

photoSplash

User Guide - revision 1.2
www.flashloaded.com

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Installation

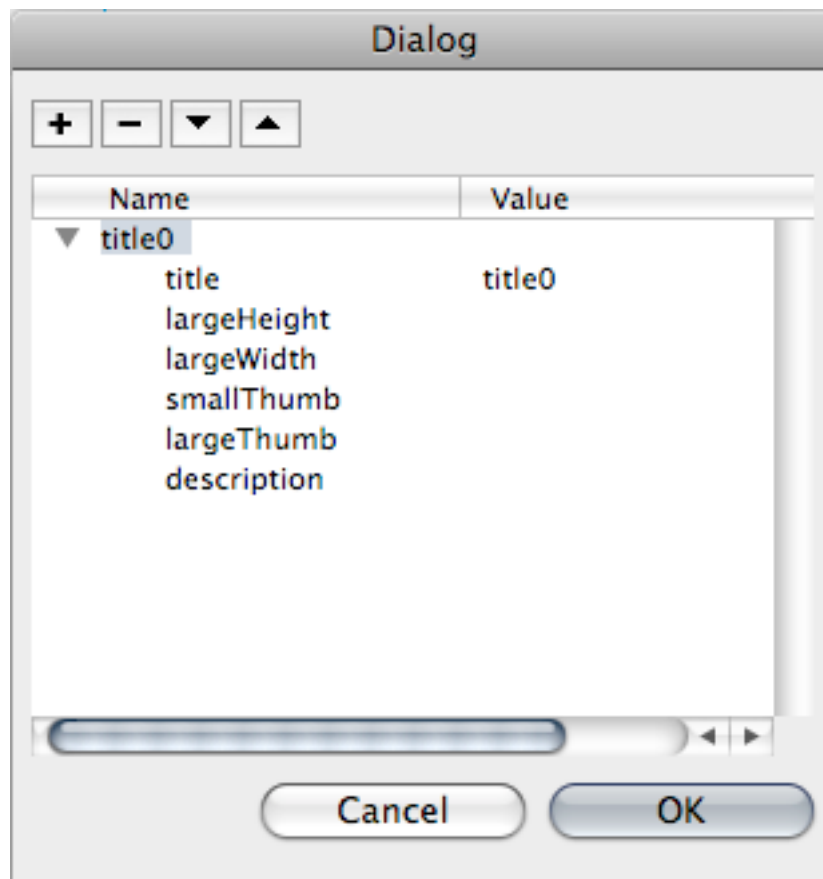
You will need Adobe Extension Manager in order to install this component. Extension Manager should have been installed by default when you installed Flash. You may download the latest version of Extension Manager for free from the [Adobe website](#).

1. Ensure that Flash is closed before installing the photoSplash component.
2. Unzip/extract the photoSplash-AS3.zip file that you downloaded. You will find a file called photoSplash-AS3.mxp. Double click on this file in order to install the component using Extension Manager.

The photoSplash should now be installed in your Flash Components Panel.

Getting started

1. Having installed the photoSplash using the Adobe Extension Manager, start a new Flash ActionScript 3 file and save it.
2. Prepare your images:
The photoSplash can use the same or different images for the large and thumbnail images. In order to set this up, create two folders called, for example, thumbs and images in the same location as your Flash file. Place the thumbnail images in the thumbs folder and the large images in the images folder.
3. Locate the photoSplash component in the components panel and drag and drop it onto the stage.
4. Use the Free Transform tool to resize the component to the desired display area.
5. Click on the component and open the Component Inspector panel (shift +F7).
6. Double click on the value of the image list and this will open the VALUE BOX. Press the + button to add each image and enter the details of the images:



Here is a description of each parameter:

title: Enter an optional title for the image.

largeHeight: This value is optional and overrides the *default image height* setting for the individual large image.

largeWidth: This value is optional and overrides the *default image width* setting for the individual large image.

smallThumb: Enter the path and file name of the thumbnail image. You can omit this value if you would like the large image to be used for the thumbnail instead.

largeThumb: Enter the path and file name of the large image. You can omit this value if you would like the thumbnail image to be used for the large image instead.

description: Enter an optional description for the image.

7. Press Ctrl+Enter (win) or Cmnd+Enter (mac) to test your movie.

Note: In order for the movement to be smooth, we recommend that you set your movie speed to 30 fps.

