

Flash Gallery Generator User Guide

Version 1.0

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Overview

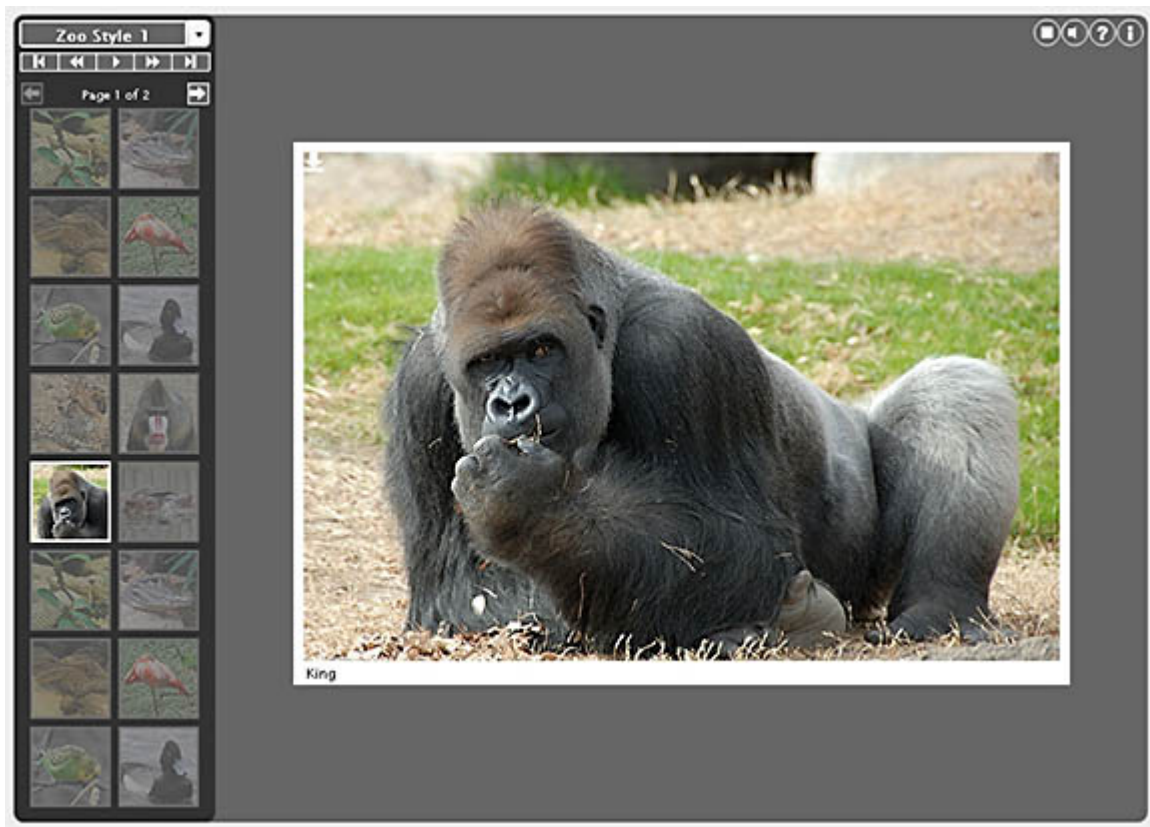


Figure1. Overall look and feel of Flash Gallery Generator

Flash Gallery Generator (FGG) is a robust Flash online photo gallery and slide show application. Backed by two widely used technologies, Flash and XML, you can trust that your gallery will work on different computer platforms that accept Flash content.

Figure2 and Figure3 below display an overall navigation system and common features of FlashGalleryGenerator.

