

ULTIMATE BANNER ROTATOR XML DOCUMENTATION

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XML Parameters	Possible values	Description
banner_width	Positive whole number.	<p>The full width of the banner.</p> <p>If the banner_dynamic_resizing attribute is set to “yes”, then you can leave any value in this attribute; it will not matter.</p> <p>This value is important if you have other elements in the same SWF.</p>
banner_height	Positive whole number.	<p>The full height of the banner.</p> <p>If the banner_dynamic_resizing attribute is set to “yes”, then you can leave any value in this attribute; it will not matter.</p> <p>This value is important if you have other elements in the same SWF.</p>
banner_background_color	Hexidecimal color number.	<p>The color of the background of the banner. This will also be the color of the border, if you decide to include a border.</p> <p>Color is set in the form of 0xRRGGBB. The value of one digit ranges from 0 to 9, continueing on from a to e. So a full bright red color would be 0xFF0000 and so forth. For more help on this, google “hexidecimal colors”.</p>
banner_dynamic_resizing	yes no	<p>If you write in no, the banner will be static and stay at the size you have specified in the first two attributes.</p> <p>If you write in yes, the banner will resize to fit the SWF area, dynamically resizing the images within as well.</p>

autoplay_on	yes no	<p>If you write in no, the banner will start in a paused state where the timer clock is not timing.</p> <p>If you write in yes, the banner will start in a playing state where the timer clock is timing and will go to the next images.</p>
banner_border	Positive whole number.	This allows you to create a border. The stroke around the image will be the number you write in, in pixels.

TEXT

text_position	bottom top	<p>If you write in bottom, the banner will place the caption text at the bottom of the banner.</p> <p>If you write in top, the banner will place the caption text at the top of the banner.</p>
text_transition_type	fade fly none	<p>If you write in fade, this will transition the caption text in, fading its transparency.</p> <p>If you write in fly, this will transition the caption text in from the left, the right, from above, or from below. You will have to specify this in the next attribute.</p> <p>If you write in none, the text will change without transition.</p>
text_fly_transition_fly_from	left right above below	<p>This corresponds to the previous attribute if you chose fly, otherwise, this attribute will have no effect.</p> <p>If you write in left, the caption text will fly in from the left.</p> <p>If you write in right, the caption text will fly in from the right.</p> <p>If you write in above, the caption text will fly in from above.</p>

		If you write in below, the caption text will fly in from below.
text_transition_blurred	yes_horizontal yes_vertical yes_both no	<p>This will blur the text when transitioning in.</p> <p>If you write in yes_horizontal, the blur only effects the text horizontally, creating a kind of motion blur.</p> <p>If you write in yes_vertical, the blur only effects the text vertically, creating a kind of motion blur.</p> <p>If you write in yes_both, this creates an all around general blur.</p> <p>If you write in no, no blur will be applied.</p>
text_transition_speed	Positive number.	This specifies how long it takes for the text to transition in, in seconds. So you can write in for example 0.5, for half a second, or 3, for three seconds.
text_area_width	auto Positive whole number.	<p>This specifies the text area of the caption text horizontally.</p> <p>If you write in auto, the SWF will dynamically adjust the text area to fill horizontally.</p> <p>If you write in a positive whole number, it will keep the horizontal text area at that specific width.</p>
text_format	html xml	This specifies whether you want to format your text through HTML formatting or through XML attributes. There is an overlap, for example, in the following few XML attributes, you can format the overall size, color and alignment and at the same time in the caption text attribute with HTML tags, create bold text and add links. But if you want to color in different text pieces in different colors and sizes, you will have to choose HTML and format it that way.

