

3D Photo Wall Manual

About 3D Photo Wall for Flash	2
Features in Detail	
A 3D Experience For Your Photos	
Installing the component	
Creating A Basic 3D Photo Wall	
Introduction	
Building the 3D Photo Wall	
Editing the 3D Photo Wall with the Property Inspector	
Introduction	
Editing the parameters	



About 3D Photo Wall for Flash



Transform your images into a 3D experience that will stun your users. Create an interactive moving 3D Photo Wall directly in Flash.Zoom in to full-size versions of images and add links.

Directly use photos from your camera or hard drive as the build-in image processor will automatically rotate your images and make thumbnails in an eye blink. No external application is needed!

This component is build for the Flash IDE and ActionScript 3. Take a look at the the 3D Photo Wall <u>ActionScript 3.0 reference</u>. It is designed for building Flash Applications. There is also a **Dreamweaver version** that is build for use in Dreamweaver websites.





Features in Detail

A 3D Experience For Your Photos

- Create a cool 3D Photo Wall in seconds
 - Build an interactive moving 3D Photo Wall with fluent transitions in seconds that will amaze your audience.



- o Enjoy the smooth transitions and live reflections for the best experience
- o Display large amounts of images while keeping a great overview
- o Add titles to your images



• Get Creative With Camera Settings

Set your camera settings to create your unique 3D Photo Wall.



• Interactivity

- o Add clickable links to your 3D Photo Wall.
- o Click on the images for a full sized version with title.





Great accessibility!

- Full keyboard navigation is at your disposal. Use the arrows to navigate through the photos, Photo Wall and enter to zoom in.
- Use the mousewheel on your pc for the quickest and easiest navigation.
- Use the customizable preloader to display the remaining loading time for the thumbnails wall of the 3D Photo Wall
- o Large images are only loaded when needed and have individual preloaders



- Fully customizable backgrounds and photo descriptions
 - You can customize the elements in your 3D Photo Wall so they always will 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 3D Photo Wall and photos positions You decide the spacing, angle and depth of the photos in your 3D Photo Wall.



• Images are resized while constraining proportions

The extension has a built-in super fast, multithreaded image processor in Flash, that will resize your images and make thumbnails in an eye blink. Original images can be automatically resized to fit the specified size while the proportions are maintained. Without any external applications, no more Fireworks or Photoshop needed.

	D Photo 3D Experience Fo			<u>R</u>
Resize Options				
Destination Folder:				Browse
Images:	800 x 600	Type: JPG 🔻		
Thumbnails:	160 x 160	Type: Jpg 👻	Crop	 Sharpen



• Fully integrated in Flash

	D Photo D Experience Fo			<u></u>
Resize Options				
Destination Folder:				Browse
Images:	800 × 600	Type: JpG 💌		
Thumbnails:	160 x 160	Type: JPG 💌	Crop	Sharpen
inage		title		

- Use the built-in photo manager to add and organise photos, titles, and links in a user friendly interface. No coding is required.
- Fully PC and MAC (OSX and Leopard) compatible.
- Fully controllable with ActionScript 3.0
 Advanced users can customize a rich set of options and interactions. Take a look at the 3D Photo Wall <u>ActionScript 3.0 reference</u>.



Installing the component

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



Creating A Basic 3D Photo Wall

Introduction

In this tutorial we're going to show you how easy it is to insert a 3D Photo Wall on to your page, below is an example of the end result.



The 3D Photo Wall on your page.



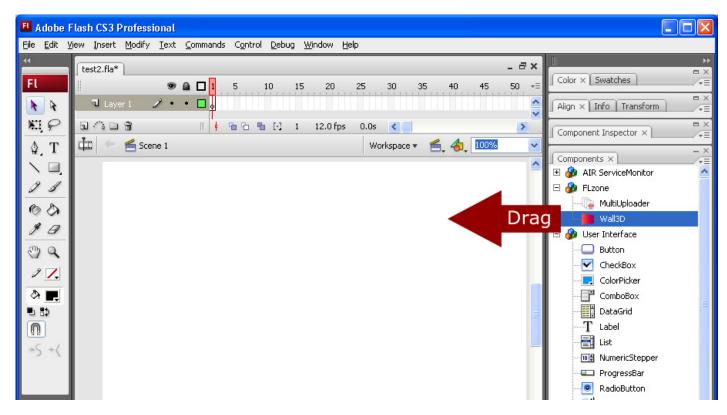
Building the 3D Photo Wall

1. Create a new Flash page

Create a new or open an existing Flash Action Script 3 page and save the page.