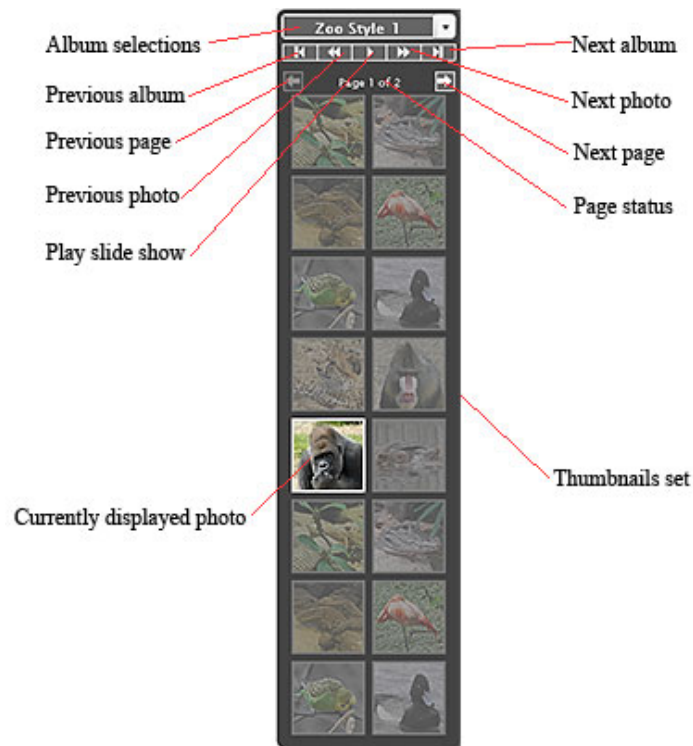


figure2. FlashGalleryGenerator Navigation bar

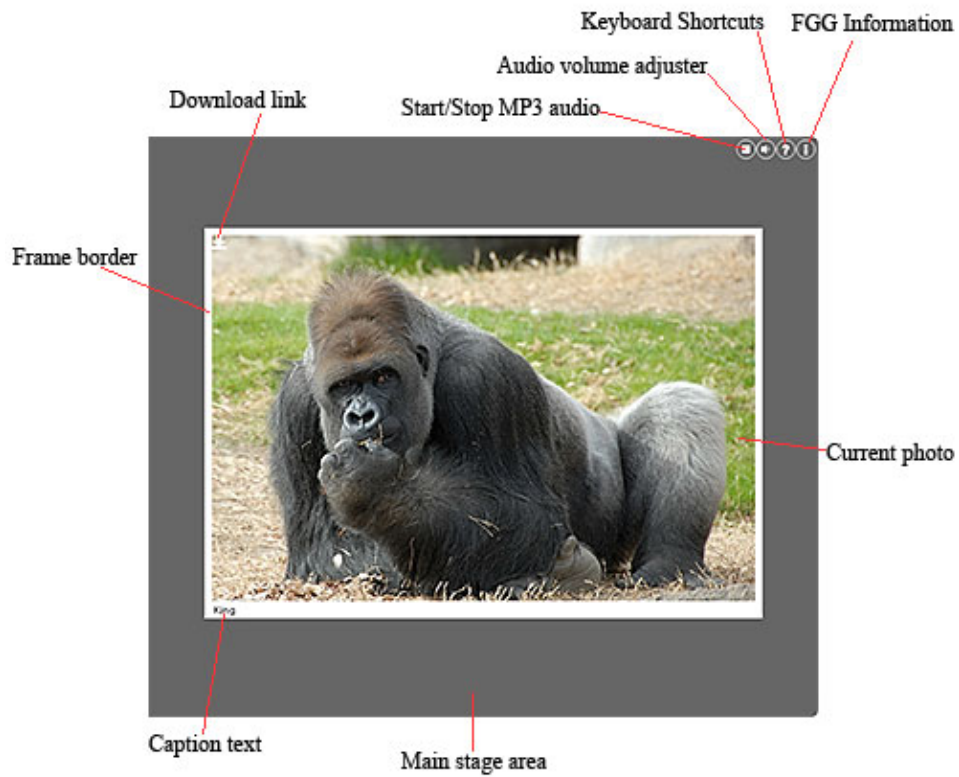


figure3. FlashGalleryGenerator Main stage

Flash Gallery Generator is driven by two XML files. They are **configuration.xml** and **gallery.xml**. FGG uses the configuration file to set up its interface. When displaying images, it gets the information from the gallery file.

The following sections contain detailed information on how to create and manage your FGG photo galleries with these setting files.

configuration.xml

Understanding the Configuration File

To customize the look and feel of Flash Gallery Generator, you will need to modify the settings values in a configuration file named **configuration.xml**.

The following table contains all the current available parameters and acceptable values for each of these parameters. In order for FGG to function correctly, **these properties are required**.

Please note that XML tags are case sensitive.

For example: <stagewidth> is not the same as <stageWidth> and therefore will cause FGG to react unexpectedly.

