Art Flash Gallery
version 2.0

User Guide

Contents

Starting the Work

To start working simply paste object's HTML into your page and setup xml configuration file. You can place configuration file anywhere on your server.

Publishing the gallery on your website

To ensure smooth operation of a gallery on your website you need to have the following files:

1. SWF-file (GalleryName.swf) – flash gallery file
2. XML-file (gallery.xml) – gallery configuration file
3. HTML-file (GalleryName.html) – this file shows how to paste the gallery code into the HTML-page on your site where you plan to use the gallery.
4. <Images> folder where you should place your images.
5. SWFObject.js – a special JavaScript for the correct display of your gallery.

In the gallery distribution file (the downloaded archive) there is already a working example for which you can change the settings as you see fit and upload it to your site.

Let's analyze the gallery publishing procedure step by step:

1. On your computer open the folder where you extracted the gallery distribution file.
2. Copy an image that you want to use in your gallery to <Images> folder (some sample images are saved there already, which you may delete).

3. Set the appearance of your gallery, define the path to the images in your gallery and write the names of the files with your images in the settings file (XML-file). For more information on the settings of your gallery see the documentation section (choose your specific gallery). You need to choose "configuring the component" or "configuring the gallery" depending on the version of your software.

4. Then you need to insert the gallery code in the HTML page of your website. We strongly recommend you to use a specialized JavaScript SWFObject to insert your gallery, as it guarantees the correct display of flash applications in all most widely used browsers (MS IE, FireFox, Opera, Safary…). For more information on SWFObject, please, see http://code.google.com/p/swfobject/wiki/documentation

Open the file (html, htm, php, etc) where you want to insert your gallery for editing. Find the **<head>…</head>** tag and insert the following text there: <script src="path to the swfobject.js" type="text/javascript" ></script>

Example:

```
<head>
    <script src="js/swfobject.js" type="text/javascript" ></script>
</head>
```

Then find the **<body>…</body>** tag and enter the code below: do not forget to enter your own values instead of the variables in bold.

```
<script type="text/javascript">
    var flashvars = {XMLFile: "XML file"};
    var params = {bgcolor: "BgColor", allowFullScreen: "true"};
    swfobject.embedSWF("SwfGalleryFile", "myAlternativeContent",
    "Width", "Height", "9.0.0",false, flashvars, params);
</script>

<div id="myAlternativeContent">
    <a href="http://www.adobe.com/go/getflashplayer">
```

```
        <img src="http://www.adobe.com/images/shared/download_buttons/get_flash_player.gif"
        alt="Get Adobe Flash player"
        />
        </a>
    </div>
```

SwfGalleryFile

This parameter points to the gallery swf file (GalleryName.swf). You can store your swf files anywhere on server.

Width

This parameter controls width of flash object stage on your HTML-page. The width of the object can be different. For good result size of the stage must be larger than size of the object. Width of the object you will setup in configuration xml file.

Height

This parameter controls height of flash object stage on your HTML-page. The height of the object can be different. For good result size of the stage must be larger than size of the object. Height of the object you will setup in configuration xml file.

BgColor

This parameter controls background color of object stage. So you can adjust its look and feel. The color should be set in RGB in the following format: #NNNNNN, where N is a hexadecimal number (0-F).

XML File

This parameter points to the object xml configuration file. You can store your xml files anywhere on server. But remember this path can be absolute (example:
http://www.yourdomain.com/config/gallery.xml) or relative to the directory with your HTML page (example: ../config/gallery.xml).

5. Now you can upload the gallery to your site.

NOTE:
- If you can not see the gallery on your site, check the paths to SWF and XML files.
- If you can not see the images in your gallery, check the paths to the images and the names of the files with your images in gallery.xml file.

Configuring the Gallery

An XML file is used to configure the gallery. By editing the XML file, you can add or remove gallery images as well as edit multiple appearance and behavior settings. The format of the XML file is described below.

