

Elegant & Corporate **XML Template**

REFERENCE DOCUMENTATION

v1.1

1. INTRODUCTION

This template is mainly focused in corporate sites that needs fullscreen gallery feature. It has a clean and minimal style, which you can modify changing the color scheme, main background, timing of slideshow, etc., all from the xml file.

The site starts with a default (home) slideshow, which can be full controlled from the xml file. In this slideshow you can use independent images or a selection from the gallery contents.

There are 2 ways of showing the contents for both galleries and home: **random and sequential usage**. You will get more information about this in the chapter 3 (xml configuration) of this manual.

1.1. DEEP-LINKING FEATURE

This template uses SWFAddress 2.4 combined with SWFObject 2.1 to add the very useful deep linking navigation. This feature allow the user to navigate back-forward using the history arrows of the browser, no matter what platform the user is, MAC or PC, IExplorer, Safari o Firefox, this script has been tested to work crossplatform.

If you need more information about these scripts, or you want to download the latest version of these wonderful free source scripts, please visit:

<http://www.asual.com/swfaddress/>

<http://code.google.com/p/swfobject/>

1.2. SEO FRIENDLY TEMPLATE

The commented script above allow the web search engines to better database your template site, getting more information about the site structure than in a normal (static) flash website.

Also the main html provided inside /deploy folder includes a basic structure of META TAGS, so you can add your description, keywords, title, language, etc. easily to better position your site in search engines like Google, Yahoo, etc.

If you need more information about META TAGS, visit:

<http://www.webmarketingnow.com/tips/meta-tags-uncovered.html>

1.3. LIQUID TEMPLATE WITH SCREEN SIZE LIMIT CONTROL

This template uses SWFFIT to control the size of the flash object inside the html. It's quite useful to get sure that no matter the screen size of the user the site will be displaying the design in the right way. The SWFFIT script allows to set up a limit of a screen size to make the system browser scrollbars appears.

By default, this feature has been set to 950 (width) and 630 (height), which fits the standard 1024x768 screen resolution. If you need to change these values, edit the

index.html file inside /Deploy folder. You can edit it with the Notepad or other code editor. Inside the code you will find these 2 lines:

```
swfobject.embedSWF("site.swf", "my_flash", "950", "630", "8.0.0", "", flashvars, params, attributes);  
swffit.fit("flash",950,630);
```

Replace the mentioned values in both lines with your desired ones. Be careful to respect the code structure, quotes, commas, etc.

To see examples and more information about this script, visit:

<http://swffit.millermedeiros.com/>

2. INCLUDED MODULES

1. First option of the menu: COMPANY INFORMATION

This option include a submenu with this modules:

1.1. MAIN INFORMATION MODULE:

It has a default text where you can use HTML tags to format it, an also include inside the paragraphs images (see the logo in the provide xml sample).

Also includes a MINI-GALLERY, with unlimited images, all controlled from the xml. The images of this gallery should be: 180 (height) x 263 (width) pixels.

1.2. MAP AND CONTACT INFORMATION MODULE:

You can include here you company contact info, as well as the "where we are" map, and google map link. Any of this info can be skipped just not filling this info in the xml file.

A basic and useful contact form is also included in this module. It uses PHP to send the filled information. Learn more about how to set up this feature in your own server in chapter 5.

1.3. TEAM / MEMBERS MODULE:

Use this module to set up your Company's Team. Is has unlimited members (note if you set up less than 5 the scroll/drag will be hidden).

Each member info includes: Photo, Name, Position, Mail and Description.

The photo image must be: 130 (height) x 108 (width) pixels.

1.4. VIDEO PLAYER MODULE:

Useful module to insert corporate videos in your site. You can use it for ShowReel display, or just a commercial video to show your products and services.

This module contents a full video player with all the typical features, including fullscreen view, sound control, view control, etc. Apart from this, the video content

is loaded with Streaming (with a flv file) so it does not increase the weight of the whole site.