text_size	Positive whole number.	This specifies the overall caption text size. Only applies if xml was written in for the text_format attribute.
text_color	Hexidecimal color number.	<p>This specifies the overall color of the caption text. Only applies if xml was written in for the text_format attribute.</p> <p>Color is set in the form of 0xRRGGBB. The value of one digit ranges from 0 to 9, continueing on from a to e. So a full bright red color would be 0xFF0000 and so forth. For more help on this, google “hexidecimal colors”.</p>
text_align	left right center justify	<p>This specifies the overall alignment of the caption text. Only applies if xml was written in for the text_format attribute.</p> <p>These function just like conventional text alignment in standard text editors.</p>
text_padding	Positive whole number.	This specifies the overall margin around the caption text. For example, if you write in 2, it will create a margin on the left and right of the text area two pixels wide and a margin on the top and bottom of the text area two pixels high.
text_selectable	yes no	This specifies if the user viewing the SWF will be able to select, copy and paste the caption text.
text_background_color	Hexidecimal color number.	<p>The color of the caption text background.</p> <p>Color is set in the form of 0xRRGGBB. The value of one digit ranges from 0 to 9, continueing on from a to e. So a full bright red color would be 0xFF0000 and so forth. For more help on this, google “hexidecimal colors”.</p>

text_background_transparency	Positive whole number from 0 to 100.	The transparency of the caption text background. For example, if you write in 30, the background will be 30% transparent.
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NAVIGATION

navigation_position	bottom_left bottom_right top_left top_right	<p>This specifies where the navigation controls will be placed.</p> <p>If the navigation controls and the caption text are both placed at the top or both placed at the bottom and the text_area_width attribute is set to yes, the caption text area will automatically be sized down, making space for the navigation controls.</p>
navigaton_behavior	mouse_over always_shown	<p>This specifies when the navigation controls will appear.</p> <p>If you write in mouse_over, the navigation controls will show up when the mouse is over the banner, otherwise they will not be shown.</p>
navigation_buttons_background_color	Hexidecimal color number.	<p>The background color of all the navigation control buttons.</p> <p>Color is set in the form of 0xRRGGBB. The value of one digit ranges from 0 to 9, continueing on from a to e. So a full bright red color would be 0xFF0000 and so forth. For more help on this, google "hexidecimal colors".</p>
navigation_buttons_background_transparency	Positive whole number.	This specifies the transparency of the background of all the navigation control buttons. For example, if you write in 30, the backgrounds will be 30% transparent.
circle_timer_shown	yes no	Specifies whether or not the timer clock is shown in the navigation controls.

timer_speed	Positive number.	This number represents the time in seconds it takes to skip to the next image/SWF.
play_pause_button_shown	yes no	Specifies whether or not the play/pause button is shown in the navigation controls.
next_button_shown	yes no	Specifies whether or not the next button is shown in the navigation controls.
previous_button_shown	yes no	Specifies whether or not the previous button is shown in the navigation controls.
numbered_buttons_shows	yes no	Specifies whether or not the numbered buttons are shown in the navigation controls. These buttons correspond to the individual images/SWFs.
numbered_buttons_direction	vertical_on_previous_button vertical_on_next_button horizontal	<p>Specifies which direction the numbered buttons will be displayed.</p> <p>If you write in vertical_on_previous_button, the numbered buttons will show up when the user mouses over the previous button or next button, and the numbered buttons will be running vertical from the previous button.</p> <p>If you write in vertical_on_next_button, the numbered buttons will show up when the user mouses over the previous or next button, and the numbered buttons will be running vertical from the next button.</p> <p>If you write in horizontal, the numbered buttons will show up when the user mouses over either the next or previous button and the numbered buttons will run to the left of the controls if they are on the right and they will run to the right of the controls if they are on the left.</p>

navigation_controls_spacing	Positive whole number.	Specifies how much spacing there is between navigation control buttons, in pixels.
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IMAGES

images_randomized	yes no	Specifies whether or not the order of the images/SWFs are random. This will shuffle the order of the images/SWFs.
image_transition_type	mask fade fly none	<p>This specifies the type of effect on the transitioning in of the image/SWF.</p> <p>If you write in mask, the image/SWF will be masked, having four options of boxes, box, circles or circle.</p> <p>If you write in fade, the image/SWF will simply transition in by fading its transparency.</p> <p>If you write in fly, the image/SWF will fly in from the left, right, top, or bottom.</p> <p>If you write in none, the image/SWF will change without transition.</p>
image_fly_transition_fly_from	left right above below	<p>This corresponds to the previous attribute if you chose fly, otherwise, this attribute will have no effect.</p> <p>If you write in left, the image/SWF will fly in from the left.</p> <p>If you write in right, the image/SWF will fly in from the right.</p> <p>If you write in above, the image/SWF will fly in from above.</p> <p>If you write in below, the image/SWF will fly in from below.</p>

