

Facebook **Restaurant & Hotel Template**

REFERENCE DOCUMENTATION

v2.0

1. INTRODUCTION

This FACEBOOK template is mainly focused in Restaurant and Hotels pages that needs a flexible structure to fit both corporate contents and visual display for galleries, images and videos. It has a clean and minimal style, which can be easily customized (menu structure, all elements position, global size, color scheme, etc.), from the xml file. Also a bunch of full layered photoshop files with the design elements is included in the pack.

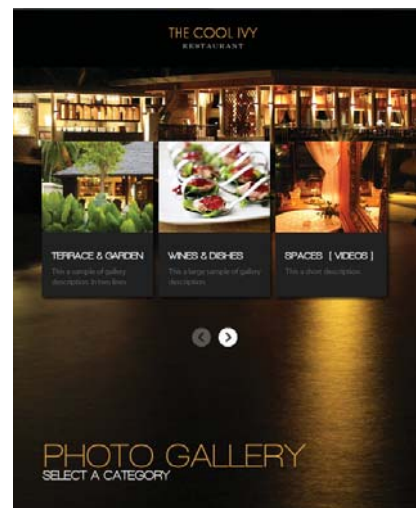
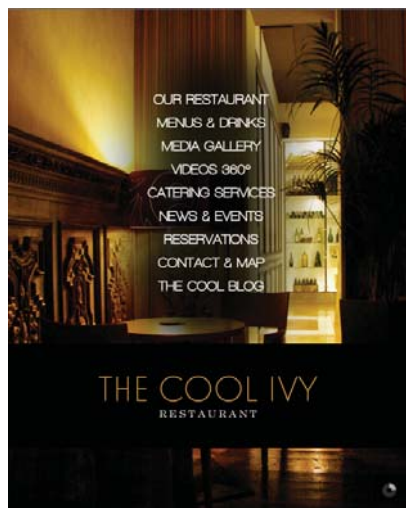
FACEBOOK OPTIMIZED

The size and proportions of this file has been optimized for a clean and smooth Facebook viewing. You can change that size, of course, editing the fla, as this file **can be also used as an standalone flash application for your site or your current template.**

VISUAL GUIDE FOR FB INTEGRATION



Apart from this global help documentation this pack includes a **VISUAL STEP BY STEP GUIDE FOR FB INTEGRATION.** Please, refer to that pdf (FB_Integration_Guide.pdf) that is in this /help folder.



SAMPLE SCREENSHOTS

2. INCLUDED MODULES

1. HOME MODULE WITH IMAGE AUTOSLIDESHOW

The default opening module for the site. It has a title and a flexible content box, to set your welcome information. It also includes a powerful image autoslideshow on background, with unlimited items. This slideshow can be paused using the progress icon like a button. Also it can be turned off just leaving only 1 image in the xml. See the next chapter (XML Configuration) for reference.

2. COMPANY MODULE

The company module is the module with submenu/submodules. It can be used also as a standalone module in the main menu, using just one submodule inside and skipping the submenu. Look in the sample demo for reference.

The included submodules are:

2.1. SIMPLE AUTOSCROLL TEXT MODULE

Simple text module with autoscroll. Flexible height and colors edited from the xml.

2.2. TWO COLUMNS MODULE, COMPLETELY CUSTOMIZABLE

Useful 2 columns module with navigation. You can edit all settings (height, width of column, gap between columns, colors...) through the xml. Can be used, for example, like a small contact information module., for example.

2.3. MINI GALLERY MODULE

Gallery module, that can be used as a simple image slideshow, or even as a big gallery, a useful alternative to the big gallery showcase module.

2.4. TEAM MODULE

Team module to display company people information, with image, position, description and mail button elements.

2.5. EXTERNAL SWF MODULE

2.6. EXTERNAL LINK MODULE

3. GALLERY MODULE. IMAGE / SWF / VIDEO PLAYER

You can load your galleries here. It starts with a thumbnails submenu which connect with the content of each category. You can read more about how to configure this sections in the next chapter. Inside each category an arrow navigation will show the category items number and, if exist, a button with the category description info will appear in the navigation controller.

You can load images (JPG, GIF, PNG), SWFs and video files (FLV, F4V, MP4), in any aspect ratio with fullscreen feature. Learn more in the next chapter, XML CONFIGURATION. Also NEW ON VERSION 2.0 > YOUTUBE VIDEOS.

4. SERVICES MODULE

Services text + navigation module with unlimited items, fully configurable. Can be also used as an alternative news module. Play with text and images to create attractive visual schemes. Look in the sample demo for reference about usage.

5. NEWS MODULE

This original news module is based in my other file

(<http://activeden.net/item/minimal-xml-news-reader-as2-v10/75703>)

It has a clean and minimal style that fits perfectly with this template design.

Refer to the next chapter about how to customize it.

6. CONTACT MODULE WITH FORM AND SHARING NETWORKS

You can include here you company contact info, as well as google map link, all through html tags inside just one xml node. Also includes a powerful and flexible icon submenu with unlimited sharing networks links. A useful [contact form](#) is also included in this module. It uses PHP to send the filled information. Learn more about how to set up this feature in your own server in chapter 5.

7. BOOKING MODULE

You can include this useful module to directly receive reservations from your users. The booking form has flexible fields that can be customized for both restaurant booking or hotel booking . It uses PHP to send the filled information. Learn more about how to set up this feature in your own server in chapter 5.

8. EXTERNAL SWFs

In this module you can embed your own swf file. Must be AS2 coded and not have any references to `_root` / `_parent` levels. Load any alternative module purchased in AD.

