

Flash Image Enhancer Manual



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About Flash Image Enhancer

Enhance your images **real-time** on your web page with great effects like cool **reflections**, rounded corners, borders, drop shadows, blur, grayscale and mouse over effects like an image description that slides in! All 100% cross browser compatible due to usage of a Flash component!

Create **AJAX driven galleries** by using **Spry** or use data sources to dynamically enhance your images.

Also fully XHTML compatible and browser unobtrusive - so when no Flash or JavaScript is available your images are just displayed as regular images!

Features in Detail

Amazing effects

Use amazing effects to enhance your images, combine your effects, apply them by default or on mouse over to create stunning transitions.



Rounded Corners



Blur



Reflections

•



Borders



Grayscale



Combine Effects



Shadows



Text Effects

Flash Image Enhancer loads fast The Flash Movie that is used to enhance your images weighs less then 50kb and only needs to be loaded once. If the user has no Flash installed the images will still be displayed (without the effects).

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• Browser Compatibility

All 100% cross browser compatible due to usage of a Flash component! Also fully XHTML compatible and browser un-obtrusive - so when no Flash or JavaScript is available your images are just displayed as regular images!

• Fully integrated in Dreamweaver

Set your options within user friendly interface, no coding is required

ash Image Enhancer	ige Enhancer	ок
	ge effects on your web page!	Cancel Help
Display		
Name: RashImage1	11 cm 12	
Image:	Browse	
Link:	Browse	
Dimensions & Layout		
Width: Fleight: Effects	Corners: V V Corner Radius: 0	
Size: Size: Position: Outer w	Size: S Distance: S	
Color: 0000000 Opacity: 100	Color: Color: Opacty: 50	
Reflection	Direction: Bottom Right V Position: Cuter V	
Strength: 50 % Size: 15 %	Apply GrayScale Apply Skir	
Enter or choose image to be displayed		

• An inline property inspector;

The property inspector enables you to change several options after you've applied the Flash Image Enhancer;

🗄 🔻 Prop	perties							
	Flash Image Enh	W 300	Image	{@filename}			<u> </u>	Edit Advanced
	flashImage1	H 200	Link				<u> </u>	N
	H Sp	Dace	Target	self	~	Align Default	~	
	∀ Sp	bace						

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Load dynamic data using Spry or Recordsets

The latest version of Flash Image Enhancer enables you to load images and their properties dynamically by using Recordsets or a Spry XML Data Set.

Dynamic Data		
Field:	Image: symmetry of the symmetry	OK Cancel <u>H</u> elp
Format:	None 🔽	
Code:	{ds1::title}	

Integrate cool popups when you click on your enhanced Images Use <u>Advanced Layer Popup</u> to display your enhanced images in a popup window using Flash Image Enhancer and Advanced Layer Popup, watch <u>the video</u> to see how it's done.



• Automatically updates the Flash Player of the user Flash Image Enhancer automatically detects and updates the Flash Player of the user if it the installed Flash Player is older then the required version (version 8).

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Before you begin

Make sure to setup your site in Dreamweaver first before creating a page, if you don't know how to do this please <u>read this</u>.

Installing the extension

Read the tutorial at http://www.dmxzone.com/ShowDetail.asp?Newsld=4671

Login, download the product, and lookup your serial at http://www.dmxzone.com/myZone.asp?Section=purchases

Get the latest extension manager 1.7 from Adobe at <u>http://www.adobe.com/exchange/em_download/</u>

Open the .mxp file (the extension manager should startup) and install the extension.

If you experience problems please read the FAQ at <u>http://www.dmxzone.com/index.asp?TypeId=7&CatId=687</u> before contacting support.

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Applying the Flash Image Enhancer extension – Basic Settings

Introduction

In this tutorial we're going to apply a border, rounded corners and a shadow to an image by using the Flash Image Enhancer extension.



Start: Original image



Enhanced Image with reflections, a border, rounded corners and a shadow

Enhancing your image

1. Create a new HTML page Create a new or open an existing HTML page

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2. Applying the extension

Choose the **S** icon from the DMXzone object bar to apply the extension, the Flash Image Enhancer appears. You can also use an existing image, select the image and then choose the **S** icon.

	ge Enhancer	Help
General Mouse Over About		
Display		
Name: RashImage1		
Image:	Browse	
Link	Browse 📧 💌 💊	
Dimensions & Layout		
Width: Freight:	F Corners: Corner Radus: 0	
mon: regris		
Effects		
Effects	Drop Shadow	
	Crop Shadow Size: 5 Distance: 5	
Sze: See Postion: Outer v	Size: S Distance: S	
Size: S Position: Outer 14 Color: Color: Opacity: 100	Size: S Distance: S Color: Distance: S	
Sze: See Postion: Outer v	Size: S Distance: S Color: R Orboccco Opacty: SO Direction: Botton Right V Position: Outer V	
Size: S Position: Outer 14 Color: Color: Opacity: 100	Size: S Distance: S Color: Color: Concord Opacty: SO Direction: Extran Flight & Position: Couter & Apply GrayScale	
Border Sze: Position: Color: 0000000 Opacity: 100 Reflectory	Size: S Distance: S Color: R Orboccco Opacty: SO Direction: Botton Right V Position: Outer V	

Flash Image Enhancer Interface

3. Setting the Display Options

The name field is created by default to identify the image, we don't change the name as you don't need to.

		Flash In reate real-time			
General	Mouse Over	About			
	lashImage1				
Image: Link:			Browse	self	0

Now it is time to select our image by pressing the **Browse**... button next to the image field.

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General	Mouse Over	About				
Display						
Name:	lashImage1]		_	
Image: i	mages/clouds.jpg			Browse		
Link:				Browse	_self 🗸 🗸	

The Link field is used to enter the file or URL that the image needs to link to.

ieneral	Mouse Over	About		222		
isplay						
Name:	flashImage1					
Image:	images/clouds.jpg	Ċ.	Browse			
Link:	http://www.dmxz	one.com	Browse	self	~ <	5

In the **Target** we can specify if the linked page or file should be displayed in the same window and frame as the current image (_self), in a new window (_blank), the immediate parent of a frame (_parent) or the topmost frame (_top).