<p>image_mask_transition_type</p>	<p>boxes box circles circle</p>	<p>This corresponds to the image_transition_type attribute if you chose mask, otherwise, this attribute will have no effect.</p> <p>If you write in boxes, the image/SWF will be masked by a boxes transition movieclip, containing several boxes tweening in.</p> <p>If you write in box, the image/SWF will be masked by a box transition movieclip, containing one box growing in size from the center.</p> <p>If you write in circles, the image/SWF will be masked by a circles transition movieclip, containing several circles tweening in.</p> <p>If you write in circle, the image/SWF will be masked by a circle transition movieclip, containing one circle growing in size from the center.</p>
<p>image_transition_blurred</p>	<p>yes_horizontal yes_vertical yes_both no</p>	<p>This will blur the image/SWF when transitioning in.</p> <p>If you write in yes_horizontal, the blur only effects the image/SWF horizontally, creating a kind of motion blur.</p> <p>If you write in yes_vertical, the blur only effects the image/SWF vertically, creating a kind of motion blur.</p> <p>If you write in yes_both, this creates an all around general blur.</p> <p>If you write in no, no blur will be applied.</p>
<p>image_transition_speed</p>	<p>Positive whole number.</p>	<p>This specifies how long it takes for the image/SWF to transition in, in seconds. So you can write in for example 0.5, for half a second, or 3, for three seconds.</p>

image_mouse_over_effect	yes no	<p>This specifies whether or not you want the images/SWFs to have a mouse over effect.</p> <p>If you write in yes, this will create a lightening effect on the image/SWF when it is moused over.</p> <p>If you write in either yes or no, the button mouse hand will show up as the cursor.</p>
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FOR EACH IMAGE/SWF:

Each image tag starting from <image> and ending at </image> represents one image/SWF. In between these tags are three attributes, src, linkOutURL and linkOutTarget. The caption text is in between the <image> tags, wrapped in a CDATA tag to make sure the text is passed in correctly.

src	Image path string	The path to the image file. If using the same directory structure as when you received the files, these images will be in a folder called images, so an example of a image file path would be images/example_image.jpg or images/example_swf.swf.
linkOutURL	URL string	A URL text to a web address for a link on clicking the image/SWF. If left blank, there will be no link or button.
linkOutTarget	_blank _self	<p>This specifies the target of the link, meaning whether you want the link to open in a new window or the same window.</p> <p>If you write in _blank, the link will open in a new window.</p> <p>If you write in _self, the link will open in the same window.</p>
Caption text description space	Almost any kind of text	This is where you write your caption text description for the image/SWF. This is wrapped in a CDATA tag, so an example caption would be <![CDATA[My description here.]]>.

Additional notes:

Changing the font of the caption text:

Unfortunately to do this, you must open the FLA file. Open up the library, go into the mainAssets folder, and then double click on captionClip to enter edit mode. Then you can select the text field and change the font face in the properties tab. Make sure you embed the necessary font symbols.

Including SWFs in your Ultimate Banner Rotator:

Loading in SWFs into an SWF can be tricky. Animation on the first frame can cause errors and any reference to root or stage might also cause errors; try to stay within the scope of your own SWF. Also, if you declared the banner_dynamic_resizing attribute to be yes, then make sure all elements within your SWF are within the stage area, otherwise, while viewing your loaded in SWF in the Ultimate Banner Rotator, if they were to resize it, it will most likely not resize correctly.