# 3D ImageFlow Gallery Manual

About 3D ImageFlow Gallery

Dazzle your viewers with 3D photo navigation. Create an amazing gallery with cool perspective effects in seconds and give your photos stunning 3d and camera effects. The component is fully ActionScript 2 compatible.

Want to know how it works? Read the extensive **documentation** and complete ActionScript 2 object **reference**.

Features in Detail

Bring The Natural Flow To Your Galleries

- **Create a cool 3D gallery or slideshow in seconds**
  - o Create a 3D Gallery with fluent transitions in seconds that will amaze your audience.
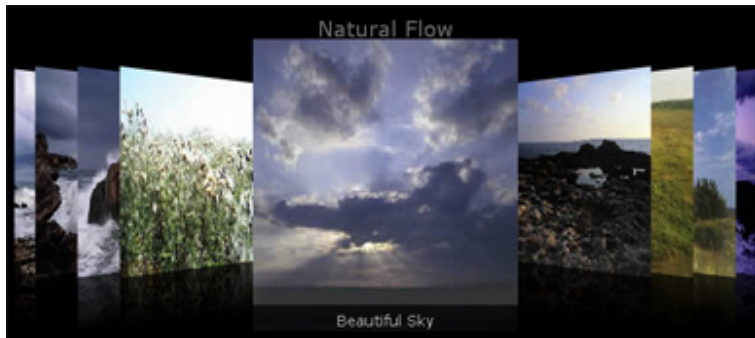

  - o Create dazzling 3D reflections and smooth transitions for the best experience
  - o Get creative and use the full potential of 3D gallery positioning using the **Space Main, Space Back, Speed and Angle** options.

- **Amazing 3D and Camera Effects**
  - o **Depth Of Field** is an effect to mimic camera effects that enable to focus on certain objects while leaving others blurred. This is great for adding more depth to your gallery images.

o **Distance Fog** enhances the perception of distance.

o **Motion Blur** emphasizes movement and enhances your animated effects.
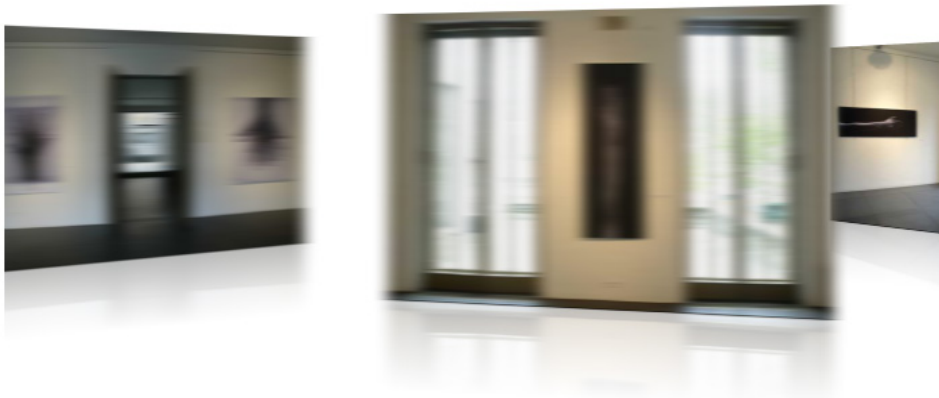
- **Progressive loading of images**
  Images become visible as soon as they are loaded, so you can start navigating right away, you don't have to wait for the complete gallery to load.

- **Great accessibility**
  o Full keyboard navigation is at your disposal. Use left and right arrows to navigate to the next/previous photo, PageUp/PageDown to move by 5 at a time and Home and End keys to move to the beginning or to the end of the gallery.
  o Use the mousewheel on your pc for the quickest and easiest navigation.

- **Fully customizable gallery title, backgrounds and photo descriptions**
  o You can customize the elements in your gallery so they always fit your site design.
  o Add custom description and links to each image.

- **Amazing photo display in perspective**
  Smooth transitions and fantastic reflections for the best experience.

- **Full control of your gallery and photos positions**
  You decide the spacing, angle and depth of the photos in your 3D gallery.

- **Interactivity**
  Add clickable links to your gallery.

- **Fully integrated in the Flash IDE**

  o The **ActionScript 2** component can be dragged on the Flash scene and is fully integrated in the Flash IDE, which means you can integrate it with your own Flash applications.
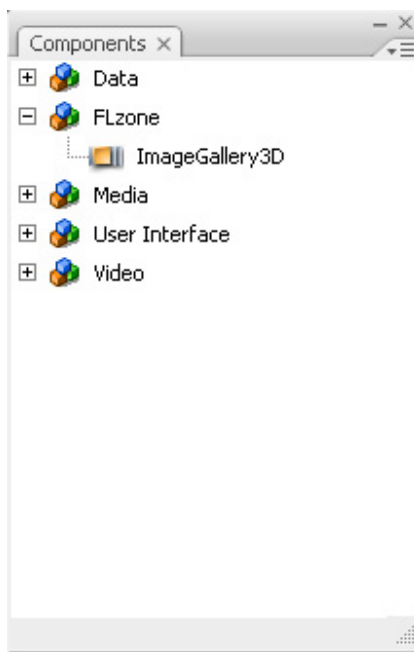
  o Set your options within user friendly interface and the Flash Component Inspector or The Flash Parameters menu, no coding is required.
  o Fully PC and MAC (OSX and Leopard) compatible.

- **Complies to the Flash UI Component standard**
  The Gallery behaves like any other Flash UI component. Therefore it is fully compatible. You can use XML bindings for instance, so you don't need to handcode to get data from other sources. Also you are not restricted to one XML source.

- **Add your images and their properties with an easy menu**
  You can use the **Edit 3D ImageFlow Gallery** command to add images, descriptions and links to your Gallery so you don't need to handcode your XML file.
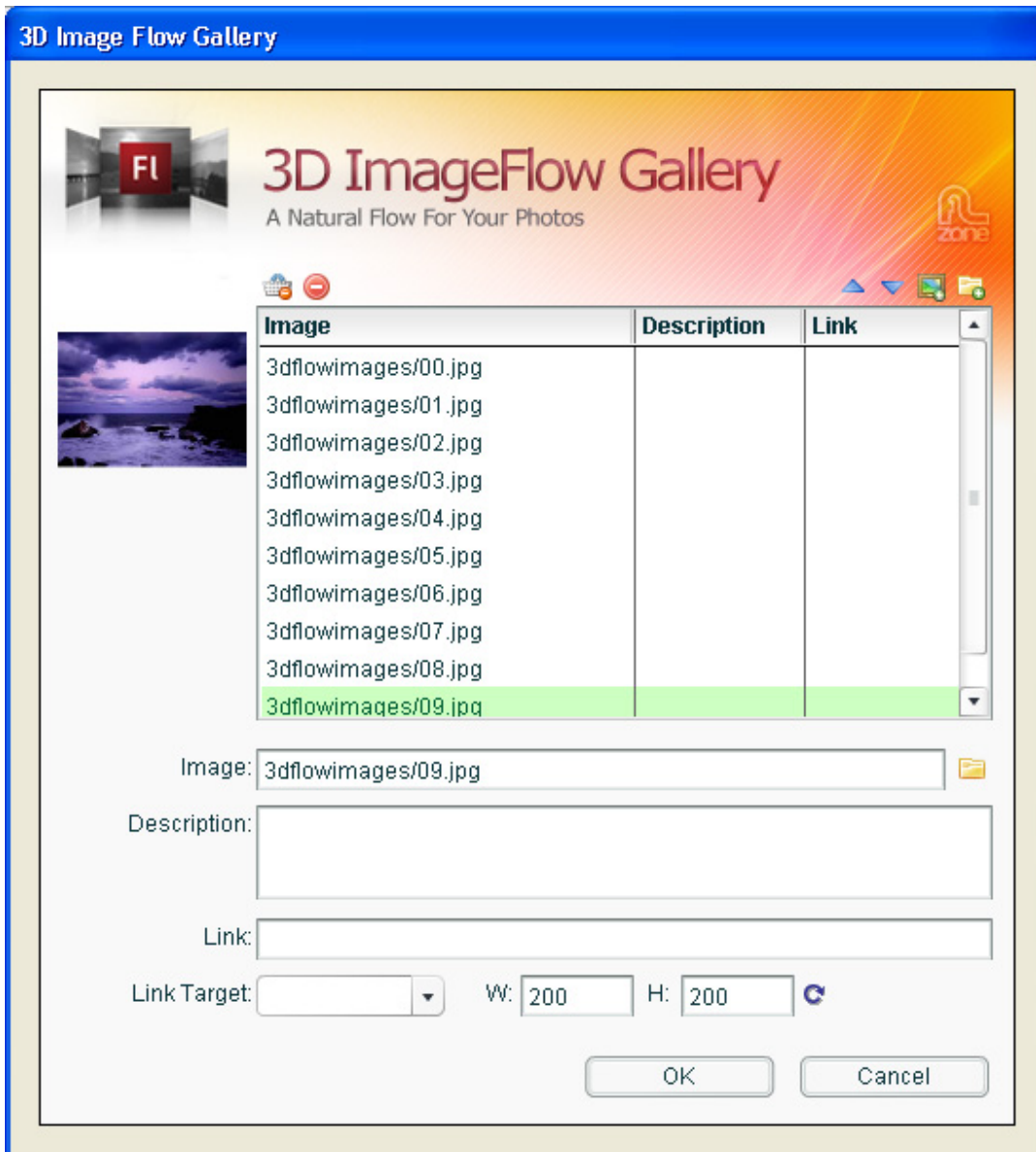
- **Add images dynamically**
  You can add your images and their properties dynamically using **ActionScript 2**.
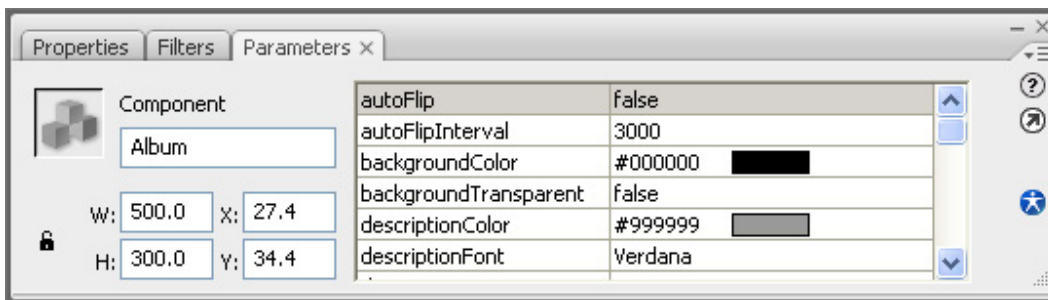

