

# XML Banner Rotator/Slideshow - Help Guide

## 1. Description:

This banner rotator is an easy to use slideshow with many configurable options. The banner rotator can be set to auto play to continuously play through all the slides. Also, you can navigate through the slides using the thumbnails and directional buttons.

The banner rotator can be added as-is to your html web page or embedded to your existing flash file using only a few lines of actionscript.

Configurations and slide data are easily added and editable through external XML files and loaded during runtime.

This flash component was built in CS3 with actionscript 3.

## 2. Directions for Configurations:

To configure the properties of the banner rotator, open up the ***config.xml*** file. In this xml file, you will see 6 different types of xml nodes:

- banner
- preloader
- button
- textpanel
- thumbnail
- tooltip

These xml nodes represent the structure of the banner rotator and provide a clear view of their configurable properties. The following sub sections will describe these 6 types of xml nodes briefly with a comprehensive table showing their corresponding attributes.

### 2.1. Banner XML Node:

In the root banner xml node, you can customize various global attributes for the banner rotator. For example, if you want to change the slideshow time delay to 5 seconds, you can just specify:

```
<banner delay="5">
```

Table 2.1 below shows a listing of all the attributes of the root banner xml node.

**Table 2.1 – <banner> xml node's attributes.**

Attribute Name	Description	Default Value	Possible Values
width	The width of the banner rotator.	N/A	Any positive number.
height	The height of the banner rotator.	N/A	Any positive number.
gap	The gap size between thumbnails and buttons.	1	Any positive number.
transitionType	The transition type used for the changing slide.	fade	fade, slide
delay	The timer delay in seconds.	5	Any positive number.
autoStart	To specify if the banner rotator starts automatically or not.	true	true, false
bgColor	The background color of the banner rotator.	0x000000	RGB color value in the format 0xRRGGBB.
displayBorder	To specify if a border is displayed around the banner rotator.	false	true, false
borderColor	The border color for the banner rotator. This is used only if displayBorder is true.	0x000000	RGB color value in the format 0xRRGGBB.
thumbnailsAlign	The alignment of the thumbnails/buttons panel. <ul style="list-style-type: none"><li>• <b>TL</b> – align the panel to the top left corner.</li><li>• <b>TR</b> – align the panel to the top right corner.</li><li>• <b>BL</b> – align the panel to the bottom left corner.</li><li>• <b>BR</b> – align the panel to the bottom right corner.</li></ul>	BR	TL, TR, BL, BR.
displayClock	To specify if the countdown clock is displayed.	true	true, false
displayDirectionalButtons	To specify if the arrow directional buttons are	true	true, false

	displayed.		
displayPlayPauseButton	To specify if the play/pause button is displayed.	true	true, false
displayThumbButtons	To specify if the thumbnail buttons are displayed.	true	true, false
mouseoverDirectionalButtons	To specify if the directional buttons are only visible on mouseover.	true	true, false

## 2.2. Preloader XML Node:

The preloader xml node allows for configuration of the preloader's appearance.

Table 2.2 below shows the attributes for the preloader xml node.

**Table 2.2 – <preloader> xml node's attributes.**

Attribute Name	Description	Default Value	Possible Values
size	The size of the preloader symbol.	28	Any positive number.
color	The color of the preloader symbol.	0x0066FF	RGB color value in the format 0xRRGGBB.
textSize	The size for the preloader text.	10	Any positive number.
textColor	The color for the preloader text.	0xFFFFFFFF	RGB color value in the format 0xRRGGBB.

## 2.3. Thumbnail XML Node:

The thumbnail xml node allows for the configuration of the appearance and behavior of the thumbnails.

Table 2.3 describes the attributes for the thumbnail xml node.

