

# TEMPLATE MANUAL

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## ***Introduction***

This template is an Flash (AS3) fully XML driven website that allows you to modify the whole content without even opening the source files.

It's very easy to manage and manual is included.

Please read following manual to see how you can manage the content of your website by few simple XML files. Even the logotype in left corner is loaded from external file and you can place any image there without opening .fla sources.

All of the source code is placed in external .as files in “source” directory. Those files are so called classes. If you would like to change some behaviors of the website (for example speed of animations etc) you have to consult those files and recompile the website.

Everything you can change in code is well commented. Editing any other source code is strongly not recommended and may cause serious errors.

Source files are placed in source directory and website is located in website directory.

## ***Features Overview***

- Editable menu structure with non limited submenus number
- Menu alignment (left, center, right)
- Multilanguage
- Theme color editable in external xml file
- Editable backgrounds (every module can have different background). Supports: Images (png, jpg, gif) and Animations (swf)
- Nine types of content (modules):
  - HTML Formatted Text
  - News with introductions
  - Gallery
  - Portfolio
  - Simple Slideshow
  - Team
  - Contact form with Google Maps
  - Custom swf
  - External link
- Soundtrack player with xml playlist
- Logo loaded externally (swf, jpg, png, gif)
- Deep linking
- Fullscreen
- Editable footer text
- Fully customizable

## ***How to preview the website***

Because this template use JavaScript written SWFAddress library it cannot be launched in your web browser on your local disk. It's due to Flash Player security restrictions which don't allow flash .swf files to communicate with JavaScript scripts on your local disk.

There are three ways you can test your website. The first one is to upload the template on the server and then launch it on that server. The second option is to launch template in the Flash CS3 IDE. You can do it by opening site.swf or preloader.swf in Flash IDE or by opening and compiling the home fla or preloader fla files. The last option is to launch home.swf or preloader.swf in Flash Player (but in same Flash Player, not Flash Player in web browser).

## ***Background configuration***

You can use three different types of backgrounds in your website: Image (jpg, png, gif) and Animation (swf).

When you want to add image as a background you have to configure <background> node in the **config.xml** file in that way:

```
<background bg_url="assets/bg1.jpg" />
```

You have to set the “url” attribute which is the path to your image.

Background can be set for each language seperately.

When you want to add Animation (swf) as a background you are doing is exactly as with the image. You just have to set to “url” attribute to your .swf file.

## ***Disabling grid over background***

To disable grid over background you need to set “gridEnabled” attribute of the root node in the config.xml file to “false” like that:

```
<config gridEnabled="false">
```

## How to build Menu

The menu structure is fully customizable in **config.xml** file which you can find in the base directory of the website.

Let's consider step by step building website menu.

First we have to open **config.xml** file and prepare basic file structure:

```
<config siteTitle="Title" soundtrackPlayer="yes" themeColor="#FF007B" padding="10">
  <lang name="en" home="Path/To/Home">
    <background url="" />
    <menu allCaps="true" align="left">
    </menu>
    <footer>
<![CDATA[Footer text]]>
    </footer>
  </lang>
  <logo src="" horizontalAlign="left"/>
</config>
```

When we want to add item in our menu we must add new node in the <menu> node. Every menu item structure looks like this:

```
<item title="The title displayed in menu" type="the type of the module" content="path to the content of current module" />
```

If you would like to create submenus you just need to add child nodes to some item. For example:

```
<item title="Menu item with submenu">
  <item title="some item" type="text" content="content.xml" />
  <item title="other item" type="text" content="content.xml" />
</item>
```

In the "type" attribute you can use following values:

- text – for HTML formatted text
- news – for news
- team – for team
- gallery – for gallery
- slideshow – for slideshow

- contact – for contact form
- link – for external link

In the “content” attribute you simply pass the path to the XML file containing the data which will be displayed in that section.

You can also change the “siteTitle” attribute which is the website title displayed in the internet browser title bar.

Finally when you want to add some logotype you must edit the “url” attribute of the <logo /> node:

```
<logo url="path/to/logo.png" />
```

To change the logo alignment you have to add align parameter (left/right/center):

```
<logo url="path/to/logo.png" align="center"/>
```

## **Setting home page**

If you would like to open some item in your menu as a home page (when site is opened) you have to add “home” attribute in your <lang> tag in config.xml. This attribute is a path to the subpage you would like to open as a home page. For example if you have About/Company subpage in your site you have to set home attribute to “About/Company”. Be aware that this path is case sensitive and it must reflect the existing path.

