

liquidGallery

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www.flashloaded.com

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Installation

You will need Adobe Extension Manager in order to install this component. The Extension Manager should have been installed by default when you installed Flash. You may download the latest version of Extension Manager for free from the [Adobe website](#).

1. Ensure that Flash is closed before installing the liquidGallery component.
2. Unzip/extract the liquidGallery.zip file that you downloaded. You will find a file called **liquidGallery.mxp**. If you are using Flash CS3, you should rather install **liquidGallery_CS3.mxp**

Double click on this file in order to install the component using Extension Manager. The liquidGallery should now be installed in your Flash Components Panel.

Getting Started

1. Start a new Actionscript 3.0 fla.
2. At this stage, you should create the XML file which contains the content data. Please refer to the [XML](#) section of this userguide for instructions on creating the XML file.
3. Open the Components Panel (ctrl+F7 or cmd+F7), locate the liquidGallery component and drag it onto the stage.
4. Use the Free Transform tool or the properties panel to resize the component to the desired display area.
5. Click on the component and open the Component Inspector panel (shift +F7).
6. Enter the name of the XML file that you created in step 3 in the XMLSource parameter.
7. At this stage, you can already test the liquidGallery with the default parameters, to ensure that you have set it up correctly. Press Ctrl+Enter (win) or Cmnd+Enter (mac) to test your movie.
8. You can change the various parameter settings in the Component Inspector (in Flash CS3 or CS4) or the Properties panel (in Flash CS5) to obtain the desired look. Please see the [Component Inspector parameters](#) section for a description on each setting.

Note: In order for the animations to be smooth it's recommended to set your movie speed to 31 fps.

XML

All of the images/swf's for the liquidGallery are all specified using an XML file. By defining the content and parameters in an external XML file, you can publish the SWF file once and change the content whenever you wish.

Note: As this is a grid display, the images should all be of the same size.

1. Open your favorite plain text editor (for example Notepad on Windows or TextEdit on Mac) and start a new file. *Note: If you are using TextEdit on Mac, choose Format > Make Plain Text*
2. Begin your file with the following line:

```
<?xml version="1.0" encoding="utf-8"?>
```

This is the standard xml declaration.

3. Add the following lines to your xml file (the bold lines are the new additions)

```
<?xml version="1.0" encoding="utf-8"?>  
<rss version="2.0" xmlns:media="http://search.yahoo.com/mrss/">  
<channel width="300" height="200">  
    <item>  
        </item>  
</channel>  
</rss>
```

width (optional) defines the width of the images/swf's that are displayed.

height (optional) defines the height of the images/swf's that are displayed. This should be set accordingly.

If the width and height settings are omitted, these values will be calculated automatically in order to fill the component area.

4. Add the media tags to your XML file (the bold lines are the new additions)

```
<?xml version="1.0" encoding="utf-8"?>  
<rss version="2.0" xmlns:media="http://search.yahoo.com/mrss/">  
<channel width="300" height="200" >  
    <item>  
        <media:content url="images/1.jpg" > </media:content>  
    </item>  
    <item>  
        <media:content url="images/2.jpg" > </media:content>  
    </item>  
</channel>  
</rss>
```

You can also add media tags containing optional additional information for each item, such as a link, title and description. This is how these media tags would look:

```
<item>
  <media:content url="images/1.jpg"> </media:content>
  <media:title>Image 1</media:title>
  <media:description>Description of image</media:description>
  <media:link>http://www.flashloaded.com</media:link>
</item>
```

url defines the path and filename of the image/swf.

title (optional) defines a title for the image/swf.

desc (optional) defines a description for the image/swf.

link (optional) defines a URL or any other value that you wish to assign to the *mediaLink* parameter.

5. Save the XML file to the same folder as your Flash file. In this example, we have given the XML file the name: *images.xml*

6. Return to your Flash file. Enter the name and path to the XML file that you just created in the *File name* parameter of the liquidGallery that's on the stage.

Note: If your .swf file will be in a different folder to the HTML file in which it is embedded, you should enter the path to the XML file, relative to the location of the .html file.

7. Press Ctrl+Enter (Win) or Cmnd+Enter (Mac) to test your movie.

Component Inspector Parameters

Parameter	Description	Example
XML Filename	The name of the XML file containing the content data.	images.xml
Image Spacing	The gap between the content in grid view, in pixels.	3
Compressed image width	The width that the content compresses to (in pixels) when displaying the large item.	15
Easing Effect	The style of easing to use when transitioning from the small to large item size.	Elastic
Transition Speed	The speed of the animation. A lower number = faster.	15
Preload All	Sets whether to preload all of the content before displaying any of the content or to display each item as it loads. <i>Note: See the section on skinning in order to skin the individual item preloader.</i>	false
Preloader Text	The text that should appear to indicate the number of items loading and total items to load. Use %NUM% to represent the number of items loaded and %TOTAL% to represent the total loaded. This text will appear when <i>Preload All</i> is set to <i>true</i> . <i>Note: See the section on skinning in order to change the font, size and color of the preloader textfield.</i>	Loaded %NUM% of %TOTAL% images
Maintain Aspect Ratio	If set to true, items will appear at their correct aspect ratio when resized. This setting is only recommended if you have a mixture of portrait and landscape images that you do not want to stretch. It's recommended to have all portrait and landscape images of the same dimensions in order to create a more uniform display.	false

