

3D Book User Manual

www.3D-Book.com

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1.1 Structure of the application

[Download]	
L YourFile	pdf
[language]	
L Language	txt
[pages]	
L [sources]	
L cover	fla
L page2	fla
L page3	fla
L page4	fla
L page5	fla
L cover	jpg
L page2	jpg
L page3	jpeg
L page4	gif
L page5	png
[photos]	
L [PhotoGallery1]	
L img1	jpg
L img2	jpg
L img3	jpg
L thb1	jpg
L thb2	jpg
L thb3	jpg
L [PhotoGallery2]	
L [PhotoGallery3]	
[Scripts]	
L expressInstall	swf
L swfobject_modified	js
[swf]	
L page	swf
[tracks]	
L audio1	mp3
L audio2	mp3
[video]	
L [gallery1]	
L video1	flv
L video2	flv
L video3	flv
L [gallery2]	
L [gallery3]	
L [gallery4]	
L video	flv
[xml]	
L AudioModule	xml
L Content	xml
L img_gallery01	xml
L img_gallery02	xml
L img_gallery03	xml
L page16video	xml
L VideoModule01	xml
L VideoModule02	xml
L VideoModule03	xml
UserGuide	pdf
3dbook_00	swf
3dbook_01	swf
3dbook_02	swf
3dbook_06	swf
3dbook_04	swf
3dbook_05	swf
3dbook_08	swf
3dbook_07	swf
3dbook_03	swf
3dbook_09	swf
3dbook_no_bg	swf
3dbook_no_media_icons	swf
logo	png
index_no_media_icons	html
index_no_bg	html
index_00	html
index_01	html
index_02	html
index_03	html
index_04	html
index_05	html
index_06	html
index_07	html
index_08	html
index_09	html
mail	php
index	html

“Download” Folder: copy here the publication in a format for download (ex: .pdf, .doc, .zip, .rar etc)

“Language” Folder: contains the *Language.txt* file and by editing it you may change the language used by the application – **do not delete or modify the name of the file or of the folder**

“Pages” Folder: place here the pages of the publication in the approved formats (.jpg, .jpeg, .gif, .swf, .png)

“Sources” Subfolder: contains the sources of .fla formatted pages

“Photos” Folder: place here the images used for image galleries, organized in subfolder. Each subfolder comprises large images (with variable sizes) and for each large image, there is a thumb-type image (50px wide x 50px height)

“Scripts” Folder: contains two files necessary for .html page flipping– **do not delete or modify the name of the file or of the folder**

“swf” Folder: contains the *page.swf* file necessary for the operation of the application - **do not delete or modify the name of the file or of the folder**

“tracks” Folder: contains .mp3 formatted audio files

“Video” Folder: contains video galleries organized in subfolders. The video files should have a .flv format. For each video file added in a gallery, you may create a thumb-type image with the 65px wide x 65px height size

“xml” Folder:

- contains the “*Content.xml*” file used for the setting of flash application - **do not delete or modify the name of the file or of the folder**

- contains the “*AudioModule.xml*” file used for the mp3 player – see chapter 2.4

- contains .xml files used by image galleries – see chapter 2.2.1

- xml files used by video galleries – see chapter 2.2.2

Main folder:

- 3dbook_00.swf-3dbook_09.swf files with various background images

- 3dbook_no_bg.swf – file with no background image

- 3dbook_no_media_icons – file without mp3player and video icons and image gallery