Here you can see the <lang> tag with the home page from example above:

```
<lang home="About/Company" ...
```

## **Setting custom background of the module**

To add custom background to some module you have to add background attributes to the content xml of that module.

For example:

```
<news background="path tobg">  
</news>
```

## ***Align logotype***

Your logotype can be aligned to the left, center or right side of the website. To do this you have to change the align attribute in <logo> node in **config.xml** file:

```
<logo url="logo.swf" align="left" />
```

Possible values are:

- align – left / center / right

## ***Setting up soundtracks list***

When you want to do add some soundtracks to your website you can do it by editing the **soundtracks.xml** file located at the base directory of the website. The structure of this file looks like that:

```
<soundtracks>  
  <soundtrack url="path to your mp3" title="Soundtrack title" />  
</soundtracks>
```

You just have to edit the “url” attribute which is the path to your mp3 file. For example if we would like to put such a soundtracks in our website: 1.mp3, 2.mp3, 3.mp3 our **soundtracks.xml** file would look like that:

```
<soundtracks>  
  <soundtrack url="1.mp3" title="Track one" />  
  <soundtrack url="2.mp3" title="Track two" />  
  <soundtrack url="3.mp3" title="Track three" />  
</soundtracks>
```

You can also set the startup volume (from 0 – 100) by adding “startVolume” attribute to the <soundtracks> node:

```
<soundtracks startVolume="50">  
  <soundtrack url="1.mp3" title="Track one" />  
  <soundtrack url="2.mp3" title="Track two" />  
  <soundtrack url="3.mp3" title="Track three" />  
</soundtracks>
```

## ***Disabling Soundtracks player***

To disable soundtracks player you have to pass “no” to the “soundtrackPlayer” attribute of the config.xml root node:

```
<config soundtrackPlayer="no">
```



## Creating HTML formatted text module

First thing we have to do is obviously adding a proper item in our **config.xml** file (see section How to build Menu).

Then we have to make XML file which contains our text.

Structure of such a file looks like that:

```
<content width="x" height="y">
<![CDATA[

]]>
</content>
```

You have to place your text between the <![CDATA[ and ]]> tags. And that's all!

You can use following HTML tags in your text:

- `<br>` - line break tag
- `<a>` - hyperlink tag - supported attributes: href and target
- `<strong>` - bold tag
- `<u>` - underline tag
- `<i>` - italic tag
- `<img>` - image tag – supported attributes: src, width, height, align, hspace, vspace, id. It's highly recommended to set the width and height properties manually
- `<textformat>` - textformat tag – supported attributes: blockindent, indent, leading, leftmargin, rightmargin, tabstops
- `<p>` - paragraph tag
- `<font>` - font tag – supported attributes: color and size

You can optionally set dimensions of the module by adding “width” and “height” in the `<content>` node:

```
<content width="400" height="400">
```

## Creating News module

First thing we have to do is obviously adding a proper item in our **config.xml** file (see section How to build Menu).

Then we have to make XML file which contains our news.

Structure of such a file looks like that:

```
<news>
  <newsitem title="Title of the news" date="01.01.2009">
    <mutlimedia>
    </mutlimedia>
    <content>
<![CDATA[
]]>
    </content>
  </newsitem>
</news>
```

## Creating Gallery module

First thing we have to do is obviously adding a proper item in our **config.xml** file (see section How to build Menu).

Then we have to make XML file which contains our gallery.

Structure of such a file looks like that:

```
<content thumbWidth="100" thumbHeight="100" imagesInColumn="3" gap="2">
  <item>
    <thumbnail>path to thumbnail</thumbnail>
    <url>path to image</url>
  </item>
</content>
```

To add images to your gallery you have to add `<item>` tags to the `<content>` node.

The structure of the `<item>` node looks like this:

```
<item>
  <thumbnail>path to thumbnail</thumbnail>
  <url>path to image</url>
</item>
```

Where “url” is the path to your image, “thumbnail” is the path to the thumbnail of the image.

## Creating Portfolio module

First thing we have to do is obviously adding a proper item in our **config.xml** file (see section How to build Menu).

Then we have to make XML file which contains our multimedia files.