9. EXTERNAL LINKS

This modules has direct content, so no submenu is allowed here. This module allows to add a external link, like a blog, WordPress site, Flickr account, etc. You just need to give it a title, set up the desired url, that's all. It always load the url in a new window/tab.

10. MP3 MUSIC PLAYER + COPYRIGHT MODULE

Apart from the modules of the main menu, the template includes a basic music controller, fullscreen button and a special line with the copyright information. All items are automatically adjusted to the main content box. Copyright goes to right bottom, and Music Control button goes to left bottom. Read more about how to configure this two options in the next chapter. You can easily decide not to use any of them.

When a video file is playing the global music is set to volume=0. If users clicks on other sections the music returns to its default volume.

3. XML CONFIGURATION

The best way to learn about the xml configuration is looking at the example XML file (/Deploy/xml) to see how the site is constructed. The XML content refers as follows:

MAIN CONFIGURATION SECTION

```
<?xml version='1.0' encoding='UTF-8'?>

<site>
  <configuration

    contentBoxWidth="520"
    contentBoxHeight="650"
    contentBoxColor="1e1e1e"

    mainColor="e1a44f"
    contactMailRightButton="info@coolivy.com"
    globalBackgroundColor="444444"

    logoXPos="0"
    logoYPos="430"
    logoBaseWidth="520"
    logoBaseHeight="135"
    logoBaseColor="000000"
    logoPath="media/main/logo.png"
    logoHeaderPath="media/main/logo_header.png"
    logoHeaderHeight="75"

    mainMenuXPos="0"
    mainMenuYPos="30"
    mainMenuColor="ffffff"
    mainMenuRollOverColor="e1a44f"
    mainMenuButtonBaseColor="000000"
    mainMenuRollOverAlpha="85"
    mainMenuBaseColor="000000"
    mainMenuBaseAlpha="90"
    mainMenuVerticalSpace="30"
    mainMenuBackHomeLabel="BACK TO HOME"
    mainMenuBackHomeAlpha="80"

    musicPlayer="YES"
    musicFilePath="media/sfx/music.mp3"
    musicDefaultVolume="50"
    musicLoop="NO"
    musicButtonColor="ffffff"

  />
```

Inside `<configuration>` node you can set all the main aspects of the template.

Note: Inside each module you'll find other independent config parameters.

Textfields color can be modified inside the HTML TAGS in the xml.

contentBoxWidth : Width of the content box, in pixels. Facebook optimization requires a maximum width of 520px.

contentBoxHeight : Height of the content box.
(hexadecimal code), in pixels. Values up to 650px will require designs customizations.

contentBoxColor: Color of the content box. (hexadecimal code)

mainColor: Main color of the scheme. Some hover color on menu buttons, and different elements through the site are controlled by this value. (hexadecimal code)

contactMailRightButton: This email address will be used for mouse right button click (PC) Ctrl+click (MAC), to show a quickly contact info for the user.

globalBackgroundColor: color of the background if no background image (*globalBackgroundPath*) is selected. (hexadecimal code)

logoXPos : The horizontal position of the logo box. In pixels.

logoYPos : The vertical position of the logo box. In pixels.

logoBaseWidth: The logo box's width. Should match your logo image width. In pixels.

logoBaseHeight: The logo box's height. Should match your logo image height. In pixels.

logoBaseColor: color of the logo content box. (hexadecimal code)

logoPath: The image path for your logo. Set this attribute to "NO" if you don't have image logotype - then the "logoAlternativeText" will be used.
Use the image path or "NO".

logoHeaderPath: The image path for your header logo (once inside sections). Set this attribute to "NO" if you don't have image logotype - then the "logoAlternativeText" will be used. Use the image path or "NO".

logoHeaderHeight: The logo header's height. Should match your header logo image height. In pixels.

mainMenuXPos: The horizontal position of the main menu. In pixels.

mainMenuYPos: The vertical position of the main menu. In pixels.

mainMenuColor: Main menu text button color. ([hexadecimal code](#))

mainMenuRollOverColor: Main menu text rollover color. ([hexadecimal code](#))

mainMenuButtonBaseColor: Main menu button base color. ([hexadecimal code](#))

mainMenuRollOverAlpha: Main menu button base alpha value. when rollover it.

mainMenuBaseColor: Main menu box base color. ([hexadecimal code](#))

mainMenuBaseAlpha: Main menu box base alpha value.

mainMenuVerticalSpace: Vertical separation between menu buttons.

mainMenuBackHomeLabel: Label of the top back to home button.

mainMenuBackHomeAlpha: Alpha value of the back to home button.

musicPlayer: Control the visibility of the player. If you don't want to use usic in your site, just set it to "NO". Use "YES" or "NO". Default: YES

musicFilePath: The path of the MP3 file to be played on all site. The default mp3 is located inside /Deploy/sfx. Note that you can't use this Envato Asset demo mp3 in your commercial site. It's only for the preview.

musicDefaultVolume: The volume level for start playing the music mp3 file.
Default: 50. (*percent*)

musicLoop: If the music restart playing when finished. Use "YES" or "NO".
Default: NO.

musicButtonColor: Color of the music icon button. It has some transparency by default.
([hexadecimal code](#))

Next pages: XML configuration for each module >>>

SITE MODULES:

1. HOME

```
<home>
  <homeSlideshow order="random" transitionTime="1" transitionDelay="6"
  timerColor="ffffff" timerTransparency="60">
    <img>media/home/img_1.jpg</img>
    <img>media/home/img_2.jpg</img>
    <img>media/home/img_3.jpg</img>
    <img>media/home/img_4.jpg</img>
  </homeSlideshow>
  <homeTitle xPos="728" yPos="133"><![CDATA[ **** ]]></homeTitle>
  <homeText xPos="725" yPos="203" textWidth="180"><![CDATA[ **** ]]></homeText>
  <copyrightText><![ **** ]></copyrightText>
</home>
```

The default opening module for the site. It has a title and a flexible content box, to set your welcome information. It also includes a powerful image autoslideshow on background, with unlimited items.

