

SlideshowBox

SWF Embed – How To Use

SWF files can be embedded in HTML files using one of two ways:

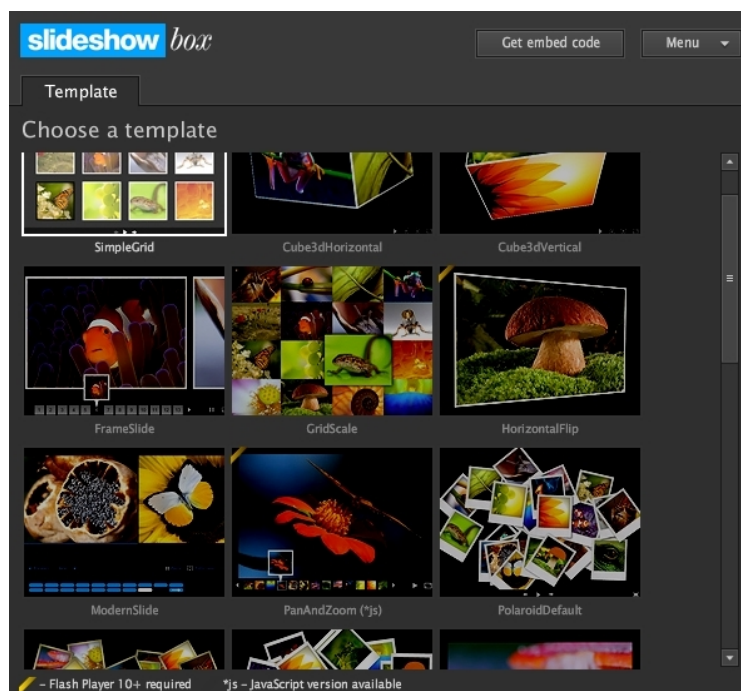
- embed the SWF file using the standard <object> HTML tag which works in any browser without problems
- embed the SWF file using JavaScript (for example using SWFObject) which allows for testing Flash Player version number or whether Flash Player is installed or not, and take the necessary actions in these cases

For both methods the users are required to have Flash Player installed in their browsers (we always recommend installing the latest version from Adobe's website – <http://get.adobe.com/flashplayer/>). For the JavaScript method, users must have JavaScript enabled in their browsers but this is set by default so you shouldn't worry about it.

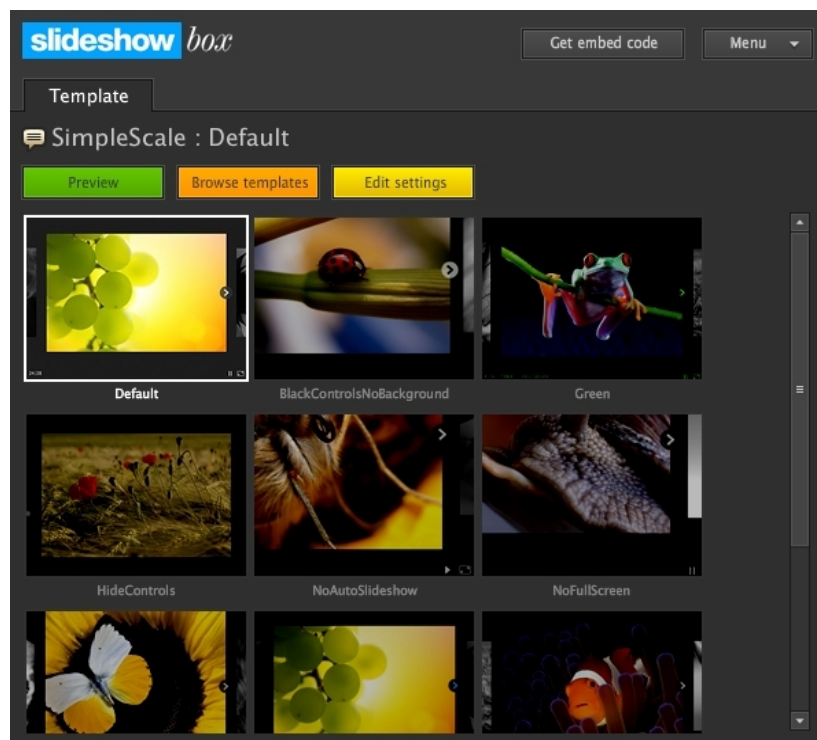
Note: The slideshow will display a watermark if you do not supply a correct domain key – the domain key must correspond to the domain the slideshow will be hosted on.

The easiest way to set up an album and embed it into your own HTML page is by using the SlideshowBox online configuration panel: <http://www.slideshowbox.com/online-panel.html>.