To learn more about how to generate an streaming flv from your videos, visit:
http://web.uvic.ca/akeller/pw408/ht_create_flv_file.htm

2. Second option of the menu: **FULLSCREEN GALLERY**

This option include a submenu with **unlimited gallery items**. Refer to Chapter 3 (XML configuration) to see how to create and manage the gallery. There are 2 ways of showing the contents for each gallery item: **A/random order & B/sequential order**

The transition time and the transition delay can be controlled from the xml. By default, the gallery starts with an automatic slideshow. If the user clicks on both next/previous buttons the automatic slideshow stops and the user has full control of the images slideshow.

The gallery uses fullscreen feature to show the contents. Because of that, you will need to upload your images in a good resolution, so users with big screen resolutions will see them in an optimal way. The default size (can be modified in the xml) is 1200x767 pixels, which is an optimal size to see the images in both 4:3 or panoramic screens.

3. Third option of the menu: **CLIENTS LOGO SHOWCASE**

This module has direct content, so no submenu is allowed here. Use this module to show your clients logos, or even you can use it for a simple and small gallery of products.

4. Fourth option of the menu: **SERVICE INFORMATION**

This module has direct content, so no submenu is allowed here. Use this module to show your services. It has a block of text and one image. Nothing is closed here, so you can use it for any content that can fits in this structure (text + photo).

5/6/7. Fifth/Sixth/Seventh options (**DUPLICATED MODULES**)

Here you have duplicated modules of TEAM MODULE, VIDEO PLAYER & CONTACT. Just in case you need any of this sections in the main menu, and not inside the first section. (NOTE: This is new in version 1.1)

8. Eighth option of the menu: **EXTERNAL SWF**

In this module you can embed your own swf file. Must be AS2 coded and not have any references to `_root` or `_parent` levels. One example of usage is embedding calendar section, for example. (NOTE: This is new in version 1.1)

9. Nineth option of the menu: **EXTERNAL LINK**

This module has direct content, so no submenu is allowed here. This module allows to add a external link, like a blog, WordPress site, Flickr account, etc. You just need to set up the desired url, that's all. It always load the url in a new window/tab.

3. XML CONFIGURATION

The best way to learn about the xml configuration is looking at the example XML file (/Deploy/xml) to see how the site is constructed. The XML content refers as follows:

MAIN CONFIGURATION SECTION

```
<?xml version='1.0' encoding='UTF-8'?>
<site>
  <configuration>

    <!------- COLORS ----->
    <colors>
      <color1>000000</color1>
      <color2>222222</color2>
      <color3>00aeef</color3>
      <color4>ffffff</color4>
    </colors>

    <!------- MAIN ----->
    <logoImage>img/main/logo.png</logoImage>
    <backgImage>img/main/backg.jpg</backgImage>
    <contactMail>info@yourdomain.com</contactMail>
    <browserTitle>Elegant XML Template</browserTitle>

    <!------- GALLERY ----->
    <homeImageFolder>img/gallery/home/</homeImageFolder>
    <homeNumberImages>7</homeNumberImages>
    <homeSlideshowOrder>random</homeSlideshowOrder>
    <gallerySlideshowDelay>6</gallerySlideshowDelay>
    <gallerySlideshowTransition>1</gallerySlideshowTransition>
    <galleryFullscreenImagesWidth>1200</galleryFullscreenImagesWidth>
    <galleryFullscreenImagesHeight>767</galleryFullscreenImagesHeight>
    <galleryRefText>Image</galleryRefText>

    <!------- MUSIC ----->
    <musicFile>sfx/music.mp3</musicFile>
    <musicDefaultVolume>50</musicDefaultVolume>
    <musicLoop>no</musicLoop>

    <!------- COPYRIGHT TEXT ----->
    <text><![CDATA[<font color="#666666"> Your Copyright content </font>]]></text>

    <!------- LOGO POSITION ----->
    <logoPosition>left</logoPosition>

  </configuration>
```

Inside *<configuration>* node you can set all the main aspects of the template. The node starts with the color control. There are 4 colors that affects different parts of the site:

<color1> : controls the color of the following objects: main menu button text, main menu button text, main menu rectangular marker, top bar inside global contents, address text inside "contact module", phone text inside "contact module", base of member card inside "team module", member name and position text inside "team module". (hexadecimal code)

<color2> : controls the color of the following objects: main menu button base, submenu button base, all textfields inside the form of "contact module", mouse over effect for base of member card inside "team module", base of send button and google maps link button inside "contact module". (hexadecimal code)

<color3> : controls the color of the following objects: arrow colors and mouse over effect for text inside Back Button of "gallery module", mail button text in member card inside "team module", mail button text inside "contact module". (hexadecimal code)

<color4> : controls the color of the following objects: title color of the top bar inside all global contents, name textfield of member card inside "team module", title textfield of send button and google maps link button inside "contact module". (hexadecimal code)

Note: Other textfield colors can be modified inside the HTML TAGS in the xml.

