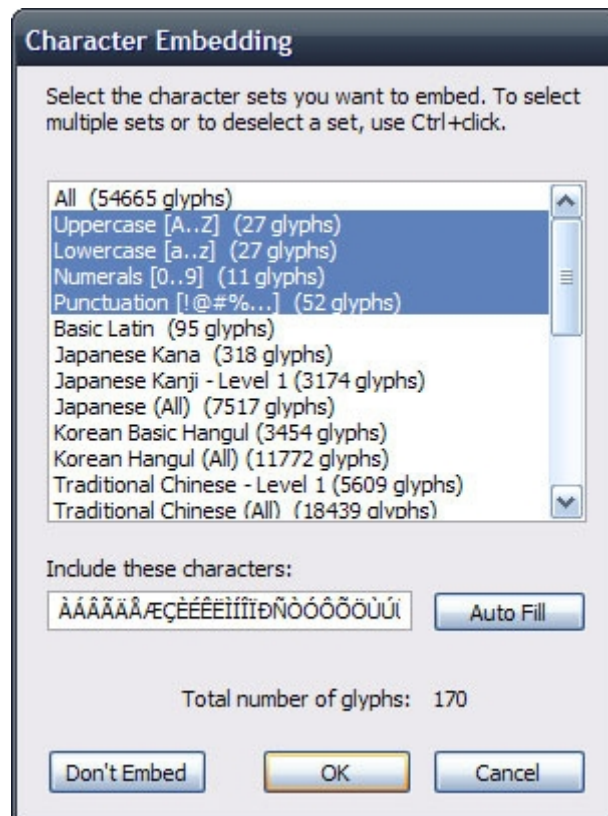
Embedding fonts from a text field

1. Inside your opened ActionScript 3.0 document select the Text tool and place a dynamic text field off the stage. Make the necessary font settings - font type and font style (bold, italic, bold-italic). If the title and description are written in a language that has special characters, other than the letters of the Latin alphabet, you can place them directly in the text field. This allows you to know what characters have been embedded.

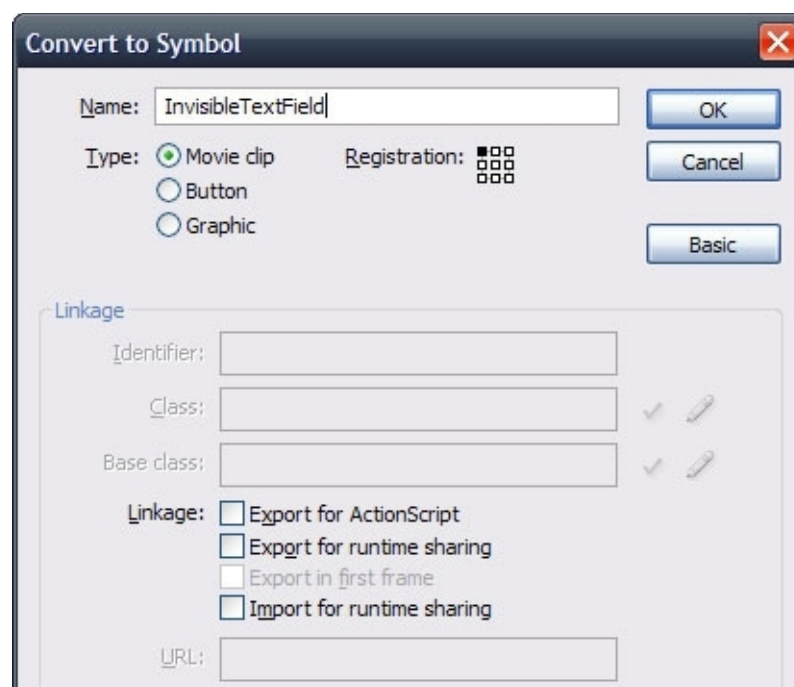
Note: For each font styling you wish to use, you'll have to create a separate text field. The text field should be placed outside of the stage area so it would not be shown inside your project.



2. To embed the characters click on the *Embed* button and bring up the Character Embedding dialog box. Here, you can select the range of characters to embed and, by clicking on the *Auto Fill* button, you will add the special characters entered earlier in the text field (if there are any).



3. To make sure that viewers will not see the text field, we recommend placing it inside a Movie Clip object. To do this, select the text field and press F8 or with the selection tool active, right-click on it and select *Convert to Symbol* from the menu. This will display the Convert to Symbol dialog box where you will have to name the new Movie Clip object. When done, click *Ok* to close the dialog box.