_		
Mouse Over	About	
flashImage1		
images/clouds.jpg	р. С	Browse
http://www.dmxz	one.com	Browse
	flashImage1 images/clouds.jpg	

4. Integration with Advanced Layer Popup

We go to the **Property Inspector** and click the paperclip button which opens the **DMXzone Behavior Connector.** You will notice that the paperclip becomes red after attaching your first behaviour. Prior to any behaviours it is blue as in the screenshot below.



General	Mouse Over	About			
isplay					
Name:	flashImage1				
Image:	images/clouds.jpg		Browse		
Link:	http://www.dmxz	one.com	Browse	self	· •

5.

Then we click the + next to DMXzone and view our available behaviours.

DMXzone Behaviors Connector		
Behavior Discover Unlimited Po Interconnecting your	ossil	bilities by
Available Behaviors		Available Events
🗆 🦕 DMXzone 🛛 📋	^	Click on the image 2
Advanced Layer Popup		The image is displayed The image gets hidden
Control 3D Photo Wall		
Control AJAX DataGrid		Mouse over the image
Control CSS Image Gallery		Mouse leaves the image 🔛
 Universal Data Exporter ASP Universal Data Exporter PHP Call JavaScript Change Property Check Plugin Drag AP Element Effects 		Attached Behaviors in the second seco
Go To URL	~	
Usage		
	ilab ton, e list e the	le Behaviors" and click the 🕨 icon.
		OK Cancel

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One of them is **Advanced Layer Popup.** Add this behavior for the **Event** 'Click on the image' to create a popup window with a larger version of the image. The popup window will be displayed when the user clicks on the enhanced image.

Note: you need <u>Advanced Layer Popup</u> to open your enhanced images in a popup window. After adding the behavior a new popup window appears.

dvanced La	yer Popup							2
General	Advance Create amazing u Slideshow About	nblockable		1	100 Barriel 100		RX ne	OK Cancel Help
Display								
URL to Disp	lay:					Browse		
т	itle:							
St	yle: OS_Look					~		
Popup Na	me:		1	Auto Close	e After	secs		
Dimension	s & Positioning							
Wid Heig Bg Col Transition	ht:	Popup () Position ()		Drage Resiz	10000-00-	Use Wirefra Closable 80 %	me	
Incom	ing Transition		🗹 Outg	oing Trans	sition			
Effect:	None	~	Effect:	None		~		
Easing:	Linear (No Easing)	~	Easing:	Linear (i	No Easi	ing) 🔽		
Time:	1 sec Fac	ie In	Time:	1	sec	Fade Out		
2 Enter th	ne height of the popup w	indow.						



6. Dimensions & Layout

The extension automatically gets the **width** and **height** from the image in pixels, it works the same as a normal image that you insert in Dreamweaver so you can blow it up or make it smaller as you like. The Ficon is for dynamic data such as recordsets and if you have Dreamweaver CS3 you can also use Spry data sources. You can find more information in the **Dynamically Enhance your images with Spry and Flash Image Enhancer** and **Dynamically Enhance your images using a Recordset** chapters at the end of this manual.

Dimensions & Layout	
Width: 300 🧚 Height: 200 🧚	Corners: 🗹 🗹 Corner Radius: 15

You can select the checkboxes where you want to display rounded Corners.

Dimensions & Layout		
Width: 300 [#] Height: 200 [#]	Corners: 🗹 🗹 Corner Radius: 15	

The **Corner Radius** allows you to set the roundness of your corners, the higher the value, the rounder the corner.

Dimensions & Layout	
Width: 300 Feight: 200	Corners: VV Corner Radius: 15

7. Displaying Effects - Border

You can add a stroke around the image by checking the Border option.

Effects	
Border	Drop Shadow
Size: 3 Position: Outer 🗸	Size: 5 Distance: 5
Color: 💽 0x000000 Opacity: 100	Color: 0x000000 Opacity: 50
Reflection	Direction: Bottom Right 🔹 Position: Outer 💽
Strength: 50 % Size: 15 %	Apply GrayScale
	Apply Blur

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In- or decrease the thickness of your border in pixels by setting the Size option. We'll set it to 4.

Effects	
Border	Drop Shadow
Size: 3 Position: Outer 🗸	Size: 5 Distance: 5
Color: 🜉 0x000000 Opacity: 100	Color: 💻 0x000000 Opacity: 50
Reflection	Direction: Bottom Right 🗸 Position: Outer 🗸
Strength: 50 % Size: 15 %	Apply GrayScale
	Apply Blur

You can choose to display the border **inside** or **outside** the image by choosing the **Position** option. We'll set it to **outside**.

Effects	
Border	Drop Shadow
Size: 4 Position: Outer 🗸	Size: 5 Distance: 5
Color: Co	Color: 0x000000 Opacity: 50
Reflection	Direction: Bottom Right V Position: Outer V
Strength: 50 % Size: 15 %	Apply GrayScale
	Apply Blur

Change the border color to orange by setting the **Color** option to 0xffc164. You can change the transparency by setting the **Opacity** option, we'll leave this to the default value of 100.

Effects	
🗹 Border	Drop Shadow
Size: 4 Position: Outer 🗸	Size: 5 Distance: 5
Color: 0xFFCC33 Opacity: 100	Color: 💽 0x000000 Opacity: 50
Reflection	Direction: Bottom Right 🗸 Position: Outer 🗸
Strength: 50 % Size: 15 %	Apply GrayScale
	Apply Blur

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8. Displaying Effects - Reflection

You can create a reflection of your image by checking the **Reflection** option. The reflection **Strength** sets the opacity of the reflection while the **Size** sets it's height, we'll apply the default values.

