Full XML website V3

By Triworks.net Design Studio

FEATURES

Navigation Menu

The navigation menu will automatically adapt to the number of pages or swf files you insert in the website by adding a scroll bar to the navigation menu. This way is possible to add to the menu as many links and sub links as you wish. You can test this feature by resizing the website to a smaller height than the navigation menu.

Background Image / Texture

The background Carbon texture is a tiled image imported from an external swf file. This means that you can resize this website to any resolution and the background will not be pixilated or distorted and will still always fill the background. This is a very special feature because it solves the problem of having a professional looking background image when resizing the website. We also included a radial black gradient that will hide the tiled effect creating the idea of a single background image. You can download more backgrounds from Flashden at http://www.flashden.net/collections/35729-fxwv3-modules.

Fullscreen

This website will adapt to any screen resolution no matter the size of the screen. In all sections the contents are going to get into the right position, as well as the navigation menu and background image.

HTML formatting

All text contents can be formatted with HTML tags. In this sense you can format text just like we did on this document. All green titles are using the tag to format the color and size. Only the title on each page is formatted by the application. All these contents are supplied in the package file so you will get some examples of how to format your text. You can also add links in any content page.

Long Text

If the text doesn't fit in this window a mouse scroll animation will be added to this page based on the mouse position. This way you'll be able to scroll through all text. You can test this feature by resizing the browser window to a point where the text no longer fits the screen.

Image Gallerys

With this website you can add multiple image galleries and infinite images in each gallery. You can add or edit images or images galleries by editing a XML file. One important feature in the image gallery is that it is full screen and it's using the Bitmap Class so that the images never get pixilated or distorted, no matter the screen resolution. The galley is an external Swf file. You can download more Image Galleries from Flashden at http://www.flashden.net/collections/35729-fxwv3-modules.

HD Videos

With this website you can add infinite flv videos. Each time you add a new video player the navigation menu will create a new link in the navigation menu. You can add or edit videos by editing a simple XML file. We adapted the video screen to the HD resolution now starting to get common in most video websites. If you wish you can change the video size. You'll have to edit the fla file supplied with this package. The video player is an external Swf file. You can download more video players from Flashden at http://www.flashden.net/collections/35729-fxwv3-modules.

News Page

With this website you can add infinite articles to your news list. You can add or edit articles by editing a simple XML file. The news page is an external Swf file. You can download more video players from Flashden at http://www.flashden.net/collections/35729-fxwv3-modules.

ADDING CONTENTS/HTML CONTENT PAGE

To add a new content and subsequent link on the menu, you need to edit "xml/main.xml" file and add these lines inside the <mainmenu> tag.

The structure of your XML file should look like this:

<mainmenu>

<title><![CDATA[TEXT THAT WILL BE DISPLAYED ON THE MENU BUTTON]]></title>

<content_menu><![CDATA[Write your text or HTML content here, you can write as many text as you
wish, the website will add a mouse scroll if needed]]></content_menu>
</mainmenu>

CREATING A SUBMENU

To create a submenu on the navigation menu you need to edit "xml/main.xml" and write "submenu" instead of your text content or swf file link, inside the <content_menu> tag. The website will automatically identify this item in the XML as being a submenu. After doing this you can add the tag <submenu><item></item></submenu> and add more buttons to the submenu.

The structure of your XML file should look like this:

```
<mainmenu>
  <title><![CDATA|TEXT THAT WILL BE DISPLAYED ON THE MENU BUTTON]]></title>
  <content_menu><![CDATA[submenu]]></content_menu>
       <submenu>
              <item>
                     <title submenu><![CDATA[Sub menu 1]]></title submenu>
                     <content_submenu><![CDATA[content]]></content_submenu>
               </item>
              <item>
                     <title submenu><![CDATA[Sub menu 2]]></title submenu>
                     <content submenu><![CDATA[content]]></content submenu>
               </item>
              <item>
                     <title submenu><![CDATA[Sub menu 3]]></title submenu>
                     <content submenu><![CDATA[content]]></content submenu>
               </item>
              <item>
                     <title submenu><![CDATA[Sub menu 4]]></title submenu>
                     <content_submenu><![CDATA[content]]></content_submenu>
               </item>
       </submenu>
</mainmenu>
```

ADDING CONTENTS/SWF FILE.

With this template you can now add external SWF files that will be called on the main stage from the navigation menu, On FlashDen you can find files that were specially created for this template, such as backgrounds, image galleries, video players, webTVs and audio players. SWF files can either be called from the main menu or sub menu.

To add a SWF file link on the menu you'll have to edit "xml/main.xml" file and write "yourfile.swf" instead of "submenu" or your text content.

The structure of your XML file should look like this:

```
<mainmenu>
<title><![CDATA[TEXT THAT WILL BE DISPLAYED ON THE MENU BUTTON]]></title>
<content_menu><![CDATA[modules/yourfile.swf]]></content_menu>
</mainmenu>
```

You can also use this structure if you want to include SWF files in the submenus.

Photo Gallery, Video Player and XML news are modules included in this package and each one has it's how XML with the same name to manage content. It's so simple to manage these files that we wouldn't include in this manual.