- **Fully Programmable with ActionScript 2**
  Interact with other components as the gallery is fully programmable using **ActionScript 2**, see the complete ActionScript 2 object **reference**.
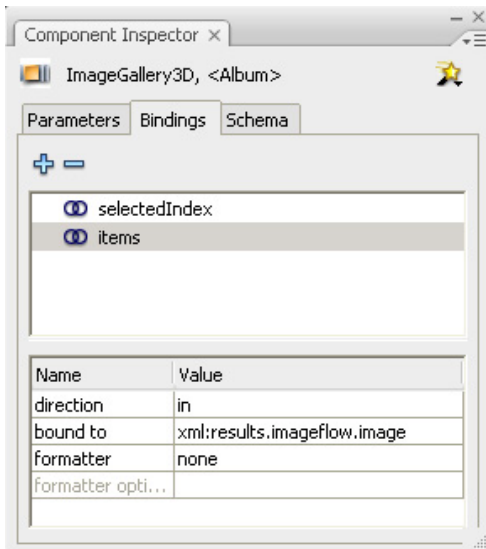
- **Set the Gallery properties in Flash**
  Use the **Parameters** from the property inspector in Flash to change the properties of your Gallery.
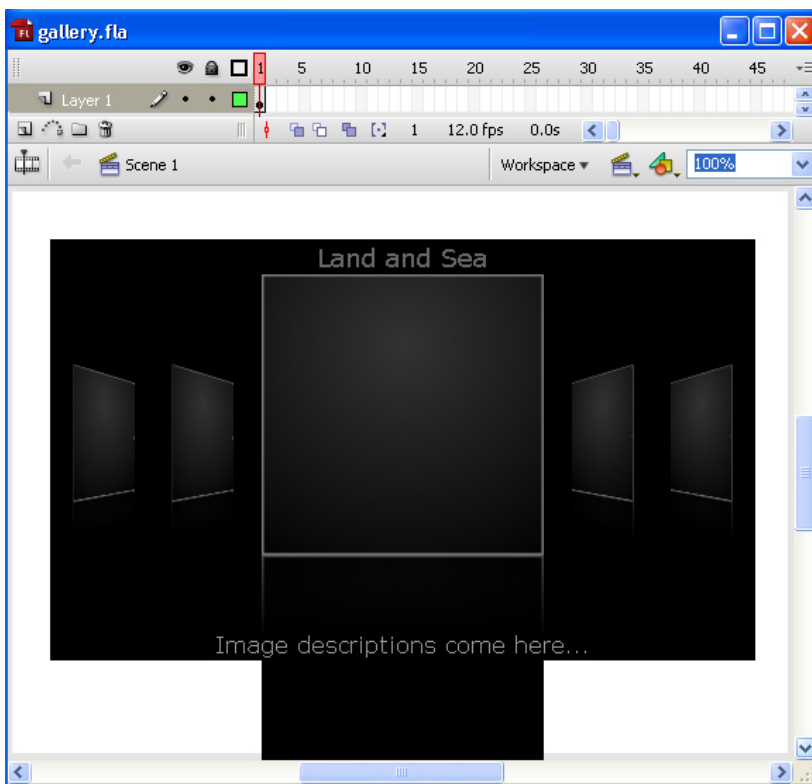
- **Integrate the Gallery With Other Components**
  You can integrate the Gallery component with other components using the Bindings Menu from Flash.

- **Live Preview**
  All changes are directly visible in the Flash IDE. The images are represented as placeholders.

- **Extensive documentation and Reference**
  Almost 100 pages of extensive documentation, demos and tutorials are supplied with the component, making it usable for all levels of users.
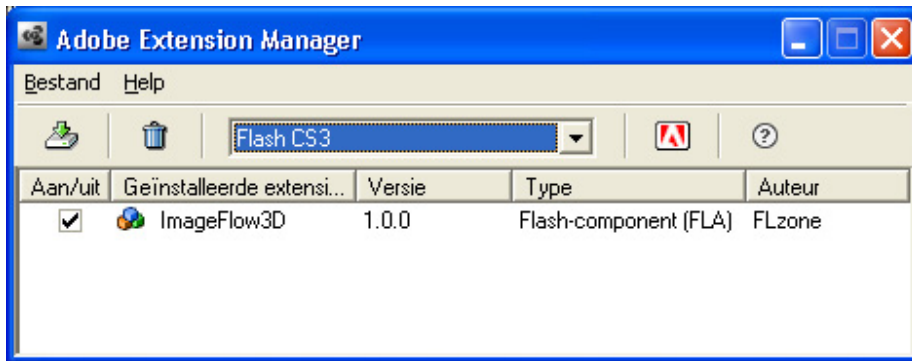
Installing the component

Open the .mxp file with your extension manager, press accept and restart Flash.

Make sure to download an install the **latest version** of the extension manager.

Update existing Flash Documents that use 3D ImageFlow Gallery

Drag the ImageGallery 3D component from the components window (press Ctrl+F7 to open it) to your library and select Replace existing items, then delete the gallery you dragged on the page.