2. Applying the component

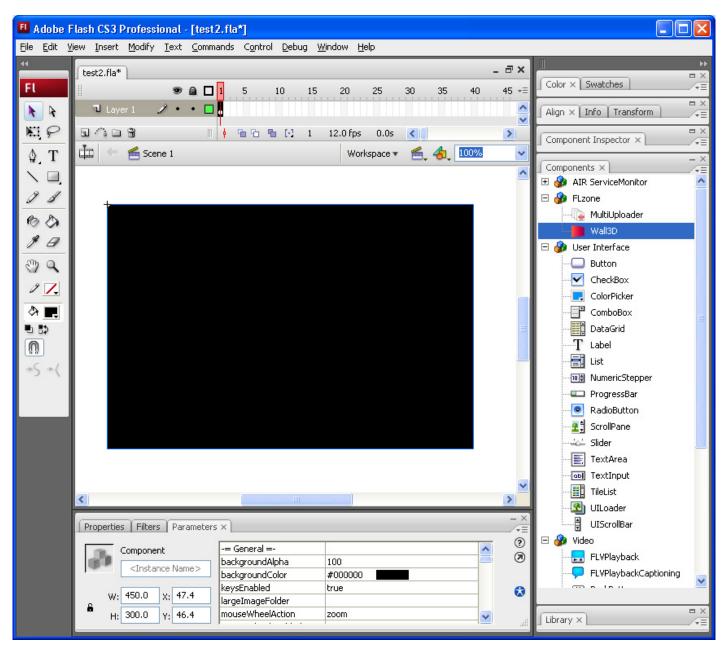
Choose the *components window* and drag it onto your stage:



Save your Flash file.



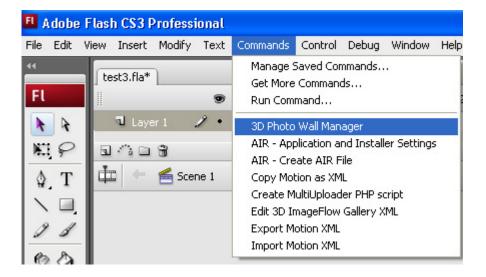
Select the preview that is now visible on the stage and switch to the parameters screen in the bottom of the page:





3. Adding Images

Go to the Commands menu and select 3D Photo Wall Manager.





A new popup appears:

Photo Wall				
	Photo Perience For	Wall Your Photos		R.
Resize Options				
Destination Folder:				Browse
Images: 800 Thumbnails: 160	× 600 × 160		- Crop	☑ Sharpen
Gallery Collection				- Ma
🔄 👄		title		3 🐴 🔺 🔻
inago		line		
Title:				
Link:				
		Î	ок	Cancel



4. Setting the resize options

We set the **Destination Folder** using the **Browse**... button to specify where our images should be saved. Make that the destination folder is in the same (sub)folder as your FLA file.

	D Photo Wall D Experience For Your Photos	<u>R</u>
Resize Options		
Destination Folder:	file:///C /work/3dphotowall/demo_flash_version/images	Browse
Images:	800 × 600 Type: Jpg 🔻	
Thumbnails:	160 x 160 Type: JPG ▼ Crop	✓ Sharpen

We use the **Images** fields to specify the width and height of the large images of the wall (these are displayed when a user clicks on one of the thumbnails). You can also specify the file type. We leave them at their default values.

	D Photo Wall D Experience For Your Photos	<u>R</u>
Resize Options		
Destination Folder:	file:///Cl/work/3dphotowall/demo_flash_version/images	Browse
Images:	800 x 600 Type: Jpg 💌	
Thumbnails:	160 x 160 Type: JpG 💌 🗌 Crop	✓ Sharpen

Then we set the values in the **Thumbnails** fields to specify the width and height of the thumbnails of the wall. You can also specify the file type. We leave them at their default values.

Resize Options Destination Folder: file:///Cl/work/3dphotowall/demo_flash_version/images Browse.	s.
Destination Folder: file:///ClAverk/3dnhotowell/demo.flash_version/mages	
Deschador Forder. ne.worworkoophotowalideno_nash_version/inages	rsion/images Browse
Images: 800 × 600 Type: JpG 🔻	
Thumbnails: 160 × 160 Type: JPG 💌 🗌 Crop 🗹 Sharper	🗌 Crop 🗹 Sharpen



We disable the **Crop** option as we don't want to crop our thumbnails to have exactly the same size. If you disable this option, the thumbnails will be scaled proportionally to the maximum specified dimensions.

