



XML Portfolio Template v3 Help

Where to find things

/Fonts - contains the freeware font called Tempesta 7 that is required if you need to author in Flash. Install this before authoring in Flash

/Help - contains several help files that are essential to editing this template and its modules

/Photoshop – includes Photoshop template documents for the different sized image used.

/Source - has all of the necessary files that run the website

Inside **/Source/**

/contact - contains contact.php & contactinfo.xml

/gallery-scrolling - contains all of the assets and flash and xml files needed to run your scrolling gallery module

/gallery-traditional - contains all of the assets and flash and xml files needed to run your traditional gallery module

/images - contains external images for use in Flash, namely logo.png

/news - contains all of the assets, Flash files, xml file necessary for your news module

/scripts - contains swfobject.js - this is required to show the SWF file embedded in the HTML page

/slideshow - contains all of the assets, Flash files, xml file necessary for your slideshow module

/staff – contains all assets and Flash files to run the staff module

/swf - this is where you should put your own swfs for using the "swf" module

/text - this stores all of your XML files for your text modules (about.xml and services.xml for example)

Customizing

/Source/main fla

main fla - This is the master file. Everything is located in Frame 2. Frame 1 is just the preloader.

Things you should know:

- File uses ActionScript 2.0
- Saved in version 8
- To change fonts/colors, you'll need to edit the necessary text fields inside the movie clips in the Modules folder in the library.
- The contact form requires PHP and a mail-enabled server in order to serve mail. If you're unsure, run a `phpinfo()` command in a separate file on your server and you'll find out. If you don't have the requirements, you may wish to delete the form and keep the existing contact information text field. If you're not getting email, contact your system administrator to ensure your server's SMTP credentials are correct.
- The "hidden" layer on the stage contains a few text fields that store bold and italics font sets. Delete them and you will no longer be able to use `` or `<I>` so leave them there. :)
- If you're new to Flash and can't edit an item on the stage, check to see if the layer is locked or is in outline mode.
- When authoring in Flash, you will need to CTRL+ENTER the main template FLA to test the other modules. If you open a module up separately and try to test your movie, Flash will tell you that it cannot find an XML file or assets. This is because of paths. The modules are not designed to be run separate from the main template. This is not a bug. If you need to separate a module, you'll just need to change some paths.

Site Building

/Source/config.xml

These are your basic site configurations.

Code :

```
<?xml version="1.0" encoding="utf-8"?>
<config>
  <mods
    navPadding="25" - spacing between main links
    myLogo = "images/logo.png" - your logo
    multipleBackgrounds = "yes" - allow multiple backgrounds, answer "yes" or "no"
    backgroundImage1 = "images/background1.jpg" - if "no", just this image is displayed
    backgroundImage2 = "images/background2.jpg" - your 2nd bg image
    backgroundImage3 = "images/background3.jpg" - your 3rd bg image
    navActiveColor = "0xFFFFFFFF" - main link color
    navRollOverColor = "0x66CCFF" - main link rollover color
    content_BG_Color = "0x000000" - content box color
    site_BG_Color = "0x000000" - stage color

  />

  <footerInfo><![CDATA[<font color="#999999">© Copyright 2008 My Company, All Rights
Reserved. 1 (800) 123-4567 124 Street Address Dallas, TX 75206</font> <a
href="http://www.flashden.net/">www.mycompany.com</a>]]></footerInfo>

</config>
```

/Source/navigation.xml

This contains your navigation.

Code :

```
<?xml version="1.0" encoding="utf-8"?>
<menu>
  <link type="slideshow">
    <name><![CDATA[<b>Home</b>]]></name>
    <asset>slideshow/home.swf</asset>
  </link>
  <link type="text">
    <name><![CDATA[<b>About</b>]]></name>
    <asset>text/about.xml</asset>
  </link>
  <link type="staff">
    <name><![CDATA[<b>Staff</b>]]></name>
    <asset>staff/staff.swf</asset>
  </link>
  <link type="news">
    <name><![CDATA[<b>News</b>]]></name>
    <asset>news/main.swf</asset>
  </link>
  <link type="gallery-traditional">
```

```

        <name><![CDATA[<b>Traditional Gallery</b>]]></name>
        <asset>gallery-traditional/main.swf</asset>
</link>
<link type="gallery-scrolling">
    <name><![CDATA[<b>Scroll Gallery</b>]]></name>
    <asset>gallery-scrolling/main.swf</asset>
</link>
<link type="swf">
    <name><![CDATA[<b>Your Own SWF</b>]]></name>
    <asset>swf/myswf.swf</asset>
</link>
<link type="contact">
    <name><![CDATA[<b>Contact</b>]]></name>
    <asset></asset>
</link>
</menu>