<logoImage> : the path of the image for your logo. It's recommended to use Transparent PNG format. Jpg and Gif can also be used, but they will have a square background and will be less integrated in the whole site.

<backgImage> : the path of the image for background. The size should be higher than 1000 pixels width, as the liquid feature will enlarge it for all the screen size. If don't want background image leave this node empty.

Note: If the path of the image is wrong and flash can't load the image, the site will not load. Be careful about setting the correct path to your background image.

<backgImage> : the path of the image for background. The size should be higher than 1000 pixels width, as the liquid feature will enlarge it for all the screen size. If don't want background image leave this node empty.

<contactMail> : This email address will be used for mouse right button click (PC) Ctrl+click (MAC), to show a quickly contact info for the user. Just put your contact email.

<browserTitle> : Set here your site main title. This will overwrite the title you should set in the index.html file.

<homeImageFolder> : The path of the folder where home gallery images will be located. Default: *img/gallery/home*.

<homeNumber Images> : The number of images of your home slideshow. Default: 7.

<homeSlideshowOrder> :The type of order of the home's slideshow, random or sequential. Default: random.

<gallerySlideshowDelay> :The delay between one image and the next in ALL THE SITE GALLERIES slideshow (that's mean: the duration of the image in the slideshow) (in seconds). Default: 6.

<gallerySlideshowTransition> :The duration transition of the images in ALL THE SITE GALLERIES slideshow (in seconds). Default: 1.

<galleryFullscreenImagesWidth> :The width of the images in ALL THE SITE GALLERIES slideshow (in pixels) It's not recommended to use very low resolution images (less than 800px width). Default: 1200 px.

<galleryFullscreenImagesHeight> :The height of the images in ALL THE SITE GALLERIES slideshow (in pixels) It's not recommended to use very low resolution images (less than 600px height). Default: 767 px.

<galleryRefText> :The text that appears on the band in ALL THE SITE GALLERIES slideshow, previous to the value/total of the images array. Example: "Image 2/12" Default: "Image".

<musicFile> :The path of the MP3 file to be played on all site. The default mp3 is located inside /Deploy/sfx. Note that you can't use this Envato Asset demo mp3 in your commercial site. It's only for the preview. If don't want music in your template just leave this node empty. No sound control will appear on bottom right.

<musicDefaultVolume> :The volume level for start playing the music mp3 file. Default: 50. (*percent*)

<musicLoop> :If the music restart playing when finished. Use "yes" or "no". Default: no.

<text> (*copyright text*) :The text that will appear on bottom right, left to the music control. The sample includes a contact mail inside the text. Can be HTML TAG formatted (it's important to respect the CDATA tags inside the node. See chapter 6 "Useful Links" for more information about CDATA).

<logoPosition> :The horizontal position of the logo. You can use: "left", "center" or "right". Default: "left". (NOTE: This is new in version 1.1)

SITE SECTIONS:

1. COMPANY INFORMATION

1.1. MAIN INFORMATION MODULE & 1.2. CONTACT MODULE

```
<sections>
  <section title="Company">
    <subsection title="About us">
      <text><![CDATA[ here goes your text, html formatted, if needed ]]></text>
      <smallGalleryPath>img/about/</smallGalleryPath>
      <smallGalleryNumberImages>4</smallGalleryNumberImages>
    </subsection>
    <subsection title="Map & Contact">
      <address><![CDATA[ here goes your address, html formatted, if needed
]]></address>
      <phone><![CDATA[Tel. 0000 000 000]]></phone>
      <mail><![CDATA[info@yourdomain.com]]></mail>
      <mapImage>img/map/map.png</mapImage>
      <mapGoogleUrl>http://maps.google.com.....</mapGoogleUrl>
      <contactForm>yes</contactForm>
    </subsection>
  </section>
</sections>
```

1.1. MAIN INFORMATION MODULE

<subsection title="About us"> : Main title for this section. This module has a text and a small gallery, so you can use it for any information about the company.

