



True 3D Flip Book AS3

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Support only on our public forum: <http://forum.oxylusflash.com/true-3d-flip-book-cms-as3-01/>

Folders in the Downloaded Pack

1 - Source FLA - original source files (.fla, .as), you do not need to upload any of these to your server. Use these to change the code or edit graphics and export a new swf to see the changes. The files will be exported to the second folder

2 - Published SWF – published swf file, html file, js code for embedding the swf, xml sample file

3 - Custom SWF Page Samples – the source .fla files of the demo pages you saw on the site

4 - Book with CMS – the book application with Content Management System (CMS)

5 - Help Files – Help documents and copyright information

XML overview

If you plan to use this application without the CMS, you can find the main XML file inside the publish folder (**2 – Published SWF**) with the name **book.xml**. This information is useful even if you use the CMS version. It will help you to better understand the available settings. Detailed overview of this file is as follows:

LAYOUT SETUP

width - Application layout width as absolute value in pixels (e.g. 960), or as percentage (e.g. 95%)

height - Application layout height as absolute value in pixels (e.g. 550), or as percentage (e.g. 70%)

minWidth - Minimum application width in pixels (e.g. 450)

minHeight - Minimum application height in pixels (e.g. 630)

offsetX - Application x position in pixels (this will not actually move the application on x, instead it is used for calculating the application width when using percentages)

offsetY - Application y position in pixels (this will not actually move the application on y, instead it is used for calculating the application height when using percentages)

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BACKGROUND COLOR/ASSET SETUP

baseColor - Default application background color (e.g. 0xFF0000 for red)

source - Background asset path (optional, e.g. my_assets/background.png)

resize - Background asset resize type: `resizeToFit`, `resizeToFitForced`, `resizeToFill`, `resizeStretch`, `resizeToOriginal`

align - Background asset align type: `alignTopLeft`, `alignTop`, `alignTopRight`, `alignRight`, `alignBottomRight`, `alignBottom`, `alignBottomLeft`, `alignLeft`, `alignCenter`

LOGO SETUP

source - Logo asset path (optional, e.g. my_assets/logo.png)

xMargin - Left and right logo margins in pixels (e.g. 20)

yMargin - Top and bottom logo margins in pixels (e.g. 35)

align - Logo asset align: `alignTopLeft`, `alignTop`, `alignTopRight`, `alignRight`, `alignBottomRight`, `alignBottom`, `alignBottomLeft`, `alignLeft`, `alignCenter`

link - Logo link (optional, e.g. <http://www.example.com/>)

linkTarget - Logo link target (e.g. `_blank`)

SUMMARY PANEL

width - Summary panel width in pixels (e.g. 200).

align - Summary panel horizontal alignment: `left`, `right`

margin - Summary panel horizontal margin in pixels (e.g. 10)

visible - If true, the panel will be visible at application start. Write a value of false to hide it.

SEARCH PARAMETERS

caseSensitive - If true, the search will be case sensitive (e.g. 'SeArChWord' won't be a match for 'searchword'). Write a value of false to disable this feature.

wholeWords - If true, the search will match only whole words (e.g. 'sear' won't be a match for 'searchword'). Write a value of false to disable this feature.

tick - Search tick interval in milliseconds (e.g. 0.1)

GLOBAL STYLESHEET

globalStyleSheet - Insert here the style sheet that will apply to almost all the text fields in the application (e.g. `p.red { color: #FF0000; }`) <http://www.adobe.com/livedocs/flash/9.0/ActionScriptLangRefV3/flash/text/StyleSheet.html>

OPTIONS BAR

GENERAL NOTE: we'll mark attributes with the @ symbol (e.g. `@visible` means "visible attribute")

group - Main toolbar buttons group.

@id - Group id: leftGroup, midGroup or rightGroup

@visible - If true, the group is visible. Write a value of false to hide a group.

item - Group item (a button)

@id - Group item id (e.g. printButton, see original XML for all available ids)

NOTE #1: Some of the items have special attributes:

@id = spacing : the 'amount' attribute represents the width in pixels for the empty space.

@id = pageInput : the 'width' attribute represents the width in pixels of the page input field.