```

Link types

You'll notice that they have different link types. Well, this tells Flash which modules to use. They are Case sensitive - and should always be lowercase.

Available Link types:

- text
- slideshow
- gallery-scrolling
- gallery-traditional
- staff
- swf
- contact
- news

About the links types - "what are they?"

You should see for yourself how they display on the front and it will tell you what each one does.

- text - Displays a text block and a side image, information should be stored in an xml file in the /text folder such as about.xml
- slideshow - Shown on the home page
- gallery-traditional – The conventional grid gallery
- gallery-scrolling – Scrolling gallery
 - What if I want more than one scrolling gallery or traditional gallery?

Answer: Duplicate main.fla & main.xml inside of /gallery-scrolling/ - or /gallery-traditional/ and save them as something else. Link to the respective new gallery in your new link.

Additionally, in your new gallery FLA, change the variable called **var galleryXMLFile:String = galleryDIR+"main.xml"**; (Frame 2, line 9) and refer to the new XML file

Same goes for news and slideshow

- swf - Tells flash that you intend on displaying your own SWF, stored in /swf/
- staff – your staff module
- contact - Shows a contact form and displays contact information

- news - shows the news module

<assets>

It's very important to note in the example navigation.xml that certain link types have certain directories for the modules. Follow the same structure to avoid possible issues.

"What types of assets are accepted?"

- text types - use only XML files located in /xml/
- slideshow - use only the home.swf located in /slideshow/, *unless you duplicate the module as described above*
- gallery - use only main.swf located in /gallery-scrolling/ or /gallery-traditional/, *unless you duplicate the module as described above*
- swf - SWF, JPG, PNG, GIF in /swf/ are supported
- staff
- contact - empty - it is standalone
- news - use only main.swf located in /news, *unless you duplicate the module as described above*

Stylesheet

/Source/style.css

Contains styles for A (links) and A:Hover (rollovers) for all dynamic text fields. Add your own classes as you wish.

Code:

```
a {
color:#66CCFF;
text-decoration:underline;
}
a:hover {
color:#66CCFF;
text-decoration:none;
}
```

How do I deploy this to a web server?

Upload everything inside the /Source/ folder (not the Source folder itself, just its contents) - minus the FLAs. It shouldn't matter if this is placed in a subdirectory, everything is using document-relative paths.

Scrolling Gallery Module

Where to find things

/images - Contains all the images for the Image Modules and your logo

/swf - Contains the external swf for use in the SWF Modules

/videos - Contains the videos for the Video Modules

main.fla - This is the master file. Everything is located in Frame 2. Frame 1 is just the preloader.

main.xml

This is the construction of the gallery. You load all of your assets and information through here. You can add as many as you want. In fact it's easiest to copy and past from the existing tree and edit for your purposes with the least possibility of error. Each asset has a title, asset and caption. If you don't want captions, leave `<info>` blank like `<info></info>`. However it's imperative that you do NOT remove or modify tree structure - meaning the structure in which it's in - otherwise it will fail to function (like removing `<title>...</title>` altogether). You can of course modify the number of `<windows>` and their contents to your desire, just as you'll find working with any other existing XML file. Take a glimpse at the code below and I'll discuss how it works.