Building A Basic 3D ImageFlow Gallery

Introduction

In this tutorial we're going to show you how easy it is to edit your gallery properties.
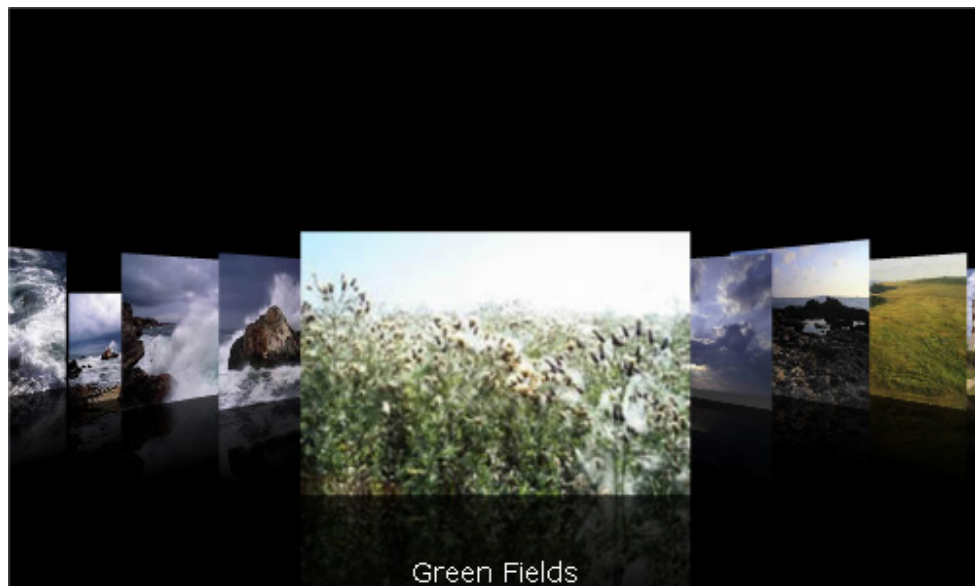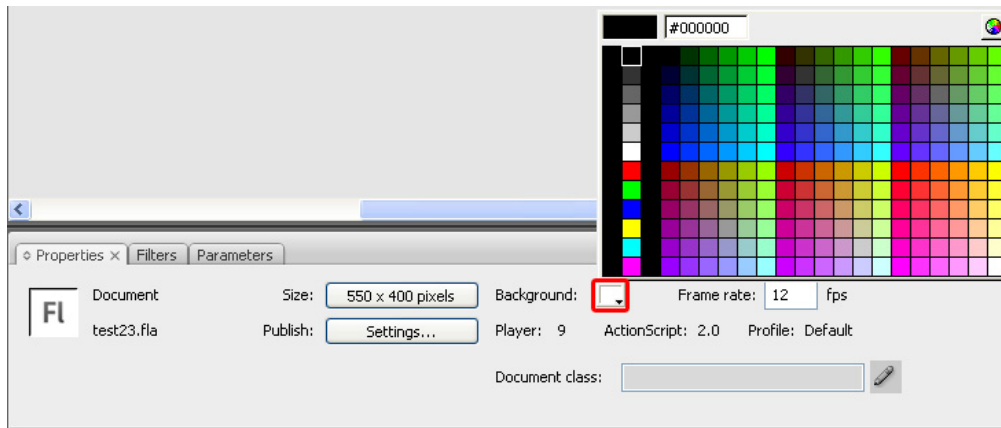

The Gallery in your document.

Building the Gallery

1. **Create a new Flash document**
   Create a new or open an existing Flash file **(Action Script 2)** and save the movie. We change the background color of our page to black, change the **Background** in the **Property inspector**.


2. **Applying the component**
   Double click or drag the **ImageGallery3D** component from the **Components window** to your stage:
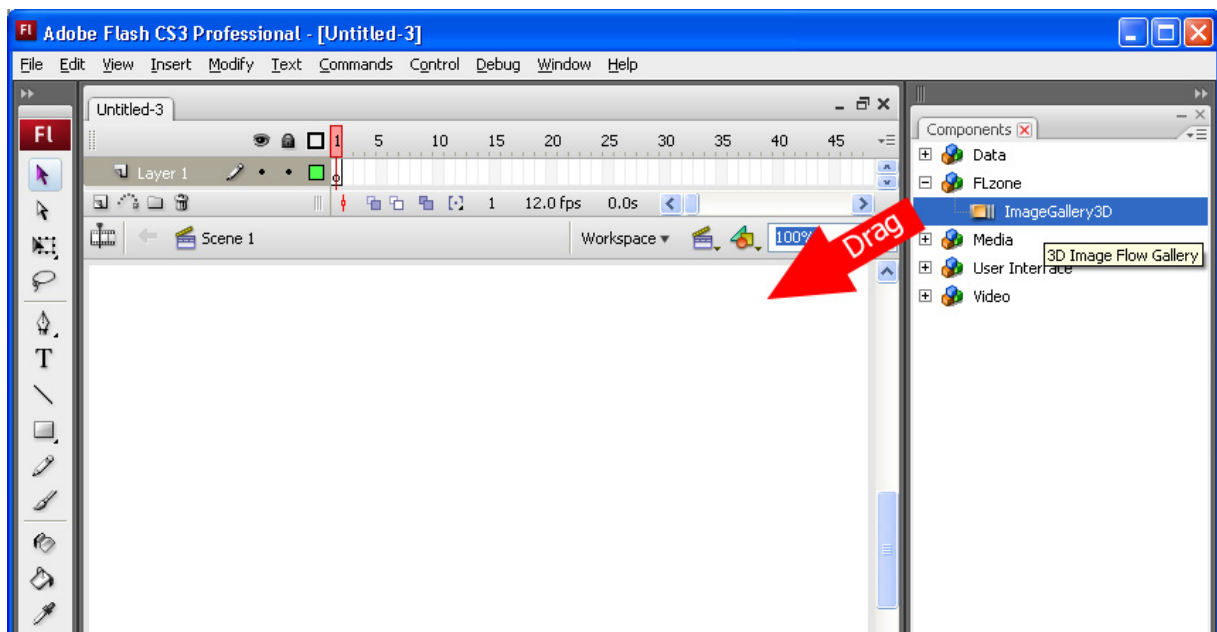
3. **Adding the images and their properties**
   Go to the **Commands** menu and select **Edit 3D ImageFlow Gallery XML** to set the images and their properties in the XML. Normally you need to hand code such an XML file.

   Note: Your XML file is saved in the same folder as the Flash movie, its name is displayed in the properties inspector, the default name is gallery1.xml.
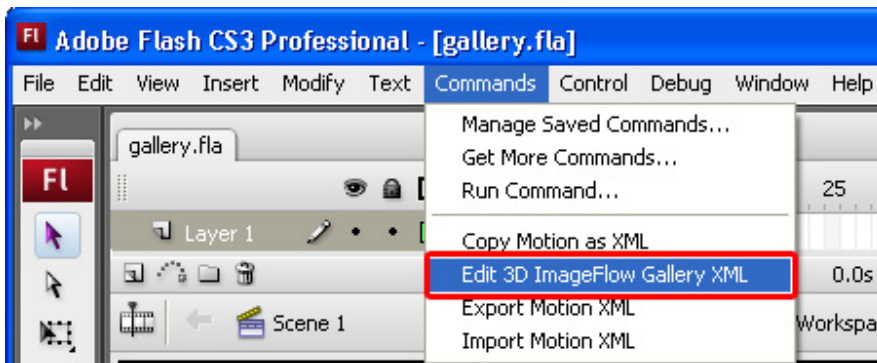

