

3D ImageFlow Gallery Manual

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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. Add and edit your images directly in Dreamweaver. Interact with other components like [Flash MP3 Player](#) , [Advanced Layer Popup](#) or Spry elements and effects to glue everything together.

Features in Detail

Bring The Natural Flow To Your Galleries

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



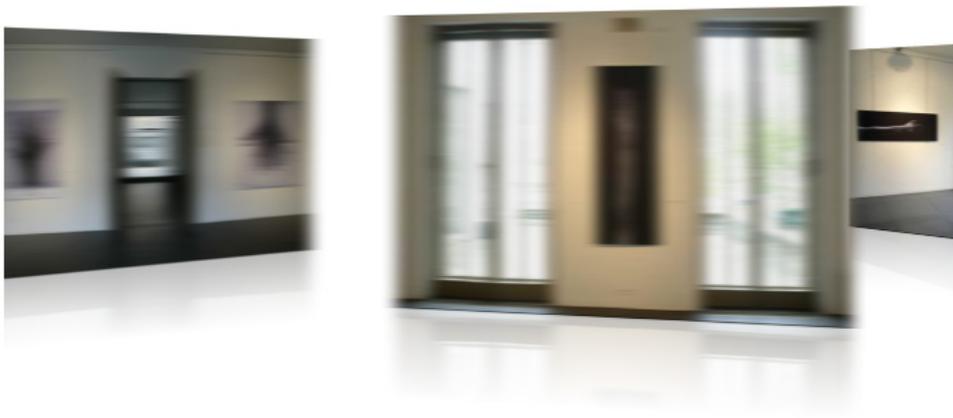
- Create dazzling 3D reflections and smooth transitions for the best experience
 - Get creative and use the full potential of 3D gallery positioning using the **Space Main, Space Back, Speed and Angle** options.
- **New: Amazing 3D and Camera Effects**
 - [Depth Of Field](#) is an effect to mimic camera effects that enable to focus on certain objects while leaving others blurred. This is great for adding more depth to your gallery images.



- [Distance Fog](#) enhances the perception of distance.



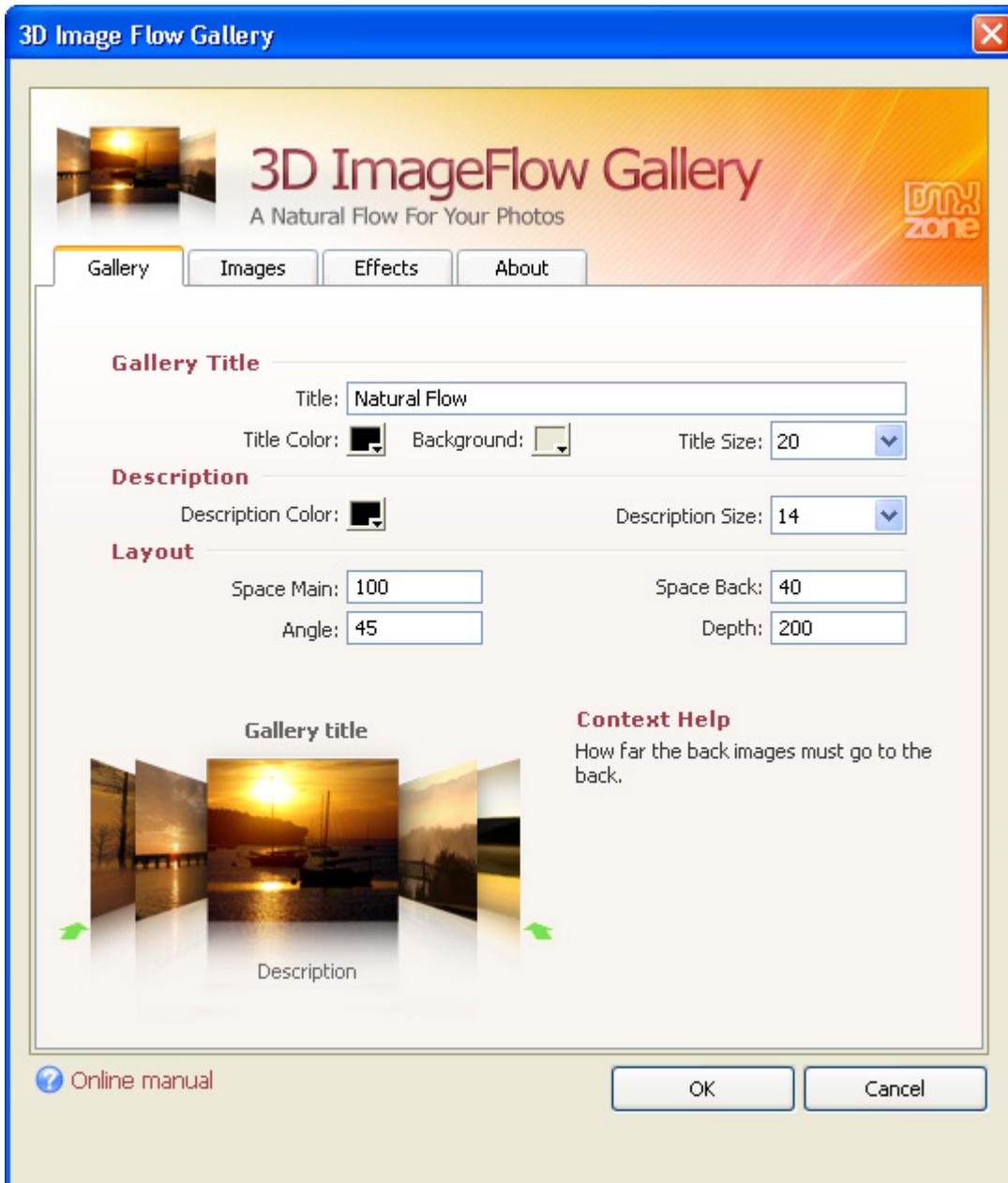
- [Motion Blur](#) emphasizes movement and enhances your animated effects.



- **Ultralight Flash gallery player – less than 15KB**
That's right all these fantastic effects come in an ultra small package.
- **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!**
 - 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.
 - Use the mousewheel on your pc for the quickest and easiest navigation.
- **Fully customizable gallery title, backgrounds and photo descriptions**
 - You can customize the elements in your gallery so they always fit your site design.
 - 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.
 - Real time customization with amazing online settings panel! Want to tweak the settings for the best effect - you can do that on your live 3D gallery - just press **F12** (or **CTRL+F12** on the Mac) and the customization panel will popup!
- **Images are resized while constraining proportions**
Original images can be automatically resized to fit the specified size while the proportions are maintained.

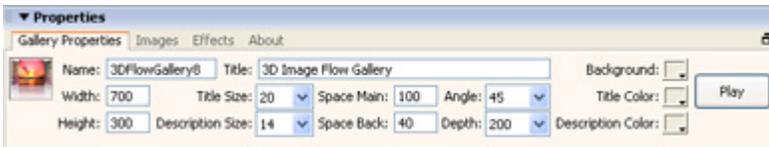
- Fully integrated in Dreamweaver



- Set your options within user friendly interface, no coding is required.
- View the animated **preview** in your Dreamweaver design view to get optimal feedback of your settings.
- Fully PC and MAC (OSX and Leopard) compatible.

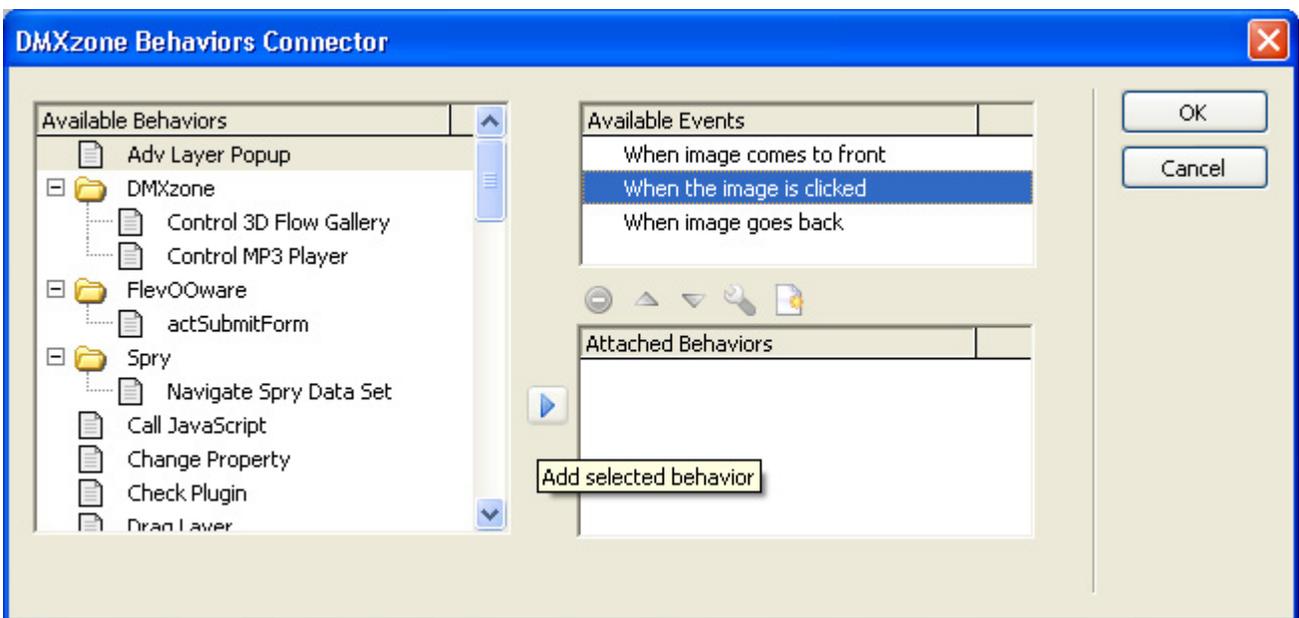
- **New generation property inspector with tabs**

The property inspector enables you to change several options directly.



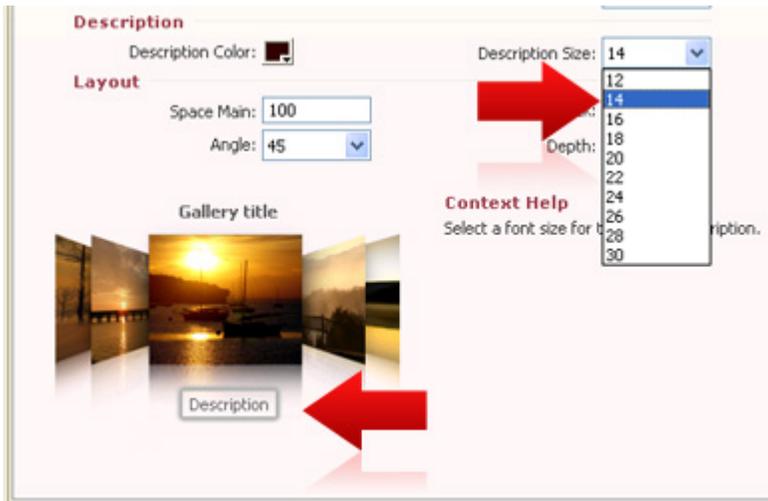
- **New: Behaviors connector**

The New Behaviors Connector enables you to interact with other page elements, using behaviors. Interact with other components like the Flash MP3 Player or Spry elements and effects to glue everything together.



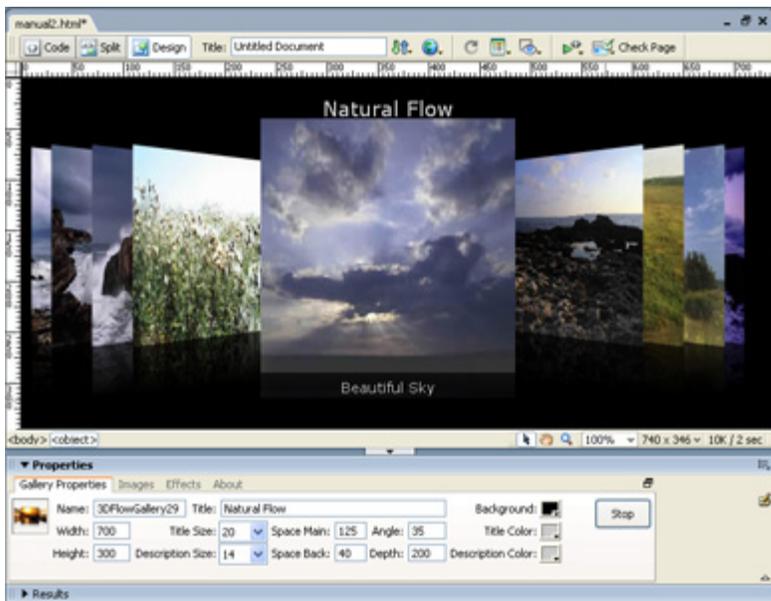
- **Cool Interactive inline help**

The extension visually describes properties of the extension menu by outlining the selection in the bottom left image;



- Live preview of the total gallery in Dreamweaver

With a single click on the preview button you can see a preview of your complete gallery.



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 [read this](#).

Installing the extension

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

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

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

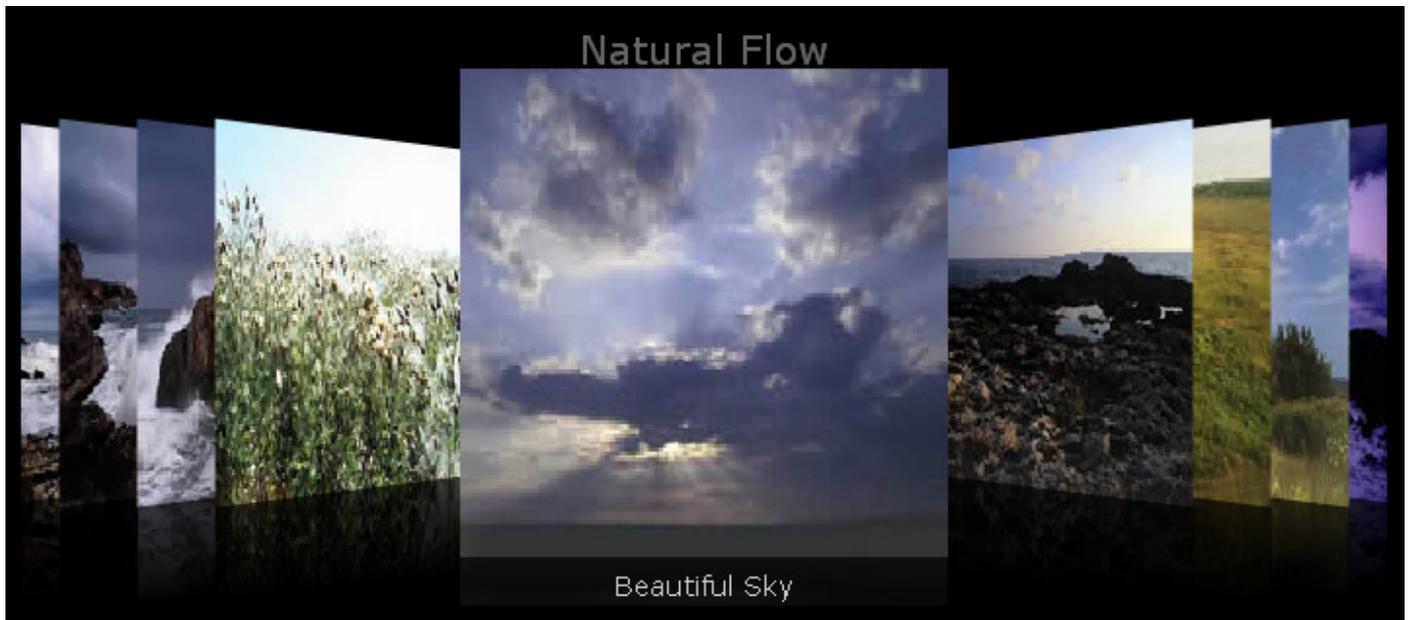
Open the .mxp file (the extension manager should start-up) and install the extension.

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

Building A Basic 3D ImageFlow Gallery

Introduction

In this tutorial we're going to show you how easy it is to insert a gallery on to your page. Take a look at the bottom right image in your interface for a visual representation of the properties. We recommend following this tutorial before experimenting with extreme settings (even negative values).