Effects	
Border	Drop Shadow
Size: 4 Position: Outer 💙	Size: 5 Distance: 5
Color: 0xFFCC33 Opacity: 100	Color: 0x000000 Opacity: 50
Reflection	Direction: Bottom Right 💙 Position: Outer 💙
Strength: 50 % Size: 15 %	Apply GrayScale
	Apply Blur

9. Displaying Effects – Drop Shadow

You can create a shadow around or inside your image by checking the Drop Shadow option.

Effects	
🕑 Border	Drop Shadow
Size: 4 Position: Outer 🗸	Size: 5 Distance: 5
Color: 0xFFCC33 Opacity: 100	Color: 🜉 0x000000 Opacity: 50
Reflection	Direction: Bottom Right V Position: Outer V
Strength: 50 % Size: 15 %	Apply GrayScale
	Apply Blur

In- or decrease the thickness of your shadow in pixels by setting the Size option. We'll set it to 5 pixels.

Effects	
Border	Drop Shadow
Size: 4 Position: Outer 🗸	Size: 5 Distance: 5
Color: Color: OxFFCC33 Opacity: 100	Color: 📃 0x000000 Opacity: 50
Reflection	Direction: Bottom Right 💙 Position: Outer 🔽
Strength: 50 % Size: 15 %	Apply GrayScale
	Apply Blur

Change the **Distance** to move the shadow further away or closer to the image border. Let's keep the distance at 5 pixels.

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Effects	
Border	🗹 Drop Shadow
Size: 4 Position: Outer 🗸	Size: 5 Distance: 5
Color: Co	Color: 💽 0x000000 Opacity: 50
Reflection	Direction: Bottom Right 💙 Position: Outer 🗸
Strength: 50 % Size: 15 %	Apply GrayScale Apply Blur

Change the border color by setting the Color option. We'll set it to grey (0x666666).

Effects	
Border	Drop Shadow
Size: 4 Position: Outer 💙	Size: 5 Distance: 5
Color: Co	Color: 0x666666 Opacity: 50
Reflection	Direction: Bottom Right 💙 Position: Outer 💙
Strength: 50 % Size: 15 %	Apply GrayScale
	Apply Blur

Set the transparency by setting the **Opacity** option. In this case we set it to 30.

Effects	
🗹 Border	🗹 Drop Shadow
Size: 4 Position: Outer 🗸	Size: 5 Distance: 5
Color: Color: OxFFCC33 Opacity: 100	Color: 0x666666 Opacity: 30
Reflection	Direction: Bottom Right 💙 Position: Outer 💙
Strength: 50 % Size: 15 %	Apply GrayScale Apply Blur

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Set the **Direction** to determine to determine on what sides of the image the shadow should be displayed. We leave the default value (Bottom Right).

Effects	
Border	Drop Shadow
Size: 4 Position: Outer 🗸	Size: 5 Distance: 5
Color: CoxFFCC33 Opacity: 100	Color: 0x666666 Opacity: 30
Reflection	Direction: Bottom Right 🕶 Position: Outer 💌
Strength: 50 % Size: 15 %	Apply GrayScale

Choose to display the shadow **inside** or **outside** the image by choosing the **Position** option. We leave the default value (Outer).

Effects	
Border	Drop Shadow
Size: 4 Position: Outer 🗸	Size: 5 Distance: 5
Color: OxFFCC33 Opacity: 100	Color: Co
Reflection	Direction: Bottom Right 🗸 Position: Outer 🗸
Strength: 50 % Size: 15 %	Apply GrayScale
	Apply Blur

10. Displaying Effects - Grayscale

You can create a black and white image by checking the **Apply GrayScale** option. We'll leave it unchecked for now.

Effects	
Border	Drop Shadow
Size: 4 Position: Outer 🗸	Size: 5 Distance: 5
Color: Co	Color: 🜉 0x666666 Opacity: 30
Reflection	Direction: Bottom Right 💙 Position: Outer 🗸
Strength: 50 % Size: 15 %	Apply GrayScale
	Apply Blur

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Tip: If you leave the **Apply GrayScale** option unchecked in the **General** tab and check it in the **Mouse Over** tab you will get a great effect as your image will be black and white until you move the mouse over it.

11. Displaying Effects – Apply Blur

You can blur your image by checking the Apply Blur option. We'll leave it unchecked.

Effects	
Border	Drop Shadow
Size: 4 Position: Outer 🗸	Size: 5 Distance: 5
Color: Color: OxFFCC33 Opacity: 100	Color: 0x666666 Opacity: 30
Reflection	Direction: Bottom Right 🕶 Position: Outer 💌
Strength: 50 % Size: 15 %	Apply GrayScale
	Apply Blur

Tip: If you leave the **Apply Blur** option unchecked in the **General** tab and checked in the **Mouse Over** tab you will get a great effect as your image will be blurred until you move the mouse over it.

12. Final steps

Press Ok, save your files, upload them to your server (including the script library) and the result should be similar to the image below.



Enhanced Image with a reflection, a border, rounded corners and a shadow

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Creating Popups with enhanced Images by integrating Advanced Layer Popup

Introduction

In this tutorial we're going to show you how you can display your enhanced images in a popup window using Flash Image Enhancer and Advanced Layer Popup.



Start: Original image



Enhanced Image with reflections, a border, rounded corners and a shadow

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A bigger version of the image appears in a popup when the enhanced image is clicked.

Enhancing your image

1. Before you begin

Make sure you've read the **Before You begin** and **Applying the Flash Image Enhancer extension – Basic Settings** chapter.

2. Applying the extension

Choose the sicon from the DMXzone object bar to apply the extension, the Flash Image Enhancer appears. You can also use an existing image, select the image and then choose the sicon. We use the following settings (feel free to experiment on your own):

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pager 2018
Corner Radius: 0
Distance: 5
00 Opacity: 50
Position: Cuter M

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3. Setting the Advanced Layer Popup options

Click on the icon and DMXzone Behaviors Connector pops up

Note: you need <u>Advanced Layer Popup</u> to open your enhanced images in a popup window.