	BD Photo Wall 3D Experience For Your Photos
Resize Options	
Destination Folder:	file:///C /work/3dphotowall/demo_flash_version/images Browse
Images:	800 x 600 Type: JpG 💌
Thumbnails:	160 x 160 Type: JPG 🔻 🗌 Crop 🗹 Sharpen

We disable the **Sharpen** option to use our original thumbnails.

	D Photo Wall 3D Experience For Your Photos	R.
Resize Options		
Destination Folder:	file:///Cl/work/3dphotowall/demo_flash_version/images	Browse
Images:	800 × 600 Type: JPG 💌	
Thumbnails:	160 x 160 Type: JPG ▼ Crop	Sharpen



5. Select the **Images** tab and select the \overline{i} icon to add a complete folder of images or the \overline{i} icon to

insert the images one by one. We'll add our images using the icon. You can arrange the order of your images with the and votices and delete images from the 3D Photo Wall with the button.

A 3D Experience F	
Resize Options	
Destination Folder: file:///C Awork/3d	photowall/demo_flash_version/images Browse
Images: 800 × 600	Туре: ЈРС 🔻
Thumbnails: 160 x 160	Type: Jpg 👻 🗌 Crop 🔄 Sharpen
🔄 🤤	Little
autumn_leaves.jpg autumn_tree.jpg	=
blue_sea.jpg	
blurred_people.jpg	
bwtree.jpg	
cafe.jpg	
child_sunset.jpg	
church.jpg	•
Title:	



6. Adding a Title

We add a title to the image by selecting it and entering a text in the Title field.

D Photo Wall Manager	
A 3D Experience For You	
Resize Options	
Thumbnails: 160 x 160	wall/demo_flash_version/images Browse Гуре: Jpg ▼ Гуре: Jpg ▼ Crop V Sharpen
Gallery Collection	
image	title 🔺
autumn_leaves.jpg	Autumn Leaves
autumn_tree.jpg	
blue_sea.jpg	
blurred_people.jpg	
bwtree.jpg	
cafe.jpg	
child_sunset.jpg	
church.jpg Title: Autumn Leaves	
Link:	OK Cancel



7. Adding Links

Add links to your images using the Link field.

) Photo Wall Manager	
A 3D Experience For V	
Resize Options	
Destination Folder:file:///Cl/work/3dphoImages:800xThumbnails:160x	towall/demo_flash_version/images Browse Type: Jpg 👻 Type: Jpg 👻 📄 Crop 🗹 Sharpen
Gallery Collection	
	📑 🍰 🔺 🔻
image	title 🔺
autumn_leaves.jpg	Autumn Leaves
autumn_tree.jpg	
blue_sea.jpg	
blurred_people.jpg	
bwtree.jpg	
cafe.jpg	
child_sunset.jpg	
church.jpg	
Title: Autumn Leave: Link: http://en.wikipe	s adia.org/wiki/Autumn_Leaves_(song) OK Cancel

8. Final Steps

Press **OK**, save and preview the result in your browser.



Editing the 3D Photo Wall with the Property Inspector

Introduction

In this chapter we're going to edit the properties of the 3D Photo Wall using Flash parameters. Click on the preview of the 3D Photo Wall in the design view to display its parameters. Below is a screenshot of the Flash Parameters before we've edited them. Read the component reference for all properties.

Properties Filters Parameter	s ×		- ×
Component	-= General =-		?
	backgroundAlpha	1	3 0
<instance name=""></instance>	backgroundColor	#000000	
450.0	keysEnabled	true	
W: 450.0 X: 45.3	largeImageFolder	images/	
H: 300.0 Y: 48.4	mouseWheelAction	zoom	~

You can also use the component inspector to edit the settings.

Wall3D				1
arameters	Bind	lings	Schema	
Name		Value	э	^
enabled		true		
visible		true		
= General =				
oackground#	۹I	1		
oackground(Color	#FFF	FFF	
eysEnabled		true		
argeImageF	ol	imag	es/	
nouseWhee	IA	zoom	1	
nouseWhee	IE	true		
nouseWhee	Iz	3		
numRows		3		
source				
startPosition		0		×



Editing the parameters

1. Setting the general options

backgroundAlpha sets the transparency of the background of your 3D Photo Wall, we'll leave it to 1.

