

TN2Gallery Admin

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Backend Installation

Note: The TN2Gallery admin backend is already included as part of the fCMSPro (from version 1.3.0). If you have the fCMSPro and you will be installing the TN2Gallery on the same domain for which the fCMSPro is licensed, you should skip these instructions and continue from the section entitled TN2Gallery Admin. You must ensure that you have upgraded to fCMSPro version 1.3.0 or later.

If you purchased the full version of the TN2Gallery or the TN2Gallery admin panel, you should follow these instructions to install the backend.

1. Download and unzip the **TN2_admin.zip** file.
2. Inside the TN2_admin.zip file you'll find 2 folders and 4 files including the fCMSBackend folder. Inside the fCMSBackend folder you will find the config folder.
3. Inside the config folder locate the **config.xml** file and open it using a plain text editor (for example *Notepad* on Windows or *TextEdit* on Mac). Scroll to the bottom of the XML file and locate the following section of code:

```
<storage>
  <username> fcms</username>
  <password> fff</password>
  <server> localhost</server>
  <database> fCMS</database>
  <table_prefix></table_prefix>
</storage>
```

Edit these details replacing the portion of code we have highlighted in color with details that match your MySQL database information. If you do not know what these details are you should contact your hosting provider as they are in the best position to assist you with these details. You should only edit the portion of code that we have highlighted above in color.

Replace the **red** portion of code (written here as **fcms**) with the *username* for your database.

Replace the **purple** portion of code (written here as **fff**) with the *password* for your database.

Replace the **blue** portion of code (written here as **localhost**) with the *address* of your server. In most cases, you would leave this as *localhost*.

Replace the **green** portion of code (written here as **fCMS**) with the *name* of your database.

You can also specify the table prefix for the tables that the backend uses. For example, if you put: `<table_prefix>tn_</table_prefix>`, all of the tables required will begin with *tn_*

Save and close your **config.xml** file.

4. Open your FTP client (for example *CuteFTP* on Windows or *Captain FTP* on Mac). Upload the entire unzipped contents of the **TN2_admin.zip** file to the root directory of your web server.

5. Locate the **images** folder that you've just uploaded and with your FTP client set the permissions of this folder to **777** (read, write, execute all).
6. Locate your **license.txt** file (you should have obtained this file from Flashloaded together with your download, upon registering the domain. You can also register your domain and download your license through the My Account section at <http://www.flashloaded.com/myaccount>). Using your FTP application, upload the **license.txt** file to your **fCMSBackend** folder.
7. Open your web browser and navigate to **http://<site_root>/fCMSBackend/admin/install.php** (replace **<site_root>** with the domain name of your website).

In the event that the **ionCube loader** is not configured for your system, you will see a screen reporting that the ionCube loader is not working properly. The next line will tell you which loader is required for the specific platform you are using. Click on the link to <http://www.ioncube.com/loaders.php> and download the specified loader.

If you are installing using the .exe file, run the file and follow the on-screen instructions. Alternately if you have downloaded the zip file, unzip it, open the ioncube folder and upload its contents to the **ioncube** folder which is located inside the **fCMSBackend** folder on your web server.

In order to check that ioncube has been successfully installed on your server, click the link that reads "*You can test if ionCube loader works by clicking here*" or, you can restart the installation and if the ionCube loader is working correctly, you will not see the previous screen that informed you that the loader was not working. In the event that ionCube is still not working, please contact your webhoster and ask them to insert the following line into your php.in file:

```
zend_extension = /<path>/ioncube_loader_<version>.so
```

Note: The <path> above should be replaced by the location to the ionCube loader file that you uploaded to your server and the <version> should be replaced with the version of the .so file you have uploaded.

9. If the **http://<site_root>/fCMSBackend/admin/install.php** URL is still open in your browser window, simply click *Refresh* in your browser, otherwise navigate to this URL again. Read the copyright notice and click on the *Continue* button. You should then receive a message telling you the installation has been completed successfully.

We recommend that you now follow the [Setting up User Accounts](#) tutorial.

Setting up User Accounts

The **tn2admin** allows you to set up multiple accounts with different usernames, passwords and permissions for each user. These instructions will show you how.

Changing the admin username and password

The default username and password for logging in to the tn2admin are *admin* and *admin*. To change these values open the **users.xml** file which is located inside the **config** folder, which is in your **fCMSBackend** folder, using a plain text editor (for example *Notepad* on Windows or *TextEdit* on Mac).