Gallery settings are described in the **`<settings> </settings>`** tag of the XML file as follows:
`<parameter_name property="…" />`

For example, the thumbnail outline color is configured using the parameter
`<thumbnail` outlineColor="0x000000"/>

Gallery images are described in the **`<items> </items>`** tag. Parameter **\<item** *source="..." description="..."* /> contains information related to a particular image.

```
<items>
        <item source="…" thumb="…" description="…" link="…" target="…"/>
        <item source="…" thumb="…" description="…" link="…" target="…"/>
        ………………………………………
</items>
```

source – image file name
thumb - thumbnail file name
description – Image description
link – link to the web-page
target - controls where the new document will be displayed

   possible values:

- "`_self`" specifies the current frame in the current window.
- "`_blank`" specifies a new window.
- "`_parent`" specifies the parent of the current frame.
- "`_top`" specifies the top-level frame in the current window.

XML File Format

```xml
<gallery>
    <settings> <!--Gallery parameters are described in this section-->

        <imagesFolder>images/</imagesFolder>

        <bgImage alpha="100" source="images/bg.jpg" />

        <image
            align="center"
            cornerRadius="10"
            scaleMode="fit"
            transitionEffect="fade"
            useShadow="true"
        />

        <thumbnail
            width="80"
            height="60"
            cornerRadius="10"
            alpha="70"
            outlineColor="0xFFFFFF"
            outlineColorOnRollOver="0xFFFF00"
            outlineColorOnClick="0x8B0000"
            useShadow="true"
            usePreview="true"
        />

        <thumbBar
            position="left"
            scrollSpeed="10"
            useThumbBar="true"
        />

        <caption
            position="bottom"
            visibleMode="onRollOver"
            bgAlpha ="40"
            color="0xFFFFFF"
            bgColor="0x000000"
            fontName="Verdana"
            fontSize="12"
        />

        <preview
            width="200"
            height="100"
            alpha="90"
            outlineColor="0x000000"
            cornerRadius="10"
            useShadow="true"
        />

        <preloader
            alpha="70"
            usePreloader="true"
        />

        <slideshow
            start="false"
            delay="4"
            loop="true"
            stopAutoOnClick="true"
        />
```

5

```
        <sounds
            onRollOver="sounds/over.mp3"
            onClick="sounds/click.mp3"
        />

        <buttons
            fullScreenButton="true"
            navigationButtons="true"
            slideshowButtons="true"
        />

        <picasa user="" albumID="" />

    </settings>

    <items>
        <item source="1.jpg" description="Image 1"/>
        <item source="2.jpg" description="Image 2"/>
        <item source="3.jpg" description="Image 3"/>
         . . .
    </items>

</gallery>
```

Gallery Parameters

Parameter name	Description
XMLFile	Full Path to XML configuration file (contains filename). **Possible values**: String. **Default**: "".
imagesFolder	Path to the folder with images. **Possible values**: String. **Default**: "".
buttons	Button settings

fullScreenButton	Show/hide "Full Screen" button. Possible values: true, false.
navigationButtons	Show/hide navigation buttons. Possible values: true, false.
slideshowButton	Show/hide slideshow button. Possible values: true, false.

Example

<buttons fullScreenButton="true" navigationButtons="true" slideshowButtons="true" **/>**

bgImage	Background image settings

alpha	Background of image transparency. Possible values: [0,100]
source	Path to the background of image file.

Example

<bgImage alpha="100" source="images/bg.jpg" **/>**

image	Image settings

align	Image alignment. Possible values:left, right, top, bottom, center
scaleMode	Type of image scaling to the size of the visible area. Possible values: fit, fill, noScale
cornerRadius	Image corners roundness degree
transitionEffect	Type of image transition effect. Possible values: fade, zoom, pixel
useShadow	Show/hide shadow of image. Possible values: true, false

Example

<image align="top" scaleMode="fit" cornerRadius="10" transitionEffect="fade" useShadow="true"**/>**

Parameter name	Description

thumbnail — Thumbnail settings

width	Thumbnail width
height	Thumbnail height
cornerRadius	Degree of thumbnail roundness. Possible values: [0, 90]
alpha	Thumbnail transparency. Possible values: [0,100]
outlineColor	Thumbnail outline color. Possible values: [0x000000, 0xFFFFFF]
outlineColorOnRollOver	Outline color of the thumbnail with the mouse pointer rolled over it. Possible values: [0x000000, 0xFFFFFF]
outlineColorOnClick	Active thumbnail outline color. Possible values: [0x000000, 0xFFFFFF]
useShadow	Show/hide shadow of thumbnail. Possible values: true, false
usePreview	Show/hide image preview element. Possible values: true, false