After clicking the icon a new popup window appears.

DMXzone Behaviors Connector			
Discover Unlimited P	Connector Possibilities by r DMXzone Extensions!		
Available Behaviors	Available Events		
🗆 🦳 DMXzone	On Mouse Click 2		
📄 Advanced Layer Popup			
Control 3D Photo Wall			
Control AJAX DataGrid			
Control Flash MP3 Player			
Hide Advanced Tooltip	Attached Behaviors 💿 🛆 🤝 🔌 🌛		
Show Advanced Tooltip	2		
Call JavaScript	3		
Change Property			
Check Plugin			
Drag AP Element			
Go To URL	✓		
, ,_,			
Usage			
 Select one of the "Available Events" that this To add a behavior, select it from the list of "Ava 			
 To add a behavior, select it from the list of Ava To add a custom javascript code use the abuilt 	-		
	e list of "Attached Behaviors" and use the 🔌 button.		
 If you use the	ge the order of "Attached Behaviors", keep in mind that		
thay will be applied in the same order at the brows	ser.		
	OK Cancel		



dvanced Layer	Рорир		X
	Advanced La Create amazing unblockable		OK Cancel Help
Display			
URL to Display:	8	Browse	
Title:			
Style:	OS_Look	×	
Popup Name:		Auto Close After secs	
Dimensions &	Positioning		
Width: Height: Bg Color: Transitions			
Incoming 1	ransition	Outgoing Transition	
Effect: Nor	ne 🔽	Effect: None	
Easing: Line	aar (No Easing) 🛛 👻	Easing: Linear (No Easing)	
Time: 1	sec 🔲 Fade In	Time: 1 sec 🗹 Fade Out	
O Enter the h	eight of the popup window.		

Now it is time to select the image we'll display in our popup window by pressing the **Browse...** button next to the **Url to Display** field.

We use the following settings (feel free to experiment on your own):

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and the second se	Advancec Create amazing unblo			DIRK	OK Cancel Help
General S	ideshow About				
Display					
URL to Display:	img/clouds450.jpg			Browse	
Title:	Clouds Popup Window				
Style:	iPod		~		
Popup Name:	Cloudspopup		Auto Close After 0	secs	
Dimensions &	Positioning				
Width:	450 Pop		🗹 Draggable 🔲	Use Wireframe	
Height:	338 Posit	ion 🔿 💿 🔿	🗌 Resizable 🗹	Closable	
Bg Color:	#FFFFFF	000	Use Overlay 80	%	
Transitions					
Incoming	Transition	🗹 Outg	joing Transition		
Effect: No	ne 🚺	Effect:	None	~	
Easing: Lin	ear (No Easing)	Easing:	Linear (No Easing)	~	
Time: 2	sec 🔲 Fade In	Time:	2 sec 🗹	Fade Out	
The Content of the Co	outgoing Effect Duration.				



4. Final steps

Press Ok, save your files, upload them to your server (including the script library) and the result should be similar to the image below.



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Adding text effects

Introduction

In this tutorial we're going to create a text effect that will be displayed when the user moves his mouse over the image.



Start: Original image



General Options set: Border, Shadow

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Mouse Over options set: Text effect which customized colors and opacity

1. Before you begin

Make sure you've read the **Before You begin** and **Applying the Flash Image Enhancer extension – Basic Settings** chapter.

2. Setting the Text options in the Mouse Over Tab

Select the **Mouse Over tab** of your Flash Image Enhancement interface. First we determine the **Position** of the bar that will contain our text, you can display the text on the **top** or **bottom** side of the image. We'll set it to **top**. You can set the transparency of background behind the text by setting the **BG Opacity** option, we'll set it to 75. You can also define its color with the **BG Color** option, let's set it to green (0x99FF66). The **Speed** option sets the velocity of the background of the text that moves in when a user moves over the image. The lower the speed, the smoother the animation. Make sure you use any value above 0. We set it to **1**.

Enter the text you want to display on the image by entering your message in the **Text** field. In this example we'll type the short text "Relax".

We leave the **Font Size** to **12**. We leave the text alignment to center by selecting the 2nd of the three icons. The first one is to align the text to the left, the third one is to align the text to the right. Let's change the color of the text by setting the **Color** option to blue (0x0000CC). We leave the **Use Embedded Font** checked. Uncheck it if you want to display foreign characters (like Chinese or other special characters). This will force the usage of system fonts (set your page encoding in your page properties to the format that will support your language, for instance UTF-8).

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Page Properties					×
Category	Title/Encoding				
Appearance Links	Title:	Untitled Document			
Headings Title/Encoding Tracing Image	Document Type (DTD):	XHTML 1.0 Transitional	*		
	Encoding:	Unicode (UTF-8)	*	Reload	
	Unicode Normalization Form:	Arabisch (DOS) Arabisch (ISO) Arabisch (Windows) Baltisch (Windows) Capturaal Europaacs (DOS)	^		
	Document folder: Site folder: Help	Centraal-Europees (DOS) Centraal-Europees (ISO) Centraal-Europees (Windows) Chinees (Traditioneel) (Big5) Chinees (Vereenvoudigd) (GB2312) Chinees (Vereenvoudigd) (HZ) Chinese Simplified (GB18030) Cyrillisch (DOS) Cyrillisch (DOS) Cyrillisch (KOI8-R) Cyrillisch (KOI8-R) Cyrillisch (KOI8-U) Cyrillisch (Windows) Grieks (ISO)	=	Apply	
		Grieks (Windows) Hebreeuws (DOS) Hebreeuws (ISO-Logical) Hebreeuws (ISO-Visual) Hebreeuws (Windows) Japans (EUC) Japans (Shift-JIS) Koreaans Thai (Windows) Turks (Windows) Unicode (UTF-8) Vietnamees (Windows) West-Europees			

Note: when unchecking the **Embedded Font** anti-aliasing is not supported. Furthermore the reflection of the font will not be displayed.