<text> : The text that will appear left side of the small gallery. It include scroll feature, so it can be as long as you need. HTML TAG formatted.

<smallGalleryPath> : The path for the images of this module small gallery.
Default: *img/about*.

<smallGalleryNumberImages> : The number of images in the small gallery.
Default: 4 (Size of the images should be 180 (height) x 263 (width) pixels).

1.2. CONTACT MODULE

<subsection title="Map & Contact"> : Main title for this section. This module has the contact info, map and contact form. Other possible names could be "Where we are," for example.

<address> : The address of the company. Allows 2 lines. HTML TAG formatted.

<phone> : The phone of the company. HTML TAG formatted.

<mail> : The contact email of the company.

<mapImage> : The image for the map. If you don't need map just leave this node empty, nothing will appear.
(Size of the map image should be 320 (height) x 415 (width) pixels).

<mapGoogleUrl> : The google maps link for the map. If you don't need map just leave this node empty, the button below the map will not appear.

<contactForm> : Activate or deactivate the visibility of the contact form. If you don't have PHP service on your server or you don't need this form just set it to "no".
Default: yes. (usage: "yes" or "no" without quotes)

1.3. TEAM / MEMBERS MODULE

```
<subsection title="Our Team">
  <member>
    <name><![CDATA[John Doe]]></name>
    <mail><![CDATA[john@yourdomain.com]]></mail>
    <position><![CDATA[CEO]]></position>
    <text><![CDATA[ Here goes the description text for the member, HTML TAG
formatted ]]></text>
    <photo>img/team/member1.jpg</photo>
  </member>
  <member>
    ..... 2nd Member contents .....
  </member>
```

<subsection title="Our Team"> : Main title for this section. This module is mainly developed to show team members in a useful gallery.

Inside each <member> node:

<name> : The name of the member. HTML TAG formatted.

<mail> : The contact email for the member.

<position> : The position of the member. This will appear with the name.

<text> : Description text for the member. HTML TAG formatted.

<photo> : The photo image path of the member.
The photo image must be: 130 (height) x 108 (width) pixels.

1.4. VIDEO PLAYER MODULE

```
<subsection title="Show Reel">
  <videoPath>vid/reel.flv</videoPath>
  <text><![CDATA[ Here goes the video description text, HTML TAG formatted
]]></text>
</subsection>
```

<subsection title="Show Reel"> : Main title for this section. This module is mainly developed to show a corporate video. You can adapt the title to your needs.

<videoPath> : The path for the FLV video. The video will load on streaming once the user clicks on this section. Default: *vid/reel.flv*.

<text> : Description text for the video. HTML TAG formatted.

2. FULLSCREEN GALLERY

```
<section title="Gallery">
  <subsection title="Landscape">
    <imageFolder>img/gallery/landscape/</imageFolder>
    <slideshowOrder>sequential</slideshowOrder>
    <numberImages>12</numberImages>
  </subsection>
  <subsection title="Title">
    ..... 2nd Gallery item contents .....
  </subsection>
```

<section title="Gallery"> : Main title for this section. This module is mainly developed to show fullscreen galleries of images, products, works, etc. It allows unlimited items.

<subsection title="Title"> : The name of the item inside the gallery.

<imageFolder> : Path where images of the gallery item are located.

<slideshowOrder> : Type of order, "random" or "sequential". (see page 4.)

<numberImages> : Number of images of the gallery item. Must be exactly the images inside the referred folder, all files properly named with just numbers: 1.jpg, 2.jpg, 3.jpg ...

The transition time and the transition delay can be controlled from the xml. By default, the gallery starts with an automatic slideshow. If the user clicks on both next/previous

buttons the automatic slideshow stops and the user has full control of the images slideshow.

The gallery uses fullscreen feature to show the contents. Because of that, you will need to upload your images in a good resolution, so users with big screen resolutions will see them in an optimal way. The default size (can be modified in the xml) is 1200x767 pixels, which is an optimal size to see the images in both 4:3 or panoramic screens.