Code:

```
<?xml version="1.0"?>
<site>
  <window type="image">
    <title><![CDATA[<b>Image Module</b>]]></title>
    <asset>images/image1.jpg</asset>
    <info><![CDATA[This Image Module can load JPG, GIF and PNG]]></info>
  </window>
  <window type="video">
    <title><![CDATA[<b>Video Module</b>]]></title>
    <asset>videos/video01.flv</asset>
    <info><![CDATA[This is <b>some</b> information about this video. Click to
play.]]></info>
  </window>
  <window type="swf">
    <title><![CDATA[<b>SWF Module</b>]]></title>
    <asset>swf/flash1.swf</asset>
    <info><![CDATA[You can load you own SWF file here.]]></info>
  </window>
</site>
```

<site> - Contains the XML tree, don't bother editing it

<window>...<window> - Contains all of the information for each asset. Duplicate the `<window>` trees for more assets.

<window type="image"> - This is HIGHLY important:

There are 3 types of assets available (image, video, swf). And it's very important that it's referenced correctly as it's case-sensitive. Below are the only supported references:

- image
- video
- swf

So if you want to load a video, you must say `<window type="video">`

<title><![CDATA[My title]]></title> - Title information for each asset. The `![CDATA[...]]` is for handling HTML-enabled content and special characters.

<asset>images/myimage.jpg</asset> - This is the location of the file you want to use.

<info><![CDATA[This is a caption]]></info> - This is the caption for each asset.

Asset types and supported formats

window type="image"

For loading images
Supported formats: .jpg, .png, .gif

widow type="video:

For loading videos
Supported formats: .flv

window type="swf"

For loading your own swf files
Supported formats: .swf

Additional Asset information

Each asset is in widescreen format using the 16:9 ratio. Each image and FLV and SWF should be sized to 520x290 to appear correct. FLVs will scale accordingly however.

Flash Info

If you need to change a lot of colors and fonts etc, you will need to edit main fla. Everything is located in Frame 2. To modify the Modules, they are all conveniently located in the Modules folder in the library. Everything else should be directly on the stage. Major sections in the code are commented and spaced out for you to make sense of it.

Traditional Gallery Module

gallery.xml – this is really straight forward. It has the locations of all your jpgs, gifs, or pngs

Contact module

Navigate to the /contact/ folder. Inside it contains contact.php and contactinfo.xml.

contact.php is the code that sends you mail when a user completes the form.

contactinfo.xml is the textual information that shows up on your contact page.

The Flash assets for the contact module are in the main template FLA, in the Library "module_contact_mc"

To change contact.php

```
//CODE
<?php
# Send to your email address
$sendTo = "bensoan55@gmail.com";
# Subject line
$subject = "Subject Line Goes Here";
# Send from address
$sendFrom = "FROM: info@bensoarts.com";
# Body
```

```
$body = "A user has left the following information \n \n Name: " . stripslashes($_POST["yourName_txt"]) . " \n Phone #: " .
stripslashes($_POST["phone_txt"]) . "\n Email Address: " . stripslashes($_POST["email_txt"]) . "\n Comments: " .
stripslashes($_POST["comments_txt"]);
# Send mail
mail($sendTo, $subject, $body, $sendFrom);
?>
//end CODE
```

```
-----
$sendTo = "bensonan55@gmail.com";

    Change this to your email adress

$subject = "Subject Line Goes Here";

    Change this to your subject line

$sendFrom = "FROM: info@bensonarts.com";

    Change this to your from email address
```

```
-----
To change contactinfo.xml
```

Just edit the text content within `<info><![CDATA[.....]]></info>` to whatever you want. It is HTML-enabled.

News Module

Putting in your own news:

Located in `/news/`

`news.xml` -- contains the news info
`main.fla` -- the news module itself

For the fields to be HTML-enabled the news content must be placed within `<![CDATA[]>`. You'll see this inside of each `<info></info>` node. It's already there for you, just put your own content in there. To add more news, it's easier just to copy the entire `<news>....</news>` group and change the content so you don't have to worry about making a mistake.