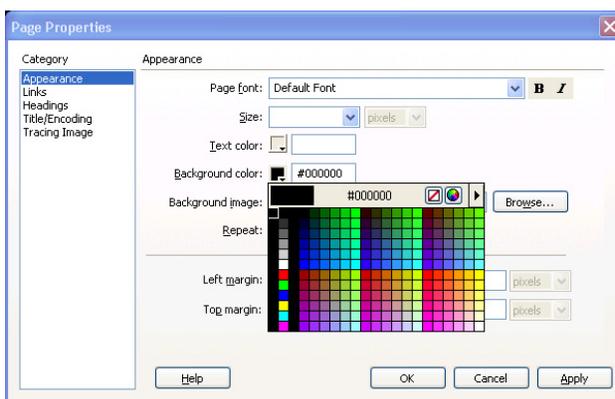


The Gallery on your page.

Building the Gallery

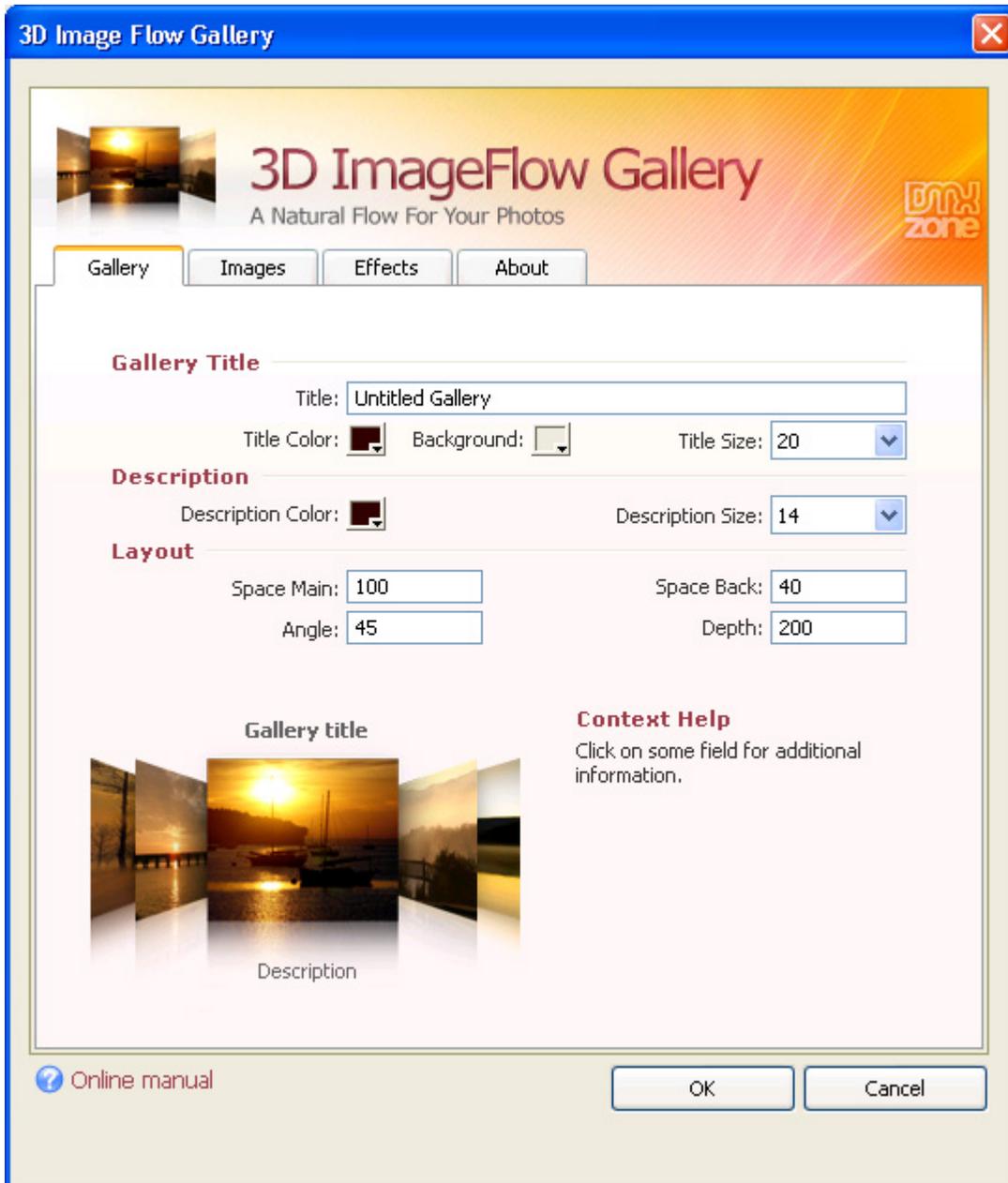
1. Create a new HTML page

Create a new or open an existing HTML page and save the page. We change the background color of our page to black (go to your page properties and choose a black background color and press OK).



2. Applying the extension

Choose the  icon from the DMXzone object bar to apply the extension, the following popup appears:



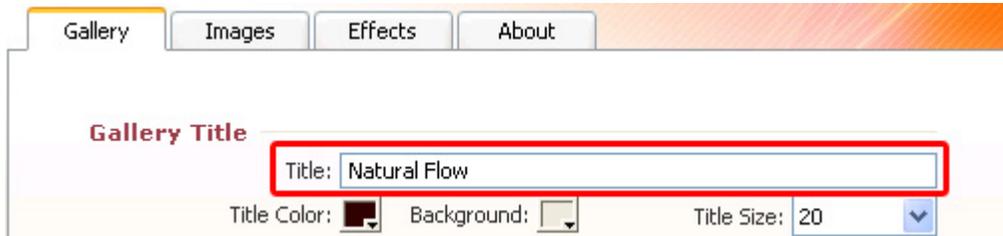
The dialog box is titled "3D Image Flow Gallery" and features a blue header bar with a close button (X) on the right. Below the header, there is a preview area showing a 3D gallery with a sunset scene. The main content area is divided into several sections:

- Gallery Title:** A text input field containing "Untitled Gallery". Below it are three controls: "Title Color" (a color picker), "Background" (a color picker), and "Title Size" (a dropdown menu set to "20").
- Description:** A text input field. Below it are two controls: "Description Color" (a color picker) and "Description Size" (a dropdown menu set to "14").
- Layout:** Four input fields: "Space Main" (100), "Space Back" (40), "Angle" (45), and "Depth" (200).
- Context Help:** A section with the text "Click on some field for additional information." and a small 3D gallery preview showing a sunset scene with the text "Gallery title" above it and "Description" below it.

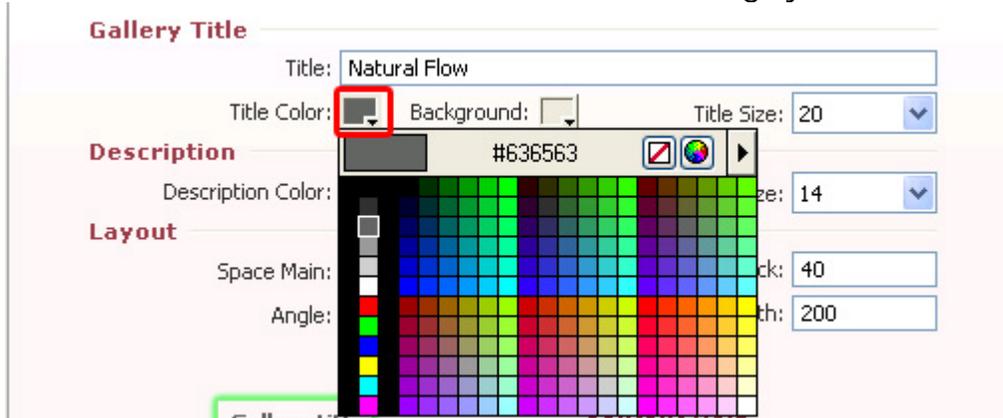
At the bottom left, there is a link for "Online manual" with a question mark icon. At the bottom right, there are "OK" and "Cancel" buttons.

3. Setting the Gallery Title Options

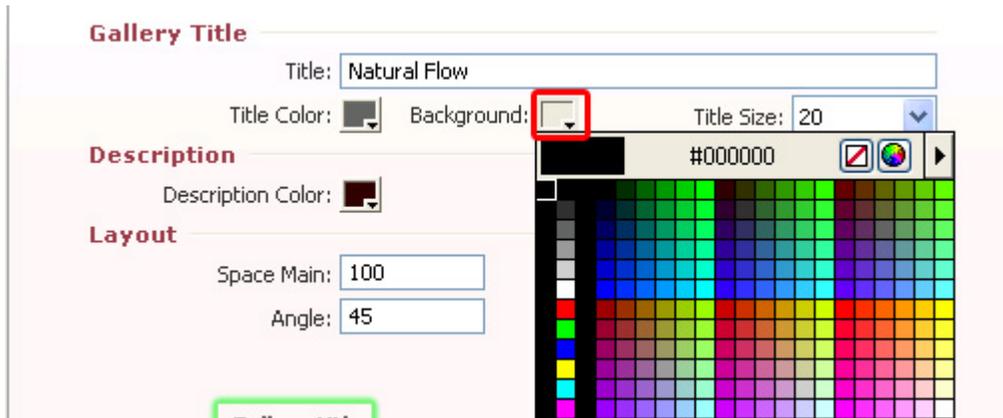
The **Gallery Title** gives the gallery a name that is displayed above the main images, we'll set it to **Natural Flow**.



The **Title Color** sets the color of the title, we'll set it to **dark grey**.



Background sets the background color of the title, we'll set it to **black**.

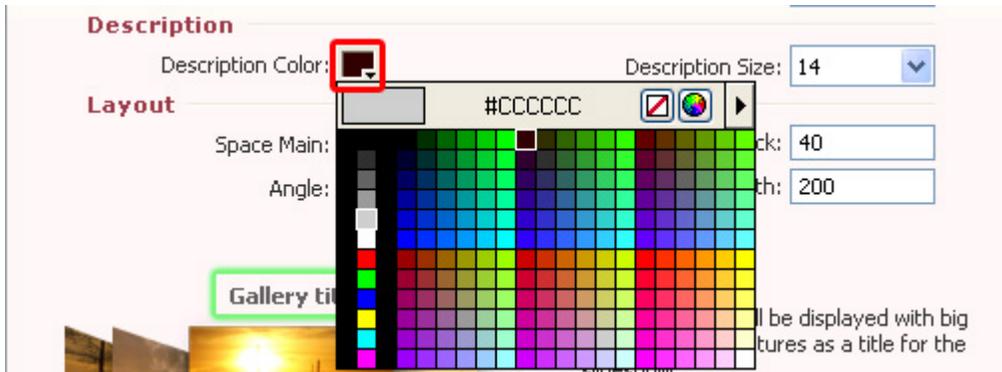


The **Title Size** sets the font size of the title, we'll set it to **20**.



4. Setting the Description Options

Now it is time to set the **Description Color**, this sets the color of the text below your images. Let's set it to **light grey**.



The **Description Size** sets the font size of the text underneath your images, we'll leave at **14**.

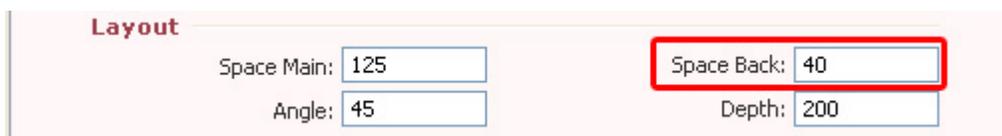


5. Setting the Other Options

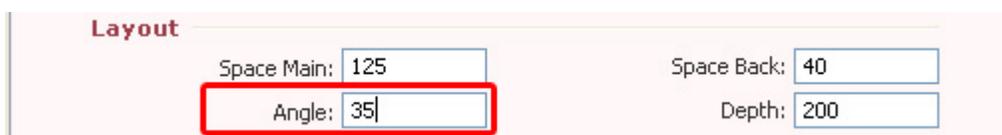
We'll determine the space between the images with these options. **Space Main** sets the space between the borders of the main image and the images to the left and right of it. We'll set it to **125**.



Space Back sets the spacing between all other images, let's set it to **40**.



Angle sets the angle in degrees that will be used to display the images next to the main image, we'll set it to **35**.



Depth sets the depth of the images around the main image. The higher the depth the further the images will be displayed in the back, we give it a value of **200**.

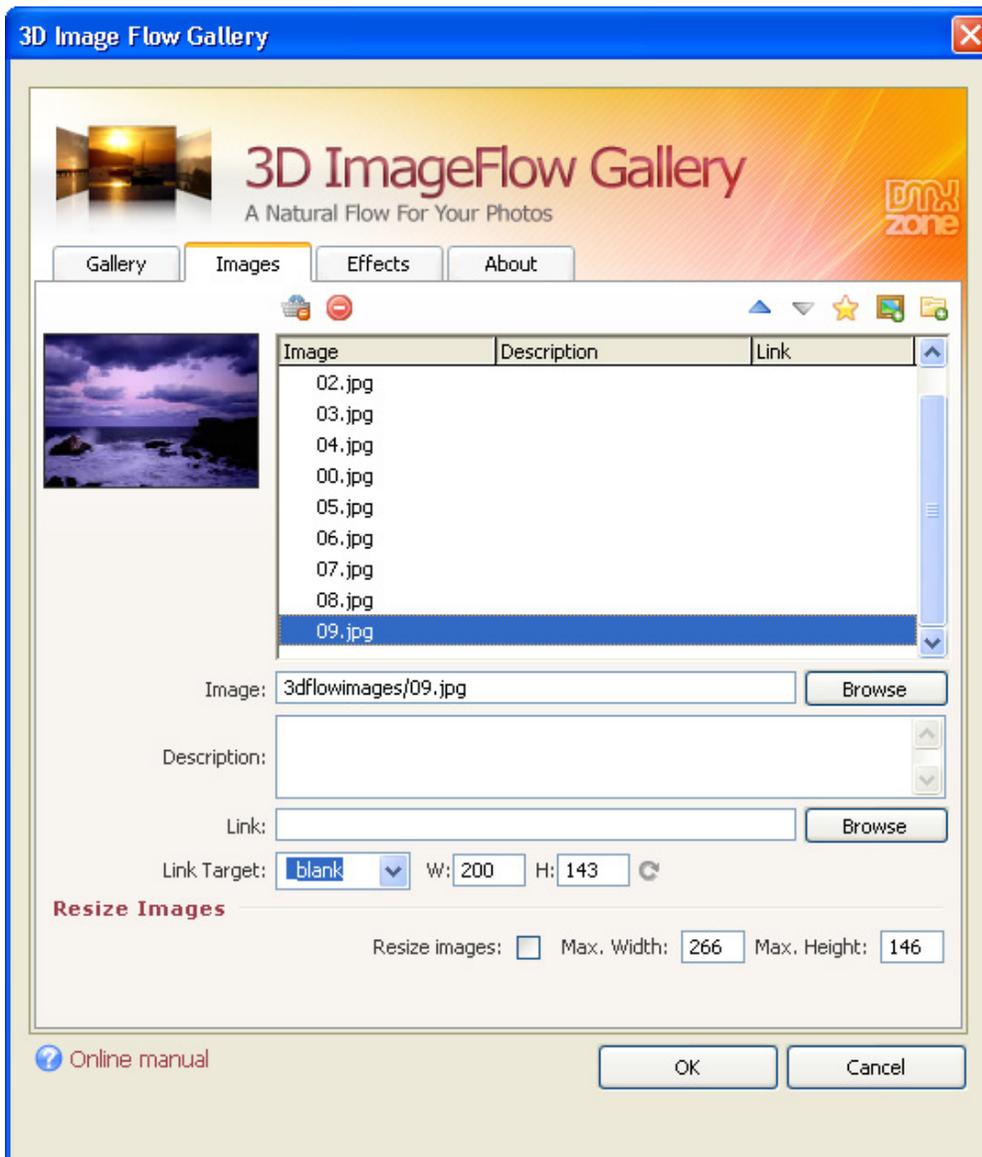
Layout

Space Main: Space Back:

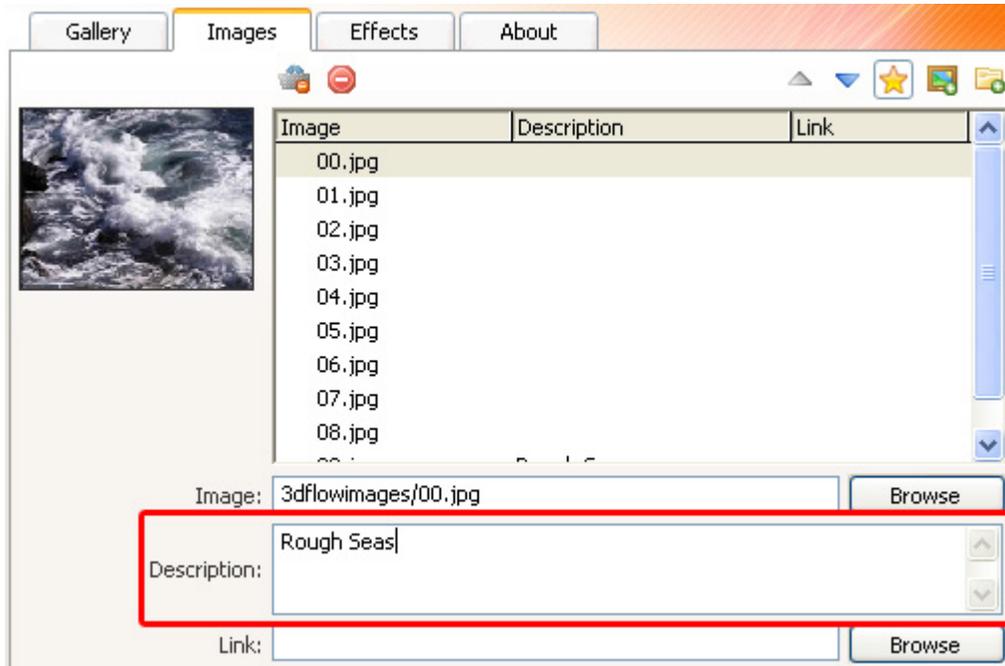
Angle: **Depth:**

6. Adding your images to the gallery

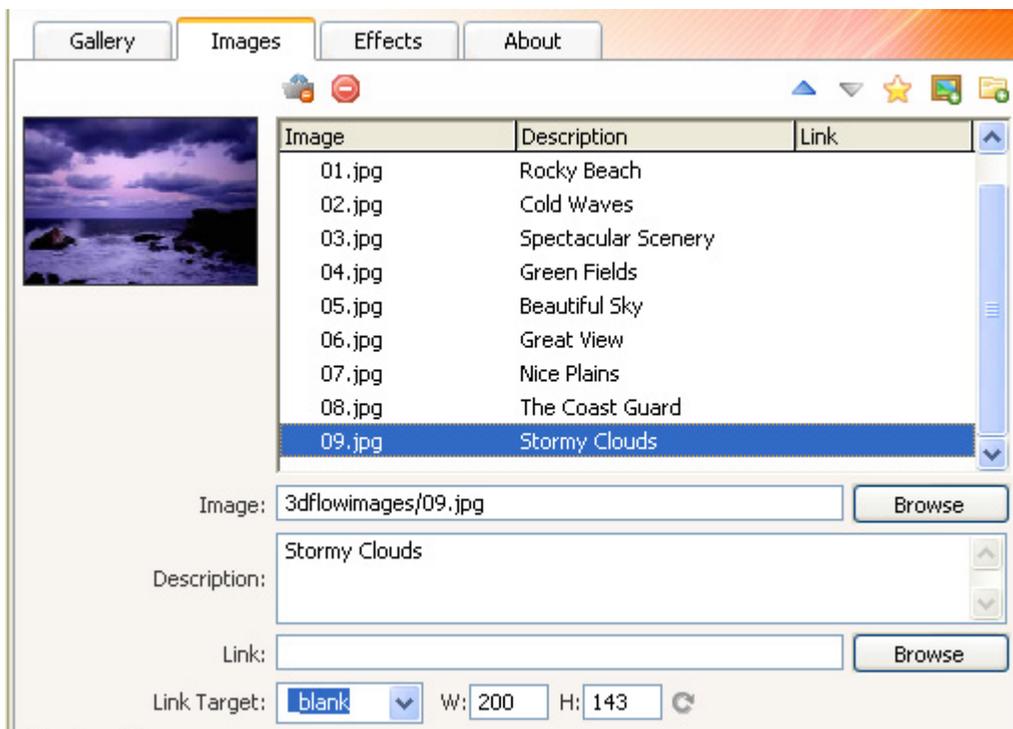
Select the **Images** tab and select the icon to add a complete folder of images or the icon to insert the images one by one. We'll upload 10 images. Select your image and press the button to define your start image. You can arrange the order of your images with the and buttons and delete images from the gallery with the button. The **W:** and **H:** display the **Width** and **Height** of the selected image. Don't use them to resize your images, we recommend the options in the Resize image menu below for this. Press the to update the values.



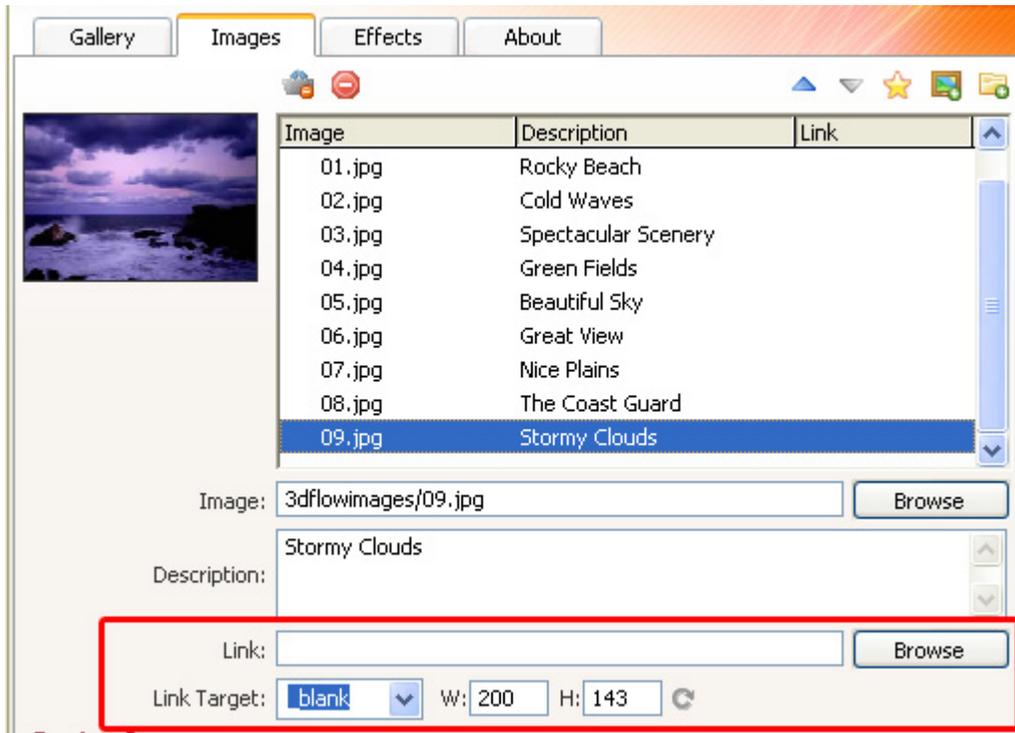
We add a description to the image by selecting it and entering a text in the **Description** field.



You can create bold text by placing words between the the `` and `` tags, create italic text with `<i></i>`, underline words (`<u></u>`) or change the font with the font tag (``). We'll add a description to every image.



Add links to your images using the **Link** field. And select the **Link Target**, to choose the target window. We won't add any links now.

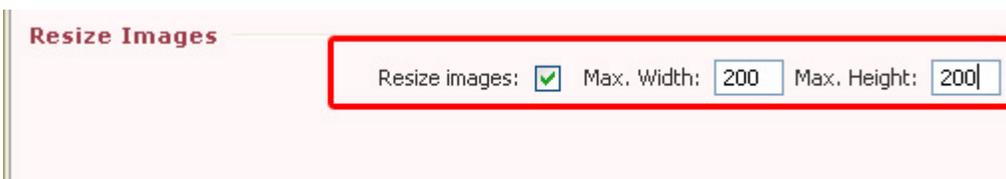


7. Resizing your images

Select the **Resize images** checkbox to automatically resize all images in the gallery. **Max. Width** sets the maximum width of the images while **Max. Height** sets the maximum height. We set **both** to **200**.

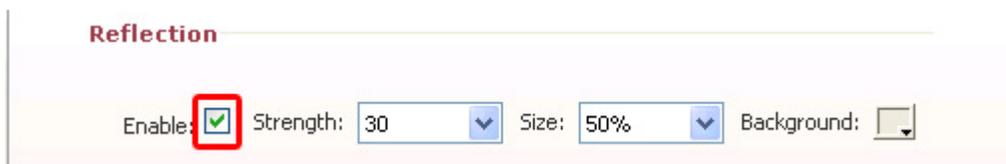
Whether you check the **Resize image** checkbox or not, the **Max. Width** and **Max. Height** options still apply. For optimal quality we recommend using images that are a little bit bigger than the Max. Width and Max. Height when you don't resize your images. Because the extension (depending on your settings) might stretch the image above the specified limit when putting it in the 3D perspective.

Also it can be more attractive to use the 4:3 format instead of a square format. For the purpose of this tutorial we keep things simple by choosing a simple square format with resize option turned on.

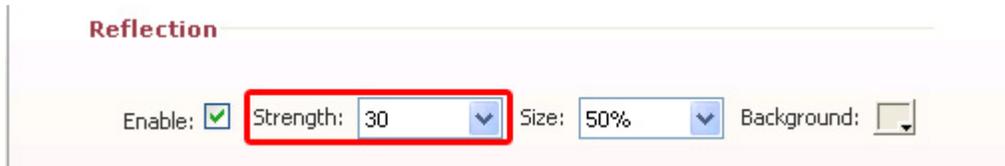


8. Setting Effects - Reflection

Check the **Enable** checkbox to apply a reflection to your images.



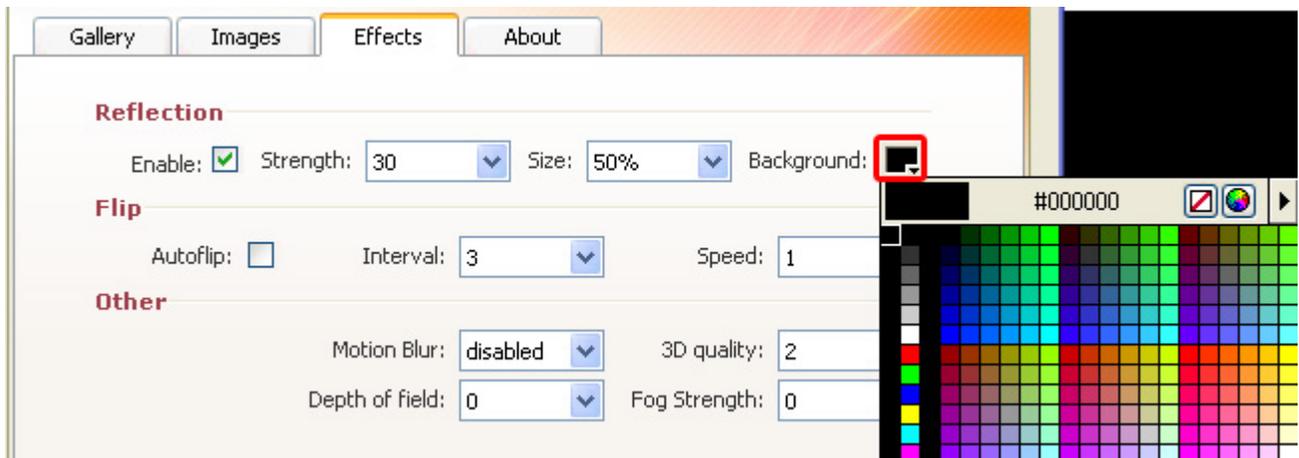
Set the transparency with the **Strength** option. The lower the value, the more transparent your reflection will be. We'll give it a value of **30**.



The **Size** option sets the height of your reflection. We'll set it to **50**.



The **Background** sets the background color of your reflection. If you have a background image, choose the in the color picker for a transparent background in your reflection. If you don't use a background image it is best to choose a color, so we'll set it to **black**.

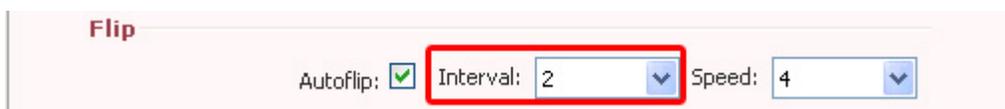


9. Setting Effects - Flip

Check the **Autoflip** checkbox to cycle through your images automatically like a slideshow. When the last image is reached, the slideshow moves back to the previous image on the left and continues till the end and vice versa.



The **Interval** sets the time in seconds that the slideshows pauses to show you the main image. We'll set it to **2**.



Speed determines the time it takes to switch between the images, it is the time of the motion effect in

seconds, we'll set it to **1**. Note that the **Speed** is not affected by the **Autoflip** option.



We'll set the **Other** effects in the next chapter, we'll leave them at the default settings now.

10. Final Steps

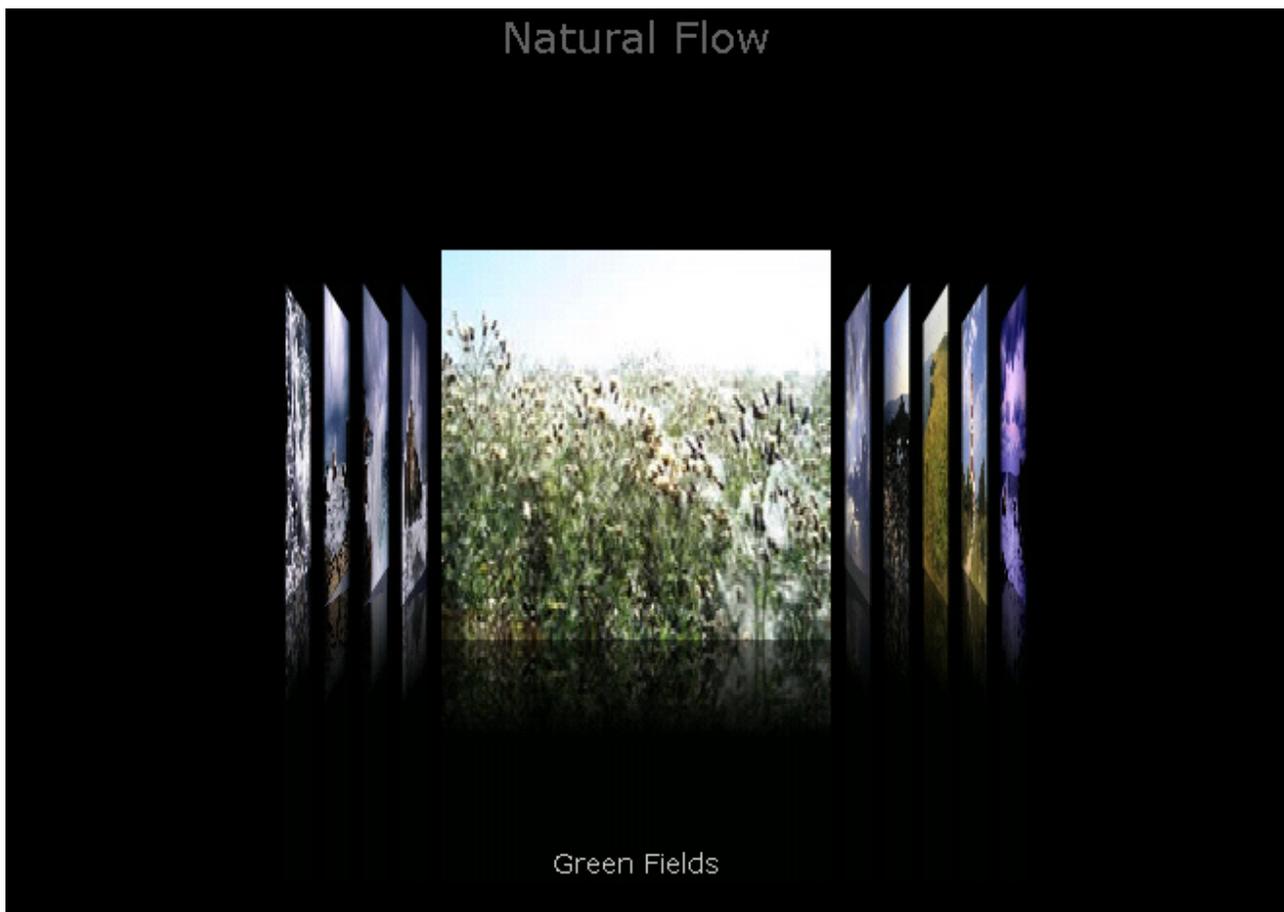
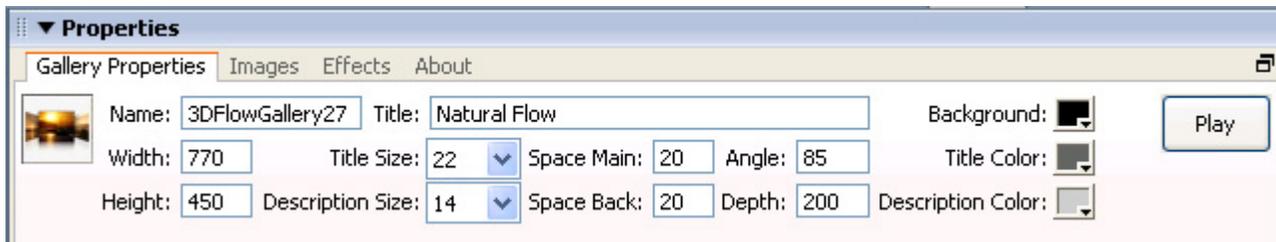
Press **OK** to generate your gallery. The extension will start to resize your images automatically. A popup reminds you to **copy the** generated **HTML** and the support files in the "**imageflowgallery**" folder from the root of your site **to your server**. Press **OK** to close the popup.