A new popup appears:
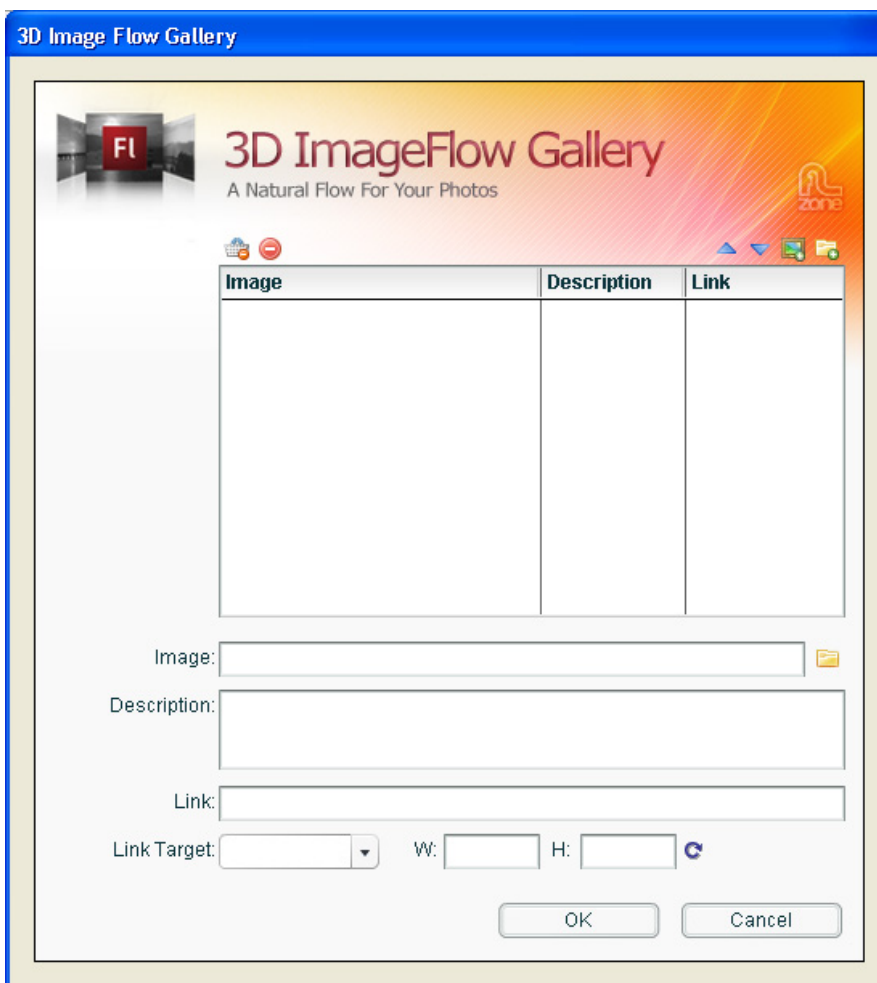
Select the [icon] icon to add a complete folder of images or the [icon] icon to insert the images one by one. We'll add 10 images. You can arrange the order of your images with the [icon] and [icon] buttons and delete images from the gallery with the [icon] button. The **W:** and **H:** display the **Width** and **Height** of the image plane, make sure to press the [icon] to update the values. Make sure the images are in a sub folder of the Flash movie.
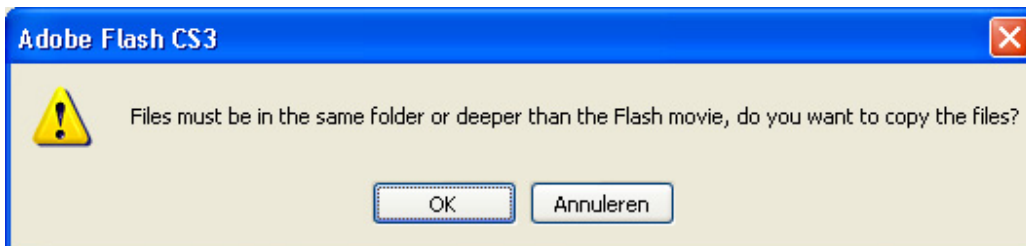