Properties Filters Parameter	s ×			- ×
Component	-= General =-		~	2
	backgroundAlpha	1	8	۲
<instance name=""></instance>	backgroundColor	#000000		
450.0	keysEnabled	true		
W: 450.0 X: 48.4	largeImageFolder	images/		× 1
H: 300.0 Y: 49.4	mouseWheelAction	zoom	~	104

backgroundColor enables you to choose the color of the background of your movie. We set it to white (#FFFFFF).

Properties Filters Parameter	s ×			- ×
Component	-= General =-		~	?
<instance name=""></instance>	backgroundAlpha	1		۲
<inscance name=""></inscance>	backgroundColor	#FFFFFF		
450.0	keysEnabled	true		0
W: 450.0 X: 48.4	largeImageFolder	images/		
Η: 300.0 Υ: 49.4	mouseWheelAction	zoom	~	

keysEnabled determines if you can navigate with the keyboard (it only works if the focus is set on the component, search for **Working with FocusManager** in the documentation of Flash to see how it works). We set it at **true**.

Properties Filters Parameter	s ×		- ×
Component	-= General =-	~	?
<instance name=""></instance>	backgroundAlpha	1	۲
<instance name=""></instance>	backgroundColor	#FFFFFF	
	keysEnabled	true 💌	0
W: 450.0 X: 45.3	largeImageFolder	false	
H: 300.0 Y: 48.4	mouseWheelAction	true 🗸 🗸	100

The path to your images is displayed in the **largeImageFolder**. We leave it at its default value. We recommend using relative paths.

Properties Filters Parameter	s ×			- ×
Component	-= General =-		~	?
	backgroundAlpha	1	-	۲
<instance name=""></instance>	backgroundColor	#FFFFF		
	keysEnabled	true		
W: 450.0 X: 48.4	largeImageFolder	images/		
H: 300.0 Y: 49.4	mouseWheelAction	zoom	~	2.5

We set the **mouseWheelAction** to **zoom** to enable zooming in and out with the mousewheel. You can also use it to change scroll left or right trough the wall by setting this parameter to **position**. We'll leave it at **zoom**.

Properties Filters Parameters	×			- ×
Component	mouseWheelAction	zoom	^	? ()
<instance name=""></instance>	mouseWheelEnabled mouseWheelZoomSensi	zoom position	-	0
	numRows	3		0
W: 450.0 X: 48.4	source	gallery.xml		
H: 300.0 Y: 49.4	startPosition	0	~	

If you want to use this option, make sure to set the **mouseWheelEnabled** to **true** otherwise the mouseheel would be disabled.

Properties Filters Parameters	×			- ×
Component	mouseWheelAction	zoom	^	?
<instance name=""></instance>	mouseWheelEnabled	true 💌		۲
<instance name=""></instance>	mouseWheelZoomSensi	false		
	numRows	true		
W: 450.0 X: 48.4	source	gallery.xml		
н: 300.0 ү: 49.4	startPosition	0	~	

If you set **mouseWheelAction** to **zoom** you can set the zoom sensitivity of the mouse with the **mouseWheelZoomSensitivity** option, we'll leave it at **3**.

Properties Filters Parameters	×			-×
Component	mouseWheelAction	zoom	^	?
<instance name=""></instance>	mouseWheelEnabled	true		۲
<instance name=""></instance>	mouseWheelZoomSensi	3	_	
	numRows	3		
W: 450.0 X: 48.4	source	gallery.xml		
6 H: 300.0 Y: 49.4	startPosition	0	~	



numRows sets the number of rows on your wall, we'll set it at 4.

Properties Filters Parameters	×			- ×
Component	mouseWheelAction	zoom	^	?
	mouseWheelEnabled	true		۲
<instance name=""></instance>	mouseWheelZoomSensi	3		
	numRows	4		0
W: 450.0 X: 48.4	source	gallery.xml		×
H: 300.0 Y: 49.4	startPosition	0	~	
	J	· · · · · ·		

The path to your XML file is entered in the **source** parameter. We leave it at its default value. We recommend using relative paths.

Properties Filters Parameters	×		- ×
Component	mouseWheelAction	zoom	?
	mouseWheelEnabled	true	3
<instance name=""></instance>	mouseWheelZoomSensi	3	
	numRows	4	
W: 450.0 X: 48.4	source	gallery.xml	*
Η: 300.0 Υ: 49.4	startPosition	0	▼

Use the **startPosition** to define the image to start with, the counting starts at 0 and goes by column (as displayed in the screenshot below).