Editing the Gallery with the Property Inspector

Introduction

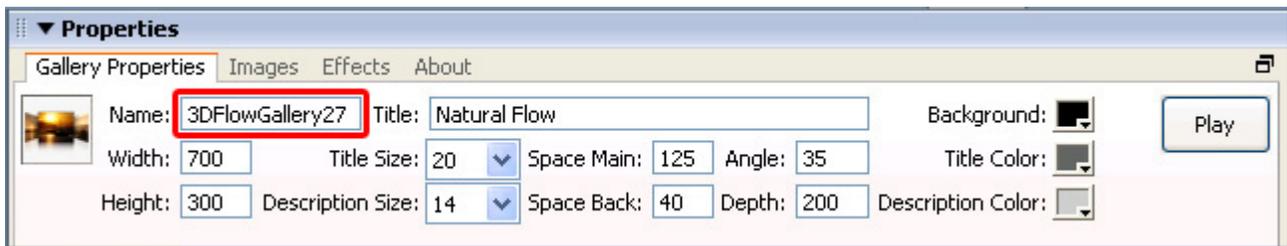
In this chapter we're going to edit the properties of the gallery using the property inspector of Dreamweaver. Click on the preview of the gallery in the design view to display its properties. Below is a screenshot of the property inspector and a screenshot of the final result.



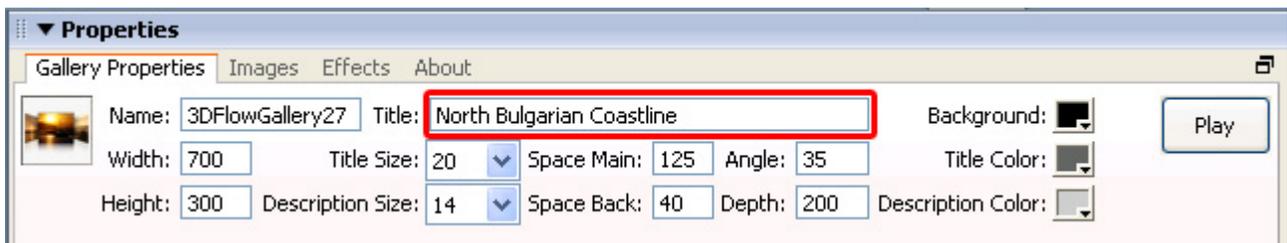
Editing the Slide options

1. Editing the Gallery Properties

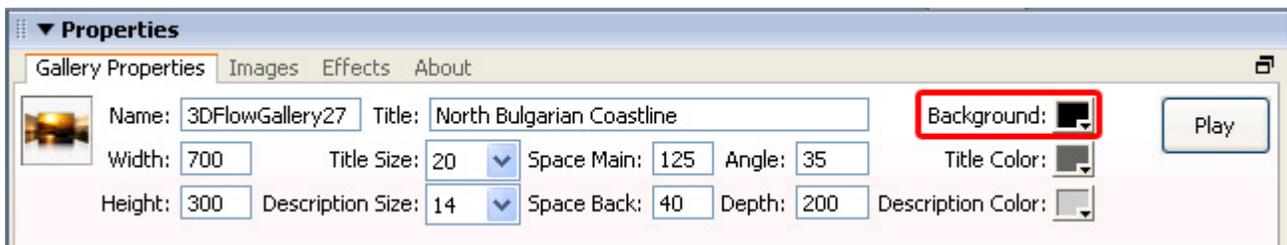
Name sets the ID of the gallery, this is useful when you use more than one gallery, this way the different galleries can be identified we leave it to its default value.



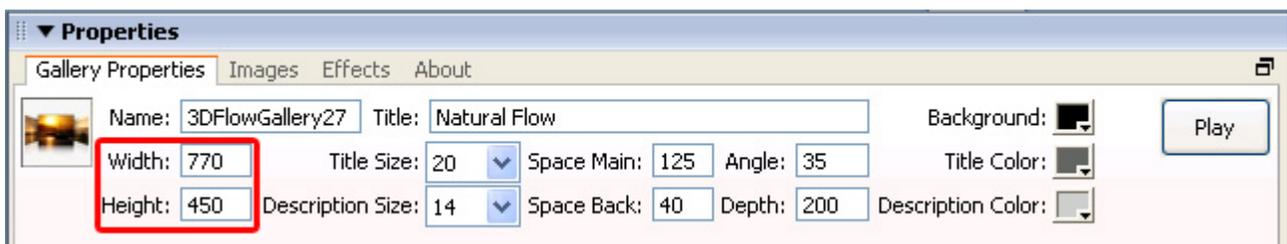
The **Gallery Title** gives the gallery a name that is displayed above the main images, we'll change it to **North Bulgarian Coastline**.



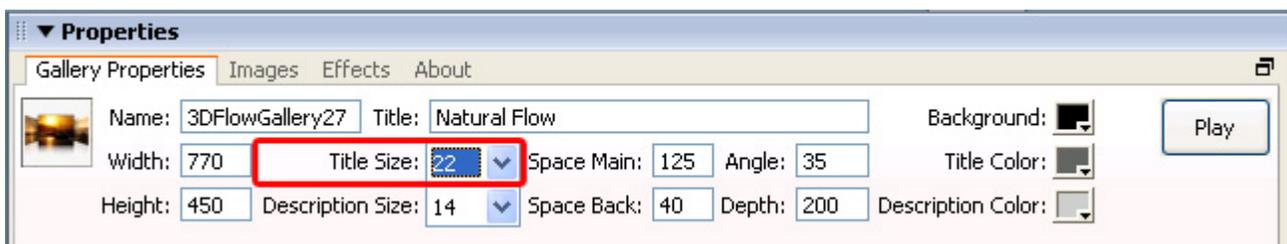
The **Background** sets the **background color** of the gallery we'll leave it to **black**.



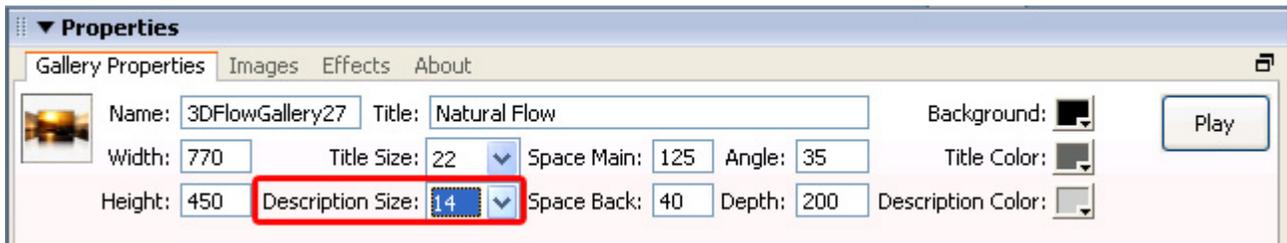
Width sets the width of the gallery, we'll set it to **770px**. **Height** sets the height of the gallery, we'll set it to **450px**.



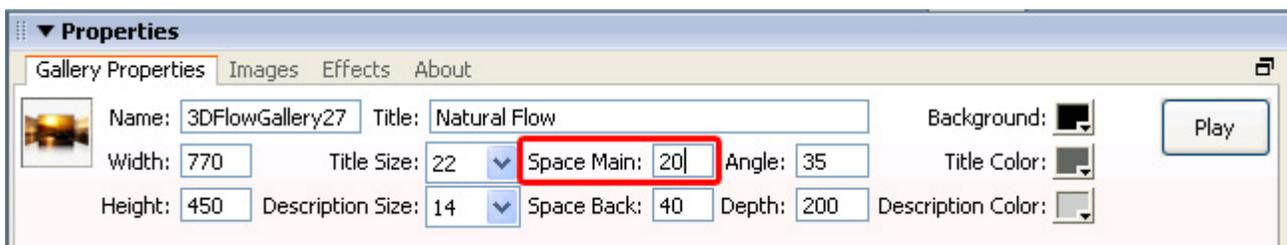
The **Title Size** sets the font size of the title, we'll change it to **22**.



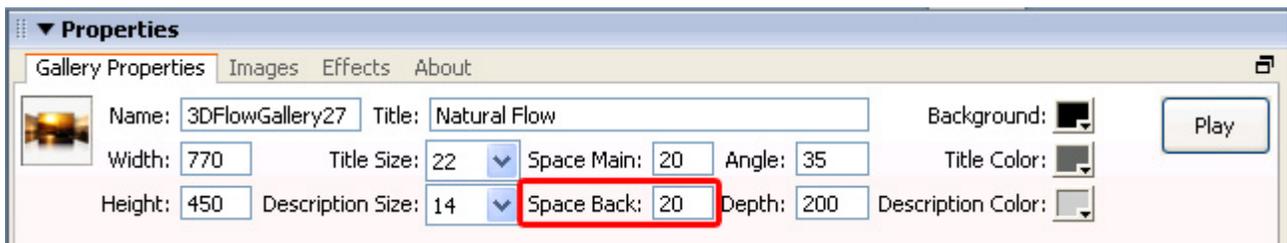
The **Description Size** sets the font size of the text underneath your images, we'll leave at **14**.



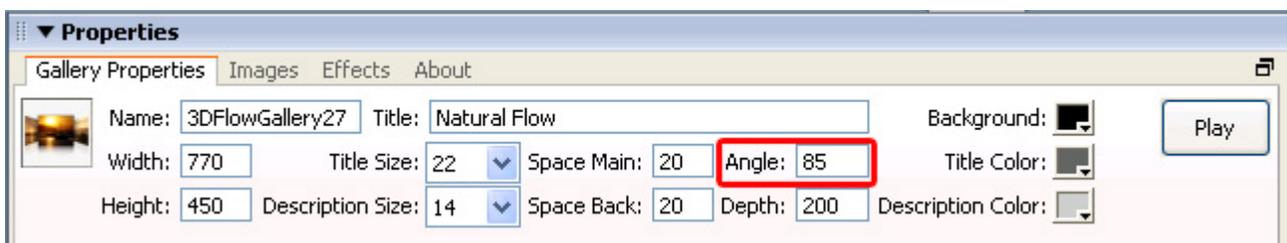
Space Main sets the space between the borders of the main image and the images to the left and right of it. The higher the value, the bigger the space between the images, we'll set it to **20**.



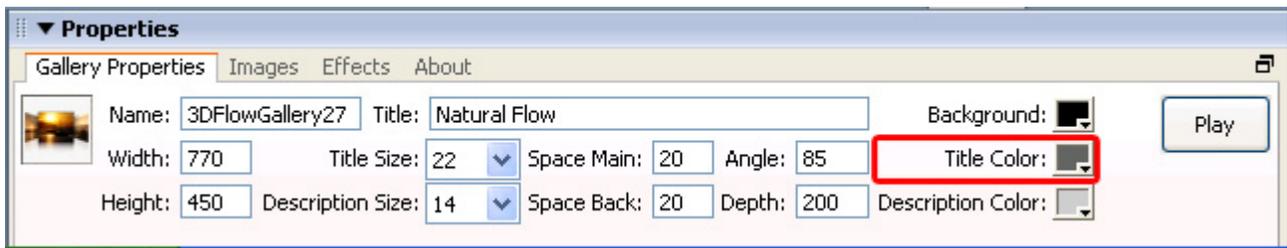
Space Back sets the spacing between all other images, we'll leave it at **20**.



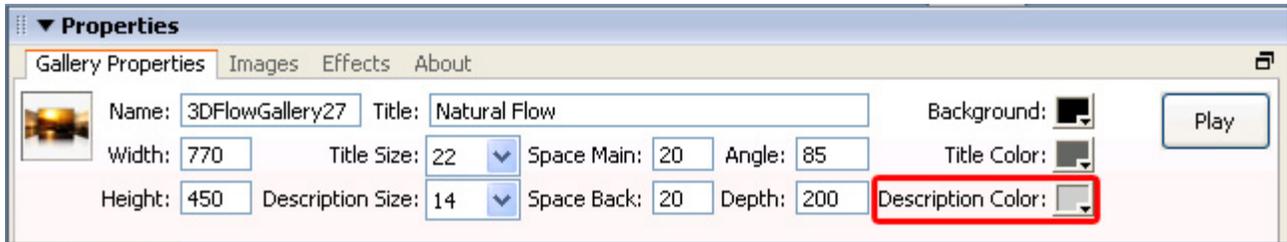
Angle sets the angle in degrees that will be used to display the images next to the main image, we'll set it to **85**. **Depth** sets the depth of the images around the main image. The higher the depth the further the images will be displayed in the back.



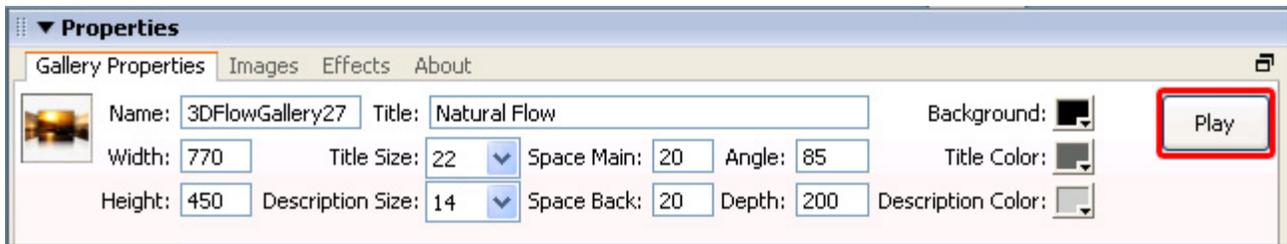
The **Title Color** sets the color of the title, we'll leave it on **dark grey**.



The **Description Color**, this sets the color of the text below your images. We'll leave it at **light grey**.



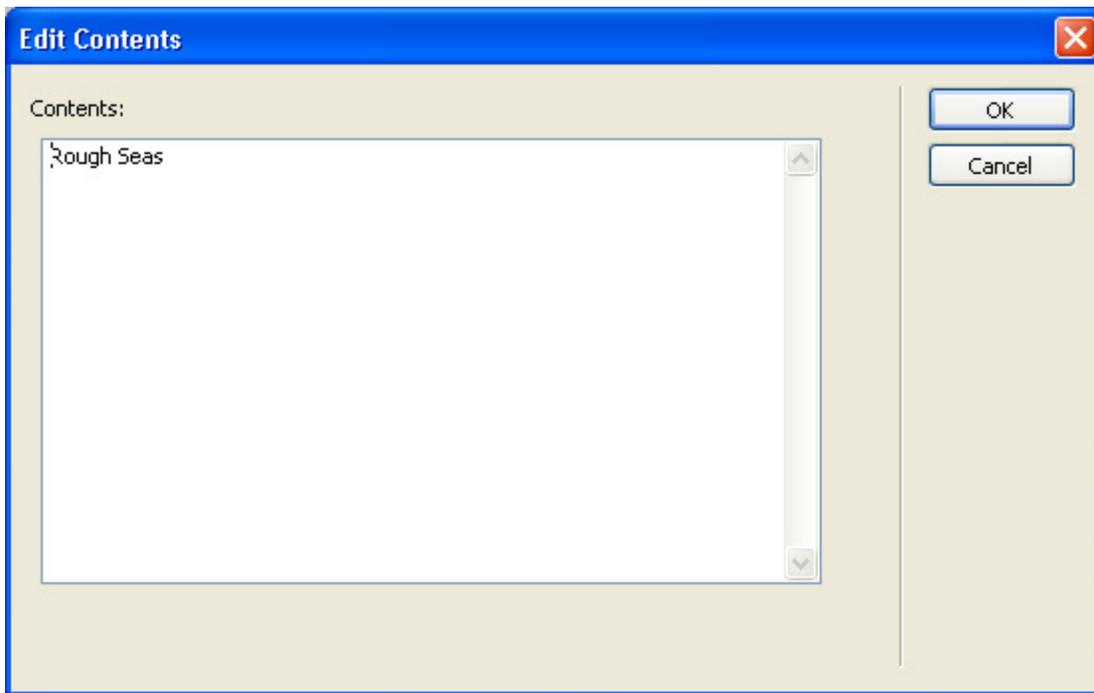
Press the **Play Button** to preview your gallery in the design view of Dreamweaver.



