

# XML Driven 3D Banner Rotator

Version 1.0 User Guide

**Website**

<http://www.activeden.net/user/lydian?ref=lydian>

## DESCRIPTION

This is an easy to use, xml driven, 3D banner rotator that you can use to create professional looking 3D banners. You don't need to know Flash or ActionScript to use this file. You can create your banners just by editing an XML file and adding your own images.

## FEATURES AT A GLANCE:

- ✓ Supports an unlimited number of banners. (Add as many as you want)
- ✓ Use XML to add your own banners.
- ✓ You can add multiple banner titles.
- ✓ Banners can be any size.
- ✓ Supports slideshow mode.
- ✓ Supports external swf files.
- ✓ Background image, preloader color, cube color, cube dimensions etc. can easily be changed through the configuration file.
- ✓ You can assign links to the banners.
- ✓ Papervision3D driven.
- ✓ Supports FlashVars (Use as many instances as you want with different XML files)
- ✓ Easy to use, fast and reliable.
- ✓ No timeline code is used so you don't have to spend hours to find the code in the timeline. There are fully commented external AS3 class files.
- ✓ Comes with a help file covering each topic in detail.

## GETTING STARTED

Before starting to create new banners, you should put the images and swf files that you want to use into the “**images**” directory. After completing this step, open **main.xml** with your favorite text editor and get ready to create your banners.

## HOW TO MANAGE YOUR BANNERS?

- You need to edit the main.xml file to add new banners.
- You can find the main.xml under the xml directory.
- Open it with your favorite text editor and add/remove the xml nodes.
- Each item tag represents a banner.
- Every item starts with an **<item>** tag.
- See the XML structure below to understand how the xml file works.

```
<item file="images/1.jpg" backgroundColor="0x414141" textX="38" textY="120">
  <text backgroundColor="0xFFFFFFFF" backgroundAlpha="1.0">
    <![CDATA[<font face="Trebuchet MS" color="#000000" size="24">
      Easily create professional looking banners</font>]]>
  </text>
  <text backgroundColor="0x0096FF" backgroundAlpha="1.0">
    <![CDATA[<font face="Trebuchet MS" color="#FFFFFF" size="36">
      <b>3D Banner Maker</b></font>]]>
  </text>
  <link target="_blank">http://www.activeden.net/user/lydian</link>
</item>
```

### Available attributes and their meanings:

<b>file</b>	URL of the banner file. This can be either an image or a swf file.
<b>backgroundColor</b>	Background color of the banner. This will also be the top face color of the cubes prior to loading the image.
<b>textX</b>	x coordinate of the banner titles.
<b>textY</b>	y coordinate of the banner titles.
<b>&lt;text&gt;&lt;/text&gt;</b>	Indicates a new title. The title text should be placed within these tags.
<b>backgroundColor</b>	Background color of the title.
<b>backgroundAlpha</b>	Alpha (Transparency) value of the title background. Should be between 0 and 1.0
<b>&lt;link&gt;&lt;/link&gt;</b>	This tag is only used if you want to add an external link to your banner.

<b>target</b>	Indicates the target browser window to launch the given url. Possible values are <code>_blank</code> and <code>_self</code> .
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*Note: Use only png, jpg, gif and swf format for the banner file.*

## HOW TO RESIZE THE SWF FILE?

- The swf file is fully resizable so you don't need to recompile the application to resize the swf file.
- Change the width and height values in your html page while embedding the swf file. Use the configuration parameters in the xml file to change the other dimensions, etc. See the explanation for the configuration parameters below.

## HOW CAN I USE A DIFFERENT FONT FOR THE TITLES?

- ✓ Open the main.fla file.
- ✓ Find and open the FontLibrary movie clip in the library.
- ✓ Unlock the layer and select the textfields.
- ✓ Select the name of the font from the combo box.
- ✓ Embed the new font.
- ✓ Recompile the project (CTRL + ENTER)

## HOW CAN I USE DIFFERENT XML FILES FOR THE SAME SWF INSTANCE?

Use the **xmlFile** parameter to pass the name of the xml file to the swf. The default XML file name will be used if there aren't any existing flash variables in the html file. See the sample html file to learn how to use the **flashvars**.

## HOW CAN I CHANGE THE BACKGROUND FILE?

Use the **backgroundURL** parameter in the xml file to change the background file.

## HOW TO CHANGE EVERYTHING ELSE?

- ✓ See the configuration parameters section.

## CONFIGURATION PARAMETERS AND THEIR MEANINGS :

Configuration parameters can be found at the top of the XML file.

<b>backgroundURL</b>	URL of the background file.
<b>cubeWidth</b>	Width of the cubes. (Should be equal to your image width)
<b>cubeHeight</b>	Height of the cubes. (Should be equal to your image height)
<b>cubeDepth</b>	Depth of the cube. (Height from the floor)
<b>cubeSpacing</b>	Space between each cube.
<b>cubeRightFaceColor</b>	Right face color of the cube.
<b>cubeLeftFaceColor</b>	Left face color of the cube.
<b>showShadow</b>	Indicates whether the shadow is displayed or not.
<b>shadowColor</b>	Color of the shadow.
<b>shadowAlpha</b>	Alpha (Transparency) value of the shadow.
<b>shadowHeight</b>	Height of the shadow.
<b>preloaderColor</b>	Color of the preloader.
<b>transitionDelay</b>	Delay between each transition. (Indicates the value to be waited between each banner)
<b>slideShowMode</b>	Indicates whether the slideshow mode is enabled or not.
<b>buttonSpacing</b>	Space between each navigation button.
<b>buttonColor</b>	Color of the navigation buttons.
<b>buttonTextColor</b>	Color of the navigation button text.

## WHAT SHOULD I UPLOAD TO MY WEBSERVER?

Root

|\_\_xml (Directory) (Contains the xml file)

|\_\_main.swf (SWF file)

|\_\_index.html (Your html file)

|\_\_images (Directory) (Contains the images)

***Note :** Do not upload any fla or actionscript files to your webserver. Those files are only needed during the publishing process.*