Example

<thumbnail width="80" height="60" cornerRadius="10" alpha="70" outlineColor="0x000000" outlineColorOnRollOver="0xFFFF00" outlineColorOnClick="0x8B0000" useShadow="true" usePreview="true" **/>**

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thumbBar — Thumbnail bar settings

position	Thumbnail position. Possible values: left, right, top, bottom
scrollSpeed	Thumbnail scroll speed. Possible values: (0,infinity). Reasonable values: [5, 20]
useThumbBar	Show/hide thumbnails. Possible values: true, false

Example

<thumbBar position="bottom" scrollSpeed="10" useThumbBar="true" **/>**

---

caption — Caption settings

position	Position of image captions. Possible values: top, bottom
visibleMode	Defines when to show an image caption. Possible values: always, onRollOver, never
bgAlpha	Background transparency of captions. Possible values: [0,100]
color	Color of image captions. Possible values: [0x000000, 0xFFFFFF]
bgColor	Background color of captions. Possible values: [0x000000, 0xFFFFFF]
fontName	Font of image captions.
fontSize	Font size of image captions. Possible values: FontSizes

Example

<caption position="bottom" visibleMode="onRollOver" bgAlpha="40"

Parameter name	Description	
	color="0xFFFFFF" bgColor="0x000000" fontName="Verdana" fontSize="12"**/>**	
preloader	Preloader settings	
	alpha	Preloader transparency. Possible values: [0,100]
	usePreloader	Show/hide preloader. Possible values: true, false
	Example	
	<preloader alpha="70" usePreloader="true" **/>**	
preview	Preview settings	
	width	Width of the image preview element
	height	Height of the image preview element
	alpha	Preview transparency. Possible values: [0,100]
	outlineColor	Preview outline color. Possible values: [0x000000, 0xFFFFFF]
	cornerRadius	Degree of preview roundness. Possible values: [0, 90]
	useShadow	Show/hide shadow of preview. Possible values: true, false
	Example	
	<preview width="200" height="100" alpha="100" outlineColor="0x000000" cornerRadius="10" useShadow="true"**/>**	
slideshow	Slideshow settings	
	start	Enables/Disables slide show mode
	delay	Image display duration in Slideshow mode (in seconds). Possible values: (0,infinity)
	loop	Loop/unloop image display in automatic mode if all images are shown. Possible values: true, false
	stopAutoOnClick	Possible values: true, false
	Example	
	<slideshow start="false" delay="4" loop="true" stopAutoOnClick="true" **/>**	
sounds	Sound settings	
	onRollOver	Sound heard when the mouse pointer is rolled over a thumbnail. Specify path to sound file.
	onClick	Thumbnail click sound. Specify path to sound file.
	Example	
	<sounds onRollOver="sounds/over.mp3" onClick="sounds/click.mp3" **/>**	
flickr	Using images from flickr.com	
	Example	

Parameter name	Description

<flickr><![CDATA[…]]></flickr>

See info: **"Ошибка! Источник ссылки не найден."**

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picasa	Using images from picasa.com

user	login
albumID	album ID

Example

<picasa user="" albumID="" **/>**

See info: "Inserting images from picasa"

Tutorials

Inserting images from picasa

The gallery allows you to display images from picasa.com. For this you need to specify your login and the album ID in the **<picasa** user="…" albumID="…"**/>** tag of the configured xml-file of your gallery.

Let's analyze how to add images step by step:
- Log on to picasaweb.google.com.
- Choose the album with the photos you want to use in your gallery.
- Find a link to **RSS feed** (RSS button) on the page and click on it.
- You can see a link with a login and an **album ID** in the address line of the page that opens after clicking on the **RSS feed** link.

You may find the login after **/user/**, and the album ID after **/albumid/**.

For example:

http://picasaweb.google.com/data/feed/base**/user/YOUR_LOGIN/albumid/YOUR_ALBUM_ID**?alt=rss&kind=photo&hl=eng,

where

YOUR_LOGIN – is your login; and
YOUR_ALBUM_ID – is the album ID.

- Enter your login and the album ID in the following tag of the xml file of your gallery:

<picasa user="**YOUR_LOGIN**" albumID="**YOUR_ALBUM_ID**" />

NOTE: The gallery may not display picasa images locally, as Adobe Player may prohibit displaying images from the address you specified. To correct this, you may have to change the access settings for the flash player additionally. When you upload the gallery to your site, all images will be displayed.