Structure of such a file looks like that:

```
<content>
  <buttons>
    <image_details><![CDATA[IMAGE DETAILS]]></image_details>
    <project_details><![CDATA[PROJECT DESCRIPTION]]></project_details>
    <previous_project><![CDATA[<< PREVIOUS PROJECT]]></previous_project>
    <next_project><![CDATA[NEXT PROJECT >>]]></next_project>
    <back_to_projects_list><![CDATA[GO BACK TO PROJECTS
LIST]]></back_to_projects_list>
    <goback_from_image_details><![CDATA[GO
BACK]]></goback_from_image_details>
  </buttons>
  <project title="Project title" date="00.00.00" image="path to image">
    <multimedia>
      <item url="..">
        <description></description>
      </item>
    </multimedia>
    <description></description>
  </project>
</content>
```

In `<multimedia>` tag you can place items such as images and videos. Every item can have description. In `<description>` tag you can place description of the project.

In `<buttons>` tag you can set custom labels for all of the buttons used in the module. It's very useful in different languages.

## Creating Contact Form module

First thing we have to do is obviously adding a proper item in our **config.xml** file (see section How to build Menu).

Then we have to make XML file which contains our contact informations and e-mail on which form should send e-mails.

Structure of such a file looks like that:

```
<contact>
  <info>
  </info>

  <form>
    <email></email>
    <alerts>
      <sending>Sending message...</sending>
      <sent>Message sent!</sent>
      <error>Some error occured. Please Try again.</error>
    </alerts>
    <labels>
      <name>Your name</name>
      <email>Your e-mail address</email>
      <subject>Subject</subject>
      <message>Message</message>
    </labels>
  </form>

  <map>
    <apikey>xxx</apikey>
    <location>37.331676,-122.029438</location>
    <zoom>13</zoom>
    <info>Your address info</info>
  </map>
</contact>
```

You just have to set the “email” attribute which is e-mail address on which form will send e-mails. In info tag you can place your contact informations like address etc. Those data can be HTML formatted.

## ***Configuring Google Maps in Contact Module***

You need to add apikey in <apikey> tag which is unique key generated by Google for you. You need to obtain that key from google and place it here to make the map working.

You can obtain key here: <http://code.google.com/apis/maps/signup.html>

Then you have to set location in <location> tag which are coordinates which map will show.

Then you need to set start zoom of the map in the <zoom> tag.

Finally you need to add some info in <info> tag which will be displayed on the map.

## Creating Team module

First thing we have to do is obviously adding a proper item in our **config.xml** file (see section How to build Menu).

Then we have to make XML file which contains our multimedia files.

Structure of such a file looks like that:

```
<content boxWidth="200" boxHeight="300" imageHeight="200">
```

```
  <member>
```

```
    <name>John</john>
```

```
    <picture>path to picture</picture>
```

```
    <description>Description</description>
```

```
  </member>
```

```
</content>
```

You need to configure is the size of the item in the team module. You have to also set the height of the image displayed in all items.

## Creating link module

To add link module you just have to add item in your main menu and set its type to "link". In the "content" attribute you have to pass the url that will be opened by clicking this menu item.

You can also add "window" attribute to determine if the link should be opened in the new or the same window:

```
<item title="Your link" type="link" content="http://flashden.net" window="_blank" />
```

Possible values of the "window" attribute are: `_blank` / `_self`

## ***Creating custom swf module***

To add custom swf module you just have to add item in your main menu and set its type to “custom”. In the “content” attribute you have to pass the url to the swf file.

```
<item title="Your custom swf" type="custom" content="custom.swf" />
```

You can set the default alignment of the custom swf by adding horizontalAlign and verticalAlign parameters like that:

```
<item title="Your custom swf" type="custom" content="custom.swf" horizontalAlign="center" verticalAlign="top" />
```

Possible values for horizontalAlign: left/right/center

Possible values for verticalAlign: top/bottom/center



## ***External libraries used in template***

- SWFAddress: <http://www.asual.com/swfaddress/>
- SWFObject 2.3: <http://blog.deconcept.com/swfobject/>
- GTween: <http://www.gskinner.com/libraries/gtween/>
- swffit: <http://swffit.millermedeiros.com/>
- GoogleMaps AS3 API: <http://code.google.com/apis/maps/documentation/flash/>

## ***Fonts used in .fla files***

- PF Tempesta
- Gill Sans
- Liberation Sans

## ***Author contact***

You can contact with the author by FlashDen profile:

<http://flashden.net/user/dogeroski>