Configuration Properties

Property	Description	Default Value	Acceptable Value
<stageWidth>	Width of FGG component	900	A number
<stageHeight>	Height of FGG component	640	A number
<stageMarginSize>	Marginal space surrounding navigation bar and background area	4	A number
<bgColor>	Background color	666666	RGB color in a hex format ^{*1}
<bgAlpha>	Transparency value of a background	100	A number between 0 and 100 ^{*2}
<bgRoundCornerSize>	Rounded corner size of a background	10	A number
<navBgColor>	Navigation background color	333333	RGB color in a hex format ^{*1}
<navBgAlpha>	Transparency value of a navigation background	100	A number between 0 and 100 ^{*2}
<navBgRoundCornerSize>	Rounded corner size of a navigation background	10	A number
<navButtonColor>	Background color for all buttons	666666	RGB color in a hex format ^{*1}
<navPageTextColor>	Color of pagination text	FFFFFF	RGB color in a hex format ^{*1}
<navLocation>	Location of navigation bar	left	left, right

Property	Description	Default Value	Acceptable Value
<albumFont>	Font name used for all text fields	Lucida Sans Unicode	Font name ^{*3}
<albumFontSize>	Font size used by a dropdown box control	12 ^{*4}	A number less than 15
<albumFontColor>	Font color used by a dropdown box control	FFFFFF	RGB color in a hex format ^{*1}
<albumBackgroundColor>	Background color of a dropdown box control	666666	RGB color in a hex format ^{*1}
<albumHighlightColor>	Rollover color for a dropdown box control	EEEEEE	RGB color in a hex format ^{*1}
<captionFontSize>	Font size of a caption text	12 ^{*4}	A number less than 15
<captionFontColor>	Font color of a caption text	000000	RGB color in a hex format ^{*1}
<photoFrameSize>	Size of a photo frame	8	A number
<photoFrameColor>	Color of a photo frame	FFFFFF	RGB color in a hex format ^{*1}
<showPhotoFrameLine>	Show 1 pixel line surrounding a photo and a photo frame	false	true, false
<photoFrameLineColor>	Line color	000000	RGB color in a hex format ^{*1}
<thumbnailSize>	Maximum width and height sizes of thumbnails	60	This number need to match your thumbnail size
<thumbnailFrameSize>	Size of a thumbnail frame	2	A number
<thumbnailFrameColor>	Color of a thumbnail frame	FFFFFF	RGB color in a hex format ^{*1}
<thumbnailSpacing>	Spacing between thumbnails	6	A number
<thumbnailPerRow>	A number of thumbnails in each row	2	A number
<watermarkText>	Watermarked text specified by users	“Watermarked by FG”	Users input text ^{*5}
<watermarkFontSize>	Font size for a watermarked text	14	A number
<watermarkFontColor>	Color of a watermarked text	FFFFFF	RGB color in a hex format ^{*1}
<watermarkLocation>	Location of a watermarked text	bottom	top, bottom
<downloadLinkSize>	Size of a download link image	16	A number
<downloadLinkColor>	Color of a download link image	FFFFFF	RGB color in a hex format ^{*1}
<downloadLinkAlpha>	Transparency value of a download link image	100	A number between 0 and 100 ^{*2}
<slideShowDelayTime>	Time interval to display each slideshow image	8000	A number, i.e. 8000 = 8 seconds

*1 - Flash accepts RGB color in a hex format, i.e. “FFFFFF” represents the WHITE color in the RGB palette.

*2 - Background is totally transparent when value is set to 0 and becomes solid when the value equal 100.

*3 - Make sure to pick a font name that will be available on your users’ computers.

*4 - Maximum allowable font size is 14 (in pixels).

*5 - If you do not want to show a watermark text, leave this blank.

gallery.xml

Understanding the Gallery File

Flash Gallery Generator relies on a gallery file, **gallery.xml**, to perform the following actions:

- Show album name in the dropdown list
- Apply frame style effect to an image (Polaroid or Photo)
- Display selected image on the stage
- Display image caption
- Apply a specific transition to an image
- Show or hide downloadable link
- Playing a MP3 file

Gallery Properties

The **gallery.xml** file consists of three main XML tags, <gallery>, <album> and <image>. Each of these XML tags has additional attributes that can be used to enhance user experience with FGG.

<gallery> tag - This tag represents a gallery folder containing all photo albums. There is no additional attributes for this tag.

<album> tag - This tag represents an album folder in your gallery. You will need to have a set of album tags (<album></album>) for each album in a gallery. To get the results you desire, one or more attributes listed in the table below can be applied to an <album> tag. Please remember, these are case sensitive.