General	Mouse Over	About		
Text				
Position:	Bottom 🔽	Bg Opacity: 75	Bg Color: 📃 0x00FF33	Speed: 1
				~
Text:				
	<			> 4
Font Size:	12	≣≣≣	Font Color: 📃 0x0000FF	Use Embedded Font
he text op	tions			

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3. Final steps

Press Ok, save your files, upload them to your server (including the script library) and the result should like below.



General Options set: Border, Shadow



Mouse Over options set: Text effect which customized colors and opacity

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Advanced Effects - Grayscale

Introduction

In this tutorial we're going to create a text effect and we're going to remove the colors from our original image by applying the Grayscale effect to the image. We'll add a white shadow and white borders to create an image with rounded corners.



Start: Original image



General options set (displayed when the mouse is not positioned over the image): GrayScale, white borders and shadow

We'll add a mouse over effect that displays the image in full color again when a user moves his mouse over it. We'll also add an orange border and a gray shadow for the mouse over effect.

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Mouse Over: Grayscale effect disabled, orange borders, gray shadow.

1. Before you begin

Make sure you've read the **Before You begin** and **Applying the Flash Image Enhancer extension – Basic Settings** chapter.

2. Setting the effect options in the General tab

We use the settings from the first tutorial. We'll only change the **Effects** settings. Let's start with the setting in the **General** tab. We leave the **Border** effect selected, the properties are also the same as in the previous tutorial, except for the **Color** we set this to white. We'll also check the **Apply Grayscale** effect. We'll also leave the **Drop Shadow** effect checked and only set the **Color** to white.

Effects	
🗹 Border	🗹 Drop Shadow
Size: 4 Position: Outer 🗸	Size: 5 Distance: 5
Color: 0xFFFFFF Opacity: 100	Color: CoxFFFFFF Opacity: 50
Reflection	Direction: Bottom Right 🕶 Position: Outer 💌
Strength: 50 % Size: 15 %	Apply GrayScale
	Apply Blur

Effect settings of the General tab



3. Setting the effect options in the Mouse over tab

We'll set the **Color** of the Border to orange (0XFFC164) and we'll leave the **Opacity** to 100. Make sure the **Apply Grayscale** option is unchecked. We'll set the **Color** of the Drop Shadow to gray (0XFFC164) and we'll set the **Opacity** to 50. Make sure the **Apply Grayscale** option is unchecked.

Effects	
Border	Drop Shadow
Color: 0xFFC164 Opacity: 100	Color: 📃 0x999999 Opacity: 50
Apply GrayScale	Apply Blur

Effect settings of the Mouse Over tab

4. Final steps

Press Ok, save your files, upload them to your server (including the script library) and the result should like below.



Mouse outside the Image



Mouse Over the image

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Advanced Effects - Blur

Introduction

In this tutorial we're going to create a text effect and we're going to blur the original image by applying the Apply Blur effect to the image. We'll add a white shadow and white borders to create an image with rounded corners.



Start: Original image



General options set: Blur, orange borders and gray shadow

We'll add a mouse over effect that displays the image in sharp again when a user moves his mouse over it. We'll also add an orange border and a gray shadow for the mouse over effect.

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Mouse Over: Blur effect disabled, orange borders, and gray shadow.

1. Before you begin

Make sure you've read the **Before You begin** and **Applying the Flash Image Enhancer extension – Basic Settings** chapter.

2. Setting the effect options in the General tab

We use the settings from the first tutorial. We'll only change the **Effects** settings. Let's start with the setting in the **General** tab. We leave the **Border** effect selected, the properties are also the same as in the previous tutorial, except for the **Color** we set this to Orange (0Xffc164). We'll also leave the **Drop Shadow** effect checked and only set the **Color** to gray (0x99999) and the **Opacity** to 50. We'll uncheck the **Apply Grayscale** effect and enable the **Apply Blur** effect.

Effects						
🗹 Border	☑ Drop Shadow					
Size: 4 Position: Outer 🗸	Size: 5 Distance: 5					
Color: OxFFCC33 Opacity: 100	Color: 0x999999 Opacity: 50					
Reflection	Direction: Bottom Right 💙 Position: Outer 🔽					
Strength: 50 % Size: 15 %	Apply GrayScale					
	Apply Blur					

Effect settings of the General tab



3. Setting the effect options in the Mouse over tab

We'll set the **Color** of the Border to orange (0XFFC164) and we'll leave the **Opacity** to 100. Make sure the **Apply Grayscale** option is unchecked. We'll set the **Color** of the Drop Shadow to gray (0XFFC164) and we'll set the **Opacity** to 50. Make sure the **Apply Grayscale** option is unchecked.

Effects	
Border	Drop Shadow
Color: 0xFFC164 Opacity: 100	Color: 📃 0x999999 Opacity: 50
Apply GrayScale	Apply Blur

Effect settings of the Mouse Over tab

4. Final steps

Press Ok, save your files, upload them to your server (including the script library) and the result should like below.



Mouse outside the Image



Mouse Over the image

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Applying the Flash Image Enhancer extension – Creating a Gallery

Introduction

In this tutorial we're going to create a gallery like displayed below:



Gallery with rounded corners, shadows, text effects and links.

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If the user goes over the image, the border color will change and if he presses on it a larger version of the image will appear in a new window.



Larger versions of the images will be displayed in a new window.

- 1. Before you begin
 - Make sure you've read the previous tutorials.