<homeSlideshow> CONFIG PARAMETERS

order: The order of the images of the slideshow. Can be sequential or random displayed. Use "random" or "sequential". Default: random

transitionTime: The transition time between images. In seconds. Default: 1

transitionDelay: The time an image is on screen. In seconds. Default: 6

timerColor: Color of the timer icon/button. (hexadecimal)

timerTransparency: Transparency of the timer icon/button. In percent. Default: 60

<homeSlideshow> NODE CONTENT >> path : Item inside the slideshow, with the image path. If you set just 1 node, the slideshow will not start (obviously) and timer icon will be hidden.

<homeTitle> CONFIG PARAMETERS

xPos: Horizontal position of the title. In pixels.

yPos: Vertical position of the title. In pixels.

<homeTitle> NODE CONTENT >> Title text. Could accept multiple lines. Html Formatted inside CDATA TAG. If you don't need title, leave the CDATA tag empty: **<![CDATA[]]>**

<homeText> CONFIG PARAMETERS

xPos: Horizontal position of the text. In pixels.

yPos: Vertical position of the text. In pixels.

textWidth: Width of the text box. In pixels.

<homeText> NODE CONTENT >> Text. Html Formatted inside CDATA TAG. If you don't need this text, leave the CDATA tag empty: **<![CDATA[]]>**

<copyrightText>: Text. Html Formatted inside CDATA TAG.

If you don't need this text, leave the CDATA tag empty: **<![CDATA[]]>**

IMPORTANT: MODULES TYPE REFERENCE

Except the home (explained in the previous page) each module has a type value, referring the template which module needs to display.

All modules main node has this structure:

```
<module title="" sectionId="" moduleType="">
```

In the title attribute you can set your own title for the module, which displays in the main menu buttons. The sectionID is the unique section reference.

The moduleType is the type of the module. Follow this table to set up your modules:

MODULE	MODULE TYPE REFERENCE
1. HOME	(NOT NECESSARY)
2. SUBMENU MODULE	submenu
2.1. AUTOSCROLL TEXT MODULE	plainText
2.2. TWO COLUMNS MODULE	twoColumnsNavigation
2.3. MINI GALLERY MODULE	miniGallery
2.4. TEAM MODULE	compactTeam
2.5. EXTERNAL SWF	swf
2.6. EXTERNAL LINK	link
3. GALLERY MODULE	gallery
4. SERVICES MODULE	services
5. NEWS MODULE	news
6. CONTACT MODULE	contact
7. BOOKING MODULE	booking
8. EXTERNAL SWF	swf
9. EXTERNAL LINK	link

— SUBMODULE TYPES —

2. SUBMENU MODULE

```
<module title="OUR RESTAURANT" sectionId="our_restaurant" moduleType="submenu">
  <backgroundImage>media/company/background.jpg</backgroundImage>
  <title xPos="418" yPos="85"><![CDATA[ **** ]]></title>
  <submenuConfig xPos="447" yPos="131" textColor="000000"
    rollOverColor="b8174d" spaceBetweenButtons="20" />
  <subsectionsPosition xPos="447" yPos="197" />

  >>>> SUBSECTIONS GOES HERE >>>>
</module>
```

The company module is the most versatile module. It allows subsections with its own submodules, that can also be used as an independent module in the main menu.

<module> CONFIG PARAMETERS

title: The title of the module. This value will appear in the main menu button text.

sectionId: The UNIQUE section ID for this section.

moduleType: The type of module. See table in previous page. **submenu**

<backgroundImage>: Image background path for content box.

<title xPos="418" yPos="85">: Title text. Could accept multiple lines. Html Formatted inside CDATA TAG. If you don't need title, leave the CDATA tag empty: **<![CDATA[]]>**

xPos: Horizontal position of the title. **yPos:** Vertical position of the title. In pixels.

<submenuConfig xPos="447" yPos="131" textColor="000000" rollOverColor="b8174d" spaceBetweenButtons="20" />: attributes for config the submenu. Horizontal and vertical position, color of text & rollover and the space (gap) between buttons.

<subsectionsPosition xPos="447" yPos="197" />: Position where ALL subsections will be placed. Horizontal and vertical position on screen.

AVAILABLE SUBMODULES INSIDE COMPANY:

2.1. SIMPLE AUTOSCROLL TEXT SUBMODULE

<subsection> CONFIG PARAMETERS

title: The title of the module. This value will appear in the main menu button text.

sectionId: The UNIQUE section ID for this section.

moduleType: The type of module. **plainText**

<subsection> NODE CONTENT

<plainTextModuleConfig textHeight="340" scrollColor="d9d9d9"

draggerColor="b8174d" draggerRollOverColor="f61b64" />: Several attributes to complete the configuration. Height of text box (pixels), color of scroll base and dragger and dragger rollover color (hexadecimal)

<text>: Title text. Could accept multiple lines. Html Formatted inside CDATA TAG.