Parameter	Description	Example
Aspect BG Color	The background color that will appear on the sides or top and bottom of the items that do not fit the specified dimensions, when <i>Maintain Aspect Ratio</i> is set to <i>true</i> .	#000000
Aspect BG Alpha	The opacity of the Aspect BG Color when <i>Maintain Aspect Ratio</i> is set to <i>true</i> . The values can be between 0-1 (1 = full opacity).	0.5
Slide Show	Sets whether the content should be displayed automatic in a slide show or not.	true
Slide Show Time	The time, in milliseconds, to display each item in the slide show.	2000
Slide Show Random	When slide show mode is enabled, the items will show in a random order.	true
Show Hand Cursor	Sets whether a hand cursor appears when mousing over the content.	true

Skinning

The graphic and text preloaders can both be skinned to match your desired look and feel. Double click anywhere on the liquidGallery component that's on the stage in order to skin these elements.

You should now see the skinnable movie clips:



Skinning the graphic preloader

If *preload all* is set to *false* a small animated movie clip preloader will appear in place of each item that is still loading. This is how you would edit this preloader:

Double click on the **LiquidGallery preloader** movie clip in order to skin the animated preloader which appears in the place of each item as they loads.

You can change the color of the built-in preloader animation by changing the tint of the **LiquidGallery preloader** movie clip or you can double click on this movie clip in order to change the symbols and animation entirely.

Skinning the text preloader

Double click on the **LiquidGallery text preloader** movie clip in order to edit the textfield for the text which appears when *Preload All* is set to *true*. You can change the size, font and color. Edit this in the same way that you would edit a regular dynamic textfield in Flash. We recommend embedding the fonts to ensure that all visitors will see the text correctly.

ActionScript Events

Events are called whenever the liquidGallery performs the specified action. The component includes an event class called *GalleryEvent* in the `com.flashloaded.liquidGallery.GalleryEvent` package.

The event has an `item` property which holds the following image properties:

mediaUrl: the URL of the item.

mediaLink: the link specified in the XML for the item.

mediaTitle: the title specified in the XML for the item.

mediaDescription: the description specified in the XML for the item.

The following events are included:

GalleryEvent.ITEM_CLICKED

Broadcasted when an item is clicked.

GalleryEvent.ITEM_SELECTED

Broadcasted when an item is selected (either using the mouse, slideshow or ActionScript).

GalleryEvent.ITEM_UNSELECTED

Broadcasted when an item is unselected (either using the mouse, slideshow or ActionScript).

GalleryEvent.ITEM_MOUSE_OVER

Broadcasted when the mouse rolls over an item.

GalleryEvent.ITEM_MOUSE_OUT

Broadcasted when the mouse rolls off an item.

GalleryEvent.LOADED

Broadcasted as each individual item has loaded.

Example 1- This outputs a trace for the ITEM_CLICKED, ITEM_SELECTED and ITEM_UNSELECTED events:

```
import com.flashloaded.liquidGallery.GalleryEvent;

gallery.addEventListener(GalleryEvent.ITEM_CLICKED, traceMe);
gallery.addEventListener(GalleryEvent.ITEM_SELECTED, traceMe);
gallery.addEventListener(GalleryEvent.ITEM_UNSELECTED, traceMe);

function traceMe(GalleryEvent):void {
    trace("Image URL: " + e.mediaUrl + "Link: " + e.mediaLink + ",
title: " + e.mediaTitle + ", description: " +
e.mediaDescription); }
```

The following values are available:

```
targetNumber, mediaPictureName, mediaUrl, mediaLink, mediaTitle,
mediaDescription, targetX, targetY
```

ActionScript Properties and Methods

slideShow

Sets whether to start or stop slide show mode

Example:

```
liquidGalleryInstance.slideShow = true;  
liquidGalleryInstance.slideShow = false;
```

showImage

Calls a specific image to display (column, row).

Example:

```
liquidGalleryInstance.showImage(2,3);
```

showNext

Calls the next image to display.

Example:

```
liquidGalleryInstance.showNext();
```

showPrevious

Calls the previous image to display.

Example:

```
liquidGalleryInstance.showPrevious();
```

Help

This component is fully supported by the Flashloaded support team through our support forum. You will also find tips and additional information in the forum as well as announcements for version updates: [liquidGallery Support Forum](#)

Note: In order to post a question in the forum, you will need to [register](#) by creating a username and password. This registration differs from your account login.