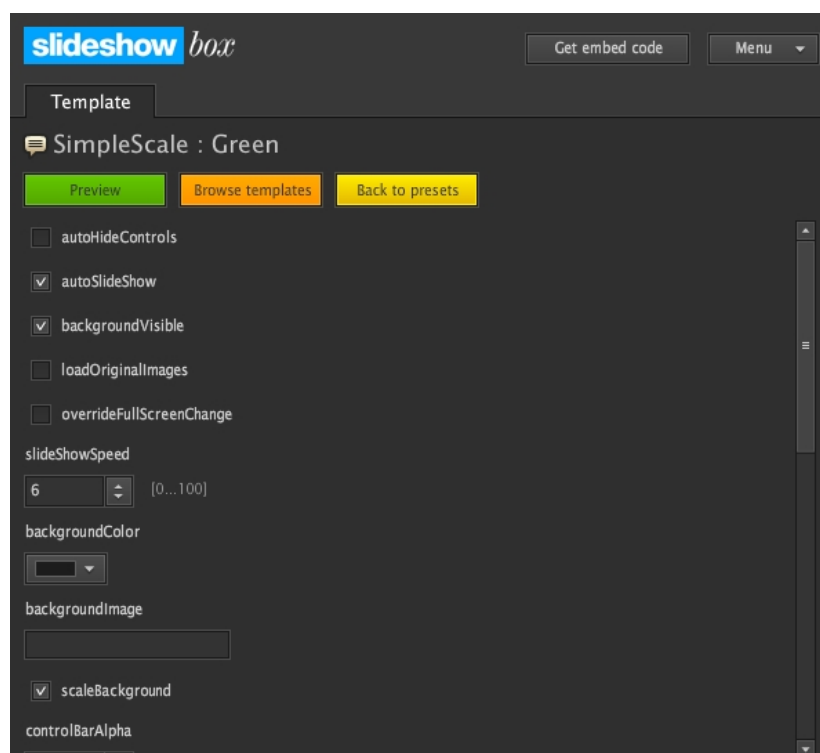
1. Open the SlideshowBox online configuration page and select the template you would like to use to display your album.



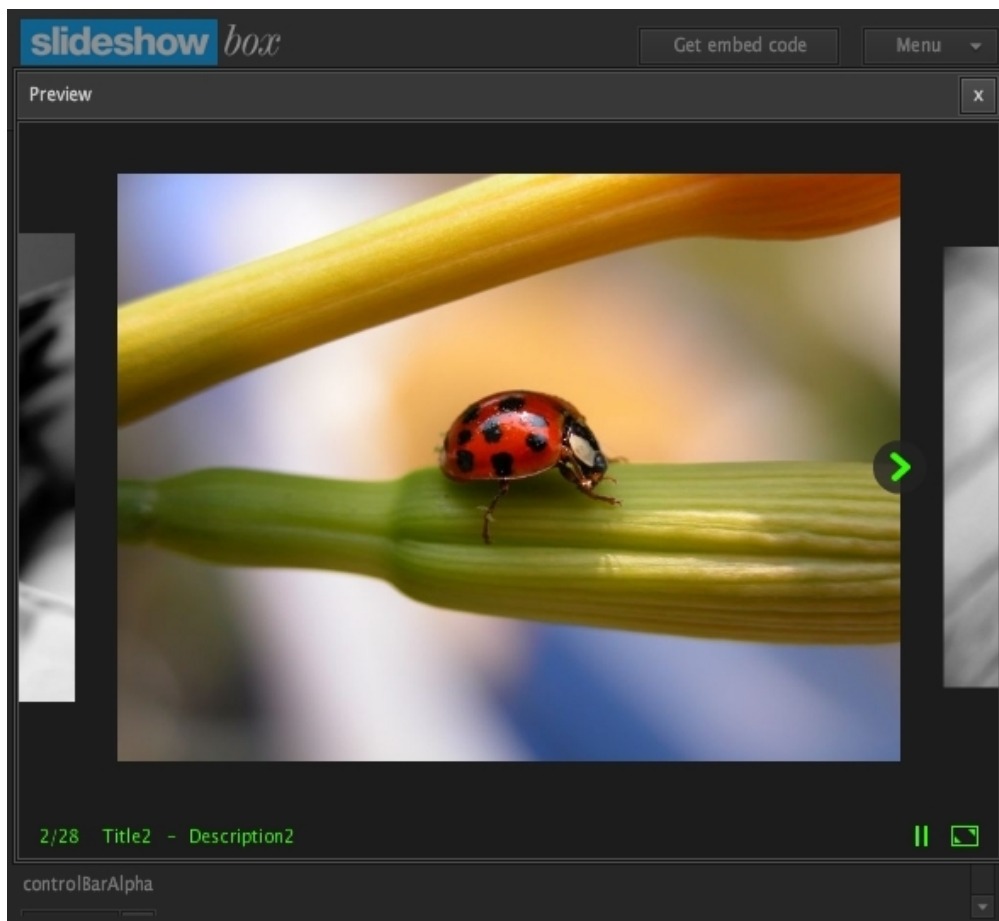
2. Once the template is selected, a list of ready-made presets will open, with the default preset already selected. You can select any of the existing presets or further customize them.



