XML Flash Slideshow v3

Flash Component Manual

Contents

Introduction

Welcome to the XML Flash Slideshow v3. This guide is the Flash Component Manual. Explained in this document is how to use the Flash Component which is included with the extension. The Flash Component allows for integration of XFS v3 slideshows directly into existing FLA documents.

Flash Extension Installation

Follow the link in your download instructions email to download the product ZIP file. Save the file to disk, and extract the files. You will see a zip file, with contents that look like this:

The ZIP file

To install the extension, you must have the Adobe Extension Manager 1.7 installed on your system. You can upgrade to the latest version for free by going to http://www.adobe.com/go/em_download/ .

Note - You should already have installed the main Dreamweaver extension MXP prior to installing the Flash extension.

Open the fl_extension/ folder (highlighted above). Double-click the XFS_v3_ForFlash.mxp file to install the extension. The Extension Manager will launch, and walk you through the installation procedure.

Now that the Flash extension has been installed, you will need to restart (or open) Flash.

Preparation for Flash Integration

Before you can integrate a slideshow in Flash, you must first generate the XML file using Dreamweaver. To do this, open the HTML page (inside a Dreamweaver site), which will hold your SWF file. Starting from this page ensures that all relative links will be properly constructed.

Now, use the Insert Wizard to insert a slideshow into this page.

Not familiar with how to create slideshows in Dreamweaver?

See the Usage Introduction Guide and other tutorials available on the Support page: http://www.dwuser.com/flashslideshow/v3/support.php

Because this is merely a placeholder, and you don't want to have this slideshow visible, a small modification must be made to hide it. Select the slideshow, switch to Code View, and find the line where the cursor is shown below:

'XMLFlashSlideshow…' line
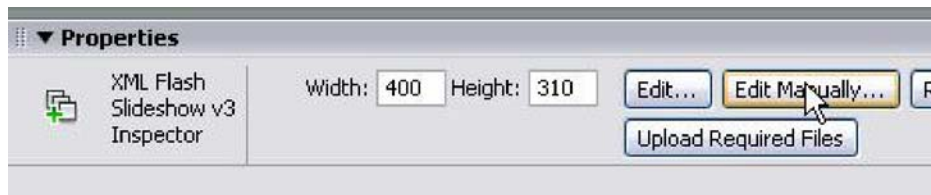
Prepend // to this line in order to comment it out. The result should look like this:

Slideshow code with update to hide

Now, select the slideshow again in Design View. In the Property Inspector, click the Edit Manually button to open the XML file:

Edit Manually Button

The XML file which opens is the configuration file you will be using from within Flash. Thus, you must know the URL to this file. Determine this URL, and save it for use in a moment.

Integration in an FLA Document

You should now be within the Flash interface. To utilize the XFS v3, you must add several supporting files to the Library of your FLA document. If the Library isn't open, select Window > Library to open it.
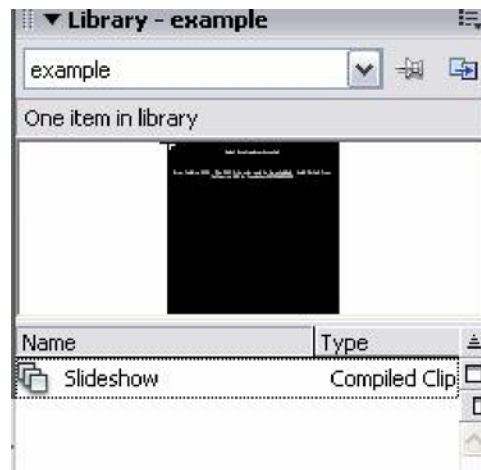
Adding Supporting Assets