Component Inspector Parameters

Parameter	Description	Example
Image list	The list of images. This parameter is used when not using XML.	
XML path	The path and filename of the xml file when not using the image list.	photoSplash.xml
Easing effects	Choose the desired easing effect for the opening animation of the large image. Possible options are: <i>None, Regular, Back, Bounce, Elastic, Strong</i>	Bounce
Transition speed	The speed at which the transition happens	90
Fade speed	The speed at which the large images fade in and fade out to display the next and previous large images when browsing using the arrows.	70
Text slide direction	Sets the description text to slide from the top or bottom of the large image.	top
Random rotation	Sets between having the images rotate randomly or appear straight.	random
Show arrows	Sets whether to display the next/prev navigation arrows over the large images.	true
Loop images	Sets whether to loop the large images when browsing using the arrow keys or not.	true
Gauge images	Set to true in order to ensure that the thumbnails are fully displayed with the component boundaries and are not cut.	true
Shadow strength	The intensity of the shadow around the image.	1
Shadow distance	The distance of the shadow from the image.	4
Shadow blur	The amount of blur around the shadow.	3
Background padding	The number of pixels to leave around the large image.	30
Default image width	The default width for the large images, this value can be overridden by specifying a different image width for the individual images in the image list or xml file.	600

Parameter	Description	Example
Default image height	The default height for the large images, this value can be overridden by specifying a different image width for the individual images in the image list or xml file.	450

Using XML

The component parameters and image items can be specified using an XML file. We recommend using the photoSplash with an external XML file as this will allow for greater flexibility and updating options. By defining the images in an external XML file, you can publish the SWF file once and add or change the images whenever you wish. This option can be used instead of adding the images through the Component Inspector.

1. Open your Flash file in which you are using the photoSplash component, or create a new Actionscript 3 Flash file and drag the photoSplash component onto the stage. If you are creating a new Flash file, ensure that you save it now.
2. Open your favourite plain text editor (for example Notepad on Windows or TextEdit on Mac) and start a new file.
3. Begin your file with the following line:

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

This is the standard xml declaration.

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

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

5. Add images tag to your XML file (the bold lines are the new additions)

```
<?xml version="1.0" encoding="utf-8"?>  
<photosplash>  
  <image>  
    <title>Image One</title>  
    <small>thumbs/image1.jpg</small>  
    <large>thumbs/image1.jpg</large>  
    <largeWidth>600</largeWidth>  
    <largeHeight>450</largeHeight>  
    <description>Description message</description>  
  </image>  
  
  <image>  
    <title>Image Two</title>  
    <small>thumbs/image2.jpg</small>
```

```
<large>thumbs/image2.jpg</large>
<largeWidth>600</largeWidth>
<largeHeight>450</largeHeight>
<description><![CDATA[Message]]></description>
</image>
```

```
</photosplash>
```

The **image** element defines an image item.

The **title** element defines the title of the image.

The **small** and **large** elements define the paths to the thumbnail and large image URL's.

The **largeWidth** and **largeHeight** elements define the dimensions of the large image. This setting overrides the default setting in the Component Inspector.

The **description** element defines the description text for the large image.

If the description contains XML special characters such as &, <, >, ", ' the value must be enclosed in a **<![CDATA[]]>** element (as shown in the second image example above).

Note: If an image item does not have a thumbnail specified, the large image is used for the thumbnail and vice versa.

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

7. Return to your Flash file. Enter the name and path to the XML file that you just created in the XML path parameter of the photoSplash that's on the stage.