If you use images from another folder the extension will copy them for you to a sub folder of the Flash movie, make sure to press **OK**, select a subfolder of the Flash movie and press **OK** again.
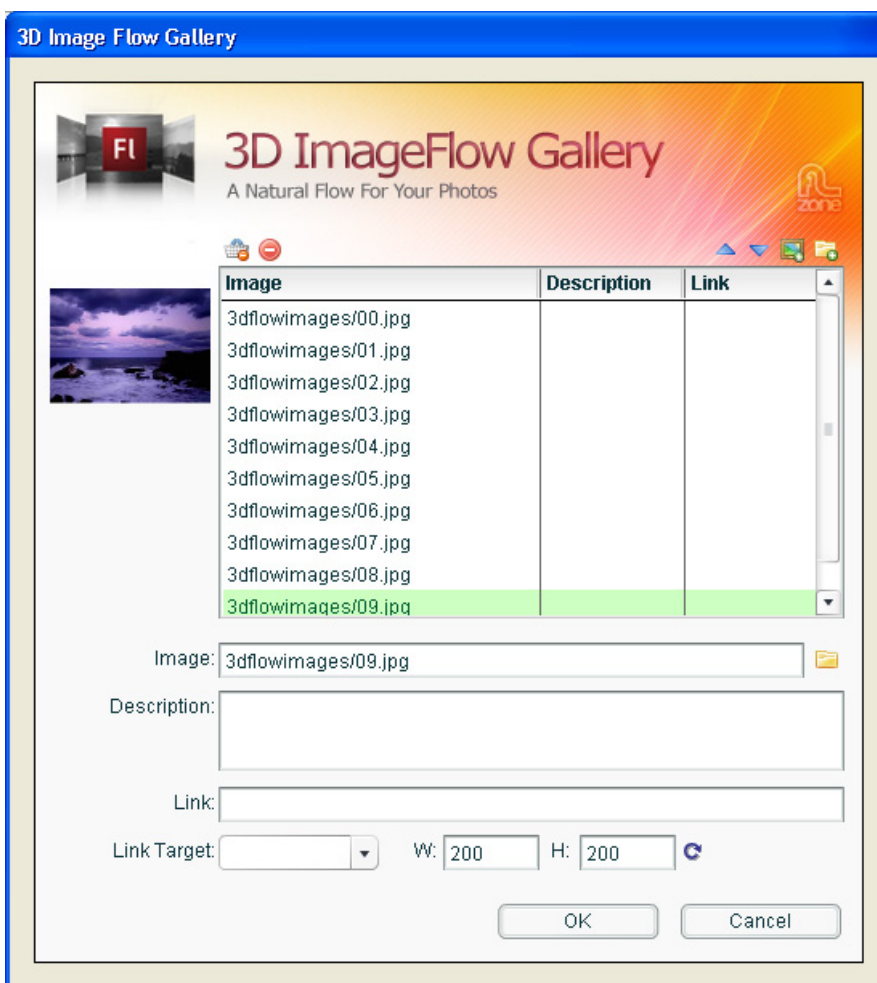
We add a description to the image by selecting it and entering a text in the **Description** field.
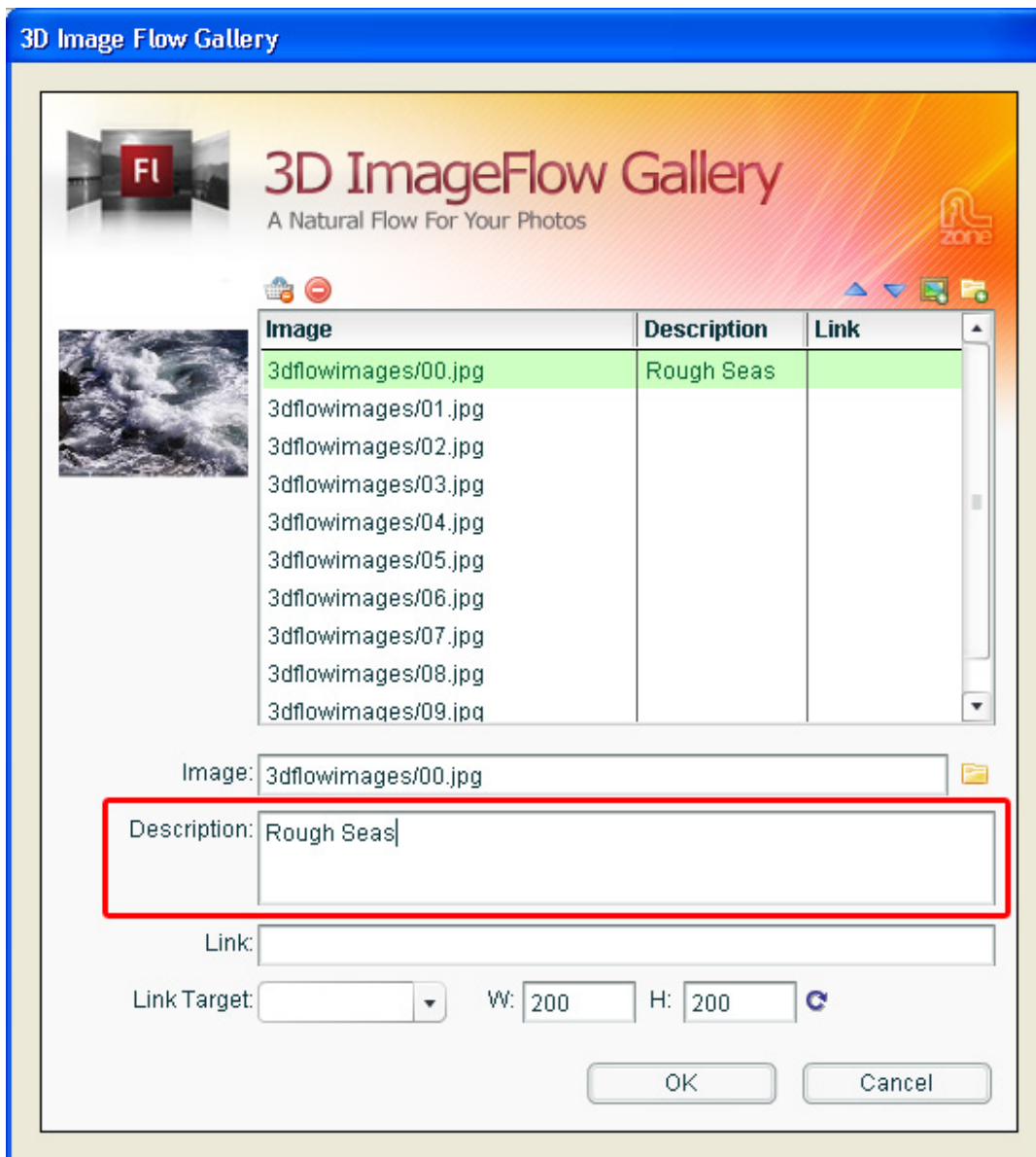
Add links to your images using the **Link** field. Users need to double click on your image to open the link. And select the **Link Target,** to choose the target window. We won't add any links.
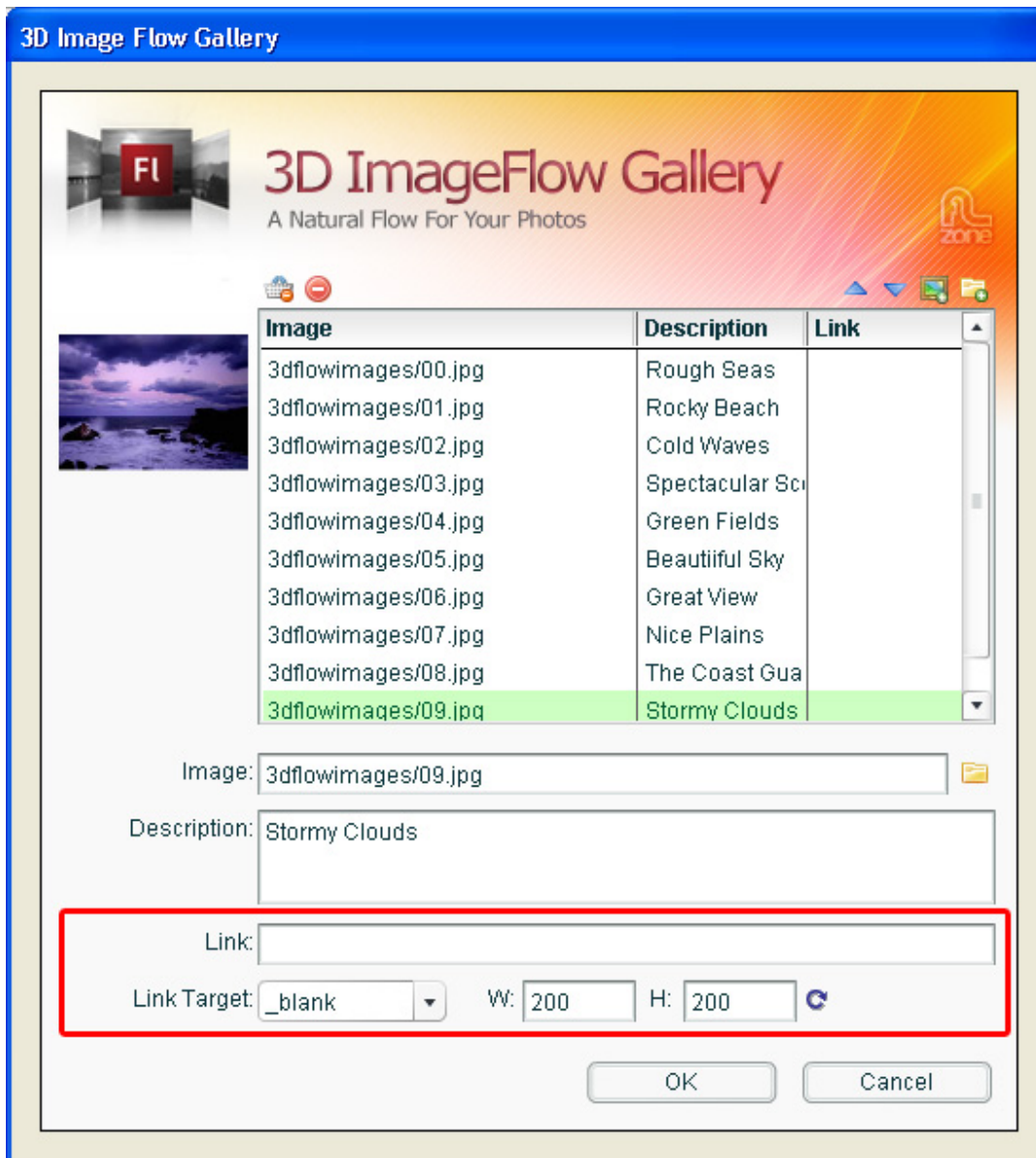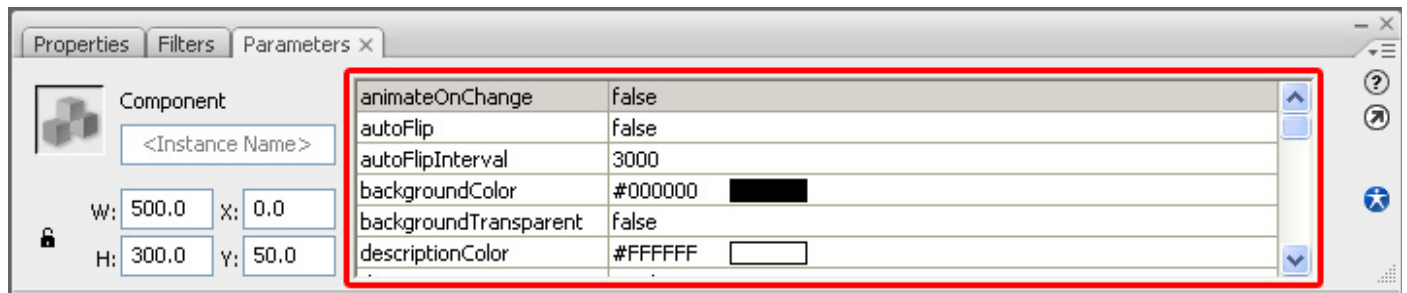