**Table 2.3 – <thumbnail> xml node's attributes.**

Attribute Name	Description	Default Value	Possible Values
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size	The size for each thumbnail.	28	Any positive number.
shape	The shape of the thumbnails. Below are the 3 possible shape. <ul style="list-style-type: none"> <li>• <b>circle</b> – circle shape.</li> <li>• <b>square</b> – square shape.</li> <li>• <b>round_square</b> – rounded square shape.</li> </ul>	square	circle, square, round_square
displayImage	To specify if a small thumbnail image is shown. If set to false, a slide number is shown instead.	true	true, false
textSize	The text size used for the thumbnail, this is not visible if displayImage is set to true.	12	Any positive number.
color	The text color, this is not used if displayImage is set to true.	0xFFFFFFFF	RGB color value in the format 0xRRGGBB.
mouseoverColor	The text mouseover color, this is not used if displayImage is set to true.	0x000000	RGB color value in the format 0xRRGGBB.
bgColor	The background color for the thumbnail.	0x000000	RGB color value in the format 0xRRGGBB.
mouseoverBgColor	The mouseover background color for the thumbnail.	0xFFFFFFFF	RGB color value in the format 0xRRGGBB.
displayBorder	To specify if a border is shown around a thumbnail.	true	true, false
borderColor	The border color. Not used if displayBorder is set to false.	0x333333	RGB color value in the format 0xRRGGBB.
mouseoverBorderColor	The mouseover border color. Not used if displayBorder is set to false.	0x0066FF	RGB color value in the format 0xRRGGBB.

## 2.4. Button XML Node:

The button xml node allows for the configuration of the play/pause button, directional buttons, and the countdown clock.

Table 2.4 below shows the attributes for the button xml node.

**Table 2.4 – <button> xml node's attributes.**

Attribute Name	Description	Default Value	Possible Values
size	The size of the buttons.	28	Any positive number.
shape	<p>The shape of the buttons. Below are the 3 possible shapes.</p> <ul style="list-style-type: none"> <li>• <b>circle</b> – circle shape.</li> <li>• <b>square</b> – square shape.</li> <li>• <b>round_square</b> – rounded square shape.</li> </ul> <p><b>Note:</b> The countdown clock always has a circle shape.</p>	round_square	circle, square, round_square
color	The color for button symbol.	0xFFFFFFFF	RGB color value in the format 0xRRGGBB.
mouseoverColor	The mouse over/hover color for the button symbol.	0x0066FF	RGB color value in the format 0xRRGGBB.
bgColor	The background color for the button.	0x000000	RGB color value in the format 0xRRGGBB.
semiTransparent	To specify if the background is semi-transparent.	true	true, false

## 2.5. Textpanel XML Node:

The textpanel xml node allows for the configuration of the text panel.

**Note:** If a particular slide has no text information, the text panel is not shown for that slide. Section 3 will describe adding text data to each slide in the **data.xml** file.

**Table 2.5– <textpanel> xml node's attributes.**

Attribute Name	Description	Default Value	Possible Values
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textSize	The text size used for the text panel.	12	Any positive number.
textColor	The color used for the text.	0xFFFFFFFF	RGB color value in the format 0xRRGGBB.
bgColor	The background color for the text panel.	0x000000	RGB color value in the format 0xRRGGBB.
semiTransparent	To specify if the background panel is semi-transparent.	true	true, false
margin	The margin spacing surrounding the text panel.	5	Any number value.
mouseover	To specify if the text panel is visible only on mouseover.	false	true, false
display	To specify if the text panel is displayed.	true	true, false

## 2.6. Tooltip XML Node:

The tooltip xml node allows for the configuration of the tooltips. Tooltips are available for each thumbnail when the mouse is hovered over the thumbnail.

**Note:** If a particular thumbnail has no tooltip text information, the tooltip is not shown for that thumbnail. Section 3 will describe adding text data to each thumbnail in the ***data.xml*** file.

**Table 2.6– <tooltip> xml node’s attributes.**

Attribute Name	Description	Default Value	Possible Values
textSize	The text size used for the tooltip.	12	Any positive number.
textColor	The color used for the text.	0xFFFFFFFF	RGB color value in the format 0xRRGGBB.
bgColor	The background color for the tooltip.	0x000000	RGB color value in the format 0xRRGGBB.
semiTransparent	To specify if the background panel is semi-transparent.	true	true, false
roundCorners	To specify if the tooltip has rounded corners.	false	true, false
display	To specify if the tool tip is displayed.	true	true, false

### 3. Loading Images/SWF files to Banner Rotator:

#### Adding Slide Data:

To add images or/and external swf files for the banner rotator to load, open up the ***data.xml*** file.