2. Creating the background

We create a basic page in Dreamweaver and we add a background image. We set all margins to zero

ategory	Appearance						
Appearance Links Headings Title/Encoding	Page font:	Default Font				✓ B I	
	≦ize:	: pixels 💌					
ting Image	Text color:						
	Background color:			1			
	Background image:	images/bg.tpg					Browse
	<u>R</u> epeat:	Repeat: no-repeat					
	Left <u>m</u> argin:	0	picels	*	Bight margin:	0	pixels N
	Top margin:	0	picels	~	Bottom margin:	0	pixels

3. Adding the images

We add four images to the page, in this case we've drawn a simple layer using the Draw Layer

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option in Dreamweaver

Layout 🔻	Standard Expanded		6
Untitled-1.html*		Draw AP Div	

We've positioned the images inside this layer and we've given them a **H Space** of 10 using the property inspector of Dreamweaver. This creates the following overview



4. Setting the options in the General tab

Now we need to set the following options in the general tab (of course you can experiment with other options). Each Image will get another **Name** by default, this is important, if you change the **Name** make sure each one is unique.

Use<u>Advanced Layer Popup</u> to display your enhanced images in a popup window using Flash Image Enhancer and Advanced Layer Popup, watch <u>the video</u> to see how it's done.

You can also add a link to the big version of the image using the **Browse...** button next to the **Link** field. Set the **Target** to **_blank**, so it will open in a new window (this will result in a more basic popup window).

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We'll set the **Corner Radius** to 15. We enable the **Border**, set the **Size** to 4 and set the **Color** to white so it won't be too obvious when the mouse is not over the image. We enable the **Drop Shadow**, set the **Size** and **Distance** to 4 and set the **Color** to gray (0x999999).

lash Image Enhancer							
General Mouse Over About	Sector Contractor				ARX one	OK Cano Hel	:el
Display							
Name: flashImage1							
Image: images/clouds_250.jpg		Browse					
Link: images/clouds774.jpg		Browse	self 🗸	0			
Width: 250 Height: 188 4 Effects Image: Comparison of the second s	Drop 1	Corners: V C					
Size: 4 Position: Outer 🗸	Size:		Distance:	4			
Color: 0xFFFFFF Opacity: 100	Color:	0x9999999	Opacity:	50			
Reflection	Direction:	Bottom Right 💌	Position:	Outer	~		
Strength: 50 % Size: 15 %	Apply	GrayScale					
	Apply	Blur					
Enter the Drop Shadow Distance							

Effect settings of the General tab

5. Setting the effect options in the Mouse over tab

We'll add a Text to each of the images using the default options. Then we set the **Color** of the **Border** effect to light red (0xF7A9A7).



Flash Image Enhancer	Σ
	Cancel effects on your web page!
Text	
Clouds Text:	Bg Color: 0xFFFFFF Speed: 1
Border	Drop Shadow
Color: DxF7a9A7 Opacity: 100 Apply GrayScale	Color: Color:



6. Final steps

Make sure you've applied the Flash Image Enhancer to each of the images and the result should be as displayed below. Save your files, upload them to your server (including the script library) and the result should like below.





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Dynamically Enhance your images with Spry and Flash Image Enhancer

Introduction

You can use Spry to open images from **any XML** file. In this tutorial we're going to use an XML file from a Flash Album Generator Gallery to enhance the images automatically using Flash Image Enhancer and Spry.

Note: This tutorial is for Dreamweaver CS3 users only



Automatically enhanced images from an XML File.

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1. Before you begin

Make sure you've read the previous tutorials.

2. Creating a basic page

We create a basic page in Dreamweaver (make sure you've defined your site) and save it.

3. Creating a Spry XML Data Set

Go to the Application panel on the right side of your screen, select the **Bindings** tab and choose **Spry XML Data Set**.



A new popup appears, select the **Browse**... button and select the **XML** file that Flash Album Generator 2 produces.

Spry XML Data S	iet	X
Data Set name:	ds1	ОК
XML source:	Browse	Cancel
	Get schema Design time feed	Help
Row element:		
XPath:	Preview	
Data Set columns:		
Data type:	string	
	None Direction: Ascending	
Options:	Distinct on load	
	Turn XML Data Caching Off	
	Auto refresh data milliseconds	

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Press the **Get schema button** and select the correct row element (usually it is called **photo)** and press **OK**.

Spry XML Data S	iet				X
Data Set name:					ОК
XML source:	LasVegas.xml		Browse		Cancel
	Get schema		Design tim	ne feed	Help
Row element:		name			
XPath:	flashgallery/gallery/pho	to	Preview.		
Data Set columns:	Column	Data Type			
	title	string			
	@filename @id	string			
	Othumbnal	string			
Data type:	string 💌				
Sort:	None 🔽	Direction:	Ascending	*	
Options:	Distinct on load	ng Off			
	Auto refresh dat	ta mili	seconds		

4. Put a Spry Region on the page

Now put a Spry Region on the page by clicking the 🖾 on your Insert Bar.



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A popup appears, press **OK** as the default settings will do.

Insert Spry Region	
Container: SPAN Type: Region Detail region Spry Data Set: Insert: Wrap selection Replace selection When to use Detail region?	OK Cancel Help

5. Put a Spry Repeat on the page

Now put a **Spry Repeat** on the page by clicking the on your Insert Bar.



A popup appears, press **OK** as the default settings will do.

6. Include your Images with Flash Image Enhancer

Choose the *icon* from the DMXzone object bar to apply the extension, the Flash Image Enhancer appears. You can also use an existing image, select the image and then choose the *icon*.

7. Setting the Display Options

The name field is created by default to identify the image, we don't change the name as you don't need to.



Now it is time to select our image by pressing the **Browse**... button next to the image field, this is where you select the Data Source. We choose the filename to display all images that are listed in our XML file in the Spry Repeat Region on the page, then we select **OK**.

Data sources Server	Select file name	rom: O File system	Site Root		
Format None			Server		
	Field	Image: state			
URL: (ds1::@filename) Parameters	Format	None			~
	URL:	{ds1::@filename}		Par	ameters

The **Link** field is used to enter the file or URL that the image needs to link to, we use one link for all images.