4. **Final Steps**
   Press **OK**, save and test your movie.

Editing the Gallery with the Property Inspector

Introduction

In this chapter we're going to edit the properties of the gallery using component parameters. Click on the preview of the gallery to display its parameters. Below is a screenshot of the component parameters before we've edited them.


Editing the Slide options

We'll start with the first parameter; we'll leave **animateOnChange** to **false** as this property doesn't have any effect in this tutorial. The animateOnChange enables you to animate the movement to the main image when the selectedIndex property is changed. This property is only useful when you use ActionScript or bindings to change the selectedIndex property, it will then behave like the goto() function.

Set **autoFlip** to **true**, to automatically cycle trough your images like a slideshow.

Let's set the **autoFlipInterval** to **2000** milliseconds so that the slideshows pauses for 2 seconds before going to the next image.

Leave the **backgroundColor** to **black** and the **backgroundTransparent** parameter to **false** to keep our nice black background color.

Change the **descriptionColor** option to grey (#999999) to change the color of the text below your photos.
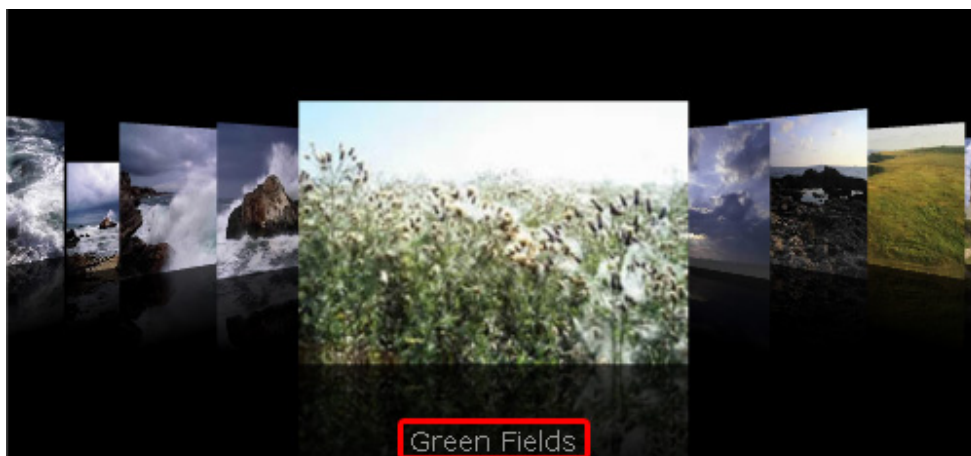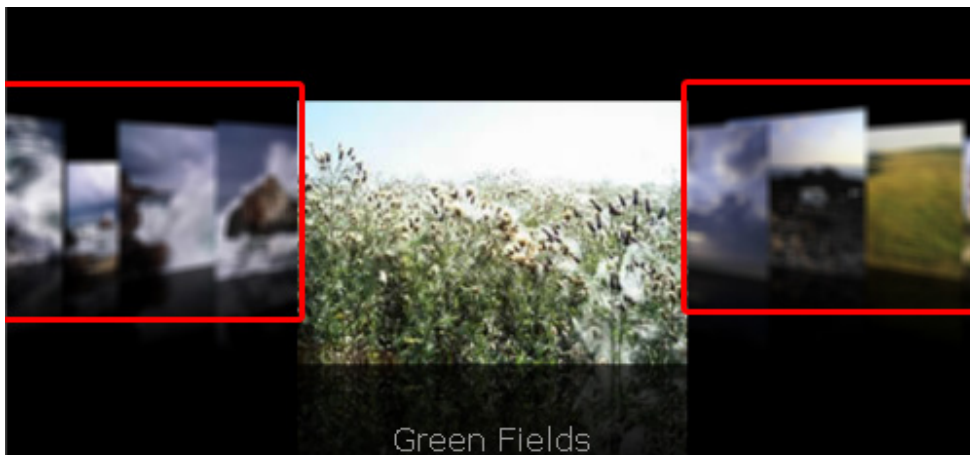
We'll leave the **descriptionFont** to **Verdana** as we don't want to change the font used for the description text.

We change the **descriptionSize** to 16 to increase the size of the description text.
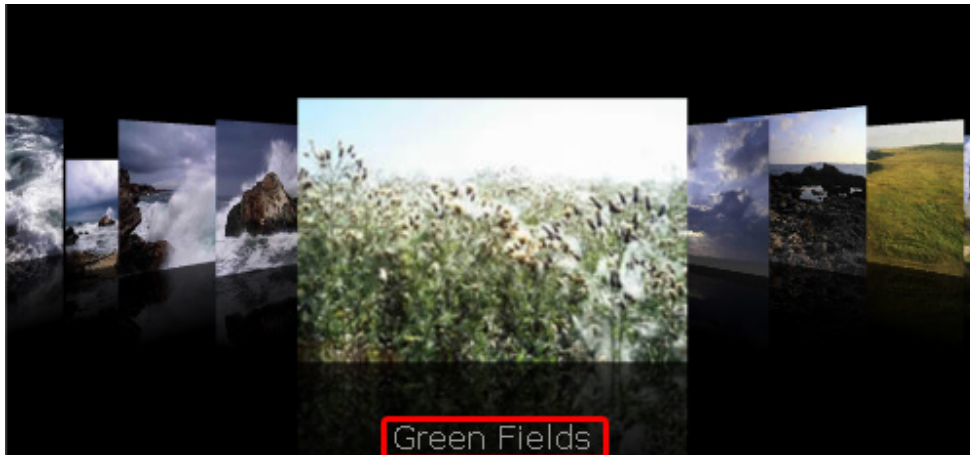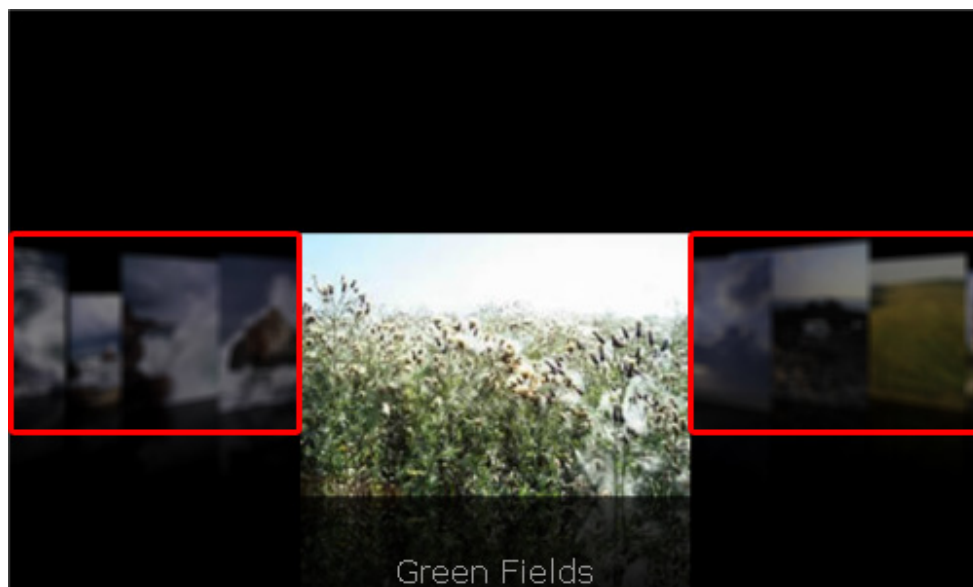

We'll set the **dofStrength** to 5 to enable the strength of the depth of field effect.

We'll leave the **flipDuration** to **2000** milliseconds, this means that the movement between two images takes two seconds.
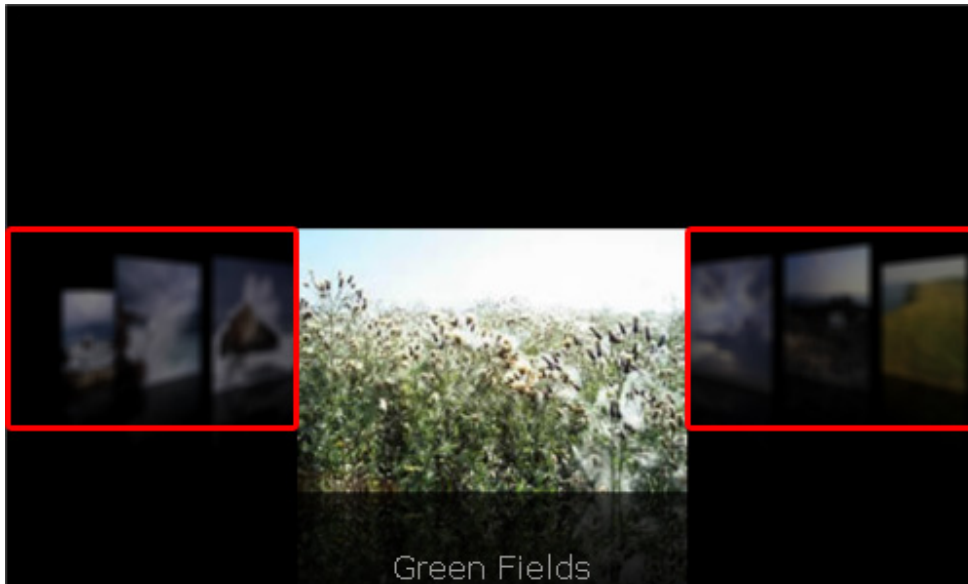
We set the **fogStrength** to **50** to create the illusion of depth by fading our images as they go further back.

We'll set the **imageAngle** to **60**. This will turn the back images inward at a sharper angle.
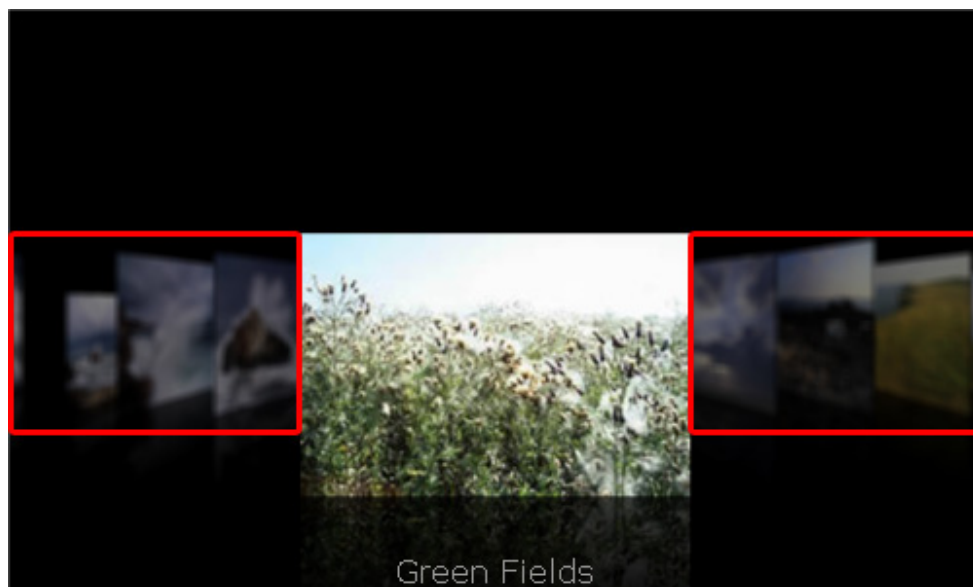
We'll set the **imageDepth** to **400** to put the images next to the main image further to the back.