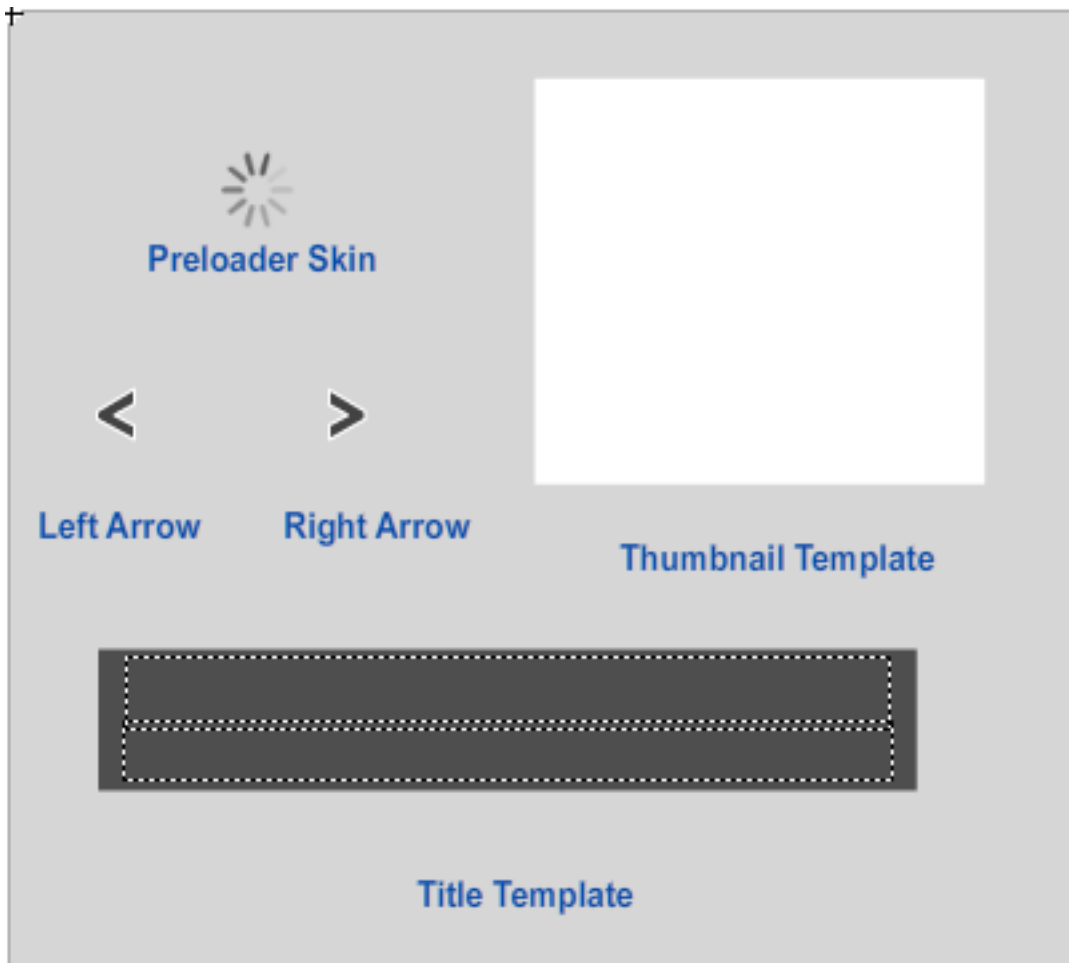
Note: If your .swf file will be in a different folder to the HTML file in which it is embedded, you should enter the path to the XML file, relative to the location of the .swf file.

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

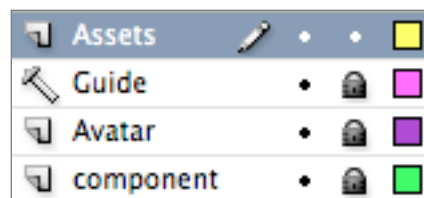
Skinning

The photoSplash can be skinned to match your desired look and feel. Double click anywhere around the top border of the photoSplash component that's on the stage in order to skin the elements.

You should now see the skinnable movie clips:



Note: In order to skin any of these elements, you must unlock the Assets layer:



Skinning the preloader animation

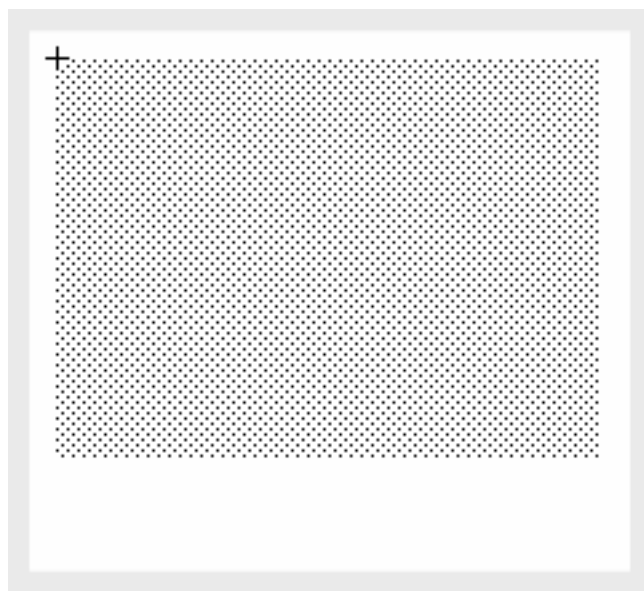
Double click on the **preloader** movie clip in order to skin the preloader animation. You can change the color of the built-in preloader animation by changing the tint of the **preloader_mc** movie clip.

Note: You can replace this movie clip with another animation if you wish. The preloader animation movie clip must have a center registration point.

Skinning the thumbnail and background template

The the thumbnail holder and background and the background of the large images can be changed by skinning the thumbnail template.