2. Editing your images

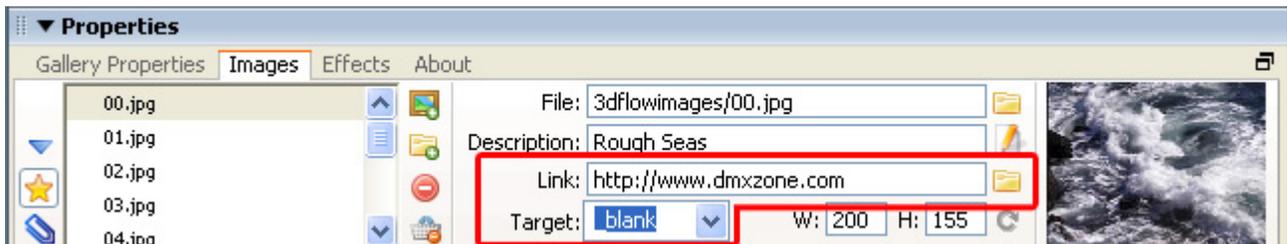
Select the **Images** tab to edit your images. You can arrange the order of your images with the and buttons. Select your image and press the button to define your start image, we use **00.jpg**. And delete images from the gallery with the button.

The icon to add a complete folder of images, the icon to insert the images one by one. We won't do this. Notice the icon next to the description text, press it to enter a long description. This will open the following Popup:



You can format your text using HTML tags. Create bold text by placing words between the the `` and `` tags, create italic text with (`<i></i>`), underline words (`<u></u>`) or change the font with the font tag (``). We won't change the text now.

To add a link to our first image, select it and enter <http://www.dmxzone.com> in the **Link** field. We set the **Target** to `_blank` to open it in a new window.



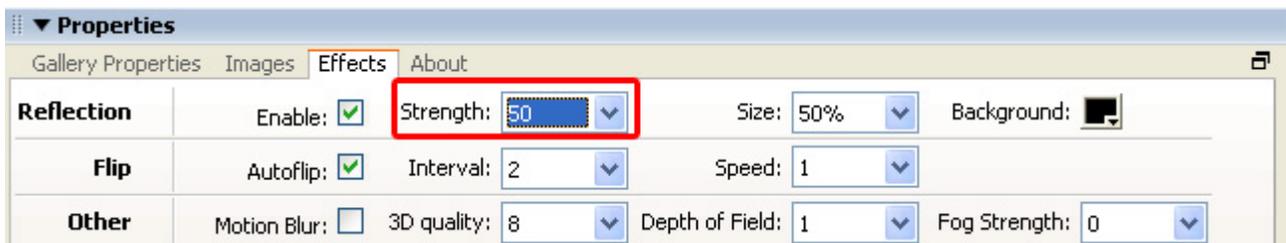
The **W:** and **H:** display the **Width** and **Height** of the selected image. Don't use them to resize your images, we recommend the main extension menu for this. Press the  to update the values.

3. Setting Effects – Reflection

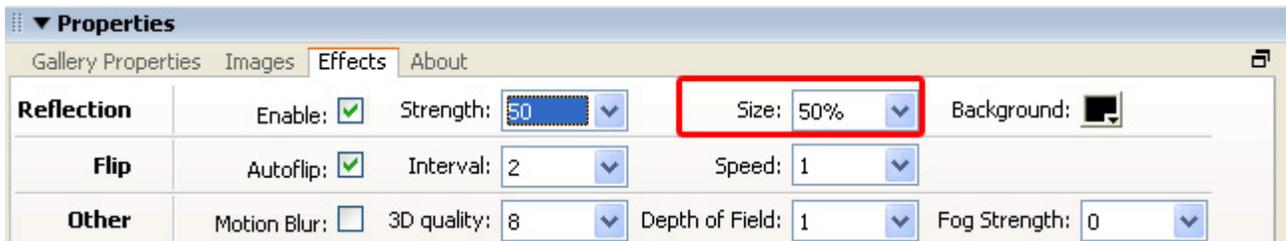
We leave the **Enable** checkbox checked to apply a reflection to your images.



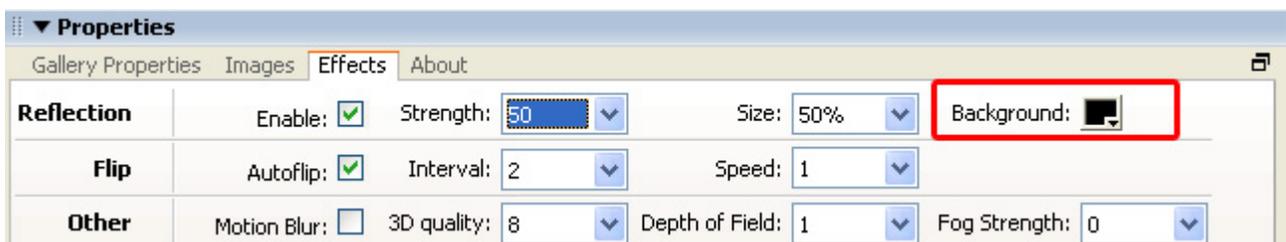
We set the **Strength** option to 50. The higher the value, the less transparent your reflection will be.



The **Size** option sets the height of your reflection.

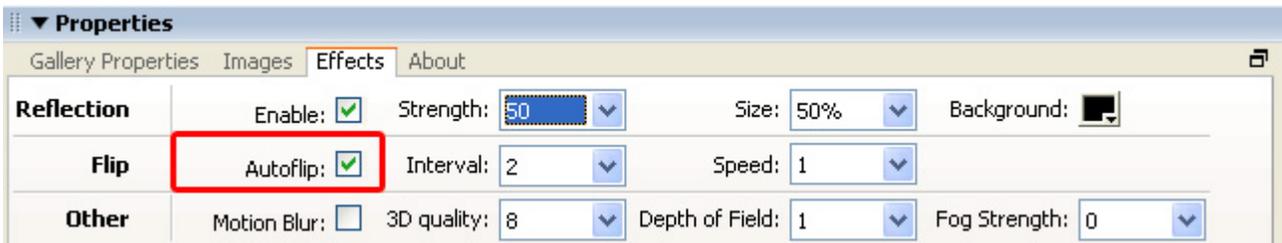


The **Background** sets the background color of your reflection, we'll set it to **black**. If you have a background image, choose the  in the color picker for a transparent background in your reflection.

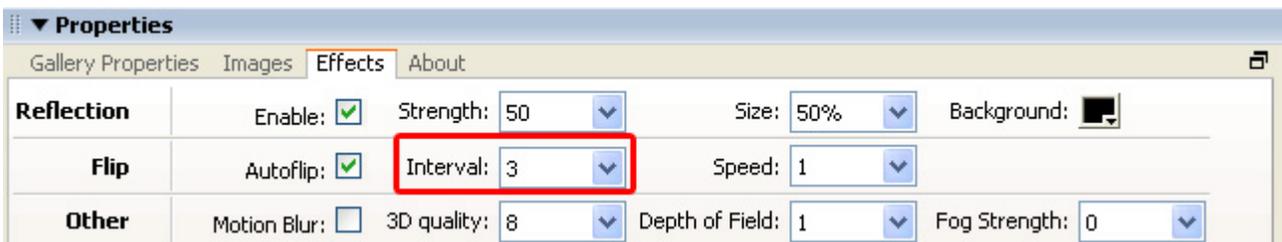


Setting Effects – Flip

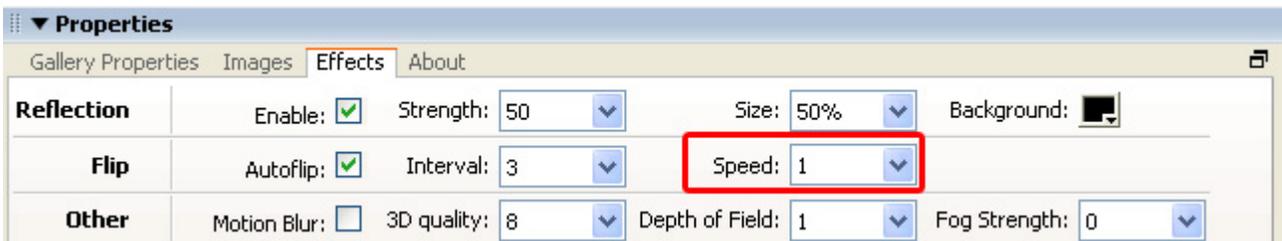
We leave the **Autoflip** checkbox checked to cycle through your images like a slideshow.



We set the **Interval** time to 3 in seconds so that the slideshows pauses a second longer to show you the main image.



The **Speed** determines the time it takes to switch between the images, it is the time of the motion effect in seconds. We leave it at 1.



We'll show you how to use the **Other** effects in the **Adding 3d And Camera Effects** chapter.

4. Final Steps

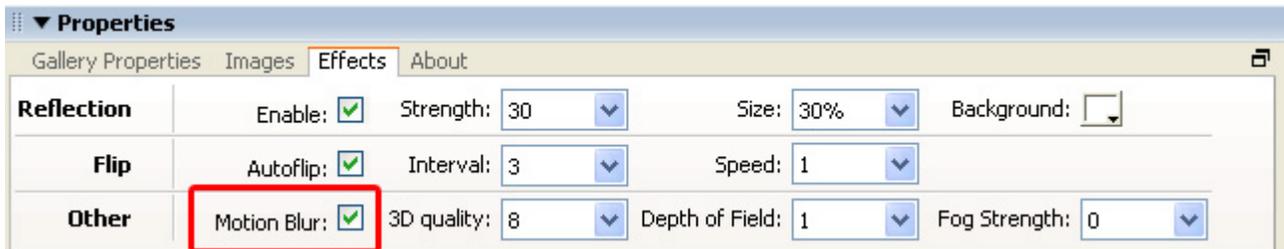
Save and upload your files and preview the result in your browser.

Adding 3D and Camera Effects

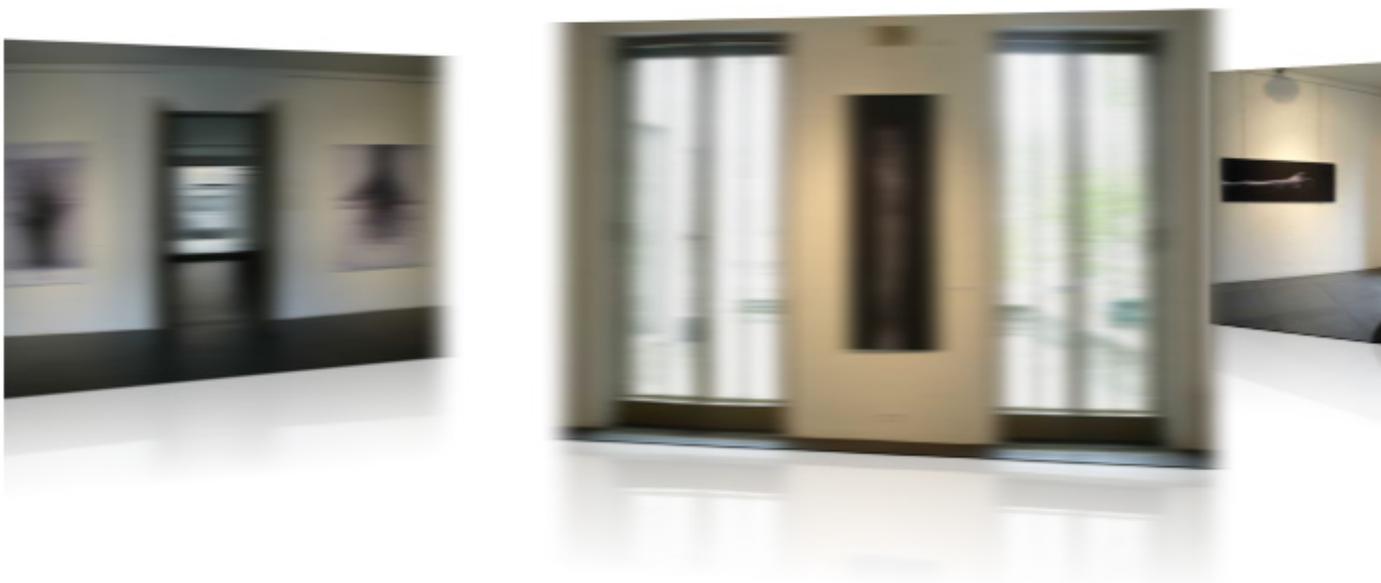
Introduction

In this chapter we are going to show you how to include cool effects that you can include by using 3D Imageflow Gallery 1.0.3 or newer.

1. **Create your gallery.**
Create a new or open an existing HTML page and save the page, insert the gallery.
2. **Adding Motion Blur**
Select the effects tab in your **Properties** inspector set the **Speed** to **3** (the faster the speed the heavier the effect). Check the **Motion Blur** effect.



These settings will result in the effect below:

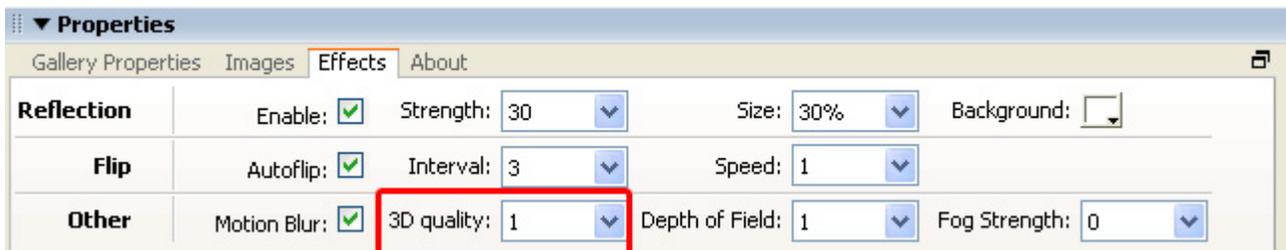


Without Motion Blur the transition would look like this:



3. Changing the 3D quality

The **3D quality** sets the quality of the images when they are placed under a certain angle. The lower the setting, the more your image get deformed when its under an angle. Higher quality settings result in slower performance. The setting can be found in the **Effects** tab in the bottom row, next to the **Motion Blur** option.



Here are some examples of different quality settings (the white lines are to illustrate the number of divisions in the image and will not be displayed in the actual gallery):

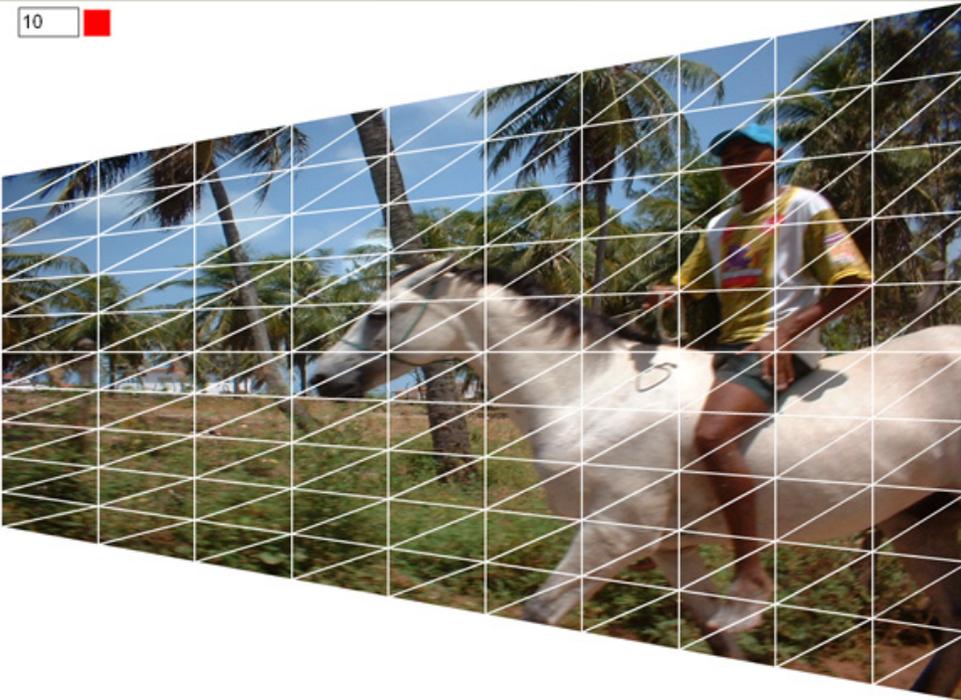
Quality set to 1 results in a deformed image but has very good performance.

