DOCUMENTATION

THE PIECEMAKER V2 IMAGE ROTATOR BY MODULARWEB

The Piecemaker V2 is an open source Flash ActionScript 3 image rotator.

It's free for nearly any use - including commercial.

LICENSE

The Piecemaker is Open Source

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We'd like you to get the very best out of the Piecemaker. Therefore we made it open source. Feel free to use it however you want, generally including also commercial projects.

There is just one exception to the rule:

Please do not sell the Piecemaker as a stand-alone component in the way it can be found here for free download!

Other than that there is just one more request we have, although it's of course no binding condition: If you create something cool with the Piecemaker - Let us know! We'd love to showcase your work on our website site, too.

Finally here is the fine print to establish this.

The MIT License

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SETTINGS

The following settings have to be in place within the XML file to control the Piecemaker component. You can find them all in the Settings node.

ImageWidth = "900" - Width of every Image

ImageHeight = "360" - Height of every Image

LoaderColor = "0x333333" - Color of the cubes before the first image appears, also the color of the back sides of the cube, which become visible at some transition types

InnerSideColor = "0x222222" - Color of the inner sides of the cube when sliced

SideShadowAlpha = "0.8" - Sides get darker when moved away from the front. This is the degree of darkness - 0 == no change, 1 == 100% black

DropShadowAlpha = "0.7" - Alpha of the drop shadow - 0 == no shadow, 1 == opaque

DropShadowDistance = "25" - Distance of the shadow from the bottom of the image

DropShadowScale = "0.95" - As the shadow is blurred, it appears wider that the actual image, when not resized. Thus it's a good idea to make it slightly smaller. - 1 would be no resizing at all.

DropShadowBlurX = "40" - Blur of the drop shadow on the x-axis

DropShadowBlurY = "4" - Blur of the drop shadow on the y-axis

MenuDistanceX = "20" - Distance between two menu items (from center to center)

MenuDistanceY = "50" - Distance of the menu from the bottom of the image

MenuColor1 = "0x999999" - Color of an inactive menu item

MenuColor2 = "0x333333" - Color of an active menu item

MenuColor3 = "0xFFFFFF" - Color of the inner circle of an active menu item. Should equal the background color of the whole thing.

ControlSize = "100" - Size of the controls, which appear on rollover (play, stop, info, link)

ControlDistance = "20" - Distance between the controls (from the borders)

ControlColor1 = "0x222222" - Background color of the controls

ControlColor2 = "0xFFFFFF" - Font color of the controls

ControlAlpha = "0.8" - Alpha of a control, when mouse is not over

ControlAlphaOver = "0.95" - Alpha of a control, when mouse is over

ControlsX = "450" - X-position of the point, which aligns the controls (measured from [0,0] of the image)

ControlsY = "280" - Y-position of the point, which aligns the controls (measured from [0,0] of the image)

ControlsAlign = "center" - Type of alignment from the point [controlsX, controlsY] - can be "center", "left" or "right"

TooltipHeight = "31" - Height of the tooltip surface in the menu

TooltipColor = "0x222222" - Color of the tooltip surface in the menu

TooltipTextY = "5" - Y-distance of the tooltip text field from the top of the tooltip

TooltipTextStyle = "P-Italic" - The style of the tooltip text, specified in the CSS file

TooltipTextColor = "0xFFFFFF" - Color of the tooltip text

TooltipMarginLeft = "5" - Margin of the text to the left end of the tooltip

TooltipMarginRight = "7" - Margin of the text to the right end of the tooltip

TooltipTextSharpness = "50" - Sharpness of the tooltip text (-400 to 400) - see Adobe Docs

TooltipTextThickness = "-100" - Thickness of the tooltip text (-400 to 400) - see Adobe Docs

InfoWidth = "400" - The width of the info text field

InfoBackground = "0xFFFFFF" - The background color of the info text field

InfoBackgroundAlpha = "0.95" - The alpha of the background of the info text, the image shines through, when smaller than 1

InfoMargin = "15" - The margin of the text field in the info section to all sides

InfoSharpness = "0" - Sharpness of the info text (see above)

InfoThickness = "0" - Thickness of the info text (see above)

Autoplay = "10" - Number of seconds from one transition to another, if not stopped. Set to 0 to disable autoplay

FieldOfView = "45" - see the official Adobe Docs

ADDING CONTENTS

Adding Images

Images can be added by appending an **Image** node to the **Contents** node in the XML structure. The Image node must have a Source attribute, defining the path to the image to be loaded. Accepted image formats are JPG, PNG and GIF. Additionally the Image node can also have a Title attribute which will be shown in the tooltip on the menu.

The Image node can have two child nodes:

The **Text** node can hold a description text, which can be formatted with simple HTML tags. Which HTML tags are supported, is determined by the piecemaker.css file. Per default you can use <h1>, <p>, <p-italic>, <a>. But you can add and specify as many tags as you want, for example different headline types. If you want to use different fonts, you will have to make sure that you embed these fonts in the Flash file. If you don't add a Text node, no info text appears.

Also the Image node can hold an **Hyperlink** node, which will link the image to another domain. This Hyperlink node must hold the attributes URL and Target.