Note: links only work online as the Flash Player blocks acces from your local hard drive to external links.

General	Mouse Over	About				
Display						
Name:	flashImage1					
Image:	images/anemone	.jpg	Bro	owse		
Link:	http://www.dmz;	xzone.com	Bro	owse	_self 🗸 🗸	\

In the **Target** we can specify if the linked page or file should be displayed in the same window and frame as the current image (_self), in a new window (_blank), the immediate parent of a frame (_parent) or the topmost frame (_top).

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General	Mouse Over	About				
Display						
Name: f	lashImage1]			
Image: i	mages/anemone	.jpg		Browse		
Link: H	ttp://www.dmz	xzone.com		Browse	self 🗸	S

8. Integration with Advanced Layer Popup

The left button allows you to add a popup window that contains your image, the right button allows you to remove the popup again. Checkout <u>this movie</u> for more details on how to open your enhanced images in a popup window.

Note: you need Advanced Layer Popup to	open your enhanced images in a popup window.
General Mouse Over About	
Display	
Name: flashImage1	
Image: images/anemone.jpg	Browse
Link: http://www.dmzxzone.com	Browse

9. Dimensions & Layout

The extension automatically gets the **width** and **height** from the image in pixels, it works the same as a normal image that you insert in Dreamweaver so you can blow it up or make it smaller as you like. The Ficon is for getting the width and height from your images in your XML file. If the XML file does not include the width and height you can use Flash Album Generator to add the value's and generate a new XML file or you can manually edit it by entering width = "number" and height="number" after the photo id="number_file".

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Dynamic Data Field:	Image: Second system Image: Second system	OK Cancel <u>H</u> elp
	None v	

We select the $\frac{9}{5}$ icon next to the **Width** field and choose @width.

We do the same with the height icon next to the Height field.

Dimensions & Layout	
Width: ds1::@width 🧚 Height: {ds1::@heigh 🧚	Corners: 🔽 🔽 Corner Radius: 0

10. Displaying Effects - Rounded Corners, Reflection and Drop Shadow

We enable the **Rounded Corners**, **Reflection** and **Drop Shadow**. Feel free to experiment with the settings.



11. Mouse over Effects – Dynamic Text

We select the $\frac{9}{7}$ icon next to the **Text** input field to dynamically load our photo descriptions.

Dynamic Data		
Field:	Image: Second system Image: Second system	OK Cancel <u>H</u> elp
Format:	None	
Code:	{ds1::title}	

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Final Steps

Press Ok, save your files, upload them to your server (including the script library) and the result should be similar to the image below (only with different images).



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If you like you can edit the CSS a bit to reformat your page, we added a float and a padding:

<div spry:repeat="ds1" style="padding:10px; float:left">

So it looks like this:







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Dynamically Enhance your images using a Recordset

Introduction

In this tutorial we're going to use a Recordset to enhance the images from your database automatically. We advise you to use <u>Pure ASP Upload 3</u> or <u>Pure PHP Upload 2</u> and to use <u>Smart Image Processor ASP 2</u> or <u>PHP 2</u> to upload and resize your images. You can save the image file names and dimensions using the insert or update record server behaviors. After that you can create a recordset to query the database.



Note: This tutorial is for Dreamweaver CS3 users only, the workflow is the same for all server languages



Automatically enhanced images from a Recordset.

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1. Before you begin

Make sure you've read the previous tutorials.

2. Creating a basic page

We create a basic page in Dreamweaver (make sure you've defined your site) and save it.

3. Creating a Recordset

Go to the Application panel on the right side of your screen, select the Server Behaviors tab and choose Recordset (Query).

 Application 		ie,
Databas Bindings <mark>Ser</mark>	ver Behaviors C	ompone
	type:ASP VBScript	
Recordset (Quer	y)	
Command		
Repeat Region		
Recordset Pagin	g 🕨	<u>er</u> .
Show Region	•	d
Dynamic Text		
Go To Detail Pag	e	
Go To Related Pa	age	
Insert Record		
Update Record		1=
Delete Record		1-4
Dynamic Form El	ements 🔹 🕨	
User Authenticat	ion 🕨	. ~
XSL Transformat	ion	
Edit Server Beha	viors	ze 1 A
New Server Beha	avior	F
Get More Server	Behaviors	F



A new popup appears, select the correct **Connection** and choose the **Table** that lists the filenames of your pictures.

Recordset		
Name:	Recordset1	ОК
Connection:	bio 🔽 Define	Cancel
Table:	dbo.gallery	Test
Columns:	Selected: Interview of the selected: Interview	Advanced Help
Filter:	None	
Sort:	None 💉 Ascending 🗸	

Copyright © 2009 DMXzone.com All Rights Reserved To get more go to DMXzone.com Page 53 of 62 Press **Test** to see if your connection works, you should see a list of filenames, if so press **Ok** to return to the **Recordset** popup and press **Ok** again. If you don't see the filenames, make sure you have selected the correct Connection and Table and make sure you have entered some filenames in your database.

Record	filename	width	height	description
1	img/113047_9802.jpg	400	300	Barbary Coast
2	img/117052_5461.jpg	400	300	Jackpot!
3	img/14273_6387.jpg	400	300	Niight Live
4	img/211157_9717.jpg	400	300	Sphinx
5	img/217290_3206.jpg	400	300	Circus
6	img/217304_las_vegas	400	300	The Venetian
7	img/2213_1480.jpg	400	300	Ny Entrance
8	img/2214_6399.jpg	400	300	Walk
9	img/222134_3471.jpg	400	300	Time to gamble
10	img/228765_8141.jpg	400	300	Fabulous Las Vegas
<				3

4. Include your Images with Flash Image Enhancer

Choose the icon from the DMXzone object bar to apply the extension, the Flash Image Enhancer appears. You can also use an existing image, select the image and then choose the icon.