2.2. TWO COLUMNS SUBMODULE

<subsection> CONFIG PARAMETERS

title: The title of the module. This value will appear in the main menu button text.

sectionId: The UNIQUE section ID for this section.

moduleType: The type of module. **twoColumnsNavigation**

<subsection> NODE CONTENT

<twoColumnsConfig columnHeight="178" columnWidth="220"

spaceBetweenColumns="40" /> : Several attributes to complete the configuration.

Height of the column (pixels), Width of the column (pixels) and the space (gap) between each column.

You can set 2 kind of node for each column, text or image.

<text> Text. Could accept multiple lines. Html Formatted inside CDATA TAG.

<image> Image path to be loaded in the column. jpg/png/gif

2.3. MINI GALLERY SUBMODULE

<subsection> CONFIG PARAMETERS

title: The title of the module. This value will appear in the main menu button text.

sectionId: The UNIQUE section ID for this section.

moduleType: The type of module. **miniGallery**

<subsection> NODE CONTENT

<image>: Image path to be loaded in the gallery. Add as many **<image>** nodes as you need.

2.4. TEAM SUBMODULE

<subsection> CONFIG PARAMETERS

title: The title of the module. This value will appear in the main menu button text.

sectionId: The UNIQUE section ID for this section.

moduleType: The type of module. **compactTeam**

<subsection> NODE CONTENT

<compactTeamConfig baseColor="444444" baseRollOverColor="b8174d"

draggerRollOverColor="f61b64" backButtonLabel="BACK"

backButtonColor="000000" />: Several attributes to complete the configuration.

Base box color under image (hexadecimal), Base box rollover color under image (hexadecimal), Dragger rollover color, back button label and back button text color (inside the person text).

Continues on next page >>>

You can add unlimited members. Each member of the team has this node structure:

<member> : New member node

<name><![CDATA[**]]></name>** : Name. Html Formatted inside CDATA TAG.

<mail><![CDATA[**]]></mail>** : Mail. CDATA TAG.

<position><![CDATA[**]]></position>** : Position. CDATA TAG.

<text><![CDATA[**]]></text>** : Description text. CDATA TAG.

<photo> ** </photo>**: Image path. Should be 108x130 pixels.

</member> // Close node

2.5. EXTERNAL SWF SUBMODULE

<subsection> CONFIG PARAMETERS

title: The title of the module. This value will appear in the main menu button text.

sectionId: The UNIQUE section ID for this section.

moduleType: The type of module. **swf**

<subsection> NODE CONTENT

<swfFile>: SWF path to be loaded. Must be AS2.

2.6. EXTERNAL LINK SUBMODULE

<subsection> CONFIG PARAMETERS

title: The title of the module. This value will appear in the main menu button text.

sectionId: The UNIQUE section ID for this section.

moduleType: The type of module. **link**

<subsection> NODE CONTENT

<url>: URL path to be opened. Should start with *http://www...*

3. GALLERY MODULE

```
<module title="GALLERY MODULE" sectionId="the_gallery" moduleType="gallery">
  <backgroundImage>media/galleries/background.jpg</backgroundImage>
  <title xPos="939" yPos="471"><![CDATA[ **** ]]></title>
  <projectsConfig
    thumbnailsXPos="300"
    thumbnailsYPos="100"
    thumbnailTitleColor="ffffff"
    thumbnailTextColor="666666"
    thumbnailBaseColor="222222"
    thumbnailBorderColor="555555"
    thumbnailPopup="YES"
    thumbnailPopupLabel="ITEMS"
    projectInfoXPos="100"
    projectInfoYPos="600"
    projectInfoButtonLabel="± INFO"
    projectBackButtonFirstLabel="BACK"
    projectBackButtonSecondLabel="TO PROJECTS"
  />

  >>>> PROJECTS NODES GOES HERE >>>>
```

The projects module is focused to display your media contents. Images, swf and videos.

<module> CONFIG PARAMETERS

title: The title of the module. This value will appear in the main menu button text.

sectionId: The UNIQUE section ID for this section.

moduleType: The type of module. See table in page 9. **gallery**

<backgroundImage>: Image background path for content box.

<title xPos="939" yPos="471">: Title text. Could accept multiple lines. Html Formatted inside CDATA TAG. If you don't need title, leave the CDATA tag empty: **<![CDATA[]]>**

xPos: Horizontal position of the title. **yPos:** Vertical position of the title. In pixels.

PROJECTS GLOBAL CONFIGURATION PARAMETERS:

thumbnailsXPos: Horizontal position of the thumbnails menu. In pixels.

thumbnailsYPos: Vertical position of the thumbnails menu. In pixels.

thumbnailTitleColor: Color of the thumbnail project title. ([hexadecimal](#))

thumbnailTextColor: Color of the thumbnail project short text. ([hexadecimal](#))

thumbnailBaseColor: Color of the thumbnail base box. ([hexadecimal](#))

thumbnailBorderColor: Color of the thumbnail rollover border ([hexadecimal](#))

thumbnailPopup: If the popup with the number of items in each project is displayed on rollover. Use "YES" or "NO". Default: YES

thumbnailPopupLabel: Label of the popup, following the number of items.

projectInfoXPos: Horizontal position of the project navigation controller. In pixels.

projectInfoYPos: Vertical position of the project navigation controller.. In pixels.

projectInfoButtonLabel: Label of the "more info" (show description) button.

projectBackButtonFirstLabel: First part of the "back to projects" button.

projectBackButtonSecondLabel: Second part of the "back to projects" button.