We'll leave it at **0**.

Properties Filters Parameters	×			- × •=
Component	mouseWheelAction	zoom	~	?
	mouseWheelEnabled	true		۲
<instance name=""></instance>	mouseWheelZoomSensi	3		
452.0	numRows	4		0
W: 450.0 X: 48.4	source	gallery.xml		×
H: 300.0 Y: 49.4	startPosition	2	~	
	J		-	

The path to your thumbnails is entered in the **thumbnailFolder** parameter. We leave it at its default value. We recommend using relative paths.

Properties Filters Parameters	s ×			- ×
Component	thumbnailFolder	images/thumbs/	~	?
<instance name=""></instance>	-= Camera =-			۲
	cameraDistance	750		
450.0	cameraFieldOfView	15		0
W: 450.0 X: 48.4	cameraRotationFactor	5		- -
н: 300.0 Y; 49.4	cameraZoom	3	~	11

Setting the Camera options

We set the **cameraDistance** to **800** to increase the space between the photo wall and the camera.

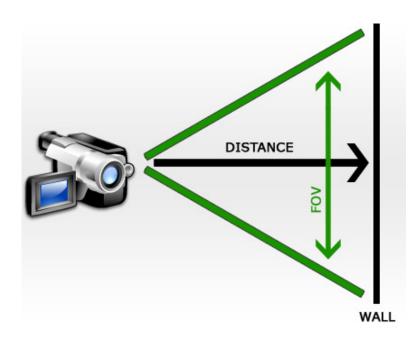
Properties Filters Parameters	5 ×			- ×
Component	thumbnailFolder -= Camera =-	images/thumbs/	^	? >
<instance name=""></instance>	cameraDistance	800		
	cameraFieldOfView	15		
W: 450.0 X: 48.4	cameraRotationFactor	5		- *
H: 300.0 Y: 49.4	cameraZoom	3	~	

We leave the **cameraFieldOfView** to **15**.

Properties Filters Parameter	s ×			- ×
Component	thumbnailFolder	images/thumbs/	~	?
<instance name=""></instance>	-= Camera =-			۲
	cameraDistance	800		
	cameraFieldOfView	15		Ø
W: 450.0 X: 48.4	cameraRotationFactor	5		
н: 300.0 ү; 49.4	cameraZoom	3	~	<i>.</i>
	J			

Check out the screenshot below to see how these settings work.





We'll set the **cameraRotationFactor** to **20** to increase how much the camera rotates when the wall moves to the left or the right.

Properties Filters Parameter	s ×		- × •=
Component	thumbnailFolder	images/thumbs/	 ? ? ?
<instance name=""></instance>	-= Camera =- cameraDistance	800	
	cameraFieldOfView	15	
W: 450.0 X: 48.4	cameraRotationFactor	20	
H: 300.0 Y: 49.4	cameraZoom	3	>

We leave the **cameraZoom** at **3** so we can maintain the same zoom factor.

Properties Filters Parameters	s ×		- ×
Component	thumbnailFolder	images/thumbs/	<u>^</u> ?
<instance name=""></instance>	-= Camera =-		
	cameraDistance	800	-
	cameraFieldOfView	15	6
W: 450.0 X: 48.4	cameraRotationFactor	20	~
н: 300.0 Y; 49.4	cameraZoom	3	~
			🛄

2. Setting the Thumbnail parameters

We set the **Size** of our thumbnails with the **thumbnailMaxHeight** and **thumbnailMaxWidth** options. We set them both at **140** to make the maximum dimensions a little bit smaller.

Properti	ies Filters Parameters	×			- ×
	Component	-= Thumbnails =-		^	?
100		thumbnailMaxHeight	140		۲
-	<instance name=""></instance>	thumbnailMaxWidth	140	_	
	450.0	thumbnailSegments	0		6
6	r: 450.0 X: 48.4	thumbnailSmoothing	true		×
	1: 300.0 Υ: 49.4	thumbnailSpacingHorizo	22	~	

thumbnailSegments set the quality of the thumbnails of the wall, the higher the number of Segments, the lower the deformation. We leave it at its default value.

