XML Portfolio Template v3
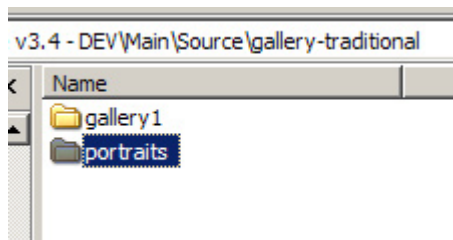# V3.4

Creating New Galleries

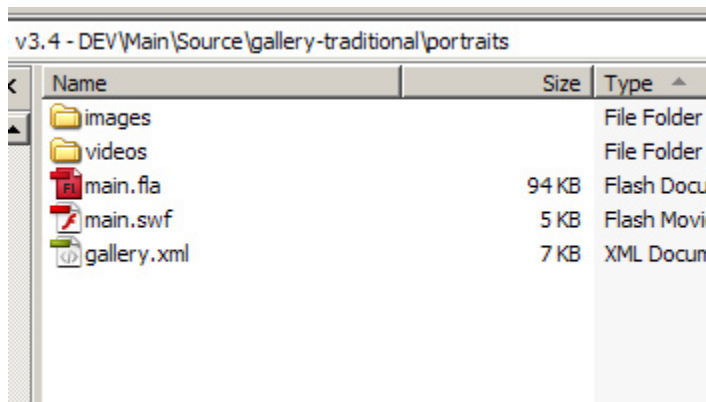## Traditional Gallery

v3.4\Main\Source\gallery-traditional
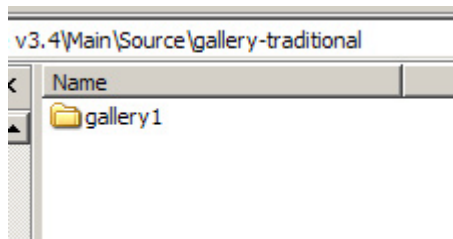
Name
- gallery1

Copy the folder called gallery1 and paste it, name it whatever you want. Let's just assume we're going to call it portraits.

v3.4 - DEV\Main\Source\gallery-traditional

Name
- gallery1
- portraits

Open the portraits folder. This is where you'll put in your videos and images for this particular gallery.

You'll need to edit main.fla for one quick change. Open main.fla in that folder.

v3.4 - DEV\Main\Source\gallery-traditional\portraits

Name	Size	Type ▲
images		File Folder
videos		File Folder
main.fla	94 KB	Flash Docu
main.swf	5 KB	Flash Movi
gallery.xml	7 KB	XML Docum

Open the Actions layer of main.fla and find line 24: Change it to the following.

```
21  }
22  init();
23
24  var galleryFolder:String = "gallery-traditional/portraits/";
25  // activate this variable for local testing
26  //var galleryFolder:String = "";
27  var galleryXMLFile:String = galleryFolder+"gallery.xml";
28  var galleryXML:XML = new XML();
29  var total:Number = 0;
30  galleryXML.ignoreWhite = true;
31
```

Now we need to link it. This is a good time to take advantage to the submenu feature to have real working categories. This is done to either your submenu.xml or navigation.xml. For the sake of simplicity, lets use navigation.xml.