(this allows to use different color style for that button)

>>>> GALLERY NODE EXAMPLE >>>>

```
<gallery infoButton="YES">
  <shortTitle>SAMPLE TITLE 01</shortTitle>
  <shortDescription>This a sample of category thumbnail description</shortDescription>
  <largeTitle><![CDATA[ **** ]]></largeTitle>
  <largeDescription><![CDATA[ **** ]]></largeDescription>
  <thumbnail>media/galleries/category_1/thumb.jpg</thumbnail>
  <media>
    <image>media/galleries/category_1/img_1.jpg</image>
    <image>media/galleries/category_1/img_2.jpg</image>
    <swf>media/galleries/sample.swf</swf>
    <video videoWidth="460" videoHeight="345" autoPlay="YES" loop="YES"
      previewImage="video_preview_sample.jpg">sample.flv</video>
    <youtube videoID="fu_332rbcYE" />
  </media>
</project>
```

Inside the projects module you can add unlimited projects items, and inside each project, unlimited number of media items (images, swf or videos).

<gallery infoButton="YES"> : Main node with infoButton paramater. If you don't need to display info description once inside the gallery, just set it to NO.
Use "YES" or "NO". Default: YES

<shortTitle>: A short title to be displayed in the thumbnail menu.

<shortDescription>: A short description to be displayed in the thumbnail menu.

<largeTitle>: Complete title to be displayed inside description panel of the project. Html Formatted inside CDATA TAG.

<largeDescription>: Complete description to be displayed inside description panel of the project. Html Formatted inside CDATA TAG.

<thumbnail>: Thumb image path to be displayed in the thumbnail menu.

<media>: Node to place all media items inside each project. Those items can be:

<image>: image path to be displayed.

<swf>: Swf path to be displayed. Must be AS2.

<video videoWidth="460" videoHeight="345" autoPlay="YES" loop="YES" previewImage="media/galleries/video_preview_sample.jpg">media/galleries/video_sample.flv</video>: This is a video item, FLV, F4V or MP4 files. As you see you'll need to set up several parameters: video width (in pixels) video height (in pixels), autoPlay (if you want it playing once item is loaded, or when user clicks on play button), loop (if video restart or stops at end) and the preview image (to be shown if autoPlay is set to "NO". If you don't need it just leave it empty). Fullscreen button will put the video in fullscreen, keeping the proportions. Any aspect ratio can be used, even vertical videos.

NEW ON VERSION 2.0 YOUTUBE PLAYER >>>>

<youtube videoID="fu_332rbcYE" />: YouTube items. Just place there the YouTube video ID (get it from the youtube.com URL).

4. SERVICES MODULE

```
<module title="SERVICES MODULE" sectionId="our_services" moduleType="services">
  <backgroundImage>media/services/background.jpg</backgroundImage>
  <title xPos="297" yPos="91"><![CDATA[ **** ]]></title>
  <servicesConfig
    xPos="400"
    yPos="100"
    textHeight="338"
    dividersColor="666666"
    datesColor="ffffff"
    arrowButtonsTextColor="b8174d"
    previousButtonLabel="Previous"
    nextButtonLabel="Next"
    scrollBaseColor="cccccc"
    scrollDraggerColor="777777"
  />

  >>>> SERVICES NODES GOES HERE >>>>

</module>
```

The services module is focused to display your company services or products text content. It can be also used as an alternative news module, using the title for dates information. Look in the provided example to see original ways to compose thte text and images.

<module> CONFIG PARAMETERS

title: The title of the module. This value will appear in the main menu button text.

sectionId: The UNIQUE section ID for this section.

moduleType: The type of module. See table in page 9. **services**

<backgroundImage>: Image background path for content box.

<title xPos="939" yPos="471">: Title text. Could accept multiple lines. Html Formatted inside CDATA TAG. If you don't need title, leave the CDATA tag empty: **<![CDATA[]]>**

xPos: Horizontal position of the title. **yPos:** Vertical position of the title. In pixels.

SERVICES GLOBAL CONFIGURATION PARAMETERS:

xPos: Horizontal position of the services block. In pixels.

yPos: Vertical position of the services block. In pixels.

textHeight: Height of the text block. In pixels.

dividersColor: Color of the divider lines. (hexadecimal)

arrowButtonsTextColor: Color of the bottom arrow buttons (prev/next) (hexadecimal)

previousButtonLabel: Label of the previous arrow button.

nextButtonLabel: Label of the next arrow button.

scrollBaseColor: Color of the base of the scroll bar. (hexadecimal)

scrollDraggerColor: Color of the dragger of the scroll bar. (hexadecimal)

```
>>>> SERVICE NODE EXAMPLE >>>>

<service>
  <title><![CDATA[ **** ]]></title>
  <text><![CDATA[ **** ]]></text>
</service>
```

Inside the services module you can add unlimited items.

TIP: Make a creative use of the CDATA + html capabilities. Mix text & images or even transparent images inside the paragraphs.

<service> : Main node

<title>: Title to be displayed. Html Formatted inside CDATA TAG.

<text>: Complete text/content to be displayed. Html Formatted inside CDATA TAG.

5. NEWS MODULE

```
<module title="NEWS MODULE" sectionId="latest_news" moduleType="news">
  <backgroundImage>media/news/background.jpg</backgroundImage>
  <title xPos="388" yPos="85"><![CDATA[ **** ]]></title>
  <newsConfig
    menuYPos="218"
    menuGap="25"
    menuButtonsColor="ffffff"
    menuButtonsRolloverColor="e1a44f"
  />

  >>>> NEWS NODES GOES HERE >>>>

</module>
```

<module> CONFIG PARAMETERS

title: The title of the module. This value will appear in the main menu button text.

sectionId: The UNIQUE section ID for this section.

moduleType: The type of module. See table in page 9. **news**

<backgroundImage>: Image background path for content box.