1 



Quality set to 10 has a very good image representation but a slow performance.

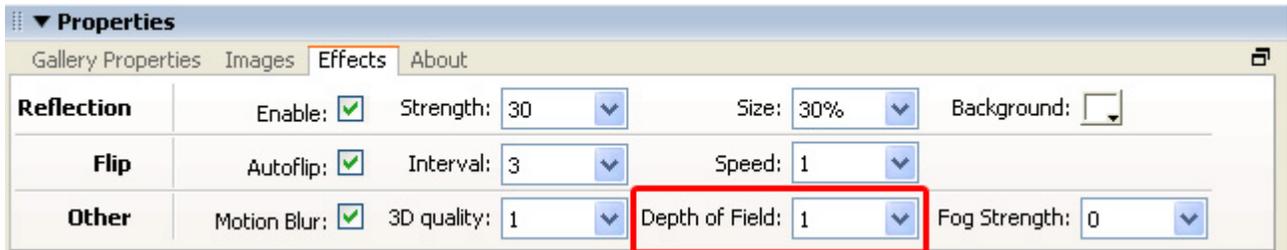
10 



We'll set the Quality to 2 which gives a decent image representation with a great performance.

4. Adding the Depth of Field Effect

This effect mimics camera effects that enable to focus on certain objects while leaving others blurred. This is great for adding more depth to your gallery images.



If we set the **Depth of Field** to 20 it will result in the effect below:

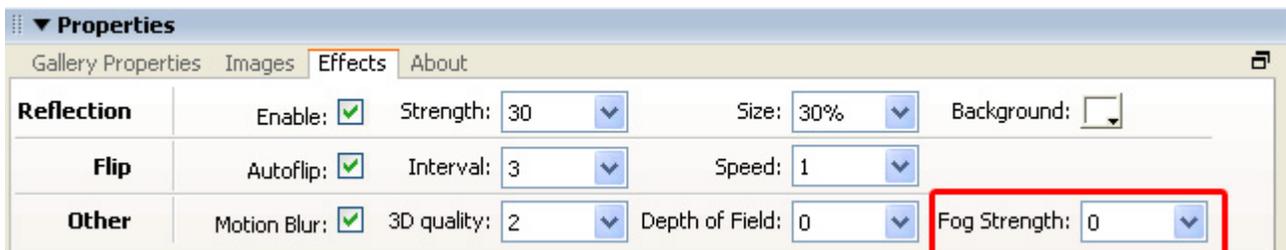


If we set the **Depth of Field** to **0** the effect will be like this:



5. Adding Fog Strength

Select the effects tab in your **Properties** inspector, make sure the **Background** of the **Gallery Properties** tab is set to prevent overlapping images and set the **Fog Strength** effect.



If we set the **Fog** to **80** it will result in the effect below:



Without the Fog effect we would achieve the following look:



6. Final Steps

Save your files, upload them to your server and you are ready to go.

Controlling the 3D ImageFlow Gallery with Behaviors

Introduction

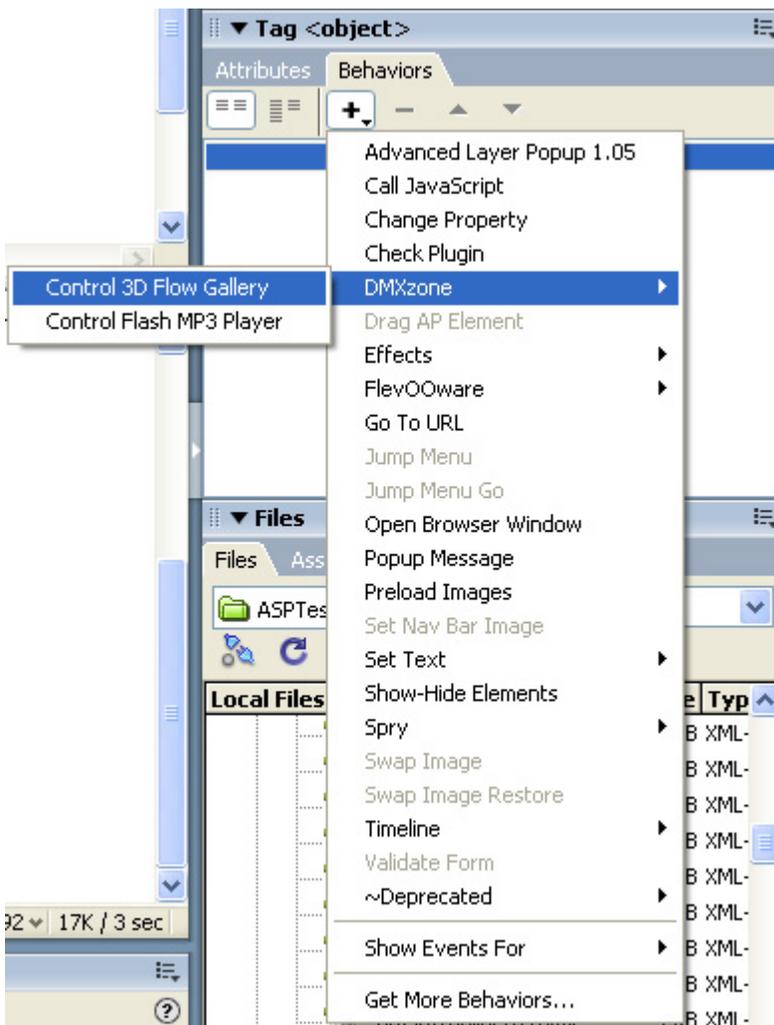
In this tutorial we're going to show you how easy it is to control the 3D ImageFlow Gallery with external elements like buttons, images or anything else where you can add a Dreamweaver behavior to. We use the DMXzone -> Control 3D Flow Gallery behavior from the Dreamweaver Behaviors panel to do this.



The Gallery on your page controlled by external buttons.

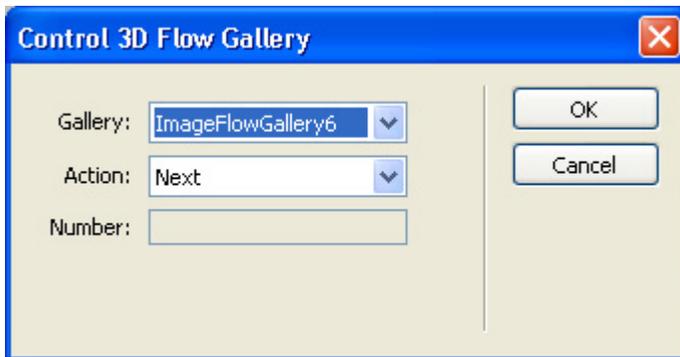
How to do it

1. **We insert a basic gallery in the page**
Create a new or open an existing HTML page and save the page, insert the gallery.
2. **Add a button**
Add a button to the page, select it and go to our tags panel. Select the **Behaviors** tab and choose the DMXzone -> Control 3D Flow Gallery behavior.



3. **Choose your Action**

Select your gallery in the **Gallery:** box and select your **Action**. And press **OK**. If you use the **Go To** you can select your image to go to. The counting starts at 0.



4. **Final steps**

Save your files, upload them to your server and you are ready to go.

Using 3D ImageFlow Gallery to interact with the Flash MP3 Player

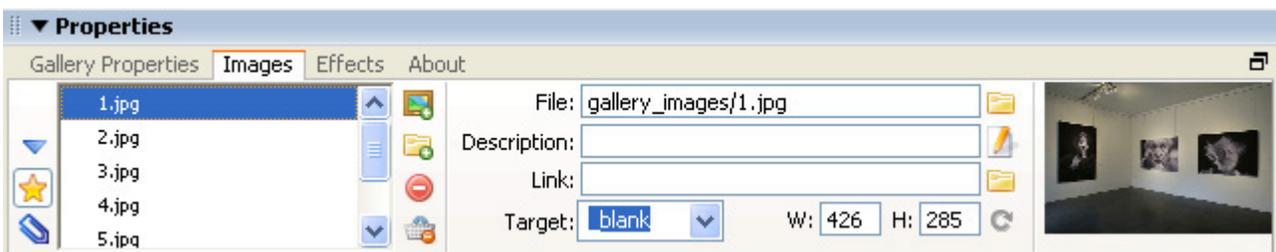
Introduction

In this tutorial we're going to show you how to add Flash MP3 Player functionality in 3D ImageFlow Gallery using the Behaviors Connector. At the end of the tutorial you will have a gallery that plays a new song when a new image is displayed.

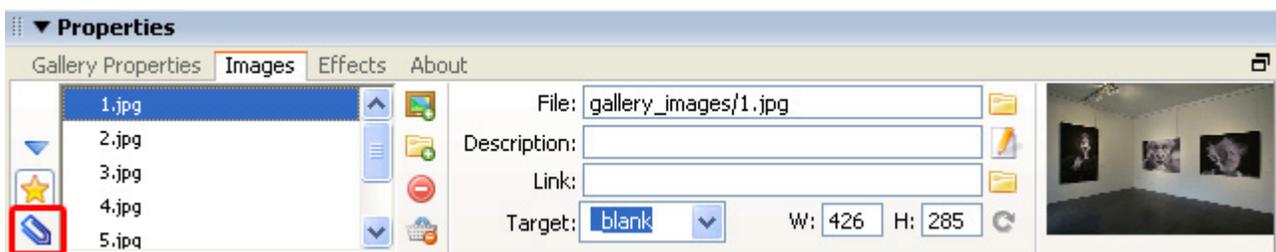
Note: This tutorial requires [Flash MP3 Player](#)

How to do it

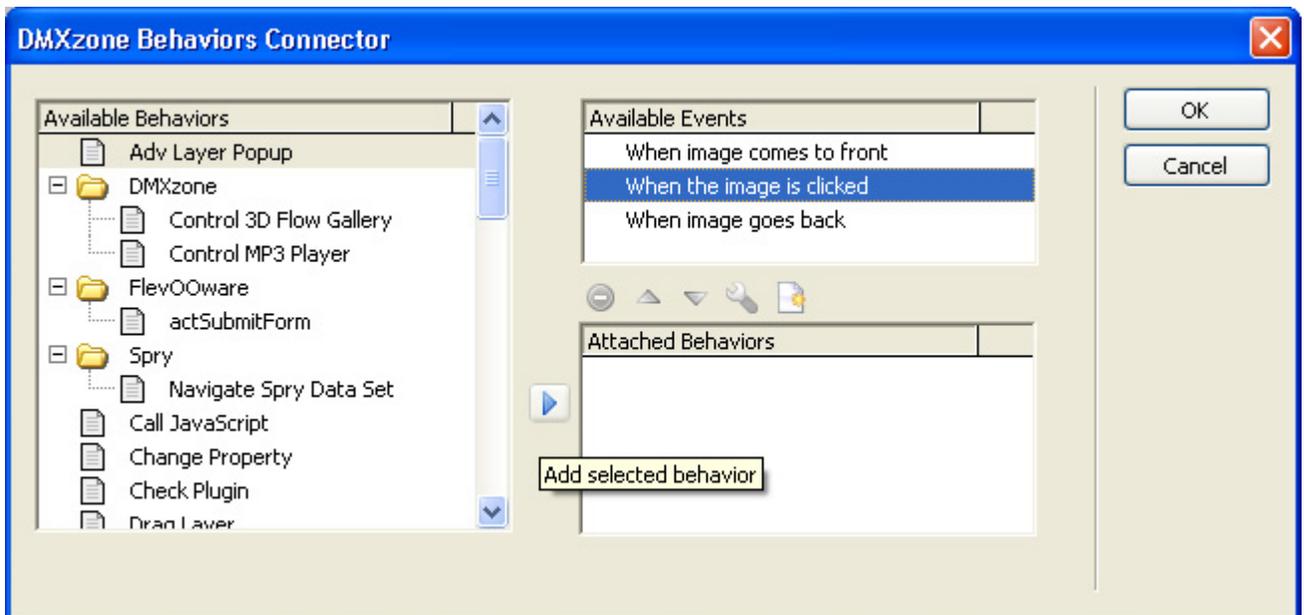
- 1. Create your gallery.**
Create a new or open an existing HTML page and save the page, insert the gallery.
- 2. Insert the Flash MP3 Player on your page**
Choose the  icon from the DMXzone object bar to insert the Flash MP3 Player, add some songs and press **OK**. Enable the **Autoplay** option in the property inspector to make the player play automatically.
- 3. Select The 3D ImageFlow Gallery Image That Should Initiate The Behavior**
Select the 3D ImageFlow Gallery in your browser and select the **Images** tab in your property inspector. Choose an image that you want to apply the behavior to.



- 4. Adding The Behaviors Connector**



Click on the  icon and DMXzone Behaviors Connector pops up.



5. Add Control MP3 Player

In the **Available Behaviors** tab, choose the **Control MP3 Player** behavior.

You can choose from three **Available Events**. The **When image comes to front** event adds a behavior when the main image slides in. **When the image is clicked** triggers the behavior if the user clicks the image. The **When image goes back** event adds a behavior when the image moves away. We select the **When image comes to front** event.

Select the  icon to apply the behavior. The following popup appears:



The **Player** dropdown box displays the Flash MP3 Players on your page. Yes that's right you can control multiple Flash MP3 Players! But in this basic example there is only one player so the default selection will do. The **Action** dropdown box sets the action that the Flash MP3 Player must perform. Select **Go To** and set the **Number** to 1 to go to the first song when you select the first image in your 3D ImageFlow Gallery. Press **OK**.



6. Repeating the steps for additional images.
Now repeat the same steps starting from 3. Select The 3D ImageFlow Gallery Image That Initiates The Behavior but select the second image and enter 2 in the Number box. The player will now play the second song when the second image appears in your 3D ImageFlow Gallery. Repeat these steps for all images in your gallery for an optimal effect.
7. **Final steps**
Save your files, upload them to your server, don't forget to upload the **MP3's** as well and double check if the **Autoplay** feature of the Flash MP3 Player is **enabled**.

Using 3D ImageFlow Gallery to interact with the Advanced Layer Popup

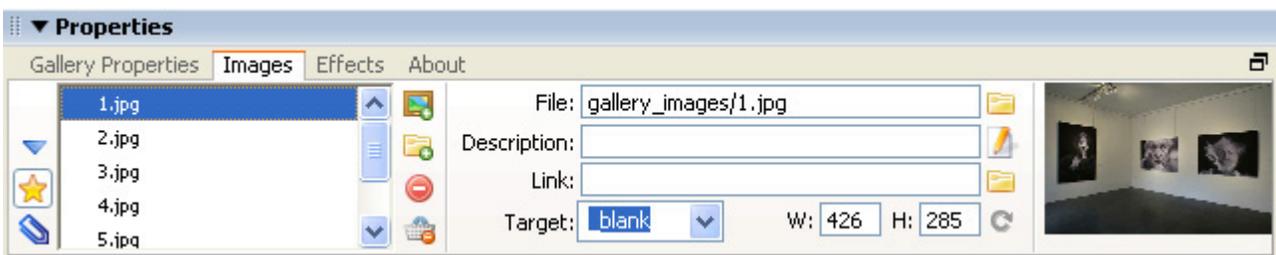
Introduction

In this tutorial we're going to show you how to add popups from Advanced Layer Popup in 3D ImageFlow Gallery using the Behaviors Connector. At the end of the tutorial you will have a gallery that plays a new song when a new image is displayed.