3. To further customize the default or another preset selected by you, simply click on the **Edit settings** button to open up the configuration panel and set the properties of the selected template to suite your needs.



4. After selecting templates, presets and making changes to album properties you can click the **Preview** button to view the changes in the Preview window of the panel and see how the album will look like.



5. Once you are happy with the look of the album click the **Get embed code** button to get the embed code and paste it into your HTML page. If you didn't sign in with your JumpeyeComponents.com account you'll be prompted to do so before getting the embed code.

A screenshot of the 'slideshow box' login/sign-up screen. The interface is dark-themed. At the top, it says 'Please sign in using your JumpeyeComponents.com account.' Below this are two input fields: 'Screenname/Email' and 'Password'. At the bottom, there are two buttons: 'Sign in' and 'Sign up'. A 'Menu' dropdown is located in the top right corner.

6. After signing into the panel, the Embed Code window will open allowing you to set the path/URL to the source XML file containing the list of images and set the embed size for your album. You can also select the type of embed code to use. You can also select the type of embed code to use.

Important note: A watermark will be displayed, if you do not set the *Domain keys* property with the correct key (corresponding to the domain where the slideshow will be hosted on).

Embed Code

Domain keys

MP3 audio file path

Audio player icon: Speaker Audio player color: [White] Loop audio: ☒

Audio play mode: ☐ Audio off ☐ Audio on ☒ Synchronize with slideshow

XML path or RSS feed: source.xml
Flickr | Picasa | PhotoBucket | Smugmug

Width: 800 Height: 600

☒ SWF ☐ SWF with SwfObject ☐ JavaScript ☐ Auto-detect

```
<object id="SimpleGrid1 30461079431 2" type="application/x-shockwave-flash" data="SimpleGrid.swf" width="800" height="600">
  <param name="movie" value="SimpleGrid.swf">
  <param name="allowFullScreen" value="true">
  <param name="bgcolor" value="#1C1C1C">
  <param name="wmode" value="window">
  <param name="flashvars"
value="domainKeys=&source=source.xml&audioFile=&audioPlayerIcon=speaker&audioPlayerColor=0xFFFF
FF&loopAudio=true&audioPlayMode=synchronizeWithSlideshow&autoSlideShow=true&slideShowSpeed=6&b
ackgroundVisible=true&backgroundColor=0x333333&backgroundImage=&scaleBackground=true&loadOrig
inalImages=false&autoHideControls=false&controlsHideSpeed=2&controlBarAlpha=1 &controlBarPrimaryCol
or=0x141414&controlBarSecondaryColor=0xFFFFFF&navigationControls=true&slideShowControls=true&full
ScreenButton=false&thumbColumns=4&thumbRows=3&autoArrange=true&thumbWidth=100&thumbHeight=
100&thumbDistance=20&thumbBorderSize=3&thumbBorderColorOver=0x000000&thumbBorderColorUp=0
```

Copy code

For more information on the source XML file for the albums please consult The Source XML File document found inside the SlideshowBox package or at this URL:

<http://www.slideshowbox.com/source-xml-structure.html>.

Note: For SlideshowBox templates that have full JavaScript alternatives developed, you can choose from two more ways of embed:

- embed only the JavaScript version of the album
- use an auto-detect code which will embed the JavaScript album only if Flash Player is not

found in the browser and the Flash version of the album (.swf file) cannot be embedded

7. Finally, click the Copy Code button to copy the embed code into the Clipboard and then you can paste it into your own HTML file.

Note: You can also change the values of the template parameters right in the HTML file, after you have pasted the embed code. 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. 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.

Structuring Your Album In Folders

There are several situations, depending on where the .html, .xml, .swf, .js files and images are located because SWF files look for their assets in the path relative to the HTML file that embeds them.