Open the Components panel, and expand the XML Flash Slideshow v3 folder. Select the Slideshow component as shown below, and drag it into your Library.
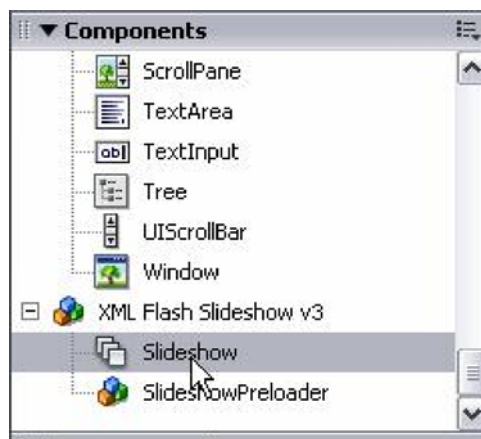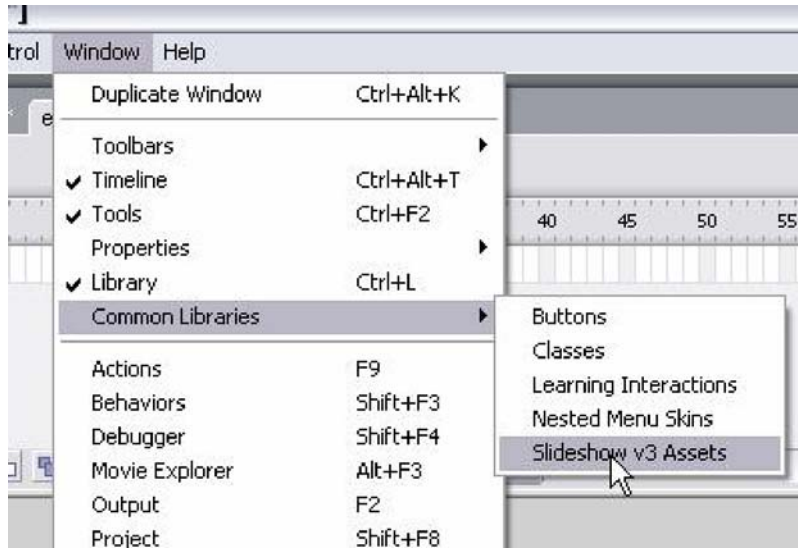

Selecting the Slideshow Component

After you drag and drop the component into the Library, you should see the Slideshow component listed in the Library:
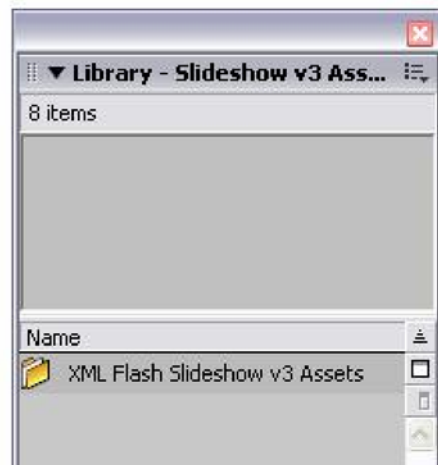

Slideshow Component in the FLA's Library

Next, the supporting assets need to be added. These assets are stored in a Shared Library, which is accessed by going to Window > Common Libraries > Slideshow v3 Assets:

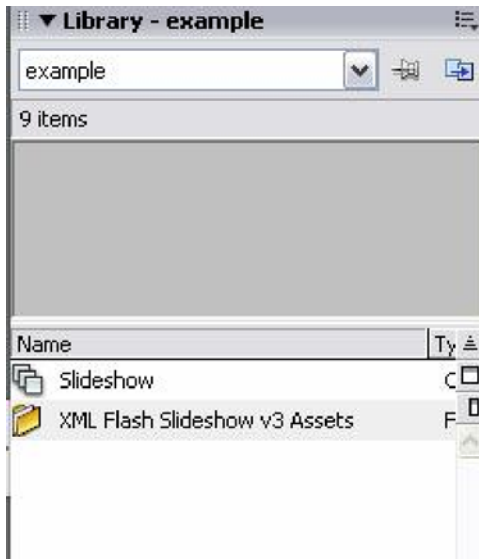Opening the Shared Assets Library

There is one folder in this shared library:

Shared Assets Library Contents

Drag this folder into your library to copy the assets. Your Library will now contain these files as well:

Library with Slideshow Component and supporting assets

Now that all of the supporting files have been added to your FLA's library, you're ready to start the real integration.