Attribute	Description	Default Value	Acceptable Value	Required
name	Short description of current album. This will be displayed in a dropdown box control	-	Plain text	Yes
imgPath	A relative path to an image folder	-	A file path to a folder	Yes
tnPath	A relative path to a thumbnail folder	-	A file path to a folder	Yes
startAlbum	Use this to specify a startup album when FGG starts	-	true	Optional
albumStyle	Image frame style	Photo	Photo, Polaroid	Optional

Attribute	Description	Default Value	Acceptable Value	Required
transType	Transition type that will be applied to an image	Fade	Fade, Blinds, Fly, Iris, Photo, PixelDissolve, Rotate, Squeeze, Wipe, Zoom	Optional
transTime	Set a transition effect time	2 (seconds)	A number	Optional
downloadable	Allow users to download image from current album. ^{*1}	false	true, false	Optional
dlPath	A relative path to a folder containing the high resolution images	-	A file path to a folder	Optional
mp3Path	A relative path to a folder containing an mp3 file	-	A file path to a folder	Optional
mp3Loop	Playing an MP3 file repeatedly	true	true, false	Optional

*1 - When set to true and used in conjunction with the **dlPath** attribute, FGG will get the downloadable image from a folder path specified by the **dlPath** attribute. Otherwise, users are allowed to download images from the folder specified by the **imgPath** attribute.

<image> tag - This tag represents an image in an album folder. You can apply one or more attributes listed in the table below to an <image> tag.

Attribute	Description	Default Value	Acceptable Value	Required
src	A file name of an image source file	-	A file name	Yes
caption	A caption text of current image	-	Plain text	Optional
align	Caption text alignment	left	left, center, right	Optional
bold	Caption text style	false	true, false	Optional

Sample Setups

To demonstrate on how to manage a FGG gallery, we divide this topic to two different setups. For a [basic setup](#) we show you how to create a FGG gallery with a minimum requirement. If you want to add a downloadable link or stream an MP3 file, refer to the [advanced setup](#) for more information.

Please note that any file or folder names in these two setups can be changed to anything that fits your preference. Also XML files can be edited with any text editor on your computer.

Basic Setup

FGG expects a gallery folder structure to be in a certain format. Figure 2.1 below shows a required folder structure. You will need to put all FGG files in a root folder of your FGG gallery. For this setup, FGG files in Figure 2.2 need to be in **MyGallery** folder.



Figure 2.1 – Folder structure for a basic setup

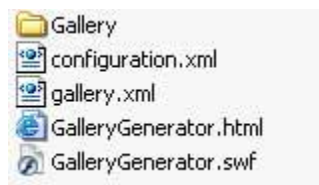


Figure 2.2 – FGG files

Once you have the FGG gallery structure created, we will then edit the **gallery.xml** file. You can create a new file or edit the existing one with any text editor. If you create a new file, be sure to name it **gallery.xml**.

The following XML structure contains the required tags and required attributes. For <album> tag, **name**, **imgPath** and **tnPath** attributes are required. <image> tag only requires the **src** attribute. Change these attributes values to reflect your own file and folder structures. Save the gallery file when you are done.

```

<?xml version="1.0" encoding="utf-8" ?>
<gallery>
  <album name="My Vacation" imgPath="/Gallery/Album1/images/"
tnPath="/Gallery/Album1/thumbs/">
    <image src="11.jpg" />
    <image src="12.jpg" />
    <image src="13.jpg" />
  </album>
  <album name="Birthday Party" imgPath="/Gallery/Album2/images/"
tnPath="/Gallery/Album2/thumbs/">
    <image src="21.jpg" />
    <image src="22.jpg" />
    <image src="23.jpg" />
  </album>
  <album name="Road Trip" imgPath="/Gallery/Album3/images/"
tnPath="/Gallery/Album3/thumbs/">
    <image src="31.jpg" />
    <image src="32.jpg" />
    <image src="33.jpg" />
  </album>
</gallery>

```

From the above XML syntax, you can see that this gallery contains three albums and each album contains three images. Paths to images and thumbnails are provided according to the file structure from Figure 2.1.