The default file looks like this:

```
<?xml version="1.0" encoding="utf-8"?>
<groups version="1.0">
  <group name="admin">
    <users>
      <user name="admin" password="admin" />
    </users>
  </group>
</groups>
```

Modify the **name** and **password** attributes of the **user** node like this:

```
<?xml version="1.0" encoding="utf-8"?>
<groups version="1.0">
  <group name="admin">
    <users>
      <user name="new_username" password="new_password" />
    </users>
  </group>
</groups>
```

This will set the admin username to *new_username* and the password to *new_password*.

Adding new user groups

You can add new user groups to allow different people to log in. You do this by adding a new group element, containing a user's element which in turn contains user nodes the name and password attributes of which will be the username and password that these new users use to log in.

To add a new group you would add the following code highlighted in bold to your **users.xml** file:

```
<?xml version="1.0" encoding="utf-8"?>
<groups version="1.0">
  <group name="admin">
    <users>
      <user name="new_username" password="new_password"/>
    </users>
  </group>
  <group name="news_team">
    <users>
      <user name="Jennifer" password="Smith"/>
    </users>
  </group>
</groups>
```

This will create a new group with a new user.

It is also possible to add new users to existing groups. To add a new user to a group you simply add new user node with name and password attributes:

```
<?xml version="1.0" encoding="utf-8"?>
<groups version="1.0">
  <group name="admin">
    <users>
      <user name="new_username" password="new_password"/>
    </users>
  </group>
  <group name="news_team">
    <users>
      <user name="Jennifer" password="Smith"/>
      <user name="Johnny" password="Smith"/>
    </users>
  </group>
</groups>
```

Controlling File Uploads

To control the size and type of file uploads open the **config.xml** file which is located inside the **config** folder, which is inside the **fCMSBackend** folder, using a plain text editor.

Locate the following lines:

```
<extensions>jpg,gif,png,swf</extensions>
<maxsize>1048576</maxsize>
```

You can edit these lines to adjust the type of files that can be uploaded and the size of the files that can be uploaded. The following code would add the file extension *jpeg* to allowed types of upload:

```
<extensions>jpg,gif,png,swf,jpeg</extensions>
<maxsize>1048576</maxsize>
```

To adjust the size of the files that can be uploaded, alter the value of the **maxsize** node (in bytes).

Note: Your php.ini file may be set to allow a maximum file upload of more than 2MB (2097152 bytes). Flash also has a maximum file upload limit which cannot be changed. This has already been set to 3,000 KB in the tn2admin.

We recommend setting the maximum file upload size to around 100kb (102400 bytes):

```
<extensions>jpg,gif,png,swf,jpeg</extensions>
<maxsize>102400</maxsize>
```

Editing User Permissions

You can control the amount of editing a particular group can do by setting their permissions on the **config.xml** file, which is inside the **config** folder, which is in your **fCMSBackend** folder.

Locate the default group settings which look like this:

```
<group name="admin">
  <filebrowser>
    <root></root>
    <upload>true</upload>
    <delete>true</delete>

    <preview>true</preview>
  </filebrowser>
  <fcms>
    <edit>true</edit>
  </fcms>
</group>
```

To add settings for the *news_team* group added to the ***users.xml*** file above add the code that is highlighted bold in the following code:

```
<group name="admin">
  <filebrowser>
    <root>/</root>
    <upload>true</upload>
    <delete>true</delete>
    <preview>true</preview>
  </filebrowser>
  <fcms>
    <edit>true</edit>
  </fcms>
</group>
<group name="news_team">
  <filebrowser>
    <root>/</root>
    <upload>true</upload>
    <delete>true</delete>
    <preview>true</preview>
  </filebrowser>
  <fcms>
    <edit>true</edit>
  </fcms>
</group>
```

This will set the permissions for the *news_team* group to match the admin group.

To specify a different folder for file uploads edit the root node like this:

```
<root>myFolder/</root>
```

To prevent a group from uploading at all, set the value of the ***upload*** node to false:

```
<upload>>false</upload>
```

To prevent a group from deleting file and directories set the value of the ***delete*** node to false:

```
<delete>>false</delete>
```

To prevent a group from previewing files set the value of the ***preview*** node to false:

```
<preview>>false</preview>
```

Setting the value of the edit node to false will remove the group's editing privileges.