Setting the Display Options

Select our image by pressing the **Browse**... button next to the image field, this is where you select the Data Source. We choose the filename to display all images that are listed in our Recordset, then we select **OK**.

Select File			? 🛛
Select file name	from: O File system O Data sources	Site Root Server	
Field:	Image: Second set (Record set (Reco	x]	
Format:	None		~
URL:	<%=(Recordset1.Fields.Item("fil	lename").Value)%>	Parameters
Change default L	ink <u>Relative To</u> in the site definit	tion.	Cancel

5. Dimensions & Layout

The extension automatically gets the **width** and **height** from the image in pixels, it works the same as a normal image that you insert in Dreamweaver so you can blow it up or make it smaller as you like. The $\frac{1}{7}$ icon is for getting the width and height from your **Recordset**.



Dynamic Data	
	Recordset (Recordset1)
Format: None	▼
Code: <%=(R	ecordset1.Fields.Item("width").Val

We select the $\frac{9}{5}$ icon next to the **Width** field and choose @width.

We do the same with the height icon next to the Height field.

Dimensions & Layout	
Width: <%=(Record 🧚 Height: <%=(Record 🥰	Corners: 🔽 🔽 Corner Radius: 0

6. Displaying Effects – Rounded Corners, Reflection and Drop Shadow

We enable the **Rounded Corners**, **Reflection** and **Drop Shadow**. Feel free to experiment with the settings.

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7. Mouse over Effects – Dynamic Text

We select the $\frac{9}{7}$ icon next to the **Text** input field to dynamically load our photo descriptions.

Dynamic Data	
	ordset (Recordset1) filename width height description [first record index] [total records]
Format: None	▼
Code: <%=(Records)	et1.Fields.Item("description

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8. Repeat Region

Select the image in the design view and select **Repeat Region** in the **Server Behaviors** tab of your **Application** panel.



A new popup appears, we leave the default values and press OK.

Repeat Region	
Recordset: Recordset1	OK Cancel Help

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9. Reapply the extension

Select the image and press the Edit Advanced button in your property inspector, press OK.

Note: This step is mandatory to make sure the extension is applied to the repeat region.

10. Final Steps

Press Ok, save your files, upload them to your server (including the script library) and the result should be similar to the image below (only with different images and effects).



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FAQ

Q: I changed a parameter but the change is not visible at my live site.

A: Make sure you've uploaded your files to your server and that you've deleted your browser cache. Here is a link that shows you how to do this for internet <u>explorer 6</u>.

Here is a link that shows you how to do this for other browsers.

Q: When I test my page locally I get a security warning from Internet Explorer, how can I turn this off?

A: Go into your tools menu and select internet options. Scroll down to you see the Security heading and check the two boxes shown in the graphic below. The one that you most likely need is "Allow active content to run in files on My Computer". The default setting is unchecked. Checking it allows your code to run!

Internet Options		
General Security Privacy Content Connections Programs Advanced		
Settings:		
O Do not search from the Address bar		
 Just display the results in the main window 		
O Just go to the most likely site		
Security		
Allow active content from CDs to run on My Computer		
Allow active content to run in files on My Computer		
Allow software to run or install even if the signature is invalid		
Check for publisher's certificate revocation		
Check for server certificate revocation (requires restart)		
Check for signatures on downloaded programs		
Do not save encrypted pages to disk		
Empty Temporary Internet Files folder when browser is closed		
 Enable Integrated Windows Authentication (requires restart) 		
Enable Profile Assistant		
Use SSL 2.0		
Use SSL 3.0		
Restore Defaults		
OK Cancel Apply		

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Q: I'm getting the following security warning, what should I do?



A: Don't link to external images when testing pages on your local machine using a path to your hard drive (for example c:\sites), hot linking images is not allowed by the Flash Player.

Q: Does Flash Image Enhancer work on the Mac?

A: Yes, it has been tested on Mac (OS 10.4 and newer) and it works without any problems.

Q: What version of the Flash Player is required?

A: Flash Image Enhancer supports version 8 and newer. The correct version of the Flash player is automatically installed.

Q: I can't find the Flash Image Enhancer icon in my Common tool bar.

A: The extension is accessible through the following menu: Insert > DMXZone > Flash Image Enhancer.

Q: Does Flash Image Enhancer work with PHP

A: Flash Image Enhancer does work with PHP and all the other server-side technologies supported by Dreamweaver. It is based on JavaScript and Flash. Therefore, it is not dependent on particular server-side language / technology.

Q: Can I use Flash Image Enhancer to display dynamically loaded images and texts?

A: Yes, the latest version of Flash Image Enhancer enables you to load images and their properties dynamically by using Recordsets or a Spry XML Data Set.





Q: The extension does not work on the site, but works fine on the local server/PC

A: The most probable reason Flash Image Enhancer malfunctioning, when it is uploaded, is an incorrect path to ScriptLibrary folder.

We advise you to use the following scripts showing the path to the folder:

<script src="ScriptLibrary/dmxFlashImageEnhancer.js" type="text/javascript" >

flashImage1.setScriptLibrary("ScriptLibrary");

The ScriptLibrary folder should contain the following files:

- dmxFlashImageEnhancer.js
- dmxFlashImageEnhancer.swf
- expressinstall.swf

Also make sure that the id of the span is same as those in the JavaScript like in the following lines:

```
<span id="dv_flashImage1">
flashImage1.write("dv_flashImage1");
```

Q: Do I need to upload the site to a server before I can see my enhanced images?

A: Yes, you should be able to see your enhanced images when testing locally.

Note: When you test locally, links on your images will not work, nor will popups.

Q: I use a Recordset or a Spry repeat region but only see one image

A: Make sure you have reapplied the extension to your image again so it applies to the repeat region.

Q: My characters are not displayed, what should I do?

A: Uncheck **the Embedded Font** option it if you want to display foreign characters (like Chinese or other special characters). This will force the usage of system fonts (set your page encoding in your page properties to the format that will support your language, for instance UTF-8).

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