We'll leave the **imageHeight** to **200** as we don't want to change the height of our images. If you want to change the height of your images, make sure that you leave the **W** and **H** values in the **Commands** -> **Edit 3D ImageFlow Gallery XML** menu empty. Furthermore make sure that you set the **imageKeepAspect** property to **false,** which maintains the proportions of your image dimensions (unless you change the **imageWidth** property as well).
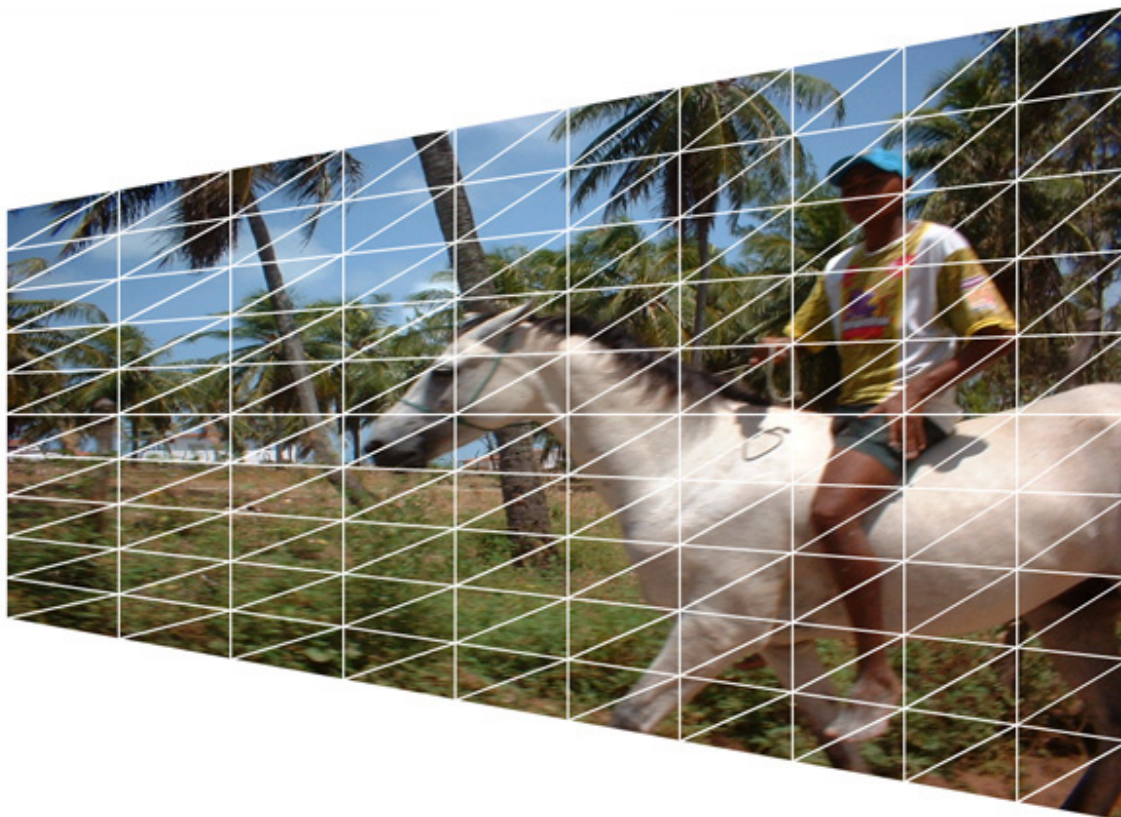
We'll set the **imageOffset** to 75. It determines the offset from the center of the gallery to the bottom of the main image.
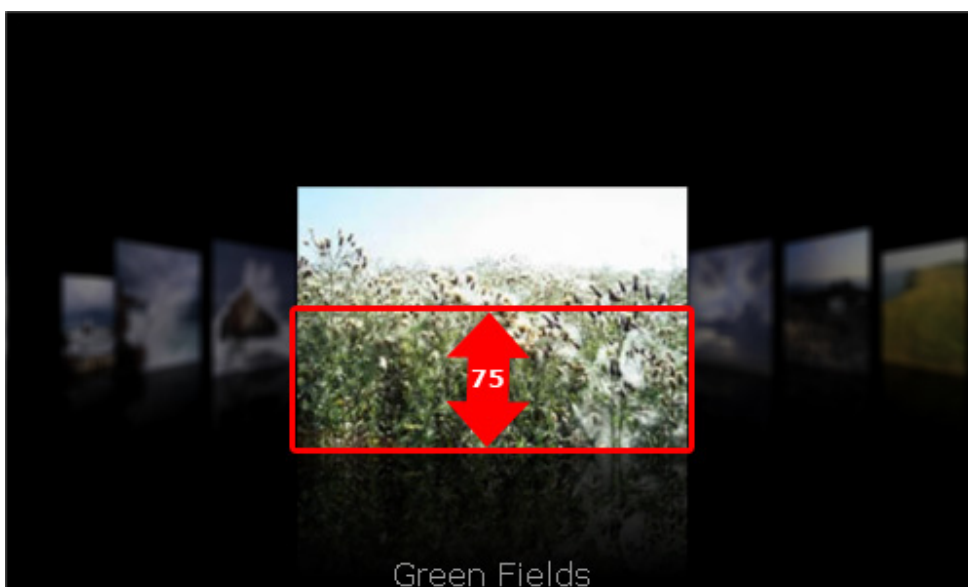
The property **imageQuality** sets the quality of the images on the background. Quality set to **low** results in a deformed image but has very good performance.
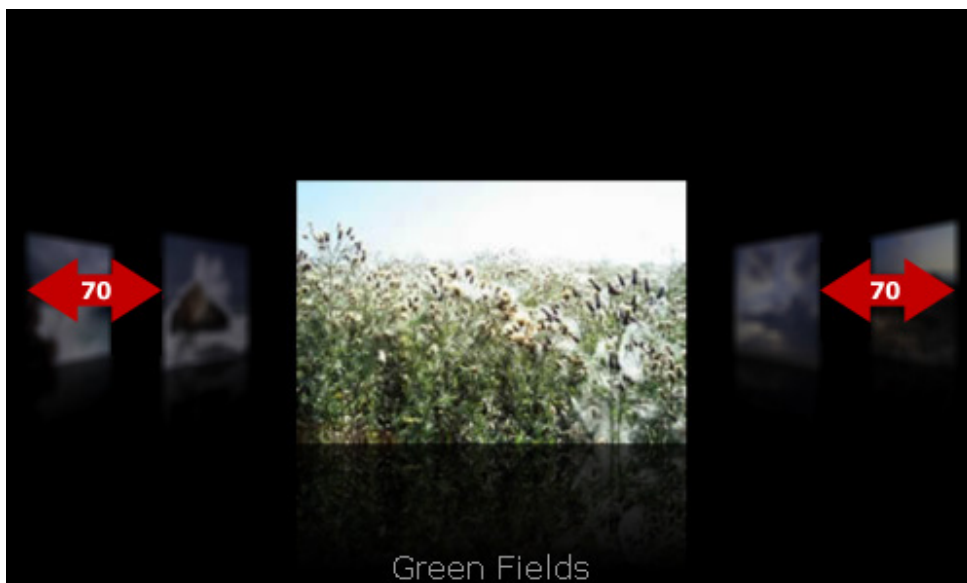

Quality set to **high** has a very good image representation but a slow performance.

We'll set the Quality to **medium** which gives a decent image representation with a good performance.

We'll set the **imageSpaceBack** to **70**. This will increase the space between our images in the back.