TN2Gallery Admin

If you purchased the full version of the TN2Gallery with the administration backend or if you have the fCMSPro, you have the option of defining the gallery data through the server side tn2admin application, instead of the Component Inspector or XML.

The tn2admin application is an RIA built using fCMSPro v1.3, which allows you to full image administration. The following component parameters are used to connect with the tn2admin:

fCMS Server Path -> The path to the folder on the server containing the tn2admin backend (fCMSBackend). This path can be relative or absolute

- **File Root** -> The same value as in the config.xml file. Default is "../images/"

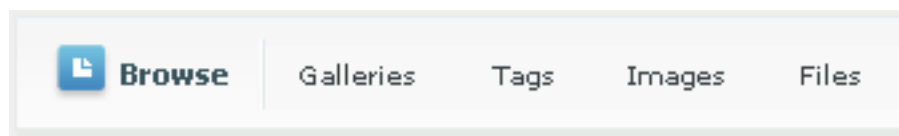
- **Gallery or Tag ID** -> When using tn2admin, images are organized in groups. These groups are created by tagging images or by adding them to the gallery. Each image can belong to an unlimited number of galleries or can be tagged an unlimited number of times. When a tag or gallery is created, a unique identifier(ID) is automatically created. If you want to load images that belong to one specific gallery or that are tagged with same tag, use these two parameters.

Thumbnailer2 can not take image information from more than one source. When using tn2admin be sure that the **Data** or **XML File** parameters are not set.

Using tn2admin

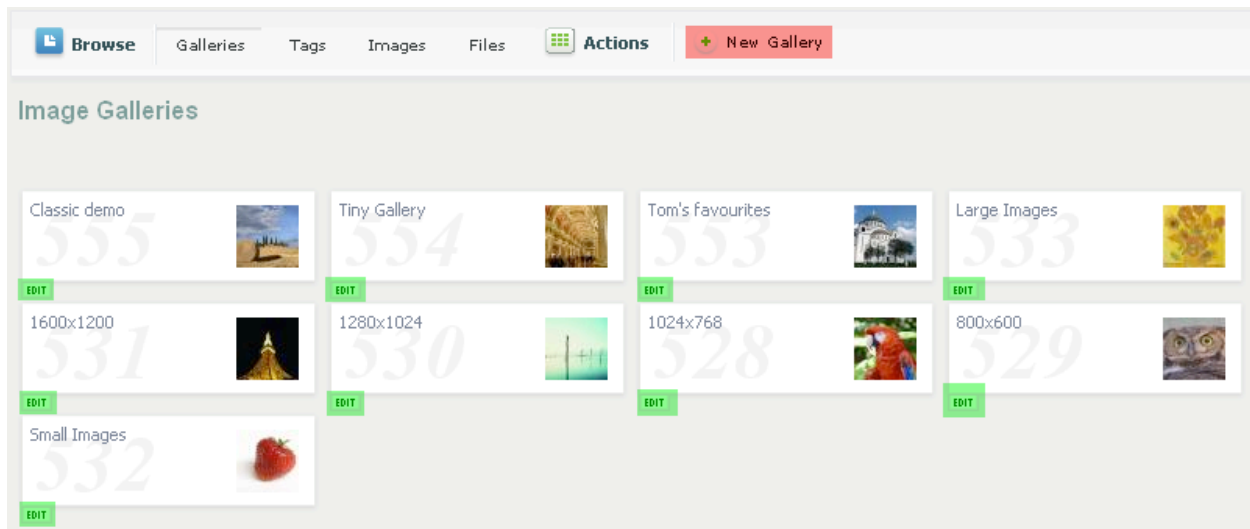
1. Open your web browser and navigate to the URL of tn2admin.html file that you uploaded when installing the backend. For example: <http://www.YourWebsite.com/tn2admin.html>
2. Enter the login username and password that you assigned.