NOTE #2: These items order can be changed and items can be moved from a group to another.

FULL VIEW (ZOOM SCREEN) BUTTONS

item - Toolbar item.

@id - Toolbar item id (e.g. cursorButton)

NOTE #1: The items with the ids 'cursorButton', 'clickDragButton', 'mouseMoveButton' have a 'selected' attribute set to true, with the meaning that the item in cause will be initially selected.

NOTE #2: These items order can be changed.

AUTOFLIP

autoStart - If true, auto flip will begin at application start.

stopOnUserFlip - If true, if autoflip is on it will be turned off when the user turns the page manually.

delay - Auto flip delay in seconds (e.g. 5)

FLIP BOOK SETUP

hardCovers - If true, the book covers will not bend.

jumpDelay - The delay in seconds between page flips when jumping over more than one page.

BOOK PAGE SETUP

width - Book page width in pixels (e.g. 320)

height - Book page height in pixels (e.g. 640)

flipZoneWidth - Set the flip zone rectangle in pixels (e.g. 20, the flip zone is an imaginary rectangular shape at the edge of the page where use can click or click and drag to flip the page)

flipZoneHeight - Set the flip zone rectangle in pixels (e.g. 30)

flipZoneAlignY - Flip zone vertical alignment with the page: top, center/middle, bottom

shading - If true, basic page shading will be rendered. Write a value of false to disable this feature.

BACKGROUND MUSIC

playlist - Path to the XML playlist file (xml/playlist.xml).

autoLoad - If false, the music will start loading only upon user request (clicking the music button)

autoPlay - If true, the music will start playing at application start (this will overwrite the autoLoad:false setting)

volume - Set the music volume between 0 and 1 (e.g. 0.65)

buffer - Set the music buffer length in seconds (e.g. 1.5)

fadeTime - Set music start/stop smooth fading time in seconds (e.g. 5)

MUSIC PLAYLIST

song - Playlist song entry.

@src - Path to the music file (e.g. my_music/song1.mp3)

SUMMARY CONTENT

entry - It can be a book chapter (category) containing other book chapters and/or page references, or it can be a page reference (in this last case, the contents of this node represents the title/label of the entry).

@type - 'chapter' is one of the available values, meaning that the entry is a book chapter.

title - Title (label) of the book chapter.

content - Contents of the book chapter (can be other book chapters and/or page references)

@type - 'page' is the other value, meaning that the entry is a page reference.

@pageId - Book page id as string (see *BOOK PAGES* > *pageId*)

BOOK PAGES

page - Actual book page data.

pageId - page id as string

baseColor - Default page fill color (e.g. 0xFFFFFF is a white page)

source - Page content path (e.g. my_pages/page1.jpg, it can be an image file, jpg, png, or a swf); this is optional

zoomSource - Page zoom content path (e.g. my_pages/pages1_zoom_version.jpg, it can be an image file, jpg, png, or a swf); this is optional

searchTags - Enter the text contents of the page, or add important tags separated by commas or spaces (e.g. car, blue, paint, tire, gas). This will be used for returning search results.

printAsBitmap - Print book page as bitmap (true) or as vector (false).

zoomPrintAsBitmap - Print zoom version of the page as bitmap (true) or as vector (false).

NOTE #1: It is important for the book to have an even number of page entries. Otherwise a last page will be added at the end with the dimensions and the base color of the previous page.

TELL A FRIEND

width - Content width in pixels (e.g. 500).

height - Content height in pixels (e.g. 800).

formWidth - Form width in pixels (e.g. 200)

formMarginRight - Spacing between form and social links, in pixels (e.g. 30)

fieldsYSpacing - Vertical spacing between form input elements, in pixels (e.g. 10)

buttonsXSpacing - Spacing between 'Send..' and 'Clear..' form buttons, in pixels (e.g. 5)

script - Path to the server side script that handles the message sending (e.g. php/send.php)

messageTime - Message alert stay time in seconds (e.g. 2)

iconWidth - Social link icon width in pixels (e.g. 32)

iconHeight - Social link icon height in pixels (e.g. 24)

showSocialLinks - If true, social links will be shown, otherwise it will be hidden (in this last case, you should modify the width of the content so it won't end up with blank spaces)

socialYSpacing - Vertical spacing between social links, in pixels (e.g. 10)

SOCIAL LINKS

entry - Social link entry.