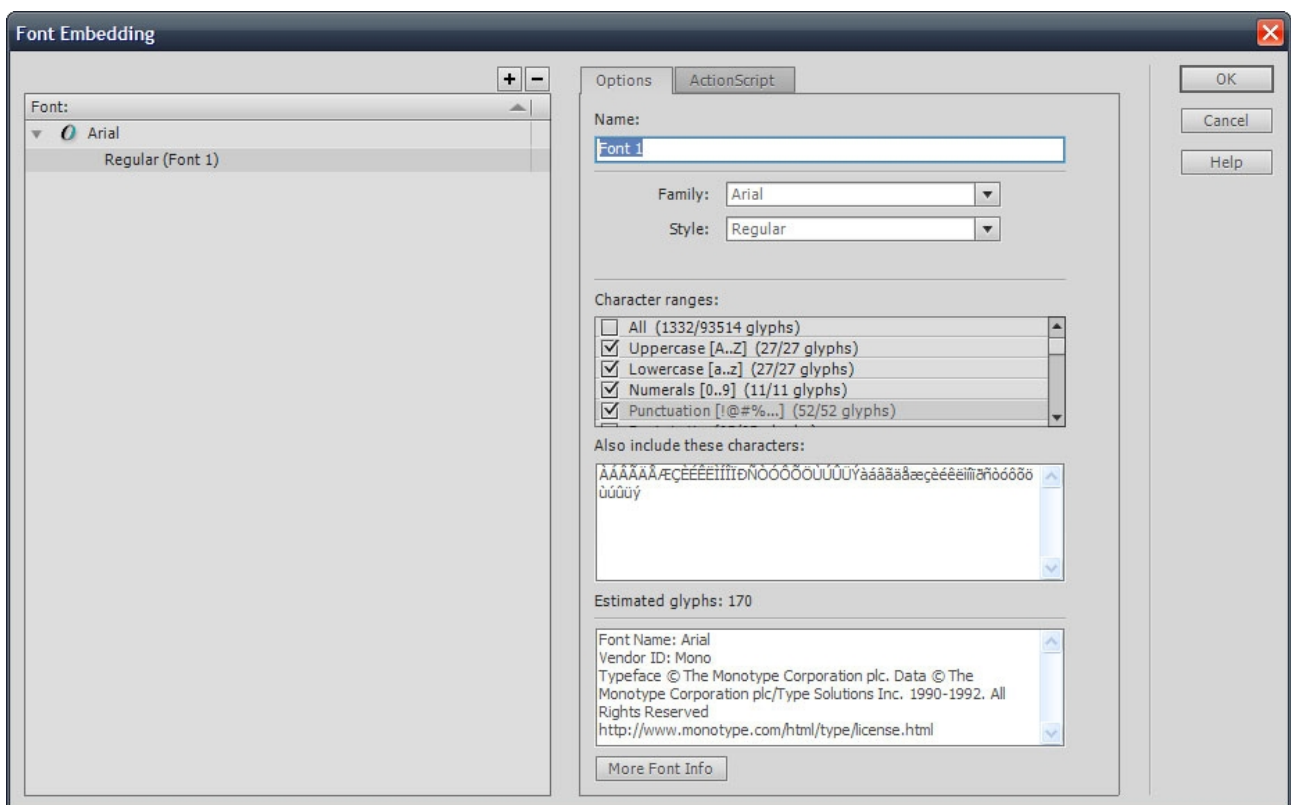
4. Finally, select the new clip from the stage (the one containing the text field) and make it completely invisible by setting its alpha transparency value to 0. This way, even if the Flash Player is resized, the text field will always be invisible to the users.



Embedding fonts with using Adobe Flash Professional CS5

Since the font embedding logic has changed in Adobe Flash Professional CS5, it does not matter whether the embedding is done by adding the font to the Library or by using a text field. Flash CS5 has a redesigned Font Embedding window which allows you to see and edit all the fonts embedded in your SWF file.

1. To embed the font, simply open or create a new ActionScript 3.0 file and right-click on the Library panel. From the pop-up menu select *New Font* to open the Font Embedding window.



Here, you can add all the fonts you would like to embed together with the font styling you need. From within this window you can select the range of characters to embed and also specify separate characters that should be embedded.

Note: For each type of font style, you have to embed the font again. For example, to have the Arial font embedded together with all the font styles (regular, bold, italic and bold-italic), you have to embed four font objects: Arial regular, Arial, bold, Arial italic and Arial bold-italic.

2. For each embedded font, a class name needs to be specified so it is accessible by ActionScript code. Select the embedded font and press on the ActionScript tab. Here, you can specify a class name for the font or leave its default name. Finally, check the *Export for ActionScript* option. When done, click Ok to close the window.