Main navigation bar is located in top left corner of the screen:



Galleries

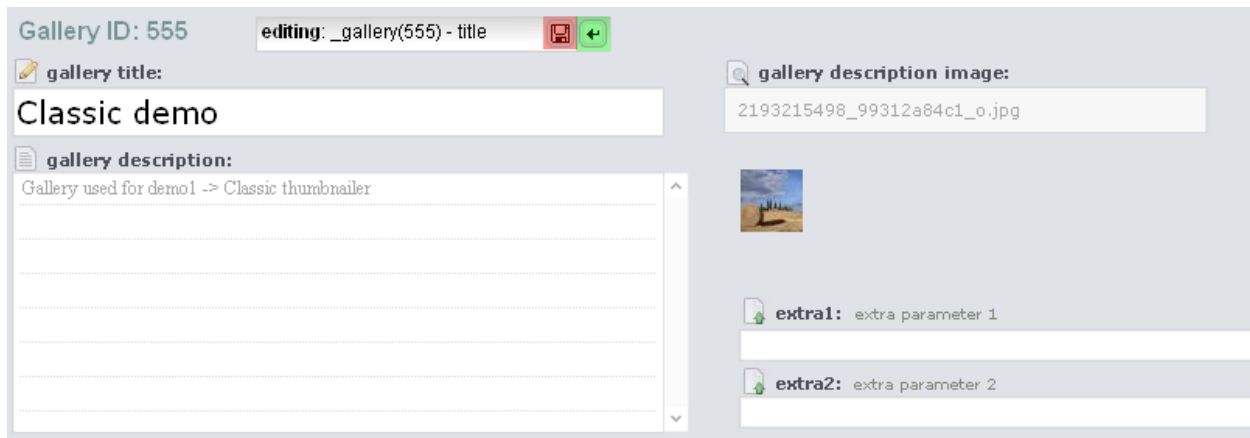
Clicking on **Galleries** will display list of all existing galleries.



To create new gallery, click on **New Gallery** (highlighted red) button.

To edit existing gallery, click on **EDIT** (highlighted green) button under each gallery box.

Both options will lead to a screen similar to this:



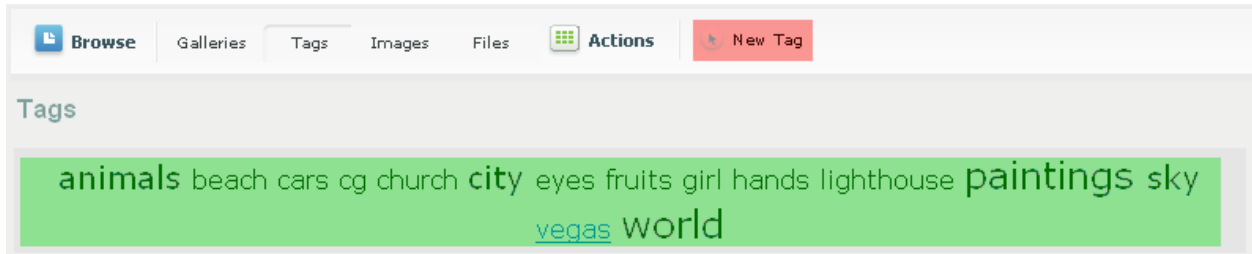
To **save** a new gallery or changes made to an existing gallery, click on the **save** button on the editing bar (highlighted red).

To **cancel** changes, click on the **return** button on the editing bar (highlighted green).

The images that belong to the gallery will be listed at the bottom of the screen. See the [Images](#) section for a description of the other options that are available.

Tags

Clicking on the **Tags** button in main navigation bar will display a list of the existing tags.



To create a new tag, click on the **New Tag** (highlighted red) button.

To see images tagged with a specific tag, click on the specific tag (highlighted green). See the [Images](#) section.

