

Thank you for downloading: XML Gallery / AS3 Fully Resizable

Included are:

- *caurina folder* - this folder contains the tweening library that you will need for this template to work, just place it in the same folder as preview.swf
- *preview fla* - this is the main file which contains the menu and all the galleries
- *index.html* - this is the wrapper HTML file.
- *categories.xml* - this is an xml file, that lets you setup your categories and link them to the gallery swf's.
- *3dabstract.swf, architecture.swf, nature.swf, portfolio.swf* - these are the gallery files each swf represents a separate gallery.
- *3dabstract.xml, architecture.xml, nature.xml, portfolio.xml* - these xml files contain the information that each gallery needs (mostly urls to the images)
- *com* - this folder contains all the classes necessary for this gallery to work:
 - *events* - this folder contains the CustomEvents class, which is used to call custom events.
 - *gallery* - this folder contains the gallery classes, along with the thumbnail classes.
 - *resizableGallery* - this folder contains the gallery wrapper class along with some helper classes and the Main class which is used in the category menu.
 - *utils* - this folder contains the xmlLoader class, which is used to load xml files.
- *images* - this folder contains images and thumbnails for the gallery.
- *single gallery - no categories* - this folder contains the other version of the gallery which can be used to display a gallery without the category panel.

Overview:

Welcome this is XML Gallery , it's called **XML Gallery / AS3, Fully Resizable**, it's fully xml driven. We have put alot of work into it to ensure all your needs are fulfilled.

Main Features:

- fully xml driven
- clean and simple design,
- background loading,
- slide show,
- description (on/off)
- categories,
- albums,
- multiple setup (you don't have to use categories nor albums!)
- full screen images,
- album panel (automatically hides when user doesn't use it)
- intelligent thumbnail panel (hides arrow buttons when they are not necessary) ,
- small and big thumbnails,
- smooth transitions and animations,
- nice preloading,
- ActionScript 3.0,
- detailed help file included with images.

If you have any question's or suggestions please send me an email.
Don't forget to rate the file!

Enjoy.

How to use and modify the file:

You can use this gallery multiple ways:

I want to use the full gallery including: Categories and Albums.

1. First you need to customize the [categories.xml](#) file. You can use the example file as a pattern, that way it will be easier for you. You can find the example file in: [your_download/categories.xml](#)

In this file you can setup the names of your categories and the paths to the swf files that contains the gallery along with xml needed for them.

```
<?xml version="1.0" encoding="utf-8" standalone="yes"?>
<data>
  <section name="Nature" swf="nature.swf" xml="nature.xml"/>
  <section name="Portfolio" swf="portfolio.swf" xml="portfolio.xml"/>
  <section name="Architecture - no albums" swf="architecture.swf" xml="architecture.xml"/>
  <section name="3D Abstract - no albums" swf="3dabstract.swf" xml="3dabstract.xml"/>
</data>
```

Attribute name specifies the name of your category

At the end you have to specify the path to the xml file for your gallery. This xml will contain all the data that gallery needs to work.

Those four section tags mean that there will be four categories displayed each categorie needs all the arguments (name, swf, xml) to be specified.

Each gallery need an swf file specified. This swf is a gallery engine stored in swf file. Simply duplicate one of the gallery files from the example, change their name and paste the name + ".swf" into the xml file.

2. After setting up the [categories.xml](#) file, you need to prepare the xml files for your galleries. I will show you how to this using the [portfolio.xml](#) as an example (You can find this file in your download folder). Remember you can have as many albums and categories as you like, also you can have as many images in each category as you like.

This parameter specifies if the slide show is turned on or off when gallery starts. You can set true or false.

Here you specify path to the image that will be representing this album in the panel.

Here you specify path to the thumbnail that will be displayed in the thumbnail panel

```

<data>
  <setup slideshow="true">
    <album thumbnail = "images/envato/portfolio/01_th.jpg">
      <pic image = "images/envato/portfolio/01.jpg" thumbnail =
"images/envato/portfolio/01_th.jpg" description = "How to be a Rockstar freelancer"
title="Book"/>
      <pic image = "images/envato/portfolio/02.jpg" thumbnail =
"images/envato/portfolio/02_th.jpg" description = "How to be a Rockstar freelancer"
title="Book"/>
      <pic image = "images/envato/portfolio/03.jpg" thumbnail =
"images/envato/portfolio/03_th.jpg" description = "How to be a Rockstar freelancer"
title="Book"/>
      <pic image = "images/envato/portfolio/04.jpg" thumbnail =
"images/envato/portfolio/04_th.jpg" description = "How to be a Rockstar freelancer"
title="Book"/>
      <pic image = "images/envato/portfolio/05.jpg" thumbnail =
"images/envato/portfolio/05_th.jpg" description = "How to be a Rockstar freelancer"
title="Book"/>
      <pic image = "images/envato/portfolio/06.jpg" thumbnail =
"images/envato/portfolio/06_th.jpg" description = "How to be a Rockstar freelancer"
title="Book"/>
      <pic image = "images/envato/portfolio/07.jpg" thumbnail =
"images/envato/portfolio/07_th.jpg" description = "How to be a Rockstar freelancer"
title="Book"/>
    </album>
  </data>

```

Each pic tag represents one image in the album we have seven images. You can have infinite number of images in each album and infinite number of albums.