<title xPos="939" yPos="471">: Title text. Could accept multiple lines. Html Formatted inside CDATA TAG. If you don't need title, leave the CDATA tag empty: **<![CDATA[]]>**

xPos: Horizontal position of the title. **yPos**: Vertical position of the title. In pixels.

NEWS GLOBAL CONFIGURATION PARAMETERS:

menuYPos: The position of the news menu buttons.

menuGap: The space between news menu buttons.

menuButtonsColor: Color of the news menu buttons ([hexadecimal](#))

menuButtonsRolloverColor: Color of the buttons rollover ([hexadecimal](#))

```
>>>> NEWS NODE EXAMPLE >>>>

<item menuTitle="14/11/2010">
  <text><![CDATA[ **** ]]></text>
  <topImage>media/news/sample_img_3.png</topImage>
</item>
```

Inside the news module you can add unlimited items.

TIP: Make a creative use of the CDATA + html capabilities. Mix text & images or even transparent images inside the paragraphs.

<item menuTitle="Entry Title">: Main node with the menu button title attribute

<text>: Complete text/content to be displayed. Html Formatted inside CDATA TAG.

<topImage>: Image path to be loaded on top of each news item.

6. CONTACT MODULE

```
<module title="NEWS MODULE" sectionId="latest_news" moduleType="news">
  <backgroundImage>media/news/background.jpg</backgroundImage>
  <title xPos="388" yPos="85"><![CDATA[ **** ]]></title>

  >>>> CONTACT FORM AND SHARING NETWORKS NODES GOES HERE >>>>
</module>
```

<module> CONFIG PARAMETERS

title: The title of the module. This value will appear in the main menu button text.

sectionId: The UNIQUE section ID for this section.

moduleType: The type of module. See table in page 9. [contact](#)

<backgroundImage>: Image background path for content box.

<title xPos="939" yPos="471">: Title text. Could accept multiple lines. Html Formatted inside CDATA TAG. If you don't need title, leave the CDATA tag empty: **<![CDATA[]]>**

xPos: Horizontal position of the title. *yPos*: Vertical position of the title. In pixels.

```
>>>> CONTACT FORM NODE >>>>
```

```
<contactModule xPos="397" yPos="190" active="YES" fieldsColor="ffffff" linesColor="adb2af"
errorTextColor="ffffff" nameLabel="Name" phoneLabel="Phone" mailLabel="Mail"
commentsLabel="Your comments..." buttonLabel="SEND" ..... >
    <address><![CDATA[ **** ]]></address>
    <mail><![CDATA[info@yourdomain]]></mail>
</contactModule>
```

Inside the contact module you will find all parameters needed to configure the form. This configuration are related with the visual elements (colors, etc.). To configure the PHP to your server needs take a look at chapter 5.

<contactModule xPos="397" yPos="190" active="YES" fieldsColor="ffffff" linesColor="adb2af" errorTextColor="ffffff" nameLabel="Name" phoneLabel="Phone" mailLabel="Mail" commentsLabel="Your comments..." buttonLabel="SEND"> : This is the node where all attributes to define the style are setup. The main one is "active", which can disable completely the form if you don't need it in your site (Use "YES" or "NO". Default: YES). The names of the other attributes are pretty descriptive themselves (position, colors and labels).

<address>: Set here your address /phone / fax etc. details. Also you can make a link to google maps with your location. Even you can add here a logo, if you want, or, like in the sample provided, a link to other internal section. Html Formatted inside CDATA TAG.

<mail>: Set here your email address. The system will put it just under the last line of your address node details.

```
>>>> SHARING NETWORKS NODE >>>>
```

```
<networksModule xPos="752" yPos="520">
    <item name="FACEBOOK" icon="facebook.png" url="http://www.facebook.com"/>
    >>> MORE NETWORKS HERE >>>
</networksModule>
```

<networksModule xPos="752" yPos="520"> : Main node for the sharing buttons. Inside this node you will set the buttons you want to display in the contact module. Just repeat the whole structure of a item node (<item />) to add new ones.

<item name="FACEBOOK" icon="facebook.png" url="http://www.facebook.com"/>: Example of network button. It has 3 parameters to be defined: name (it will be displayed in the popup tool), icon (should be transparent png) and network url (link).

NOTE: Inside media/share/ folder you will find several icons of the most important networks (Blogger, Digg, Stumbleupon, Yahoo...) so if you need to change the buttons maybe you'll find your needed icons here, besides the ones activated in the deploy preview.

6. BOOKING MODULE

```
<module title="RESERVATION" sectionId="our_reservation_form" moduleType="booking">
  <backgroundImage>media/news/background.jpg</backgroundImage>
  <title xPos="388" yPos="85"><![CDATA[ **** ]]></title>

  <bookingModule
    xPos="30"
    yPos="190"
    active="YES"
    .... rest of the config parameters....
  >
  <address><![CDATA[ **** ]]></address>
  <mail><![CDATA[info@yourdomain]]></mail>
</bookingModule>
</module>
```

<module> CONFIG PARAMETERS

title: The title of the module. This value will appear in the main menu button text.

sectionId: The UNIQUE section ID for this section.

moduleType: The type of module. See table in page 9. **booking**

<backgroundImage>: Image background path for content box.