SEE PAGE 7 FOR MORE INFORMATION ABOUT GLOBAL GALLERY CONFIGURATION

3. CLIENTS MODULE

```
<section title="Clients">
  <text><![CDATA[ Here goes the clients main text, HTML TAG formatted ]]></text>
  <clientLogosFolder>img/clients/</clientLogosFolder>
  <clientNumberLogos>8</clientNumberLogos>
</section>
```

<section title="Clients"> : Main title for this section. This module is mainly developed to show fullscreen galleries of images, products, works, etc. It allows unlimited items.

<text> : Main text for this clients module. HTML TAG formatted.

<clientLogosFolder> : Path where logo images of the clients are located. You can use transparent PNGS or jpg/gif with white background. Size around 200 px width and 75 px height is recommended.

<clientNumberLogos> : Number of logo images of this module. Must be exactly the images inside the referred folder, all files properly named with:
logo_(number).extension: logo_1.png, logo_2.png, logo_3.png ...

4. SERVICE INFORMATION MODULE

```
<section title="Services">
  <text><![CDATA[ Here goes the module main text, HTML TAG formatted ]]></text>
  <image>img/services/1.jpg</image>
</section>
```

<section title="Services"> : Main title for this section. This module is flexible. It includes a scroll block of text and one image. Could be used for any information.

<text> : Main text for this clients module. HTML TAG formatted.

<image> : Path of the image that appears right side of the text. Size around 260 px width and 250 px height is recommended.

5/6/7. DUPLICATED MODULES

See this sections for reference: 1.2. CONTACT MODULE / 1.3. TEAM MEMBERS MODULE / 1.4. VIDEO PLAYER MODULE

(NOTE:This is new in version 1.1)

8. EXTERNAL SWF

```
<section title="External Swf">
    <swfPath>swf/external.swf</swfPath>
</section>
```

<section title="External Swf"> : Main title for this section. Load any SWF here.

<swfPath> : Path of swf file.

NOTE:The SWF must be AS2 and have no reference to _parent or _root levels.
(NOTE:This is new in version 1.1)

9/10. EXTERNAL LINKS

```
<section title="Blog">
    <url> http://..... </url>
</section>
```

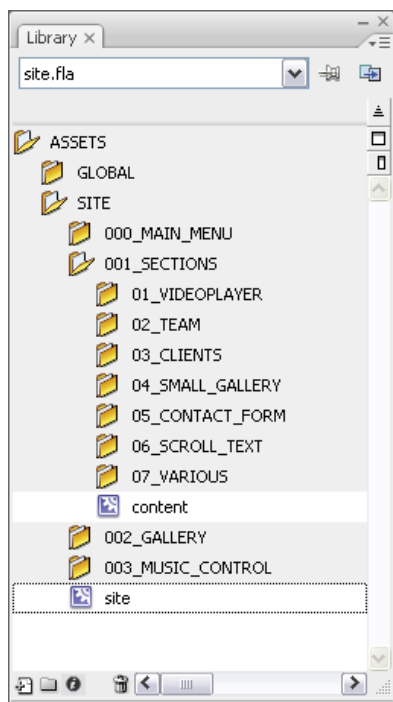
<section title="Blog"> : Main title for this section.This module is focused to link external sites like blogs, etc in your site.

<url> : Url of the external site. It will open in a new window/tab.

Note:You can add 2 external links.

IMPORTANT ADDITIONAL NOTES TO XML CONFIGURATION

- If you don't need any of the included modules, **don't delete the node in the xml** as this will make the site don't work at all. Just **LEAVE THE TITLE EMPTY OF THE SECTION YOU WANT TO DELETE**. This will make the button invisible in the menu.
- The best way to learn about how to set up the xml file is looking at the provided example, mostly to see how to format the text with html tags.
- If you are making changes in the xml and the template is not working properly, or even the flash is given scripting errors, the most probably reason is that you have made some mistake changing the xml. Take a look a non-closed nodes, not closing quotes, strange characters, sure the reason will be in one of this errors.
- Look in chapter 6 (useful links) to learn more about some technical details of xml setup.