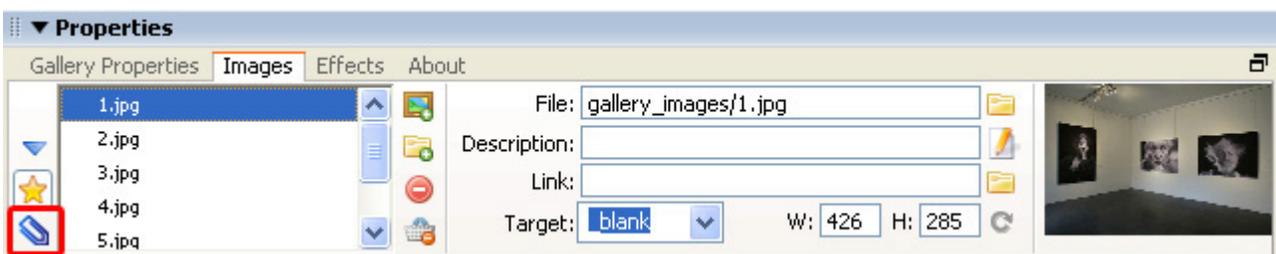
Note: This tutorial requires [Advanced Layer Popup](#)

How to do it

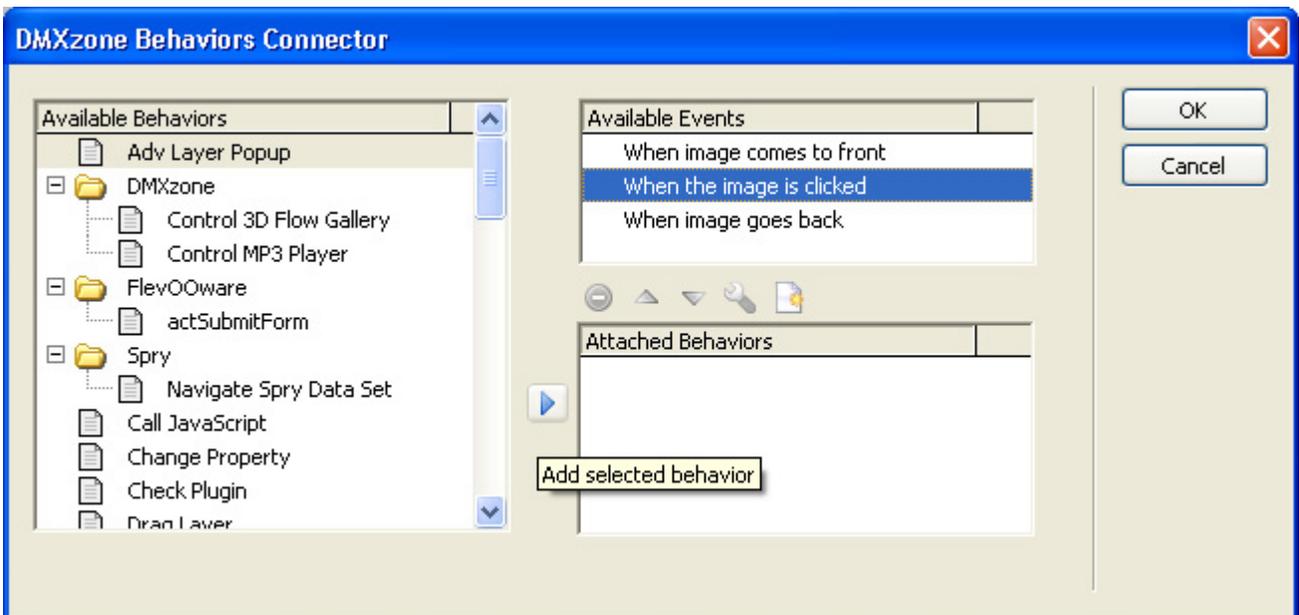
1. **Create your gallery.**
Create a new or open an existing HTML page and save the page, insert the gallery.
2. **Select The 3D ImageFlow Gallery Image That Should Initiate The Behavior**
Select the 3D ImageFlow Gallery in your browser and select the **Images** tab in your property inspector. Choose an image that you want to apply the behavior to.



Adding The Behaviors Connector

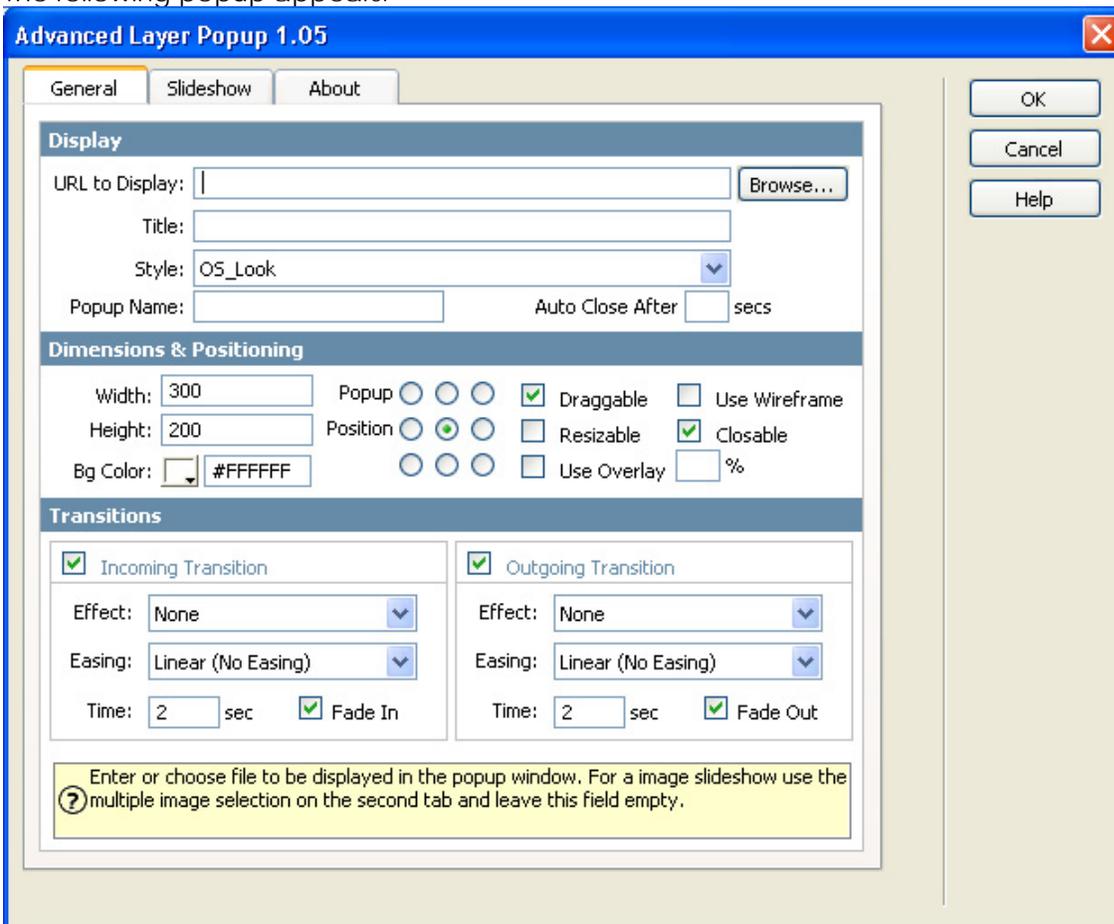


Click on the  icon and DMXzone Behaviors Connector pops up.



Select the **Adv Layer Popup** behavior, choose **When image is clicked** and select the  icon to apply the behavior.

The following popup appears:



Add an image URL and the additional options (consult the [Advanced Layer Popup manual](#) if you need to).

3. Final steps

Save your files, upload them to your server.

Here is an example of an applied popup:



Using 3D ImageFlow Gallery to interact with Spry Behaviors

Introduction

In this chapter we'll show you how to interact with Spry Behaviors. We'll demonstrate how to make a text layer appear and disappear when selecting images in your gallery.

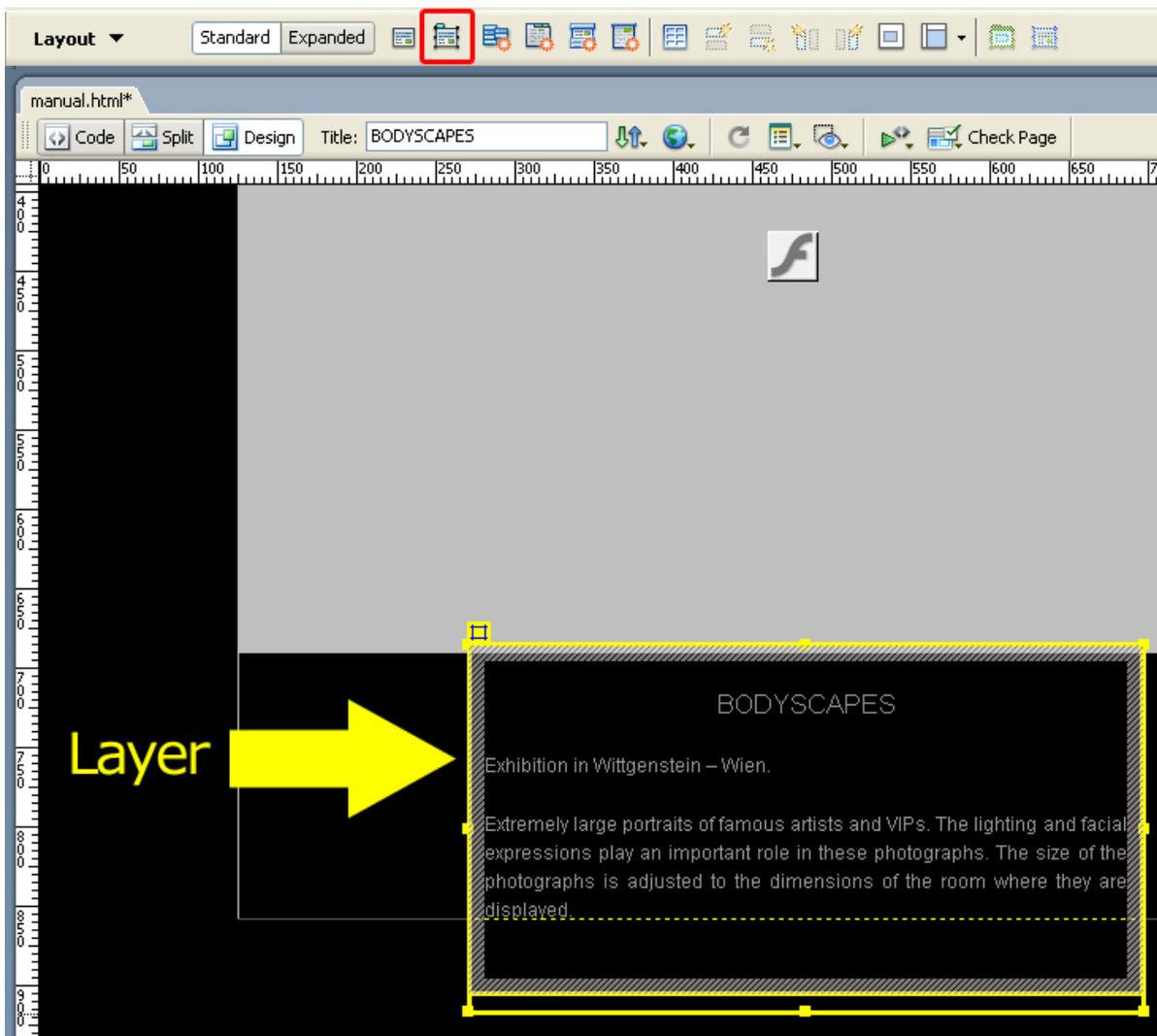
How to do it

1. **Create your gallery.**

Create a new or open an existing HTML page and save the page, insert the gallery.

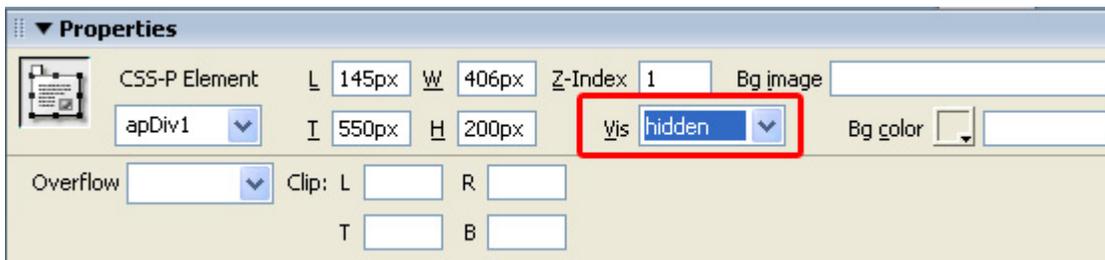
2. **Draw a layer**

Go to the **Layout** tab and select the  icon (**Draw AP DIV**) to draw a layer (also known as a div). We'll draw it beneath our gallery. Enter some text or add an image in your layer.



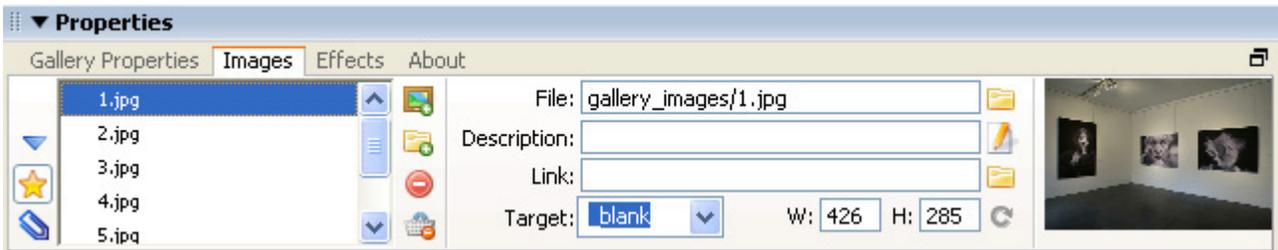
3. **Hiding the Layer/Div**

Select the Layer and choose **hidden** in the **Vis** dropdown box.

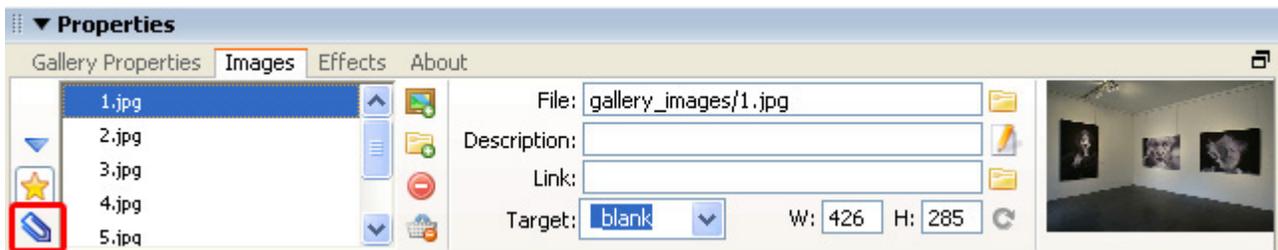


4. **Select The 3D ImageFlow Gallery Image That Initiates The Behavior**

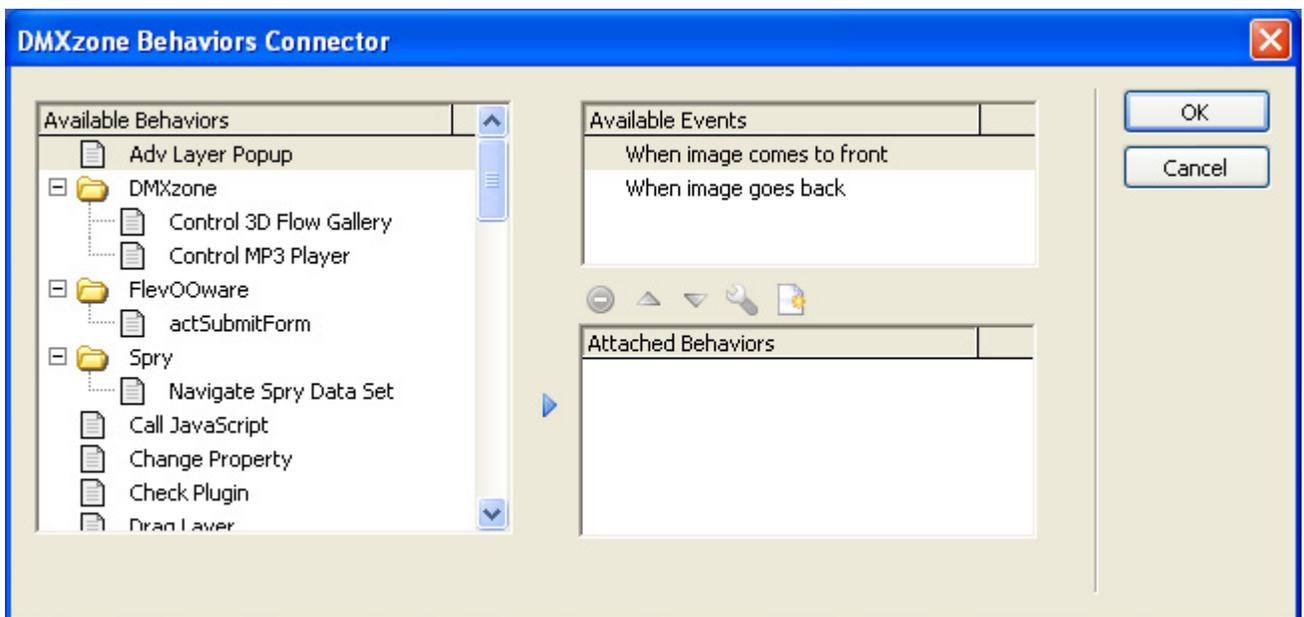
Select the 3D ImageFlow Gallery in your browser and select the **Images** tab in your property inspector. Choose an image that you want to apply the behavior to.