<title xPos="939" yPos="471">: Title text. Could accept multiple lines. Html Formatted inside CDATA TAG. If you don't need title, leave the CDATA tag empty: **<![CDATA[]]>**

xPos: Horizontal position of the title. **yPos:** Vertical position of the title. In pixels.

<bookingModule> CONFIG PARAMETERS

Inside the booking module you will find all parameters needed to configure the form. This configuration are related with the visual elements (colors, etc.). To configure the PHP to your server needs take a look at chapter 5. The names of the attributes are pretty descriptive themselves (position, colors and labels).

<address>: Set here your address /phone / fax etc. details. Also you can make a link to google maps with your location. Even you can add here a logo, if you want, or, like in the sample provided, a link to other internal section. Html Formatted inside CDATA TAG.

<mail>: Set here your email address. The system will put it just under the last line of your address node details.

7. EXTERNAL SWF MODULE

```
<module title="EXTERNAL SWF" sectionId="swf_title" moduleType="swf">
    <backgroundImage>media/swf/background.jpg</backgroundImage>
    <swfFile xPos="0" yPos="0">media/swf/external.swf</swfFile>
</module>
```

<module> CONFIG PARAMETERS

title: The title of the module. This value will appear in the main menu button text.

sectionId: The UNIQUE section ID for this section.

moduleType: The type of module. See table in page 9. **swf**

<backgroundImage>: Image background path for content box.

<swfFile xPos="0" yPos="0">: Path of swf file to be loaded, plus the position attributes

xPos / yPos: Horizontal and vertical position of the loaded swf. In pixels.

NOTE: The SWF must be AS2 and have no reference to `_parent` or `_root` levels.

8. EXTERNAL LINK MODULE

```
<module title="EXTERNAL LINK" sectionId="blog" moduleType="link">
    <url>http://tumblog.activeden.net</url>
</module>
```

<module> CONFIG PARAMETERS

title: The title of the module. This value will appear in the main menu button text.

sectionId: The UNIQUE section ID for this section.

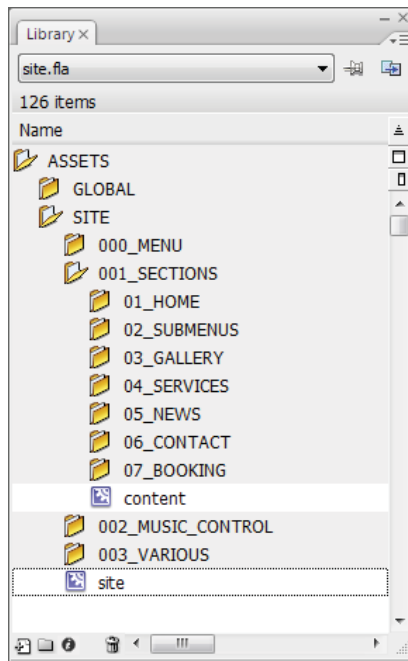
moduleType: The type of module. See table in page 9. **link**

<url>: Url of the external site. It will open in a new window/tab.

Always use *http://www...*

IMPORTANT ADDITIONAL NOTES TO XML CONFIGURATION

- The best way to learn about how to set up the xml file is looking at the provided example (/deploy/xml folder), mostly to see how to format the text with html tags.
- If you are making changes in the xml and the template is not working properly, or even the flash is given scripting errors, the most probably reason is that you have made some mistake changing the xml. Take a look a non-closed nodes, non closing quotes, strange characters, sure the reason will be in one of this common errors.
- Look in chapter 6 (useful links) to learn more about some technical details of xml setup.



4. FLASH IDE CUSTOMIZATION

The main customization should be done directly in the XML file, without changing the source file. (SEE CHAPTER 3 OF THIS MANUAL). For other customization open the main FLA (site.fla inside /source folder) and edit any of the items of the library.

Obviously you will need basic flash knowledge to edit the template in its source file.

All the AS2 code is well commented. As a reference, the main MovieClips with “codes” layers are:

1. _root frame: Main XML-read function. Preload function.

2. site MC: Main control functions.

3. menu MC: Main menu control and submenu functions.

4. content MC: All modules content and config functions.

5. videoPlayer MC: Video Player functions and controls.

Note: always keep a copy of the original FLA file provided in the zip before making any change in the FLA file.

IMAGES

Inside the /source/img folder you will find some images that are not referenced in the xml file and can be modified. If you modify them, after you will need to update the reference link inside the FLA library and then publish the site.swf again.

FONTS

For all Flash changes you will need to install the referenced fonts before opening the site.fla file. See chapter 7 for more information.

5. CONTACT FORM CONFIGURATION (PHP)

This template includes a Contact Form and Booking form which uses PHP language to send the filled information to a defined destination Email.

This doesn't mean that you need to know PHP (you don't) but you need the PHP service activated in your server to run this feature. If you are not sure if you have PHP available in your hosting plan contact your server technical support.

To config the PHP with your own parameters open the files "**contact.php**" & "**booking.php**" that you will find inside **/deploy/php** folder. Inside this file you will find instructions about how to set up the contact form. Basically you will need to setup your email account in 2 places where asked.

Note: Depending on your server security restrictions maybe it will be required that the email account will need to be the same domain as the site where template is hosted.