Let's set the **imageSpaceMain** property to **70** as well to create a nice uniform spacing between our images. This property sets the space between the main image and the images in the back.
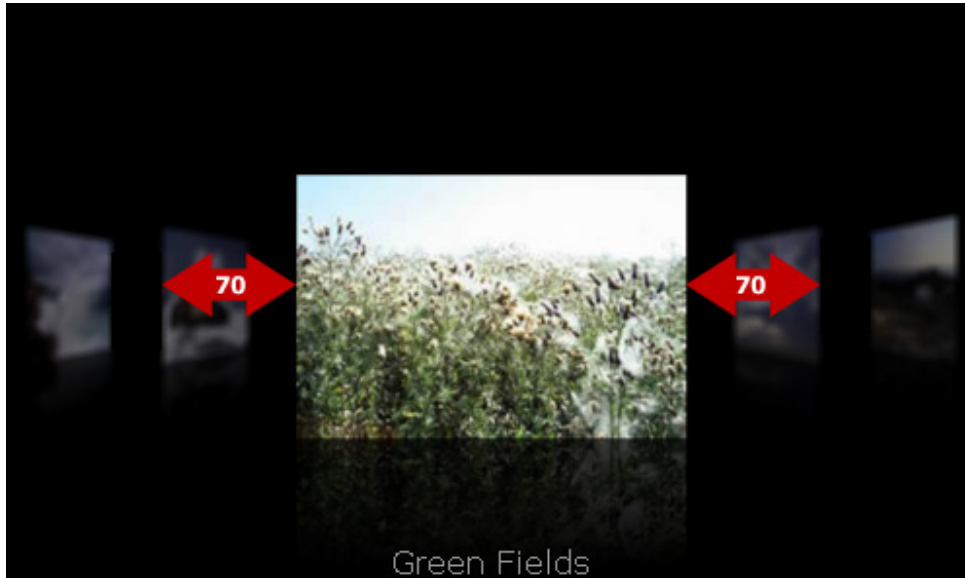
We'll leave the **imageWidth** and **imageHeight** to **200** as we don't want to change the width of our images. If you want to change the width or height of your images, make sure that you leave the **W** and **H** values in the **Commands** -> **Edit 3D ImageFlow Gallery XML** menu empty. Furthermore make sure that you set the **imageKeepAspect** property to **false,** which maintains the proportions of your image dimensions (unless you change the **imageWidth** property as well).

The **motionBlur** property blurs our images when we cycle trough the gallery. We leave it to **false** as our images are too small and the flipspeed is too low to notice the effect. If you set the **motionBlur** property to **true** and use bigger images and a faster flip speed you'll get the following effect:
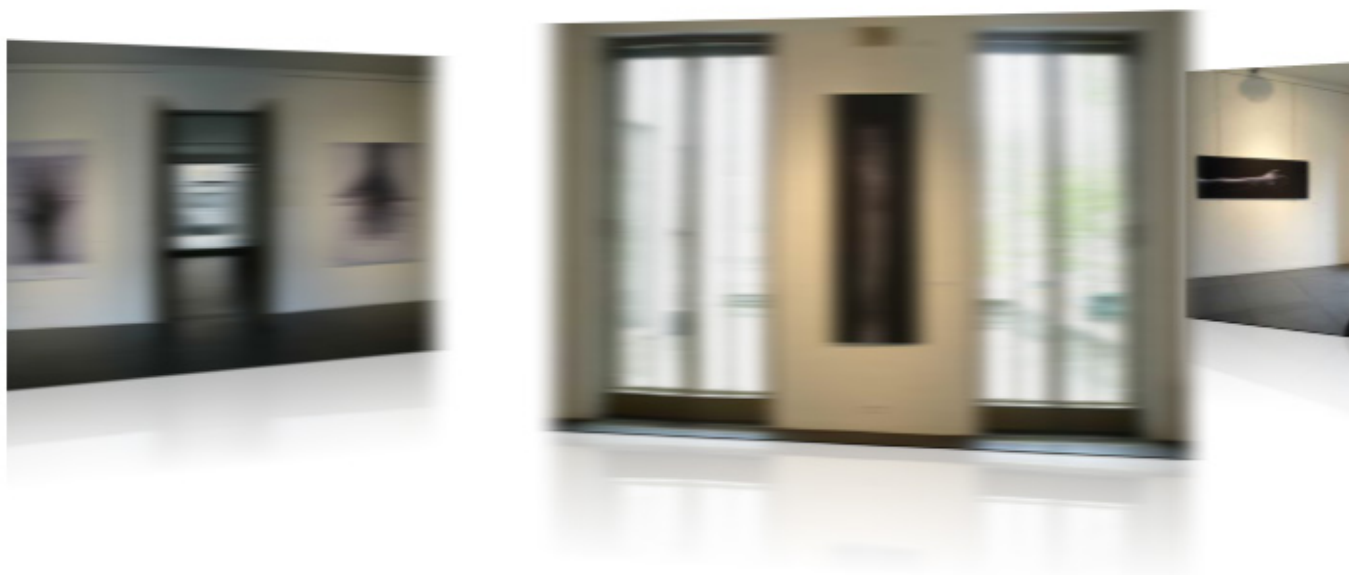
Without Motion Blur the transition would look like this:

We'll leave the **reflections** to **true** as we'd like to keep the mirror effect below our images. For the example below we've temporarily changed the **reflectionStrength** to **60**, we set the **reflectionSize** to **30** set the **dofStrength** and the **fogStrength** to **0**.

As you might have noticed, the gallery always started with the green field image. This is because we've set the **selectedIndex** property to **4**. This means that we'll always start at the 5th image (counting starts at zero).

Let's add a title to the gallery. We'll set the **titleText** to **Land and Sea**, we'll set the **titleColor** to **grey** (**#666666**), the **titleSize** to **18** and the **titleFont** to **Verdana.**
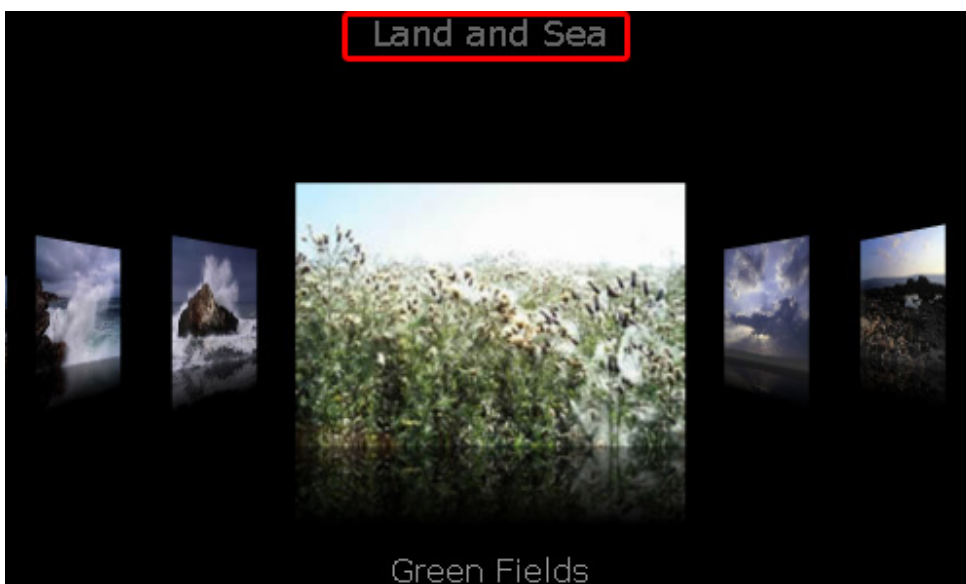
The **xmlPath** points to our xml file (if you use it, you can also fill the gallery dynamically, we'll explain how to do this in the next chapters). We don't change it. That's it, save and test your movie to see the changes!

FAQ

Q: The mousewheel does not work
A: The Flash player on the MAC doesn't support the mousewheel, on the PC there are known problems in Mozilla browsers, a workaround for the PC is to not use a transparent background in Flash.

Note: If you use the Firefox browser, you could try the Firebug Add-on to check if all required files are available.

Q: What method is used to define the transparency in an image? For example in the Colleagues Demo.
A: The method used is alpha channel. The used images of the persons are transparent PNG with alpha in them.

Q: The preview in the Flash IDE shows some masking problems
A: Unfortunately Flash has a bug that causes this effect, but if you export your movie clip this problem will not occur.