Properties Filters Parameters	×		- × •=
Component	-= Thumbnails =-		. 🤉
	thumbnailMaxHeight	140	0
<instance name=""></instance>	thumbnailMaxWidth	140	
452.0	thumbnailSegments	2	
W: 450.0 X: 48.4	thumbnailSmoothing	true	× 1
н: 300.0 y: 49.4	thumbnailSpacingHorizo	22	1

We set **thumbnailSmoothing** to **true** to enable smoothing, this makes our thumbnails less jaggy, it means you lose a little bit sharpness but since the thumbnails are small it will often give better results.

Properties Filters Parameters	×		- ×
Component	-= Thumbnails =-	~	2
	thumbnailMaxHeight	140	۲
<instance name=""></instance>	thumbnailMaxWidth	140	
452.0 42.4	thumbnailSegments	0	6
W: 450.0 X: 48.4	thumbnailSmoothing	true 💌	- *
Η: 300.0 Y: 49.4	thumbnailSpacingHorizo	22	

Then we set the **thumbnailSpacingHorizontal** and **thumbnailSpacingVertical** to **24** to increase the spacing between our thumbnails a little bit.

Properties Filters Parameters	x >			-×
Component	thumbnailSpacingHorizo	24	^	?
<instance name=""></instance>	thumbnailSpacingVertical	24		۲
	-= Large Images =-			
	largeImageMoveDistance	100	-	0
W: 450.0 X: 48.4	largeImageMoveEasing	easeInOutQuad		- ×
H: 300.0 Y: 49.4	largeImageMoveTime	1	~	14
	J.			



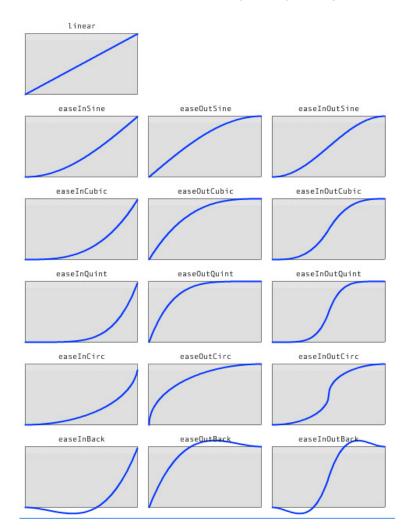
3. Defining the Large Images parameters

The **largeImageMoveDistance** sets how far the thumbnail will move forward after the user has clicked on it. We'll leave it at **100**.

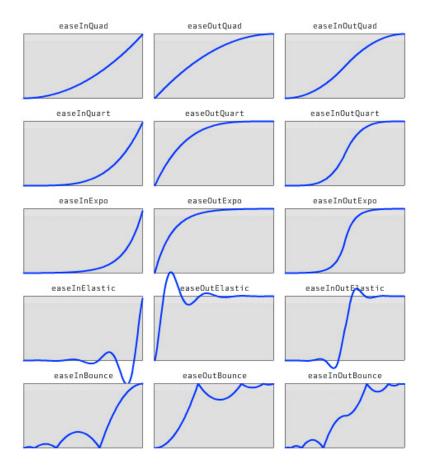
Properties Filters Parameters	x			- ×
Component	thumbnailSpacingHorizo	24	^	?
<instance name=""></instance>	thumbnailSpacingVertical	24		۲
<instance name=""></instance>	-= Large Images =-			
	largeImageMoveDistance	100		0
W: 450.0 X: 48.4	largeImageMoveEasing	easeInOutQuad		
H: 300.0 Y: 49.4	largeImageMoveTime	1	~	<i>.</i>
	J.			

largeImageMoveEasing determines the camera movement behaviour when a user clicks an image. Download <u>this file</u> to see the available settings. We leave it to **easeInOutQuad**.

Properties Filters Parameter	s ×		- ×
Component	thumbnailSpacingHorizo	24	 ?
<instance name=""></instance>	thumbnailSpacingVertical	24	3
<instance name=""></instance>	-= Large Images =-]
450.0	largeImageMoveDistance	100	- A
W: 450.0 X: 48.4	largeImageMoveEasing	easeInOutQuad 📃 💌	
н: 300.0 Y: 49.4	largeImageMoveTime	1	× .
	1.		



You can choose from the following easing settings:



largeImageMoveTime sets the number of seconds it will take to move the image towards the camera. We'll keep it at 1.

Properties Filters Parameters	x		- ×
Component	largeImageMoveDistance	100	▲ ②
<instance name=""></instance>	largeImageMoveEasing	easeInOutOuad	0
<instance name=""></instance>	largeImageMoveTime	1	
452.0 42.4	largeImageSegments	1	- a
W: 450.0 X: 48.4	largeImageSmoothing	false	× 1
H: 300.0 Y: 49.4	-= Glow =-		

largelmageSegments sets the quality of the images of the wall, the higher the number of Segments, the lower the deformation. We'll keep it at 1.