6. USEFUL LINKS

General Information about XML language

<http://www.w3schools.com/xml/default.asp>

Information about CDATA object

http://www.w3schools.com/xmL/xml_cdata.asp

Information about PHP and PHPMailer

<http://php.net/manual/en/index.php>

Free Online Photo Editors

<http://www.pixlr.com/editor/>

<http://www.picresize.com/> (just for resizing)

How to create FLV videos

http://web.uvic.ca/akeller/pw408/ht_create_flv_file.htm

7. ASSETS INFORMATION

This template uses the Walkway font. It's freely distributed by GemFonts Foundry. If you need to edit the fla you must install it before make any change i the source file.

Bebas Neue font is free and protected by EULA license. That's mean, you can download and use it for free, but it can't be included (redistributed) in this source pack.

DOWNLOAD WALKWAY FONT FAMILY HERE:

<http://www.fontsquirrel.com/fonts/walkway>

This file also uses Myriad Pro font family. It's installed by default with any of the Adobe Programs, since CS version. If you have problems with this font, contact me through the form in my profile page.

Install all fonts in your font directory before editing the FLA. You will need to install it before opening the FLA file. If you need help about installing fonts in Windows follow this link: http://www.myfonts.com/support/help_install_win.html

AS2 **Tweener** is used for tweening. It's free and available for download:

<http://code.google.com/p/tweener/>

The images used in this preview (not included in the source files) are freely distributed and licensed by <http://www.rgbstock.com> and <http://www.sxc.hu>
Many thanks to all authors from the great free source sites.

Social media Icons freely distributed by Komodo Media.

<http://www.komodomedia.com>

The preview MP3 music file is provided by AD assets for authors. You are not allowed to use it in a commercial online project. Read more about this license here:

http://activeden.net/page/asset_library

Open Source Scripts has been used in this template. Follow this link to learn more about this great project:

SWFObject <http://blog.deconcept.com/swfobject/>

MAYBE YOU COULD BE INTERESTED IN THIS FACEBOOK SHOP AVAILABLE ON ACTIVEDEN



The image is a mockup of a Facebook Shop interface. It features a green background with a white content area. At the top right, there is a red banner that says "UPDATED v3.5". The main content area is divided into two sections. The top section displays a product listing for "JAZZ Miles Davis 1969" with a price of "29'95 \$". It includes a "Buy it also on: iTunes" link and a "Long Play" dropdown menu. To the right of the product listing is a video player showing a jazz performance. The bottom section features a carousel of three album covers: "Miles Davis Quintet", "Spainia's End", and "The Rescue". To the right of the carousel is a section titled "FACEBOOK PAYPAL SHOP" with a "VIDEO & MUSIC PLAYER!" and an "iTunes" logo. Below the iTunes logo, it says "Connect your FB Shop with your current iTunes products!" and "NOW WITH 2 PAYMENT METHODS: PAYPAL & EMAIL ORDER". At the bottom right, there is a small black button with a white icon.

ABOUT US & CONTACT

JAZZ
Miles Davis 1969
MO121

Buy it also on:  iTunes

This is a sample of how you can integrate your PayPal Shop also with your current iTunes products. This text is set in the XML. Accepts

AVAILABLE VERSIONS:

Long Play

PRICE 29'95 \$

ADD TO CART

FACEBOOK PAYPAL SHOP
VIDEO & MUSIC PLAYER!

UPDATED v3.5

Song Title 01

 iTunes

Connect your FB Shop with your current iTunes products!

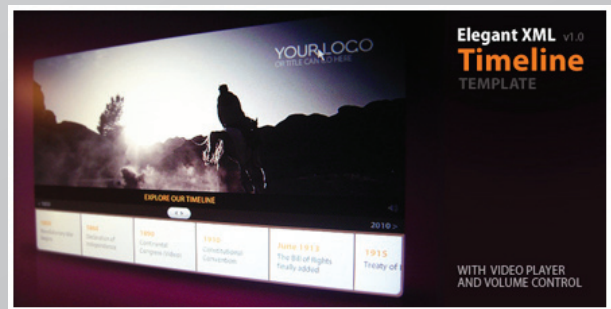
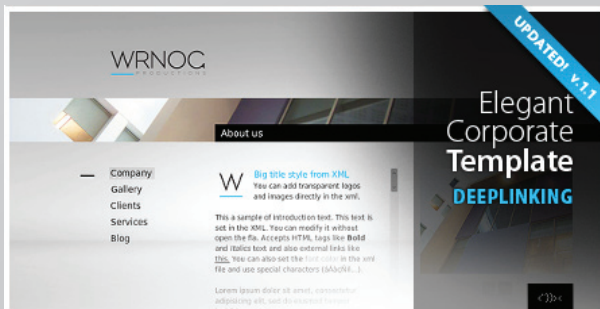
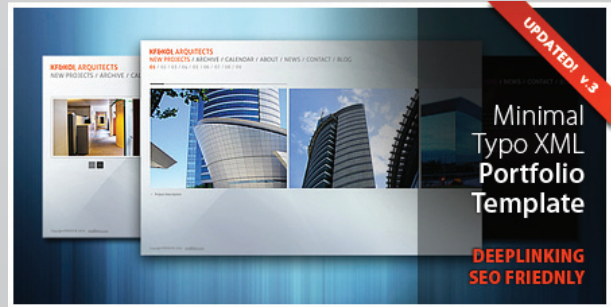
NOW WITH 2 PAYMENT METHODS:
PAYPAL & EMAIL ORDER

Available on ActiveDen



<">><

OTHER FILES AVAILABLE ON ACTIVE DEN



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Other questions, comments or nightmares just contact me
through my AD profile form: <http://activeden.net/user/pezflash>
English, Portuguese and Spanish support.

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