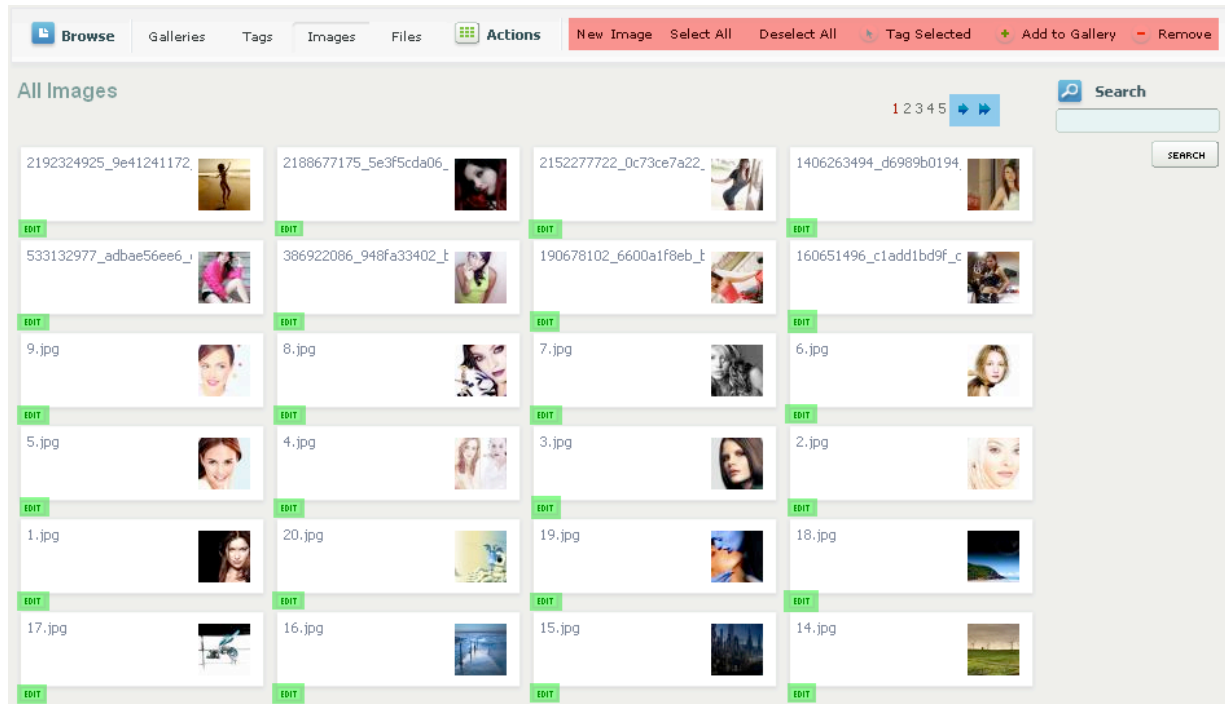


To **save** new tag, click on the **save** button on the editing bar (highlighted red).

To **cancel** changes, click on the **return** button on the editing bar (highlighted green).

Images

Clicking on the **Images** button on the main navigation bar will display all of the image documents. The same interface is used to display images of the same gallery or images tagged with the same tag.



Clicking on the image document will select/deselect it. Clicking on **EDIT** button (highlighted green) will open the screen for editing the image document properties.

If you click on an image document box and keep your mouse clicked, the box will become transparent and you will be able to drag the image to another position which will change the sort order of the image document. To move an image to another page click and drag it to any of the page navigation arrows (highlighted blue)

The main navigation panel (highlighted red) on this screen includes the following options:

New Image: creates a new image document

Select All: selects all visible image documents

Deselect All: deselects all visible image documents

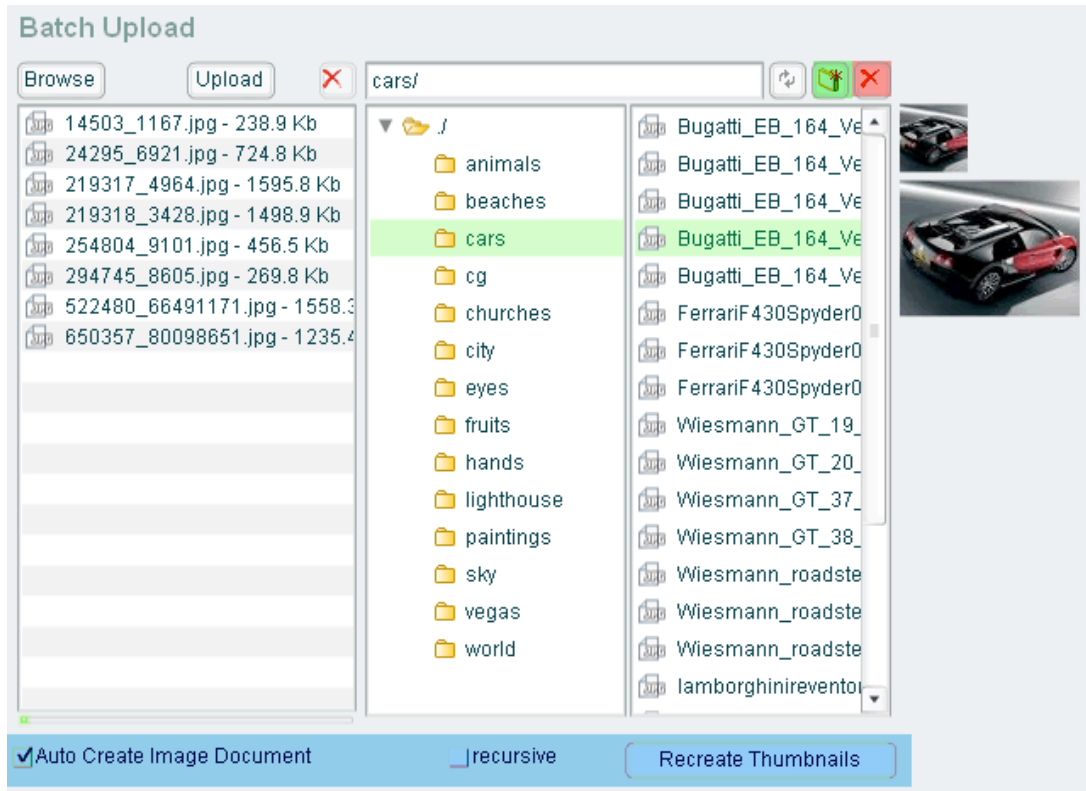
Tag Selected: opens the *Tag Picker*. Selected images will be tagged with the selected tag.