4. FLASH IDE CUSTOMIZATION

The main customization should be done directly in the XML file, without changing the source file. (SEE CHAPTER 3 OF THIS MANUAL). For other customization open the main FLA (site.fla inside /source folder) and edit any of the items of the library. Obviously you will need basic flash knowledge to edit the template in its source file.

All the AS2 code is well commented. As a reference, the main MovieClips with “codes” layers are:

- 1. *_root frames***: Main XML-read function. Preload function.
- 2. *site MC***: Main control functions, SWFAddress script.

3. *menu MC*: main menu control and submenu functions.

4. *content MC*: All section objects and functions.

5. *gallery MC*: Fullscreen Gallery scripts, for home and gallery sections.

6. *videoPlayer MC*: Video Player functions and controls.

7. *small_gallery MC*: Functions to control the Small Gallery inside “company section / main information module”.

Note: always keep a copy of the original FLA file provided in the zip before making any change in the FLA file.

IMAGES

Inside the `/source/img` folder you will find some images that are not referenced in the xml file and can be modified. If you modify them, after you will need to update the reference link inside the FLA library and then publish the site.swf again.

FONTS

For all Flash changes you will need to install the provided font before opening the site.fla file. See chapter 7 for more information.

5. CONTACT FORM CONFIGURATION (PHP)

This template includes a Contact Form which uses PHP language to send the filled information to a defined destination Email.

This doesn't mean that you need to know PHP (you don't) but you need the PHP service activated in your server to run this feature. If you are not sure if you have PHP available in your hosting plan contact your server technical support.

To config the PHP with your own parameters open the file "**vars.php**" taht you will find inside **/deploy/php** folder. Inside this file you will find instructions about how to set up the contact form. Basically you are allowed to control: Destination mail of the form, Reference mail of the "sender" of the form, Reference name of the "sender" of the form and the subject of the mail that you will receive.

This PHP service use PHPMailer (open source) to send the data.

6. USEFUL LINKS

SWFAddress (deeping script for flash) Website

<http://www.asual.com/swfaddress/>

SWFFit (SWF Object size control) Website

<http://swffit.millermedeiros.com/>

General Information about XML language

<http://www.w3schools.com/xml/default.asp>

Information about CDATA object

http://www.w3schools.com/xml/xml_cdata.asp

Information about PHP and PHPMailer

<http://php.net/manual/en/index.php>

<http://sourceforge.net/projects/phpmailer/>

Free Online Photo Editors

<http://www.pixlr.com/editor/>

<http://www.picresize.com/> (just for resizing)

How to create FLV videos

http://web.uvic.ca/akeller/pw408/ht_create_flv_file.htm

META TAGS and SEO (search engine optimization) information:

<http://www.webmarketingnow.com/tips/meta-tags-uncovered.html>

7. ASSETS INFORMATION

This file uses Open source **Bitstream-Vera-Sans** for all the site. It's freely distributed by Bitstream and it's included in the source file (/font folder). You will need to install it before opening the FLA file. If you need help about installing fonts in Windows follow this link: http://www.myfonts.com/support/help_install_win.html

You can download the free Bistream font here, just in case you need the most updated file (apart from the one provided):
http://www.dafont.com/bitstream_vera_sans.font

AS2 **Tweener** is used for tweening. It's free and available for download:
<http://code.google.com/p/tweener/>

The images used in the ActiveDen preview (not included in the source files) are freely distributed and licensed by:
<http://www.publicdomainpictures.net>
Many thanks to all authors from this great free source site.

The preview MP3 music file is provided by AD assets for authors. You are not allowed to use it in a commercial online project. Read more about this license here:
http://activeden.net/page/asset_library

Several Open Source Scripts has been used in this template. Follow this link to learn more about this great projects:
SWFObject <http://blog.deconcept.com/swfobject/>
SWFAddress <http://www.asual.com/swfaddress/>
SWFFit <http://swffit.millermedeiros.com/>
PHPMailer <http://sourceforge.net/projects/phpmailer/>



Other questions, comments or nightmares just send me a mail to: unpezvivo@gmail.com

Or contact me through my AD profile form: <http://activeden.net/user/pezflash>

English, Portuguese and Spanish support.

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