Creating the Slideshow Holder

Best practices dictate that we create a separate movieclip to hold the slideshow. To do this, go to Insert > New Symbol. Specify the following information:

Creating the slideshow holder movieclip

When you click OK, the new symbol will open for editing. Open the Actions panel (select Window > Actions if it is not visible). Enter the following Actionscript code:

```
// Create init object
var initObj:Object = {};
initObj.fillStage = false;
initObj.forceWidth = 300; // PUT WIDTH HERE
initObj.forceHeight = 300; // PUT HEIGHT HERE
initObj.initXML = unescape("");
initObj.xml = "http://localhost/mysite/file.xml"; // PUT FULL XML
PATH HERE
initObj.preventCache = true; // IF LOADING FAILS, CHANGE TO FALSE
initObj.disableMultipleXML = false;

// Create the slideshow
createClassObject(com.ui.Slideshow, "slideshow_mc",
getNextHighestDepth(), initObj);
```

Make sure that the 'PATH HERE' text is not on a line by itself; it should be a part of the previous line.

You must change the example http://localhost/mysite/file.xml XML URL to be the URL of the file you created earlier using Dreamweaver. You can set the dimensions in the lines denoted as such.

You can optionally specify a value for the initXML parameter. This parameter specifies the slideshow styles which will be used while the main XML file is loading. This includes styles for such options as the data preloader. To determine what initXML value you should use, open the Dreamweaver HTML page you were using earlier. In the Slideshow HTML, find the initXML:' code:

Find the initXML code

Starting at the area denoted by green, copy the lengthy string up to '}); as shown below:

Stop copying at this point

(Note that this string will probably extend long enough to wrap to a new line.) Paste this copied value into the Actionscript code, like this:

```
initObj.initXML = unescape("---PASTE STRING HERE---");
```

Now, leave edit mode for this movieclip symbol and save your changes.

Utilizing the Slideshow Holder

Open the movieclip you want to insert the slideshow into. This could be the main stage, or any other movieclip. Then, simply drag the slideshow_holder_mc movieclip onto the stage from the Library, and position it as desired. Note - this holder, because it is code based, will not have any visual 'preview'.


The slideshow holder on the stage

You should now be ready to export the SWF file and view the slideshow.

Exporting the FLA File

To utilize the Slideshow Component, you must export for Flash Player 7 or higher, and use Actionscript 2+. Select File > Publish Settings… to specify these settings. Select the Flash tab, and make sure that the appropriate values have been set for the Version and Actionscript Version options:
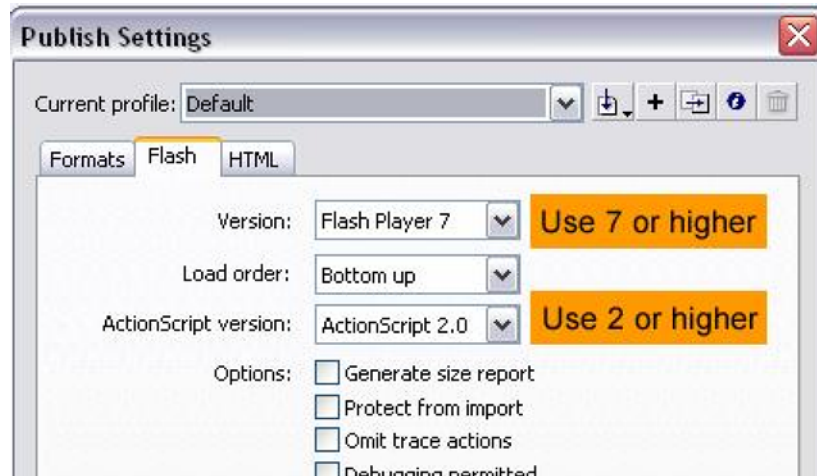
Publish Settings

After specifying these settings, click the Publish button at the bottom of the dialog window. Now, open your web browser, and load the HTML page which holds your SWF file.

If you receive XML loading errors, make sure that your XML path is correct. Also try changing the
```
        initObj.preventCache = true;
```
line shown above to be
```
        initObj.preventCache = false;
```

If you receive image loading errors, make sure that your XML file contains relative links which correctly point to your image files, with the links being relative to the HTML page.

Conclusion

Thanks for going through this Flash Component usage manual. You should now be familiar with how to integrate the Slideshow Component into your Flash documents. If you have further questions or issues, visit our support page: http://www.dwuser.com/flashslideshow/v3/support.php

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