Properties Fil	ters Parameters	×		- ×
Compo	onent	largeImageMoveDistance	100	?
		largeImageMoveEasing	easeInOutQuad	
	stance Name>	largeImageMoveTime	1	
450.4		largeImageSegments	1	- a
W; 450.0	0 X: 48.4	largeImageSmoothing	false	
H: 300.0	0 Y: 49.4	-= Glow =-		× .

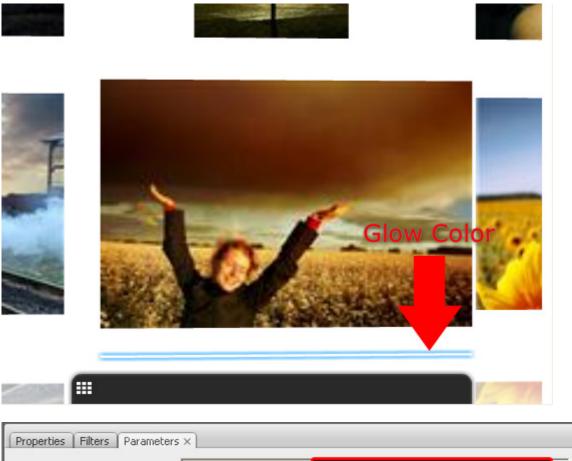


We leave largelmageSmoothing to false to keep the image as sharp as possible.

Properties Filters Parameters	×		- × •=
Component	largeImageMoveDistance	100	2
<instance name=""></instance>	largeImageMoveEasing	easeInOutQuad	۲
<instance name=""></instance>	largeImageMoveTime	1	
452.0 42.4	largeImageSegments	1 🗩	0
W: 450.0 X: 48.4	largeImageSmoothing	false 🔹	×
H: 300.0 Y: 49.4	-= Glow =-	<u> </u>	

Setting the Glow options

We leave the **glowLoadingColor** to its default value, this is the color of the loading bar below the large images.



Properties Filters Parameters	5 ×			- ×
Component	glowLoadingColor	#0099FF	^	?
<instance name=""></instance>	glowSelectedColor	#FFFFF		۲
	glowSize	14		
	-= Preloader =-			6
W: 450.0 X: 48.4	preloadText	Loading thumbnail %loading% from %total%	_	*
H: 300.0 Y: 49.4	preloadTextColor	#FFFFFF	~	<i>.</i>
	J			



The glowSelectedColor sets the color of the glow when a thumbnail is selected. We set it to #0066FF.

Properties Filters Parameters	×			- ×
Component	glowLoadingColor	#0099FF	~	?
<instance name=""></instance>	glowSelectedColor	#0066FF		۲
	glowSize	14		
	-= Preloader =-			
W: 450.0 X: 48.4	preloadText	Loading thumbnail %loading% from %total%		- -
H: 300.0 Y: 49.4	preloadTextColor	#FFFFF	~	

We set the **glowSize** to **14** to make the glow a little bit smaller.

Properties Filters Parameters	×			-×
Component	glowLoadingColor	#0099FF	^	?
<instance name=""></instance>	glowSelectedColor	#0066FF		۲
<instance name=""></instance>	glowSize	14		
	-= Preloader =-			0
W: 450.0 X: 48.4	preloadText	Loading thumbnail %loading% from %total%		
H: 300.0 Y: 49.4	preloadTextColor	#FFFFF	~	

4. Defining the Preloader options

preloadText defines the text that is displayed below the preloader. We'll leave it to its default value.

Properties Filters Parameter	's ×		- × +=
Component	-= Preloader =-		?
<instance name=""></instance>	preloadText	Loading thumbnail %loading% from %total%	0
<instance name=""></instance>	preloadTextColor	#FFFFF	
452.0	preloadTextFont	Verdana	6
W: 450.0 X: 48.4	preloadTextSize	16	- *
H: 300.0 Y: 49.4	-= Reflections =-		

We set the preloadTextColor to black to define the text color of the preloader.