@icon - Icon path (e.g. my_icons/social_icon1.png)

@link - Link (e.g. http://www.example.com/)

@target - Link target (e.g. _self)

CONTACT US

width - Content width in pixels (e.g. 500).

height - Content height in pixels (e.g. 800).

formWidth - Form width in pixels (e.g. 200)

formMarginRight - Spacing between form and contact details, in pixels (e.g. 30)

fieldsYSpacing - Vertical spacing between form input elements, in pixels (e.g. 10)

buttonsXSpacing - Spacing between 'Send..' and 'Clear..' form buttons, in pixels (e.g. 5)

script - Path to the server side script that handles the message sending (e.g. php/send.php)

messageTime - Message alert stay time in seconds (e.g. 2)

contactDetails - Contact details HTML formatted text



ABOUT US

width - Content width in pixels (e.g. 500).

height - Content height in pixels (e.g. 800).

content - About information as HTML formatted text.

Translation

To translate the application to another language or to change the current messages, you need to edit the strings from the `<translate>...</translate>` block inside the book.xml file. **Make sure you backup this text** before editing so you won't lose its original form. Only the following foreign characters are supported out of the box:

ÀàÁáÂâÃäÄäÅåÆæÇçÈèÉéÊêËëÏíÎîÏïÒóÔôÕõÙùÚúÛüÜüÑñ®™°¢£€

If you want to add others characters you will need to embed them inside the **book.fla** file and export a new swf. Upload this new swf to your server and replace the existing one. The idea is to browse the Library of book.fla file and look for symbol that may have textfields inside. Double click the symbols and once you find the layer that has the textfield make sure you unlock it, click the text field and from the properties panel, hit the Embed button. Add you characters in the input and select ok. A detailed tutorial can be found on our support forum.

Changing graphics and fonts

The easiest way to edit the appearance is to browse the Library and edit each symbol. Double click a symbol to enter in the edit mode, unlock the layers, click on the shapes and change their colors, select the text fields and change their font or color. Republish the swf after making any changes, copy and update it on your server. You can control the text size, style and color using the global style sheet. Unfortunately you won't be able to change the font face. This can only be done by editing the book.fla file.

Controlling the book from your custom SWF file

If you use a SWF as content for the book pages, you can control the book using it API class, **BookAPI.as** that can be found **3 - Custom SWF Page Samples**. Basicly what you need to do is to copy the BookAPI.as file to the same place where your custom swf source (.fla file) is. For example, if you create a button and you want to assign that button with the action of jumping to the back cover of the book, you would write:

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```
myButtonInstance.addEventListener("click", onClick);  
function onClick(e:*) :void  
{  
    BookAPI.lastPage();  
}
```

If your swf files include mp3 players or video players and they play in the moment of flipping to another page, they will continue to play in the background. To resolve this issue, you need to listen for an **REMOVED_FROM_STAGE** event and inside the handler for this event you need to add code that stops the audio or video playback. You can read more about this event here:

http://www.adobe.com/livedocs/flash/9.0/ActionScriptLangRefV3/flash/events/Event.html#REMOVED_FROM_STAGE

For example inside the a frame action script of your page swf, write this:

```
this.addEventListener("removedFromStage", onRemove);  
function onRemove(e:*) :void  
{  
    // write here the code to stop the audio/video playback  
}
```

For more information on the available methods of the API please refer to the source code of **BookAPI.as** file. The BookAPI.as file remains open, meaning that we'll keep adding methods as updates on our support forum depending on the users' requests. So if you want a function that is not available out of the box, please open a thread on the support forum and we'll provide the code in the shortest time possible.

Tell a friend and Contact PHP scripts

These files can be found inside **2 – Published SWf/php**. Variables between {...} will be replace at runtime with the actual values (e.g. {SENDERMAIL} will be replaced with the email address of the sender)

tellafriend.php

Line 24 – edit email subject

Line 27 to 35 – edit custom message

contact.php

Notification

Line 17 – enter email address that will receive notification

Line 18 – enter name



Line 23 – enter subject

Line 26 – 31 – enter custom message

Autoresponder

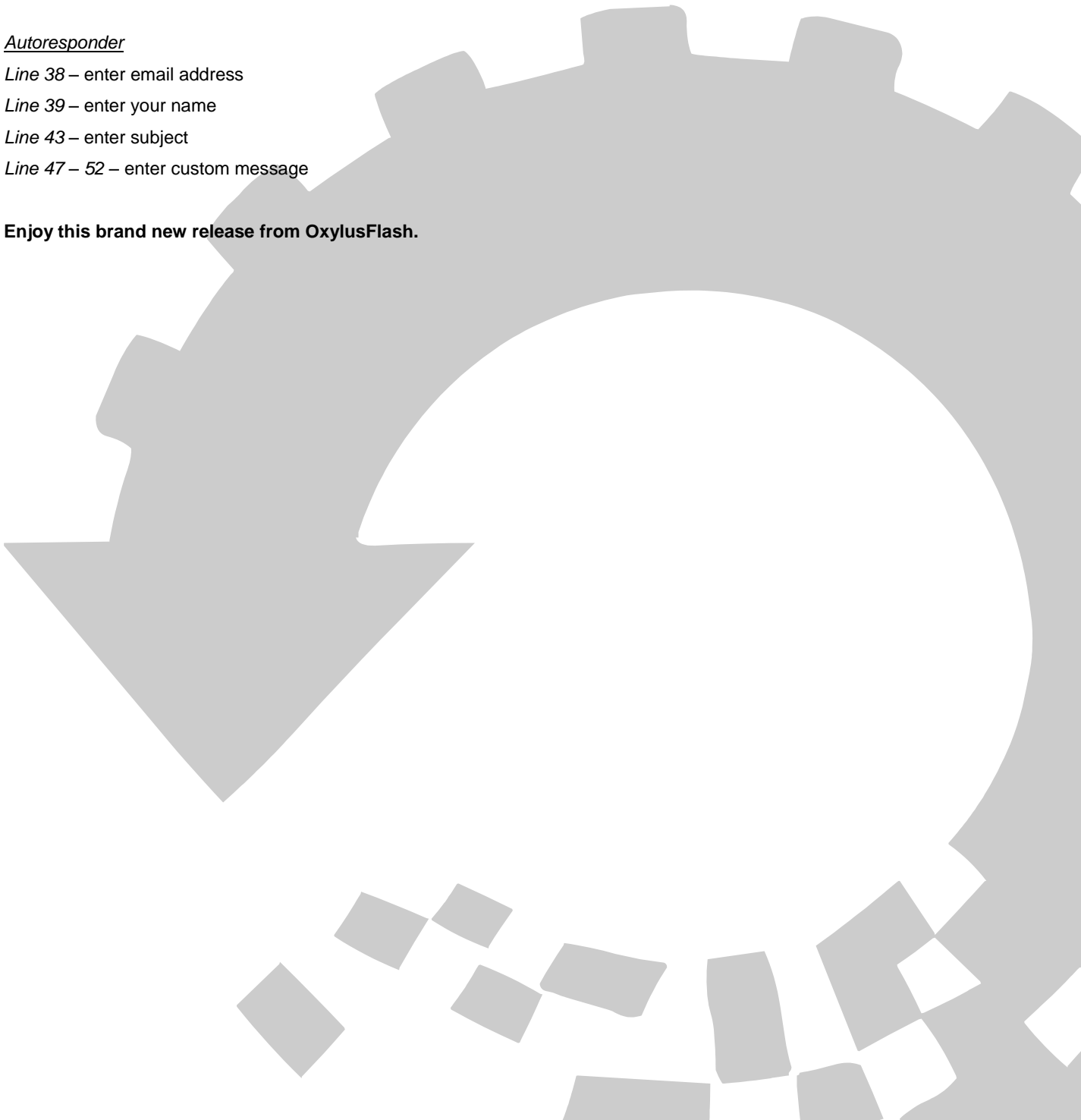
Line 38 – enter email address

Line 39 – enter your name

Line 43 – enter subject

Line 47 – 52 – enter custom message

Enjoy this brand new release from OxylusFlash.



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