1. Double click on the **Thumbnail Template** movie clip in order to edit it. You will find 2 movie clips inside this movie clip: **image_holder** and **bg**
2. Double click on the **bg** movie clip in order to change the color or to resize the background. This is the same background that is used for the large images so any color changes to this movie clip are reflected in the large image as well. Size changes only affect the thumbnails.
3. Double click on the **image_holder** movie clip in order to edit the thumbnail holder to change the size and background color of the thumbnails.
4. Click on the shape inside the **image_holder** movie clip. This shape represents the maximum size of the thumbnail images:



5. Use the Transform Tool to resize the thumbnail image.

Note: If the thumbnail images are larger than the size defined by this shape, the images will be resized proportionally to fit within this size. If the thumbnail images are smaller than this shape, they will be displayed at their original size.

6. The default thumbnail holder background is set to be the same color as main background. If you wish, you can change the color of the background as well as the alpha transparency of this shape.
7. After resizing the image_holder, you should position the image holder within the Thumbnail Template skin accordingly.

Skinning the arrows

Double click on the Left Arrow and Right Arrow movie clips in order to change the look of these arrows. Note: The arrow elements should be positioned in relative to the 0,0 in these movie clips.

Skinning the title and description

The textfields and background for the titles and descriptions can be skinned by editing the Title Template. Upon double clicking on this movie clip you will find the title textfield (title_txt), description textfield (desc_txt) and background movie clip (desc_bg). You can change any of these textfields and movie clips accordingly. Note: The shape inside the default background movie clip (desc_bg) has been set with an alpha transparency of 70%.

ActionScript events

Events are called whenever the photoSplash performs the specified action. The component includes an event class called photoSplashEvent in the events package.

The event has an item property which holds the clicked photo properties:

thumbSrc: The thumbnail source or the image

imageSrc: the large image source

title: the title of the image

description: the description associated with the image clicked.

The following events are included:

itemClick

Broadcasted when the viewer clicks on any of the image thumbnails.

IOERROR

Broadcasted when the component encounters an input / output error while loading any external source.

SECURITYERROR

Broadcasted when the component encounters a security error during source loading.

Example:

In order to use an event, you need to add a listener, which listens for the event's occurrence:

```
photoSplashInstance.addEventListener("IOERROR", errorHandler);
private function errorHandler(eventObj:Event):void{
    //Do anything here....
}

import events.photoSplashEvent;
photoSplashInstance.addEventListener("itemClick", clickHandler);

private function clickHandler(evt:photoSplashEvent):void{
    trace(evt.item.description);
}
```

ActionScript API

Properties

easing

Availability

Flash Player 9

Description

Property; defines the easing style

Possible values are: *None, Regular, Back, Bounce, Elastic, Strong*

Example

```
photoSplashInstance.easing = 'Bounce';
```

randomRotation

Availability

Flash Player 9

Description

Property; used by the component to determine whether to slightly rotate the images in a random manner or not. Setting this to true rotates the images.

Example

```
photoSplashInstance.randomRotation = true;
```

shadow

Availability

Flash Player 9

Description

Property; the drop shadow which is generated at runtime. You use this property to set the strength of the drop shadow.

Example

```
photoSplashInstance.shadow = 1;
```

transitionSpeed

Availability

Flash Player 9

Description

Property; sets the transition speed

Example

```
photoSplashInstance.transitionSpeed = 70;
```

xmlPath

Availability

Flash Player 9

Description

Property; sets the source of the xml file for loading images.

Example

```
photoSplashInstance.xmlPath = "xmlfiles/imageList.xml";
```

Methods

easing

Availability

Flash Player 9

Description

Method; sets the easing style

Possible values are: *None, Regular, Back, Bounce, Elastic, Strong*

Example

```
photoSplashInstance.easing = 'Bounce';
```

reshuffle

Availability

Flash Player 9

Description

Method; reshuffles the thumbnail images

Example

```
photoSplashInstance.reshuffle();
```

transitionSpeed

Availability

Flash Player 9

Description

Method; sets the transition speed

Example

```
photoSplashInstance.transitionSpeed = 70;
```

Events

itemClick

Availability

Flash Player 9

Description

Event; broadcasted when the viewer clicks on any of the image thumbnails.

IOERROR

Availability

Flash Player 9

Description

Event; broadcasted when the component encounters an input / output error while loading any external source.

SECURITYERROR

Availability

Flash Player 9

Description

Event; broadcasted when the component encounters a security error during source loading.

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: [photoSplash 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.