The last thing you need to do is to modify the configuration file. Create or open **configuration.xml** file with any text editor. Set the values of configuration properties according to your own preferences. Please consult the [Configuration Properties](#) table for more information on these settings. Be sure to save and name the file **configuration.xml**. The following is a sample of a configuration file. Please note that **all properties are required**.

```

<?xml version="1.0" encoding="utf-8" ?>
<configuration>
    <stageWidth>900</stageWidth>
    <stageHeight>640</stageHeight>
    <stageMarginSize>4</stageMarginSize>

    <bgColor>666666</bgColor>
    <bgAlpha>100</bgAlpha>
    <bgRoundCornerSize>10</bgRoundCornerSize>

    <navBgColor>333333</navBgColor>
    <navBgAlpha>100</navBgAlpha>
    <navBgRoundCornerSize>10</navBgRoundCornerSize>
    <navButtonColor>666666</navButtonColor>
    <navPageTextColor>FFFFFF</navPageTextColor>
    <navLocation>left</navLocation>

    <albumFont>Lucida Sans Unicode</albumFont>
    <albumFontSize>12</albumFontSize>
    <albumFontColor>FFFFFF</albumFontColor>
    <albumBackgroundColor>666666</albumBackgroundColor>
    <albumHighlightColor>EEEEEE</albumHighlightColor>

    <captionFontSize>12</captionFontSize>
    <captionFontColor>000000</captionFontColor>

    <photoFrameSize>8</photoFrameSize>
    <photoFrameColor>FFFFFF</photoFrameColor>
    <showPhotoFrameLine>false</showPhotoFrameLine>
    <photoFrameLineColor>000000</photoFrameLineColor>

    <thumbnailSize>60</thumbnailSize>
    <thumbnailFrameSize>2</thumbnailFrameSize>
    <thumbnailFrameColor>FFFFFF</thumbnailFrameColor>
    <thumbnailSpacing>6</thumbnailSpacing>
    <thumbnailPerRow>2</thumbnailPerRow>

    <watermarkText></watermarkText>
    <watermarkFontSize>14</watermarkFontSize>
    <watermarkFontColor>FFFFFF</watermarkFontColor>
    <watermarkLocation>bottom</watermarkLocation>

    <downloadLinkSize>16</downloadLinkSize>
    <downloadLinkColor>FFFFFF</downloadLinkColor>
    <downloadLinkAlpha>100</downloadLinkAlpha>

    <slideShowDelayTime>8000</slideShowDelayTime>
</configuration>

```

Finally, you can test the application by launching the html file in your browser. The html file name can be changed to anything you like.

Advanced Setup

Before getting into the advanced setup, please make sure that your gallery folder structure meets the minimum requirements in the [Basic Setup](#).

Figure 2.3 shows a file structure for advanced setup. You will need to put all FGG files in a root folder of your FGG gallery. For this setup, FGG files in Figure 2.4 need to be in *MyGallery* folder.

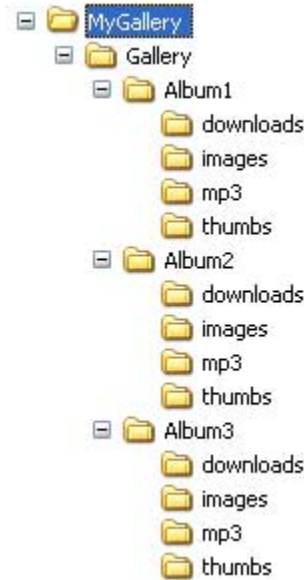


Figure 2.3 – Folder structure for an advance setup

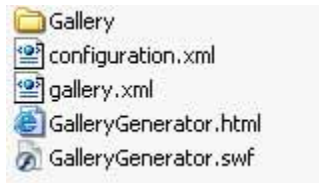


Figure 2.4 – FGG files

Once you have the FGG gallery structure created, we will then edit **gallery.xml** file. You can create a new file or edit the existing one with any text editor. If you create a new file, be sure to name it **gallery.xml**.

The following XML structure contains all available tags and attributes. Change these attributes values to reflect your own file and folder structures. Optional attributes can be added to specific tag so FGG will behave according to your preference.

```

<?xml version="1.0" encoding="utf-8" ?>
<gallery>
  <album name="My Vacation" startAlbum="true" albumStyle="polaroid"
imgPath="/Gallery/Album1/images/" tnPath="/Gallery/Album1/thumbs/"
transType="Photo" transTime="1" downloadable="true"
dlPath="/Gallery/Album1/downloads/"
mp3Path="/Gallery/Album1/mp3/BadDay.mp3" mp3Loop="true">
    <image src="1.jpg" caption="Ready" />
    <image src="2.jpg" caption="Fly" />
    <image src="3.jpg" caption="Love" />
  </album>
  <album name="Birthday Party" imgPath="/Gallery/Album2/images/"
tnPath="/Gallery/Album2/thumbs/" transType="Blinds" transTime="1"
mp3Path="/Gallery/Album2/mp3/Beautiful.mp3" mp3AutoStart="false">
    <image src="10.jpg" caption="Undetected" bold="true"/>
    <image src="9.jpg" caption="King" bold="true" />
    <image src="8.jpg" caption="Guard" bold="true" />
  </album>
  <album name="Road Trip" albumStyle="polaroid"
imgPath="/Gallery/Album3/images/" tnPath="/Gallery/Album3/thumbs/"
transType="Fly" transTime="1" downloadable="true"
mp3Path="/Gallery/Album3/mp3/TellIt.mp3">
    <image src="19.jpg" caption="King" align="right" />
    <image src="16.jpg" caption="Calm" align="right" />
    <image src="12.jpg" caption="Serenity" align="right" />
  </album>
</gallery>

```

Here is an explanation for the above XML syntax.