5. **Adding The Behaviors Connector**



Click on the  icon and DMXzone Behaviors Connector pops up.

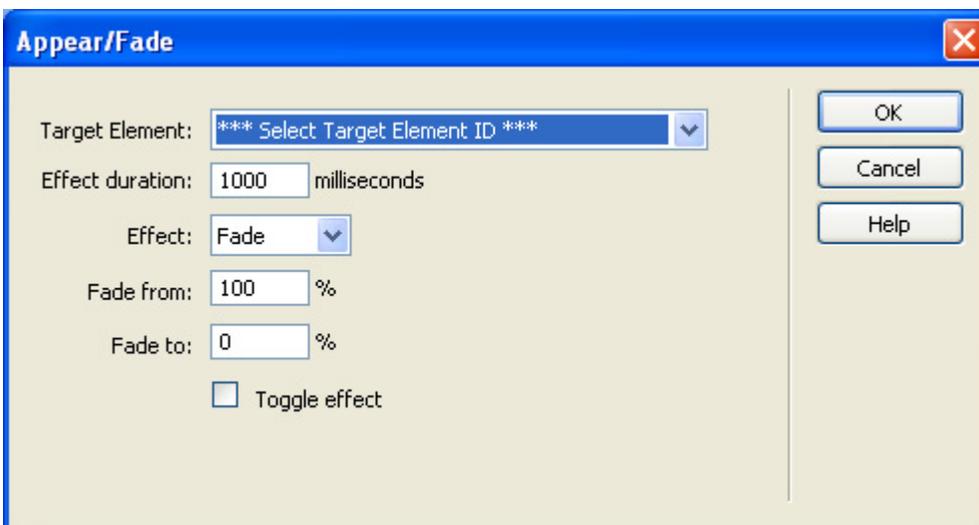


6. Add The Spry EffectAppearFade Behavior

In the **Available Behaviors** tab, choose the **EffectAppearFade Behavior** behavior (in the Effects Folder).

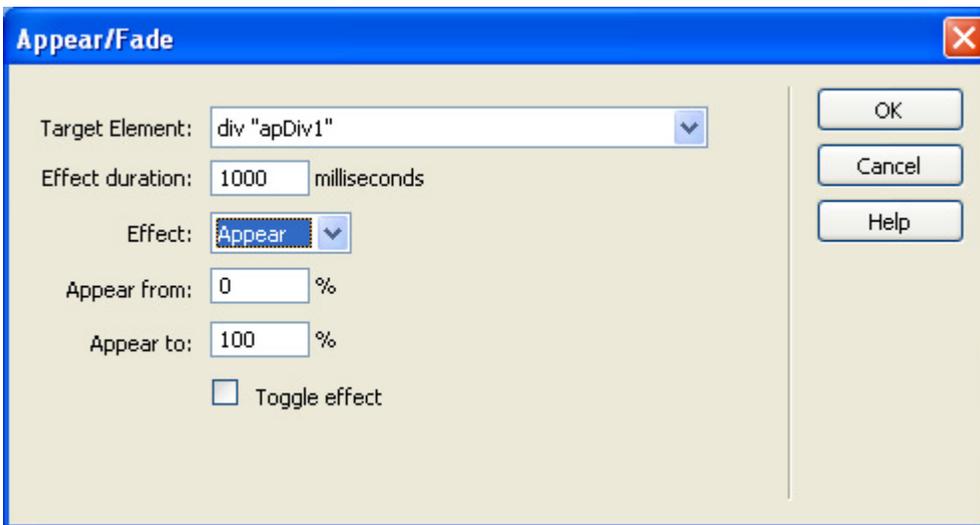
You can choose from two **Available Events**. The **When image comes to front** event adds a behavior when the main image slides in. The **When image goes back** event adds a behavior when the image moves away. We select the **When image comes to front** event.

Select the ► icon to apply the behavior. The following popup appears:

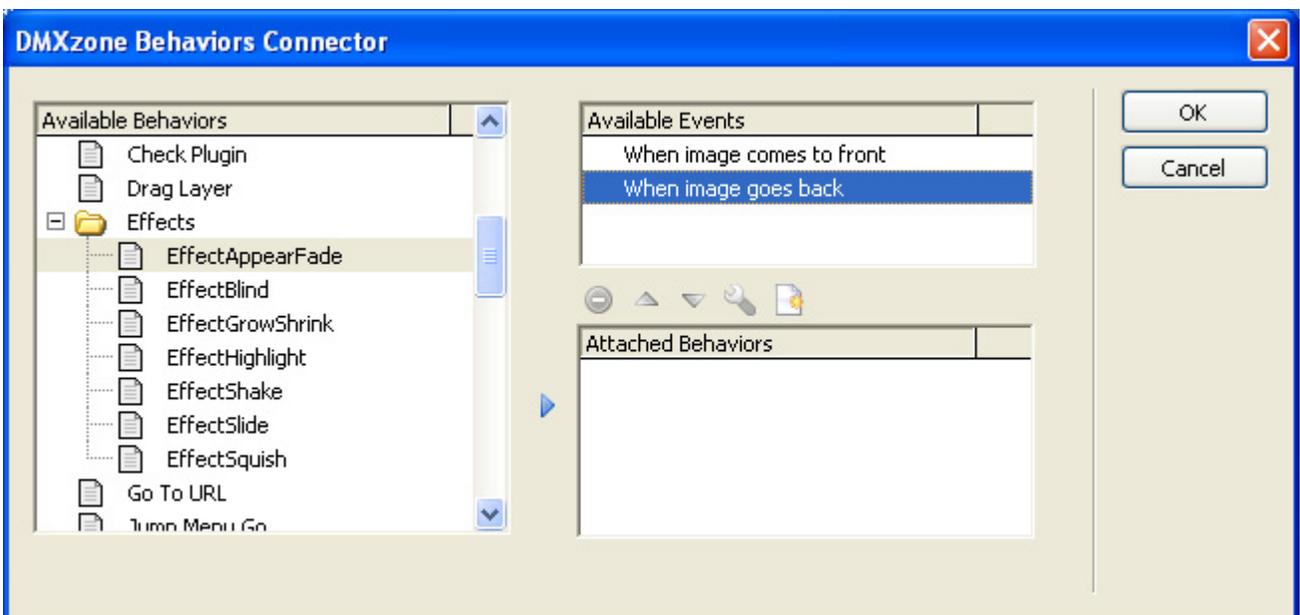


7. Setting the Appear/Fade Properties

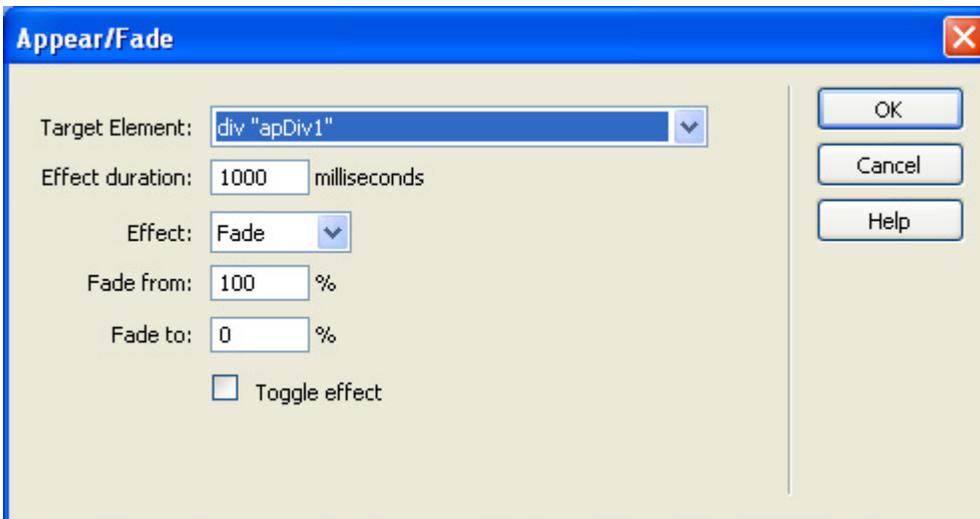
Select the name of the Div you drew in the **Target Element** and set the **Effect** to **Appear** and press **OK**. This will make the layer appear when the first image of your 3D ImageFlow Gallery is selected.



Now lets add another behaviour when we move away from the first image by selecting **When image goes back**.



Select the  icon to apply the behavior. The **Target Element** should still be set on **div "apDiv1"** so all we need to do is to set the **Effect** to fade. This will make the layer fade when the first image of your 3D ImageFlow Gallery is deselected.



8. Final Steps

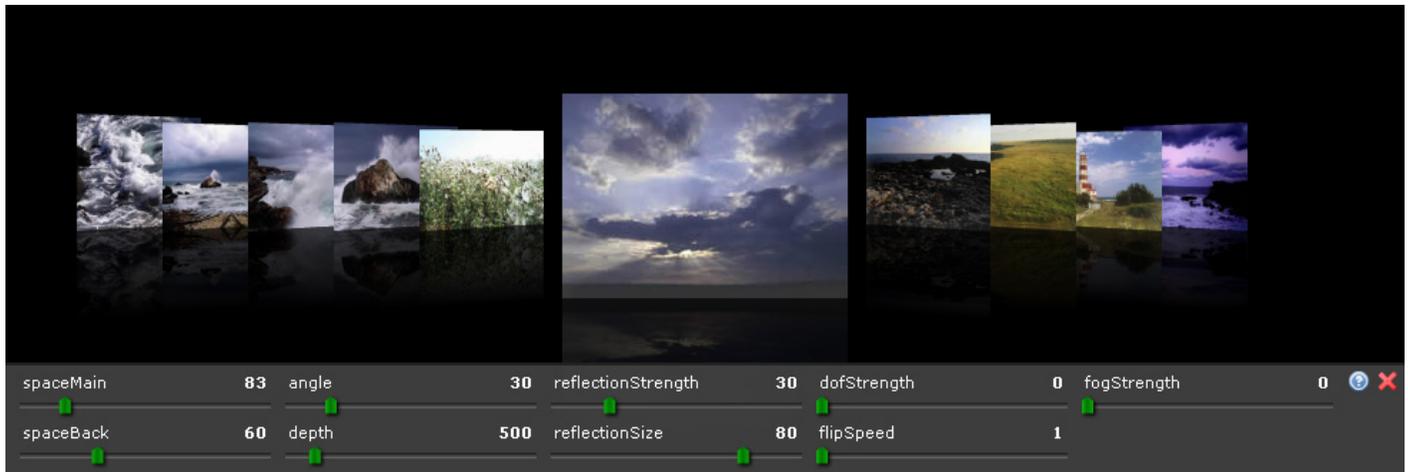
Save your files, upload them to your server and you are ready to go. You should see the layer fade in and when you go to the second image it should fade out.

We just showed you a few features of what you can do with the new tool. There are boundless possibilities. Unleash your imagination and stay tuned for the latest demos on DMXzone.com!

Control Panel

Introduction

You can access a cool control panel in your browser by selecting the gallery (click just below one of the images) and pressing **F12 (Ctrl+F12 on the Mac)** in your browser. This enables you to view the various settings as you change them.



As these settings are not saved you have to copy them to your extension panel or property inspector to apply them.

Video Tutorials

Introduction

Go to the [product page](#) and scroll down to view the tutorials listed below.

The Tutorials



Dynamic Sound Control Easier Then Ever

In this video we will show you how to link your 3D Gallery Images to your MP3's using 3D ImageFlow Gallery and Flash MP3 Player. After inserting the gallery and the MP3 player we'll add a behavior and modify the XML. Note that you need [Flash MP3 Player](#) to include sound.

This new video the images in enable the Spry



How Does The New Behaviors Connector Work?

tutorial shows you how easy it is to change elements on your page when your 3D ImageFlow Gallery change. You need Dreamweaver CS3 to effects in this video.



Setting up a database with phpMyAdmin

If you don't know how to create a Database, check out this video that shows you how to create a Database with phpMyAdmin.



Creating a Dynamic Gallery

Check out this Video how to Create a Dynamic Gallery. We used PHP as our server language of choice but if you have ASP, this video will be just as interesting as the steps will be almost the same.*

FAQ

Q: 3D ImageFlow Gallery does not work, what should I do?

A: Make sure that you have uploaded all the files required by the extension. These can be found in the "imageflowgallery" folder from the root of your site **to your server**. And in the root of your site.

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: How can I control the gallery from outside the Flash movie?

A: Please read the Controlling the 3D ImageFlow Gallery with Behaviors chapter of this manual.

Q: The Browser Property Inspector from my site doesn't work

The Browser Property Inspector from my site doesn't work.

A: If this problem occurs please follow the steps below:

1. Make sure that you have installed the latest version of the [3D ImageFlow Gallery](#). You can check this by comparing the current version you have in your Extension Manager and the one on the [3D ImageFlow Gallery page](#). If you have an older version, download the latest from the site and install as usual. You can open Extension Manager from the Commands menu in your Dreamweaver.
2. Check the version of the file **3DFlowGallery.swf** by following the steps below:
 1. Load the page with your 3D Flow Gallery into your browser
 2. Click on the gallery
 3. Press CTRL + I

This will display the information about your 3DFlowGallery.swf file.

Q: Can 3D Flow Gallery work with dynamic images from a recordset

A: Currently the interface of the extension does not allow to select Database as a source of image information.

However, [3D Flow Gallery](#) reads the information of the gallery and the images from xml file.

1. While creating your gallery, just insert one file into it - we will use this as a dummy image.
2. Next open your XML file - it should be located in your siteroot/imageflowgallery. Save it as a new PHP file, i.e. change the extension from XML to PHP. Do not forget that you will need to change a couple of attributes into your html file.

```
<param name="FlashVars"  
value="xmlFile=yoursite_root/imageflowgallery/3DFlowGallery1.xml" />
```

to

```
<param name="FlashVars"  
value="xmlFile=yoursite_root/imageflowgallery/3DFlowGallery1.php" />
```

and the following attribute from:

```
flashvars="xmlFile=yoursite_root/imageflowgallery/3DFlowGallery1.xml"
```

to

```
flashvars="xmlFile=yoursite_root/imageflowgallery/3DFlowGallery1.php"
```

3. Insert a recordset from Dreamweaver into your PHP file (XML which extension you have just changed) and select your database where you want to insert images from.
4. In your PHP file you should notice the following line:

```
<img url="MyDummyPicture" target="_blank" alt="" /><br />
```

Change MyDummyPicture with the following code:

```
<?php echo $row_rsImages['image']; //image is a column in my database for the  
image path ?>
```

So now you will want to display all images from your database. In order to do that you will need to use repeat region for your image, i.e.:

```
<?php do { ?>  
  
    <img url="<?php echo $row_rsImages['image']; ?>" target="_blank" alt=""  
/><![CDATA[]]></image>  
  
<?php } while ($row_rsImages = mysql_fetch_assoc($rsImages)); ?>
```

NOTE: I am using database with 2 columns - "ID" for the key and "image" for the image path.

For more info you can check the movie on the official page of the extension [here](#).

DISCLAIMER:



This is extra complimentary content which purpose is to show additional usage that is not part of the product, i.e. it suggests tips for extending the functionality of the product by the users themselves. It is provided "as is", without warranty of any kind, express or implied, including but not limited to the warranties of merchantability, fitness for a particular purpose and nonfringement of third party rights.

DMXzone does not take responsibility to support the suggested content to be fully compatible and working as intended and does not provide support for extended functionality which is not included in the current release of the extension. It is highly recommended that only more advanced developers use it.

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.