Properties Filters Parameter	's ×			- ×
Component	-= Preloader =-		^	2
<instance name=""></instance>	preloadText	Loading thumbnail %loading% from %total%		۲
<tr<<td><t< td=""><td>preloadTextColor</td><td>#000000</td><td></td><td></td></t<></tr<<td>	preloadTextColor	#000000		
450.0	preloadTextFont	Verdana		0
W: 450.0 X: 48.4	preloadTextSize	16		- *
H: 300.0 Y: 49.4	-= Reflections =-		~	

We leave the preloadTextFont at Verdana to define the font of the preloader.

Properties Filters Parameter	s ×			- ×
Component	-= Preloader =-		~	?
<instance name=""></instance>	preloadText	Loading thumbnail %loading% from %total%		۲
<instance name=""></instance>	preloadTextColor	#000000		
450.0	preloadTextFont	Verdana		
W: 450.0 X: 48.4	preloadTextSize	16		
H: 300.0 Y: 49.4	-= Reflections =-	· · ·	~	

The **preloadTextSize** at **16** to maintain the same preloader font size.

Properties Filters Parameter	's ×			- ×
Component	-= Preloader =-		^	?
<instance name=""></instance>	preloadText	Loading thumbnail %loading% from %total%		۲
<tr<<td><t< td=""><td>preloadTextColor</td><td>#000000</td><td></td><td></td></t<></tr<<td>	preloadTextColor	#000000		
	preloadTextFont	Verdana		
W: 450.0 X: 48.4	preloadTextSize	16		
H: 300.0 Y: 49.4	-= Reflections =-		-	
	J			

5. Setting the Reflections options

We set the reflectionBlur to false to maintain maximum detail at our reflections.

Properties Filters Parameter	s ×		- ×
Component	preloadTextSize -= Reflections =-	16	 ? ?
<instance name=""></instance>	reflectionBlur	false 💌	
W: 450.0 X: 48.4	reflectionStrength showReflections	false true	3
H: 300.0 Y: 49.4	-= Interface =-		✓

We leave reflectionStrength at .4 to keep the same strength and transparency of our reflections.

Properties Filters Parameter	's ×			- × •=
Component	preloadTextSize -= Reflections =-	16	^	? Ø
<instance name=""></instance>	-= Reflections =- reflectionBlur	false		0
w: 450.0 x: 48.4	reflectionStrength	.4		
	showReflections	true	_	1.0
H: 300.0 Y: 49.4	-= Interface =-		~	



We set **showReflections** to **true** to keep our reflections.

Properties Filters Parameter	s ×		- ×
Component	preloadTextSize -= Reflections =-	16	? Ø
<instance name=""></instance>	reflectionBlur	false	Ŭ
	reflectionStrength	.4	
W: 450.0 X: 48.4	showReflections	true 🗾 🚽	- T
H: 300.0 Y: 49.4	-= Interface =-		

6. Defining the Interface options

We leave the **interfaceAlpha** to .6 to keep the same transparency of the interface bar that is visible when viewing a large image.

Properties Filters Parameter	s ×		
Component	reflectionStrength	.4	<u> </u>
<instance name=""></instance>	showReflections	true	
<instance name=""></instance>	-= Interface =-		
	interfaceAlpha	.6	6
W: 450.0 X: 48.4	interfaceColor	#000000	
Η: 300.0 Υ: 49.4	interfaceTextColor	#FFFFFF	~

We leave the interfaceColor to black and the interfaceTextColor to white.

Properties Filters Parameter	's ×			- ×
Component	reflectionStrength	.4	~	0
<instance name=""></instance>	showReflections	true		۲
	-= Interface =-			
	interfaceAlpha	.6		0
W: 450.0 X: 48.4	interfaceColor	#000000		- *
н: 300.0 y; 49.4	interfaceTextColor	#FFFFF	~	11.
	1			

7. Changing the Movie Size and the Frame rate

We make our movie a bit bigger, we change the Width to **550** and the Height to **400**. We set the **X** and **Y** to **0**.

Prop	erties Filters Parameter	s ×			- T
1.0	Component	reflectionStrength	.4	~	?
<instance name=""></instance>		showReflections	true		۲
		-= Interface =-			
	interfaceAlpha	.6			
	W: 550.0 X: 0.0	interfaceColor	#000000		×
â	H: 400.0 Y: 0.0	interfaceTextColor	#FFFFF	~	<i>.</i>
		1			



We switch to the Properties tab and set the Frame rate to 31 fps for a smoother display.

E 1	Document	Size: 550 x 400 pixels		Background: 📃		Frame rate: 31		?
FL	test10.fla	Publish:	Settings	Player: 9	Action	Script: 3.0	Profile: D	