Inside the file, there is a root xml node named slides surrounding multiple individual slide xml nodes. Each individual slide xml node represents an entry in the banner rotator. Table 3.1 below describes the slide xml node in more detail.

**Table 3.1** – <slide> xml node's attributes.

Attribute Name	Description	Default Value	Possible Values
path	The path to the image or external swf files to load.	N/A	A valid path.
thumbPath	The path to the image or external swf files to load for the thumbnail.	N/A	A valid path.
link	A link associated with the slide when it is clicked.	N/A	A valid URL.
target	The link target associated with the slide when clicked. This behaves in the same way as html <a> tag's target attribute.	_blank	_blank, _self, _parent, _top, <i>yourframename</i> , <i>yourwindowname</i> ,

#### Adding Text Data to Slides' Text Panel:

Adding text to each slide works differently than changing a xml attribute. To add/edit text, you will have to edit the caption and description xml node embedded within the slide xml node. The caption node is for the text displayed for the tooltip when the mouse is over the thumbnail and the description node is for the text displayed in the main window when the slide is shown.

An example below illustrates how this works.

```
<slide
  path="images/ex1/large/triworks_abstract1.jpg"
  thumbPath="images/ex1/thumb/triworks_abstract1.jpg"
  link="http://flashden.net " target="_blank">
  <caption>
    <![CDATA[My Thumbnail Tooltip Caption]]>
  </caption>
  <description>
    <![CDATA[My Image Description Text]]>
```

```
        </description>
    </slide>
```

From the example, each slide xml node contains a caption xml node and a description xml node, and within these nodes, is where your custom text should be placed and surrounded by `<![CDATA[ ]]>`. The CDATA marker is just a standard way to mark and surround your text from being parsed. See [http://www.w3schools.com/XML/xml\\_cdata.asp](http://www.w3schools.com/XML/xml_cdata.asp) for more information about CDATA.

You can also add html formatted text within the description xml node. Currently, Flash only supports a limited set of html tags. Also, since this banner rotator uses an embedded font for better readability, if your html specifies a different font, the embedded font symbol in the **rotator.fla**'s file needs to be edited to reflect the new font from the default "Arial" font used and then rebuild.

You can also use an external CSS style sheet file to style the text within the description tags. Currently, Flash only supports a very limited set of CSS styles. For more information on linking a CSS style sheet file to the banner rotator, see section 4 below.

## 4. Directions for HTML/Flash Usage:

To use the banner rotator within your html site, simply embed the published **rotator.swf** file within your html page. Also within the html page is where you need to adjust the width and height of the container to match the custom dimension you specified in the **config.xml**.

If you need to specify a different path location for the **data.xml** and/or **config.xml** files, you can set them in the flashvars in your html file. The flashvars names used for the **data.xml** and **config.xml** path locations are **datapath** and **configpath** respectively.

You can also specify a CSS style sheet file if one is used, the flashvars name for the CSS style sheet path is **csspath**.

If you are using the banner rotator as part of your existing flash/actionscript file, you will need to add a few actionscript lines. Below is a basic way to insert the banner rotator in actionscript.

```
import com.webtako.flash.*;

var bannerRotator:BannerRotator =
new BannerRotator("config.xml", "data.xml");
this.addChild(bannerRotator);
```

Also, when adding it to your own flash file, you will have to copy/import all of the library items from the **rotator.fla**'s library into your own flash file's library.

### Files to Upload:

The necessary files to upload to your server for the banner rotator to work are the following:

- **rotator.swf** file
- **config.xml** file
- **data.xml** file
- a CSS style sheet file (optional)
- your html file
- Any necessary javascript file used to embed flash files such as **swfobject.js** or **AC\_RunActiveContent.js**, depending on your personal preference.

Note: Please **do not** upload the **rotator.fla** source file or any actionscript source files under the **com** directory.

### Contact Information:

For technical help or questions regarding this flash banner rotator, please email me at [info@webtako.com](mailto:info@webtako.com)