1. SWF file in the same folder with HTML, XML files and images

This is the simplest case when embedding the SWF file into the HTML page. You can simply specify the file name of the .swf file and the file name of the .xml file, since they are in the same folder.

www.mydomain.com/slideshows/album.html
www.mydomain.com/slideshows/album.swf
www.mydomain.com/slideshows/album.xml
www.mydomain.com/slideshows/images/thumbnails/ - folder for the thumbnail images
www.mydomain.com/slideshows/images/large/ - folder for the large images
www.mydomain.com/slideshows/images/fullscreen/ - folder for the full screen images

```
<object id="album1" type="application/x-shockwave-flash" data="album.swf"
width="800" height="600">
  <param name="movie" value="album.swf">
  <param name="allowFullScreen" value="true">
  <param name="bgcolor" value="#1C1C1C">
  <param name="flashvars" value="source=album.xml&other parameters...">
</object>
```

The source XML could also contain only the path relative to the .swf file, since they are in the same parent folder:

```
<SlideshowBox>
  <items>
    <item>
      <thumbnailPath>images/thumbnails/image01.jpg</thumbnailPath>
      <largeImagePath>images/large/image01.jpg</largeImagePath>
      <fullScreenImagePath>images/fullscreen/image01.jpg</fullScreenImageP
ath>
      <title><![CDATA[Image 1]]></title>
```

```

        <description><![CDATA[Description for image 1]]></description>
    </item>
    . . . other album items . . .
</items>
<SlideshowBox>

```

For more information on the source XML file for the albums please consult The Source XML File document found inside the SlideshowBox package or at this URL:

<http://www.slideshowbox.com/source-xml-structure.html>.

2. SWF and XML file in the same folder but with the HTML in a different folder

In this case you can use the **base parameter** of the <object> tag to specify a base path for the SWF file so it will know that the XML file and images are found relative to that base path.

Example

Let's say you have a special folder where you keep your slideshows (mydomain.com/slideshows/). This folder would contain the .swf and .xml file together with the folders for the thumbnails, large images and full screen images. However, the .html file is located into a different folder (mydomain.com/photoalbums/). So your folder structure would look like this:

```

www.mydomain.com/slideshows/album.swf
www.mydomain.com/slideshows/album.xml
www.mydomain.com/slideshows/images/thumbnails/ - folder for the thumbnail images
www.mydomain.com/slideshows/images/large/ - folder for the large images
www.mydomain.com/slideshows/images/fullscreen/ - folder for the full screen images
www.mydomain.com/photoalbums/album1/album1.html

```

In this case in the embed code you would have to specify the base path for the .swf file but the source property of the album (specified in the FlashVars parameter) can contain only the name of the XML file because the Flash album will know to load it from the specified base path:

```

<object id="album1" type="application/x-shockwave-flash" data="album.swf"
width="800" height="600">
    <param name="movie" value="album.swf">
    <param name="allowFullScreen" value="true">
    <param name="bgcolor" value="#1C1C1C">
    <param name="base" value="http://www.mydomain.com/slideshows/">
        or
    <param name="base" value="../../slideshows/">
    <param name="flashvars" value="source=album.xml&other parameters...">
</object>

```

3. All the album assets are found in different folders

In this case not only that the .html and .swf files are in different folders, but also the .xml file and images are placed in different folders than the one containing the .swf file:

www.mydomain.com/swffiles/album.swf
www.mydomain.com/xmlfiles/album.xml
www.mydomain.com/images/slideshow/thumbnails/ - folder for the thumbnail images
www.mydomain.com/images/slideshow/large/ - folder for the large images
www.mydomain.com/images/slideshow/fullscreen/ - folder for the full screen images
www.mydomain.com/photoalbums/album1/album1.html

In this case we recommend using absolute paths for all your files: path to .swf and .xml files and also the path specified in the .xml file for each of the images, so you do not need the base path specified.

```
<object id="album1" type="application/x-shockwave-flash"
data="http://www.mydomain.com/swffiles/album.swf" width="800" height="600">
  <param name="movie" value="http://www.mydomain.com/swffiles/album.swf">
  <param name="allowFullScreen" value="true">
  <param name="bgcolor" value="#1C1C1C">
  <param name="flashvars"
value="source=http://www.mydomain.com/xmlfiles/album.xml&other parameters...">
</object>
```

And the XML file would contain the absolute paths of the images:

```
<SlideshowBox>
  <items>
    <item>
      <thumbnailPath>http://www.mydomain.com/images/slideshow/thumbnails/i
image01.jpg</thumbnailPath>
      <largeImagePath>http://www.mydomain.com/images/slideshow/large/image
01.jpg</largeImagePath>
      <fullScreenImagePath>http://www.mydomain.com/images/slideshow/fullsc
reen/image01.jpg</fullScreenImagePath>
      <title><![CDATA[Image 1]]></title>
      <description><![CDATA[Description for image 1]]></description>
    </item>
    . . . other album items . . .
  </items>
</SlideshowBox>
```

For more information on the source XML file for the albums please consult The Source XML File document found inside the SlideshowBox package or at this URL:

<http://www.slideshowbox.com/source-xml-structure.html>.

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.