This gallery contains three image albums.

The first album is named **My Vacation**. All images within this album will be displayed with a **Polaroid** frame style. FGG will show a caption text for each image according to user input text. The **Photo** transition style will be applied to every image in this album. Users can download images from this album and FGG will retrieve high resolution images from the **downloads** folder. An MP3 file will also be streamed and played immediately when this album starts loading. The MP3 file will be played repeatedly until the user switches to a different album.

The next album, **Birthday Party**, has a **Blinds** transition style. When the album starts, it will not play the MP3 file automatically. The users will need to activate the play button to hear a streaming MP3 file. A default **Photo** frame style will be applied to every image in this album. Caption text will be displayed with a bold text style.

The last album named **Road Trip** will be displayed with a **Polaroid** frame style. The **Fly** transition will be applied to each image shown. Users are allowed to download images from the **images** folder. The MP3 file is played immediately when the album starts. Caption text will be displayed and aligned to the right.

For more information on all the available attributes, please consult the [Album Properties](#) and [Image Properties](#) tables.

Finally, the last step is to modify a configuration file. Create or open **configuration.xml** file with any text editor. Set the values of configuration properties according to your preference. Please consult the [Configuration Properties](#) table for more information on these settings. Be sure to save and name the file **configuration.xml**. Here is a sample of a configuration file. Please note that **all properties are required**.

```
<?xml version="1.0" encoding="utf-8" ?>
<configuration>
  <stageWidth>900</stageWidth>
  <stageHeight>640</stageHeight>
  <stageMarginSize>4</stageMarginSize>

  <bgColor>666666</bgColor>
  <bgAlpha>100</bgAlpha>
  <bgRoundCornerSize>10</bgRoundCornerSize>

  <navBgColor>333333</navBgColor>
  <navBgAlpha>100</navBgAlpha>
  <navBgRoundCornerSize>10</navBgRoundCornerSize>
  <navButtonColor>666666</navButtonColor>
  <navPageTextColor>FFFFFF</navPageTextColor>
  <navLocation>left</navLocation>

  <albumFont>Lucida Sans Unicode</albumFont>
  <albumFontSize>12</albumFontSize>
  <albumFontColor>FFFFFF</albumFontColor>
  <albumBackgroundColor>666666</albumBackgroundColor>
  <albumHighlightColor>EEEEEE</albumHighlightColor>

  <captionFontSize>12</captionFontSize>
  <captionFontColor>000000</captionFontColor>

  <photoFrameSize>8</photoFrameSize>
  <photoFrameColor>FFFFFF</photoFrameColor>
  <showPhotoFrameLine>false</showPhotoFrameLine>
  <photoFrameLineColor>000000</photoFrameLineColor>

  <thumbnailSize>60</thumbnailSize>
  <thumbnailFrameSize>2</thumbnailFrameSize>
  <thumbnailFrameColor>FFFFFF</thumbnailFrameColor>
  <thumbnailSpacing>6</thumbnailSpacing>
  <thumbnailPerRow>2</thumbnailPerRow>

  <watermarkText></watermarkText>
  <watermarkFontSize>14</watermarkFontSize>
  <watermarkFontColor>FFFFFF</watermarkFontColor>
  <watermarkLocation>bottom</watermarkLocation>

  <downloadLinkSize>16</downloadLinkSize>
  <downloadLinkColor>FFFFFF</downloadLinkColor>
  <downloadLinkAlpha>100</downloadLinkAlpha>

  <slideShowDelayTime>8000</slideShowDelayTime>
</configuration>
```

After creating these XML files, you can now test the application by launching the html file in your browser. The html file name can be changed to anything you like.

For more information on FlashGalleryGenerator or to download a free copy of the application, please visit our site at <http://www.FlashGalleryGenerator.com>

If you have a problem with FlashGalleryGenerator or want to ask us a question, please visit our support forums at <http://forums.FlashGalleryGenerator.com>