The following XML structure is an example for a complete Image node:

```
<Image Source="contents/piecemaker2.png" Title=Lots of new Features>
     <Text>
          <h1>Some headline</h1><p>This is some HTML formatted text</p>
     </Text>
     <Hyperlink URL="http://www.modularweb.net" Target="_blank"/>
</Image>
```

Adding SWF Files

External SWF files can be added by appending a **Flash** node to the **Contents** node in the XML structure. The Flash must have a Source attribute, defining the path to the SWF file to be loaded. Additionally it also can have a Title attribute which will be shown in the tooltip on the menu.

The Flash node must have a child node **Image**, which will also have a Source attribute. This will specify the path to a preview image to be loaded before the SWF file is shown. This preview image might show the first image of the SWF file though, which would cause a smooth transition from the image to the actual SWF.

The following XML structure is an example for a complete Flash node:

```
<Flash Source="contents/flash.swf" Title="External SWF File">
      <Image Source="contents/flash-preview.png"/>
</Flash>
```

Adding Video Files

You can also add Video files to the Piecemaker. To do so you need to append a **Video** node to the **Contents** node in the XML structure. Accepted file formats are MPEG4 width H.264 Codec, as well as F4V and FLV.

The Video node must include the attributes Source, Width, Height and Autoplay. Again the Source attribute defines the path to the video file. Width and Height specify the dimensions of the video file. Autoplay defines whether or not the video will start playing as soon as it's ready. The additional Title attribute can again add a tooltip to the menu.

Just like the Flash node the Video node has to have a child node **Image**, which will specify a preview image, which is shown before the video is ready. Using the first image of the video here will cause smooth transition between image and video. Please note that this image will still be shown left and right of the video, in case that the video is not as wide as the image.

The following XML structure is an example for a complete Video node:

```
<Video Source="contents/video.mp4" Title="Video Example" Width="730"
Height="365" Autoplay="true">
      <Image Source="contents/video-preview.jpg"/>
</Video>
```

TRANSITIONS

You can add as many transitions to the Piecemaker as you want. These transitions will be started in the order they are specified in the XML file. This order is entirely independent from the order of contents. Once the last transition is reached, it starts over again with the first transition.

Every transition needs to have the following six attributes assigned to it:

Pieces = "9" - Number of pieces to which the image is sliced

Time = "1.2" - Time for one cube to turn

Transition = "easeInOutBack" - Transition type of the Tweener class. For more info on these types see the official Tweener Documentation and go to „Transition Types". The best results are achieved by those transition types, which begin with easeInOut.

Delay = "0.1" - Delay between the start of one cube to the start of the next cube

DepthOffset = "300" - The offset during transition on the z-axis. Value between 100 and 1000 are recommended. But go for experiments. :)

CubeDistance = "30" - The distance between the cubes during transition. Values between 5 and 50 are recommended. But go for experiments.:)

HTML EMBEDDING

In this section you'll find a basic embed code to include the Piecemaker into your HTML page.

We recommend using the SWFObject JavaScript class, which we've also included in the download package. This allows you to specify an alternative content to be shown when there is no Flash support. It also lets you specify **flashvars** and **params** quite easily. For more information on SWFObject read the official Docs at Google Code.

Some more things you should keep in mind when including the Piecemaker into your HTML project:

The flashvars should contain the paths to the XML and CSS files. These should be stored in the two variables xmlSource and cssSource. See demo code on the next page!

If you want your Piecemaker to be transparent, make sure the wmode setting in the params is set to **"transparent"**.

During transitions the Piecemaker needs a little more space on the sides. You should consider assigning higher values for width and height of the piecemaker.swf as well as the containing div tag. For example if your images are 900 px wide, your Piecemaker instance should at least be 1000 px wide. The same principle applies to the height of the Piecemaker.

On the next page you will also find a demo embed code to see all this in action.

Demo Embed Code

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN" "http://www.w3.org/TR/xhtml1/DTD/xhtml1-
strict.dtd">
<html xmlns="http://www.w3.org/1999/xhtml" lang="en" xml:lang="en">
  <head>
    <title>The Piecemaker by Modularweb</title>
    <meta http-equiv="content-type" content="text/html; charset=utf-8" />

    <script type="text/javascript" src="scripts/swfobject/swfobject.js"></script>

    <script type="text/javascript">
      var flashvars = {};
      flashvars.cssSource = "piecemaker.css";
      flashvars.xmlSource = "piecemaker.xml";

      var params = {};
      params.play = "true";
      params.menu = "false";
      params.scale = "showall";
      params.wmode = "transparent";
      params.allowfullscreen = "true";
      params.allowscriptaccess = "always";
      params.allownetworking = "all";

      swfobject.embedSWF('piecemaker.swf', 'piecemaker', '1000', '600', '10', null, flashvars,
      params, null);

    </script>
  </head>

<body>
  <center>
    <div id="piecemaker">
      <p>Put your alternative Non Flash content here.</p>
    </div>
    </center>
  </body>
</html>
```

ENJOY THE PIECEMAKER

That's it so far. We hope you enjoy the Piecemaker. If you manage to create something cool with it, please let us know. We'd love to see what you've done.

You might also be interested in the fact that we now offer full website templates including the Piecemaker, which also come with our own Modularweb Content Management.

Please visit us at www.modularweb.net!