Add to Gallery: opens the *Gallery Picker*. Selected images will be added to selected gallery.

Remove: removes the selected images. *Note: The image file will not be deleted.*

Files

Clicking on the **Files** button on the main navigation bar will display the *Flash File Manager* interface.



To upload images, click on the **Browse** button, select files from your hard drive and then click on the **Upload** button.

To **create new directory** at the web server, select the parent directory in the middle column, type the name of directory to be created above it, and click on the **folder** icon (highlighted green)

To **delete an image** file from the web server, click on file name and then click on the **delete** button (highlighted red)

At the bottom of the **Files** screen there are 3 more options:

Auto Create Image Document: If this is selected, fCMSBackend will auto create the image document after each image is uploaded. Default value of the **title** document field will be the same as the name of the image file. It is recommended to keep this option always selected.

Recreate Thumbnails will recreate all of the thumbnails of the images in the selected folder according to the thumbnail definition XML (fCMSBackend/config/thumbs.xml).

recursive: If selected, clicking on **Recreate Thumbnails** will recreate the thumbnails for the images that are inside the directories of the selected directory.

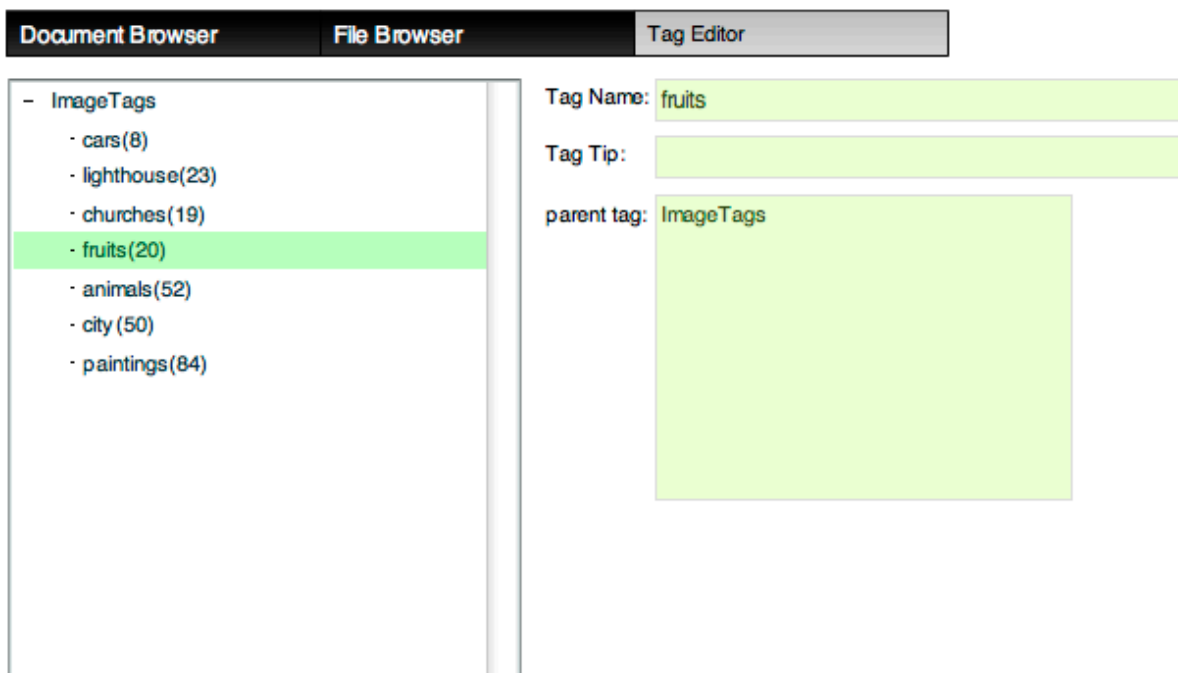
Deleting tags


You can remove a tag from displaying in the TN2Gallery by accessing the fCMSBackend admin panel. This is how you would do this:

1. Open your web browser and navigate to the URL of the fCMSBackend/admin folder on your server. For example:

<http://www.yourdomain.com/fCMSBackend/admin/>

2. Login using your admin login details.
3. After logging in, click on the **Tag Editor** menu option at the top.
4. You should see the list of tags in the column on the left. Each tag shows the number of images assigned to that tag in brackets. Click on the tag that you wish to delete. You should now see the tag details displayed on the right.



5. Click on one of the details (e.g. Tag Name). This will cause the editing toolbar to open. Click on the remove document icon to delete the selected tag: 

Auto Thumbnail Creation

When using **tn2admin** the fCMSBackend will create thumbnails (jpg or png) for every image (jpg, gif or png) uploaded through the tn2admin, according to the definition inside the *fCMSBackend/config/thumbs.xml* file. The thumbs.xml file is located in the fCMSBackend/config folder. If you have the fCMSPro, you should rename **thumbs-example.xml** to **thumbs.xml** in order to enable auto thumbnail creation. By default the **thumbs.xml** file looks like this:

```
<?xml version="1.0" encoding="utf-8"?>
  <!-- Use http://www.fcmspro.com/thumbExplorer/ to easy define
  thumbnail size -->
  <thumbs version="1.0">
    <!-- Default size. Do not change it as it is used by fcms -->
    <thumb width="40" height="40" crop="yes" type="jpg" />
    <!-- Default preview size -->
    <thumb minSize="80" type="jpg" />
  </thumbs>
```

There will be two thumbnails created for every uploaded image. The first one (marked in **red**) shouldn't be changed. It is the default size used by the Thumbnailer2, tn2admin and for the gallery description image.

You can add more definitions where you need different thumbnail sizes. You can create thumbnail definitions easily using the online **thumbExplorer** application at <http://fcmspro.com/thumbExplorer/>

You can recreate thumbnails (you will want to do this in the case that you have already changed the definition for the uploaded images) by going to **tn2admin->Files**, selecting the directory for which thumbnails should be recreated, and clicking on the *Recreate Thumbnail* button. Checking the *recursive* option will also recreate thumbnails for images that are inside the directories of the selected directory.

The size of the thumbnails used by the Thumbnailer2 can be changed by setting the **fCMS Server Path -> Thumbnail Size** parameter. The default value is 1, which means that the thumbnail created by the first definition from the *thumbs.xml* file will be used. The size of the preview thumbnail can be changed by setting the **Preview -> Thumbnail Size** parameter of the Thumbnailer2 component (the default value is 2) in a similar way.

The size of the image displayed by the ThumbImager2 component can be changed by setting the **fCMS Image Size** parameter of the ThumbImager2 component. The default value is 0, which means that image originally uploaded will be used.

Behind the scenes the tn2admin saves the thumbnails inside the *thumbs* directory which is automatically created inside the directory where the original image is located. Thumbnails are named by adding "_#" to the name of original image, where # is the number of the thumbnail definition. *thumbs* directories are hidden in *tn2admin* -> *Files* to avoid confusion.

If you need to replace an auto created thumbnail with your own image, use an FTP client (such as *CuteFTP* on Windows or *Captain FTP* on Mac) to upload it and ensure that you follow the naming convention.

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: [TN2Gallery 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.