Staff module

XML Guide

```
<?xml version="1.0" encoding="UTF-8"?>
```

```
<staff>
```

```
    <member>
```

```
        <title>CEO</title>
```

```
<name>Henry Wilson</name>
```

```
<picture>images/pic1.jpg</picture>
```

```
<info><![CDATA[<b><font color="#FFFFFF">Lorem ipsum
```

```
dolor sit amet</font></b>
```

```
Consectetur adipiscing elit. Nam lacinia adipiscing odio.
```

```
Vivamus sit amet mi ut quam rhoncus pellentesque. Phasellus iaculis accumsan erat. Vestibulum nec pede at justo cursus varius. Suspendisse venenatis urna. Vestibulum ante ipsum primis in faucibus orci luctus et ultrices posuere cubilia Curae; Nulla sagittis erat id metus. Morbi lorem dolor, lobortis sed, fringilla at, ornare sed, massa. In mattis, lectus vitae sagittis sollicitudin, <i>leo risus egestas nisi</i>, <b><i>eget accumsan magna sem nec elit</i></b>. <B>Etiam dapibus sollicitudin tellus</B>.
```

```
<a href="#">Test Link</a>
```

```
Proin commodo tortor vitae magna. ]]></info>
```

```
</member>
```

```
</staff>
```

To create more people - or whatever you're using this for - just duplicate <member>...</member> and everything within it and just change its contents. Most is pretty self-explanatory.

```
<title>CEO</title> - Person's title
```

```
<name>Henry Wilson</name> - Person's name
```

```
<picture>images/pic1.jpg</picture> - This is the location + the file name of the picture you're using. Remember that when you embed a .swf in a web page, it searches for external assets according to where the html file that contains the flash. So if you have all of these files located in a /flash/ folder. You would need to change this to /flash/images/pic1.jpg.
```

Important - The images used are 180x180px. The thumbnails and roll over thumbnails are automatically created in Flash.

Also the rounded corners are applied in Flash so don't worry about that.

```
<info><![CDATA[ ..... ]]></info> - This is where you can put all of your information about each person. The !CDATA is for handling HTML-based copy so you can change formatting with bold, italics, both, color and links.
```

Flash Guide

Firstly everything is in frame 2 in a MC called **staff_mc**, a preloader exists in frame 1. Ideally you would be using this file as a loaded SWF in your own project, or you could easily use it as a standalone file embedded in a web page. You'll most likely be interested in resizing things and changing colors. As for colors, you'd just use Flash's drawing tools to handle all of that (stage background color, rollover window bg color, text field colors).

To resize things, resize the stage how you want. Move the contents of the bottom 3 layers (arrows, mask, thumbnails) down to the bottom of your new stage size. Make sure to unlock the layers prior to this. Don't worry about the layer called hidden text fields. It stores the bold and italics font sets. To have more room for text, go inside content_mc and resize the text field inside of target_mc, and also the mask directly above it. Also resize track_mc (part of the scrollbar) to the same height of the text field so it looks consistent.

If you want more thumbnails to be displayed, change

var totalViewableThumbs:Number = 12;

to how many you think you can fit. It will depend on how many can be shown in the mask.

Slideshow module

Located in /slideshow/

home fla - the slideshow module

home-slideshow.xml - the slideshow xml file

XML Guide:

speed="4" - 4 is the number of seconds between each slide

fadeInSpeed="2" - 2 is the number of seconds for the fade in transition

fadeOutSpeed="1" - 1 is the number of seconds for the fade out transition

captions="on" - can have it as "on" or "off" - this turns the captions on/off

links="on" - enables the external links

buttons="on" - enables the thumbnail buttons at the bottom

<slide>

<asset>images/triworks_abstract1.jpg</asset> - has the path and the file name (JPG, PNG, GIF, SWF are allowed formats)

<caption><![CDATA[Caption 1]]></caption> - the caption

<url><![CDATA[...]]></url> - your URL "http://www.flashden.net" for example

</slide>

SWF Module Help

Stage size is 920x360, but you can set it to whatever you want, it will simply appear under a mask of the same size.

Do's:

- Be really creative! :)

- If you're loading in external files/assets, make sure to append "swf/" directory before your folder/file name since this is where your swf's should be stored.

Don'ts:

- Use _root - it will break the template most likely

- Use Actionscript 3.0, it's not compatible with AS2.0, sorry.