



# Flash Drop Down Menu with Two Skins AS2

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Web: <http://www.oxylusflash.com>

Support Forum : <http://forum.oxylusflash.com/flash-drop-down-menu-two-skins-as2/>

## Folders in the Downloaded Pack

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**1 – Dark Skin** and **2 – Light Skin** contain the Source and Published SWF for each of the included skins in this package.

**1 – Source FLA** - *original source files , you do not need to upload any of these to your server. Use these to change the code or edit graphics and export a new swf*

**2 - Published SWF** – *published swf file, html file, js code for embedding the swf, xml sample file; these are the files you need to upload to your server*

**3 - PSD** - here you can find the original Photoshop .psd design.

**4 - Help Files** – contains the help documents and font information.

## Overview

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The flash app can be found inside **1 - Dark Skin** or **2 – Light Skin** inside **1 – Source FLA/index fla** file, inside the Library (Ctrl+L to show the Library), under the folder named **Flash Drop Down Menu with Two Skins AS2 by OxylusFlash**. The corresponding symbol is named **mainMenu Main Instance**. If you want to add it to another project, simply open the Library of **index fla**, right click on **Flash Drop Down Menu with Two Skins AS2 by OxylusFlash** Library folder and copy, then go to your project's Library and paste in. Drag the **mainMenu Main Instance** symbol (from Library) on the stage in the first frame of the time line or where you want to have this component. Also, after doing this, please don't forget to copy the source folders containing the .as code ( **ascb**, **caurina**, **oxylus** ) into your new project's root folder ( near the fla ).

## OXYLUS FLASH

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In order to just load this into your flash project you can load it with movieClipLoader ->

```
var mcl:MovieClipLoader;  
mcl = new MovieClipLoader();  
mcl.loadClip("preview.swf", your_holder_mc);
```

In order to use this embedded in html you can use the default .html generated by flash when compiling this or you can use the provided .html code with java-script where you can specify the .xml file like so:  
so.addVariable("xml", "data.xml");

If you are using the app inside a flash project this will work perfectly but if you embed it into html and you want to have a button preselected just use the flashvars found inside index.html.

```
so.addVariable("firstLevel", "Button title");  
so.addVariable("secondLevel", "Second Button title");
```

If you want to pre-activate a second button you don't need the firstLevel variable setup.

## Xml Settings Overview

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Here in, data.xml you can enter the settings and the content.

- `<firstLevelButtonWidth>12</firstLevelButtonWidth>`  
`<firstLevelButtonHeight>10</firstLevelButtonHeight>` Use these variable to adjust the width ( you will notice a bigger horizontal space between the buttons ) and the height ( you will notice a bigger distance between the main menu and top edge
- `<secondLevelButtonWidth>0</secondLevelButtonWidth>`  
`<secondLevelButtonHeight>6</secondLevelButtonHeight>` Use these two variables to adjust the added width and height to the second level menu button
- `<subMenuXDistance>0</subMenuXDistance>`  
`<subMenuYDistance>35</subMenuYDistance>` Use these two variables to adjust the second level's menu x and y distance. Note that this is very sensitive to the hit zone, please don't use extremely high values
- `<subMenuAddedWidth>20</subMenuAddedWidth>`

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- `<subMenuMaxHeight>150</subMenuMaxHeight>` These values will be added to the menu's width and the `subMenuMaxHeight` will define the zone from which the menu will no longer resize but it will start scrolling.
- `<subMenuOpenAnimTime>0.5</subMenuOpenAnimTime>`  
`<subMenuOpenAnimType>easeOutExpo</subMenuOpenAnimType>` These are the settings for the second level's menu animation
  - `<scrollerAccelerationMultiplier>5</scrollerAccelerationMultiplier>` This is the scrolling speed for the second level menu
  - `<mainMenuMovingBgAnimationTime>0.3</mainMenuMovingBgAnimationTime>`  
`<mainMenuMovingBgAnimationType>easeOutQuart</mainMenuMovingBgAnimationType>` Use these two variable to adjust the menu's selected moving background animation
  - `<menuPosition></menuPosition>` This can take the following values: center, left, right or no value. If there is no value here, the menu will respect the x position you setup inside the fla.
  - `<correctMenuXpos>50</correctMenuXpos>`  
`<correctMenuYPos>50</correctMenuYPos>` Use these two variable to slightly adjust the menu's position.

We hope you'll enjoy this brand new release from OxylusFlash. For more info and support please check our forum.

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