Here you specify path to the big image that will be displayed after thumbnail click.

The description and title attributes are responsible for the description displayed on the image after roll over. If you don't want to provide the description just leave those fields blank and the dark area will be shown on the image.

NOTICE: Each xml file has to have `<data>` tag at the beginning and `</data>` at the end of the file, another words all the information in the xml file has to be wrapped in the `<data>` tags!

After those two steps your gallery is ready to rock the web!

I don't want to use Albums in my gallery.

That's very easy, follow step one from: „I want to use the full gallery including: Categories and Albums.“ The in step two, instead of putting multiple albums in one xml file, just put all the images you want to display in the category in one album, that way the album panel won't be displayed. You can use the [architecture.xml](#) as an example.

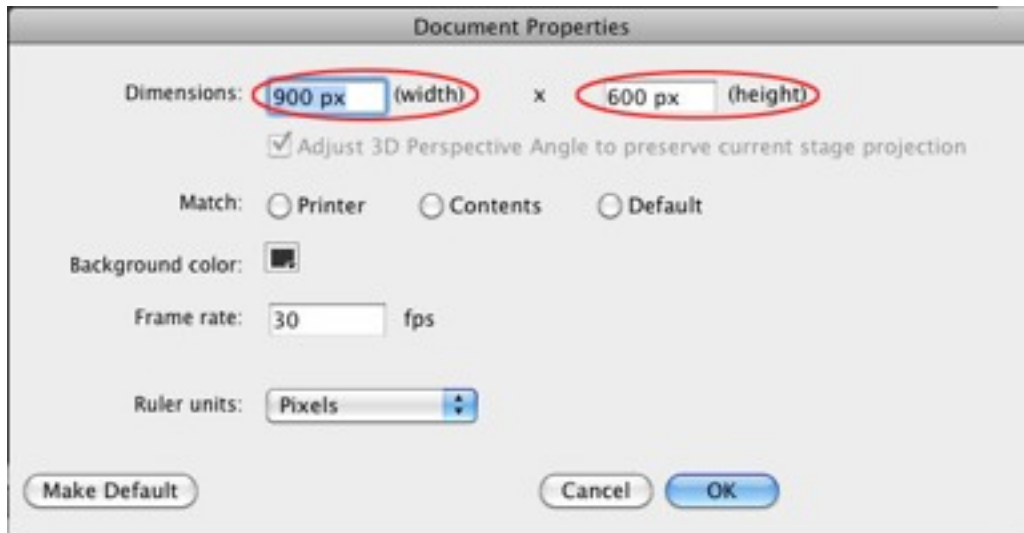
I don't want to use Categories in my gallery.

If you don't want to use Categories you have to open up the „single gallery - no categories“ folder and use the [gallery.swf](#) instead of any other. The [gallery.swf](#) draw the data from images.xml file, so to customize this gallery you have to open the [images.xml](#)

I don't want it to be a full screen gallery.

If your web page is not a full screen web page and you want to fit the gallery into smaller area or you want it to have restricted dimensions, for example: 800x600, follow this steps:

1. Open up the [preview.fla](#) (if you are using categories if not open the [gallery.fla](#) from the [single gallery](#) folder).
2. Go to document properties and enter dimensions that you like.



3. Then go to publish settings, choose HTML tab. Select the Dimensions and choose „Match Movie” from the drop down menu. At the end click „Publish” and now you are good to go!



I want to customize the user interface

1. I want to customize the look of the category button open up the [preview.fla](#) go to Button MovieClip (in the library), there you will find everything you need.
2. I want to customize the preloader open up the [preview.fla](#) file go to PleaseWait MovieClip (in the library), here it is.
3. I want to customize the „Select Gallery” button, go to the sg MovieClip in Library of [preview.fla](#), there you will find everything you need.
4. I want to change the look of „Albums” button, open up the [gallery.fla](#) go to MovieClip folder, find bAlbums MovieClip, inside is everything you need.
5. I don't like the bright gradient that is shown behind the photo, open up the [gallery.fla](#) go to Graphics folder, find spark.png and then remove it from the library.
6. I don't like the icons for interface controls. All those files are stored in the [gallery.fla](#) in Graphics folder as png files.
7. I want to change the color or brightness of the panels. You will find necessary files in albumPanel and thumbnilPanel MovieClip, they are stored in MovieClip folder in [gallery.fla](#) library.
8. I want to edit the description panel that is shown on the photo, open up the [gallery.fla](#) go to MovieClip folder, click on the mcDescription.

NOTICE: *Remember to compile your fla file after you apply any changes! To compile your file go to Control>Test Movie.*

Enjoy!