Give it the proper name, I've called it Portraits Gallery. More importantly, change <asset> like below.

```
15      <link type="news">
16          <name><![CDATA[News]]></name>
17          <asset>news/main.swf</asset>
18      </link>
19      <link type="gallery-traditional">
20          <name><![CDATA[Portraits Gallery]]></name>
21          <asset>gallery-traditional/portraits/main.swf</asset>
22      </link>
23      <link type="gallery-scrolling">
24          <name><![CDATA[Scroll Gallery]]></name>
25          <asset>gallery-scrolling/gallery1/main.swf</asset>
```
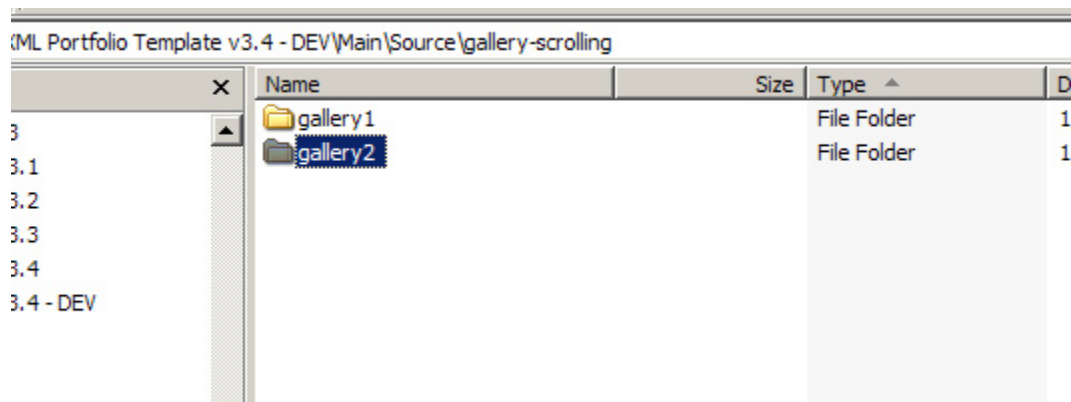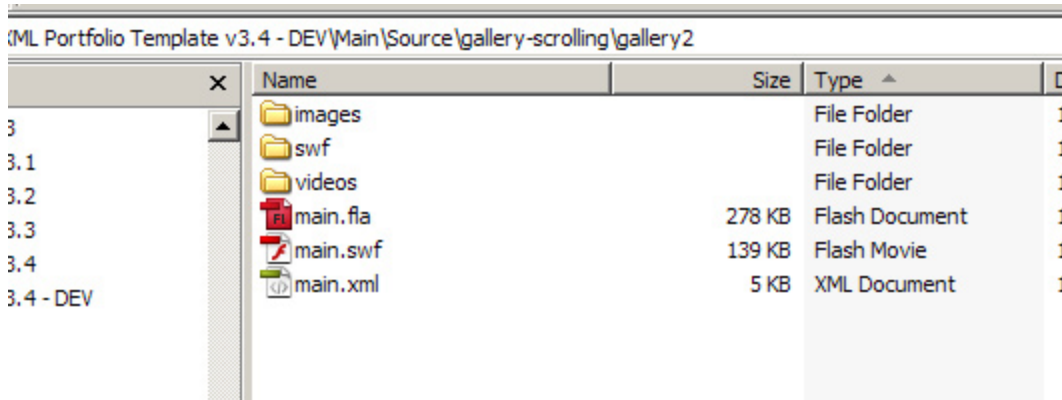
You're done!

Scrolling Gallery

Ok, we're going to do the same thing for the scrolling gallery. Same process. Navigate to the "gallery-scrolling" folder, make a copy of gallery1 and name it whatever you want, I've called it gallery2.

XML Portfolio Template v3.4 - DEV\Main\Source\gallery-scrolling

Name	Size	Type ▲	D
gallery1		File Folder	1
gallery2		File Folder	1

3
3.1
3.2
3.3
3.4
3.4 - DEV

Open gallery2

Name	Size	Type ▲	D
images		File Folder	1
swf		File Folder	1
videos		File Folder	1
main.fla	278 KB	Flash Document	1
main.swf	139 KB	Flash Movie	1
main.xml	5 KB	XML Document	1

Go ahead and give it new images and videos and whatever else you need.

Open main.fla.

Edit just like the following:

```
4   import mx.transitions.easing.*;
5   //////////////////////////////////////////////////////////////////
6   ////////////////By Aaron Benson/////bensonan55@gmail.com/////
7   //////////////////////////////////////////////////////////////////
8   // Paths to asset folders
9   var galleryDIR:String = "gallery-scrolling/gallery2/";
10  // enable this for debugging
11  //var galleryDIR:String = "";
12  var galleryXMLFile:String = galleryDIR+"main.xml";
13  // Width of each main item
14  var nodeWidth:Number =      540;
```

Now link it in either a submenu or navigation.xml.

```
        <name><![CDATA[Portraits Gallery]]></name>
        <asset>gallery-traditional/portraits/main.swf</asset>
    </link>
    <link type="gallery-scrolling">
        <name><![CDATA[Scroll Gallery]]></name>
        <asset>gallery-scrolling/gallery2/main.swf</asset>
    </link>
    <link type="mp3player">
        <name><![CDATA[MP3 Player]]></name>
        <asset>mp3player/album1/mp3player.swf</asset>
```

It's the same process for the mp3 gallery. The other modules can be made in the same way. Happy modding!
-Aaron