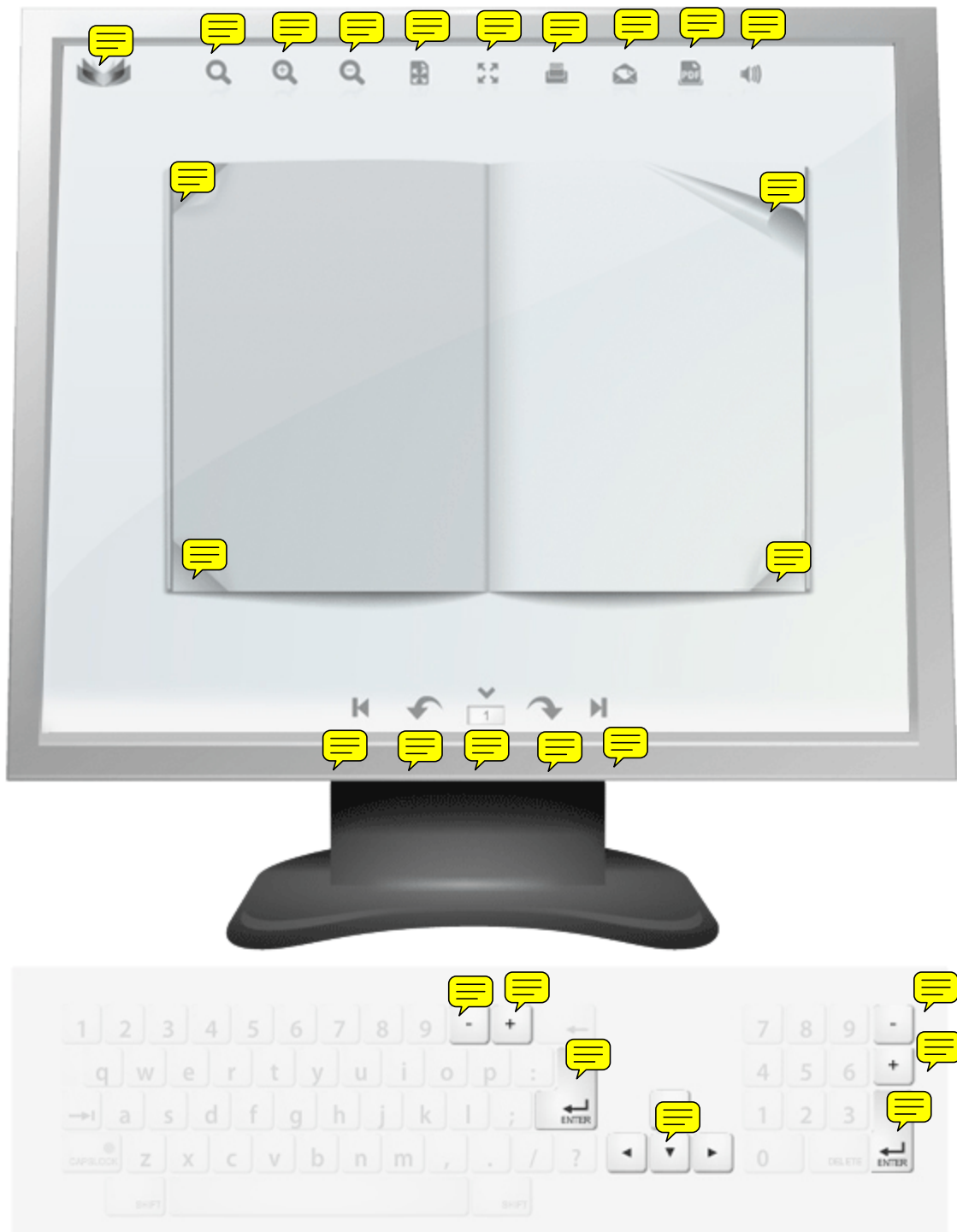
- User manual – UserGuide.pdf

- Logo.png – may be overwritten to use their own logo

- .html files used for running the application in web browser – each background version has its own html file

- The mail.php file used for setting the “contact” module

1.2 User Interface



1.3 Principle of operation

3D Book is a flash application working with external files and which is configured by editing a .xml file

This flash application does not need to be installed and is ready to be used after unpacking the .zip file

The application may run both locally and on any type of web server or CD/DVD/USB device.

Each function of the application comprises a demo, which may run or be modified using your data.

The pages accepted by the application may have any size as long as all comply with this size. The size of pages is set in the Content.xml file from the *xml* folder.

The pages read by the application have the following formats: .swf, .jpg, .jpeg, .gif, .png. You may create these pages using Adobe Flash or any image editor.

The archive shall contain the demo publication with all page sources. The .fla sources used for creating the pages of the demo are included for you to reproduce the effects, buttons and functions seen in the demo (*this procedure requires minimum knowledge of adobe flash*).

After finishing the project, you may upload the publication on a web server or you may write it on a CD. The publication is tested and functions with no problems in all current web browsers.

! The basic principle of operation is the following:

- 1. Create pages in one of the formats accepted by the application (jpg, jpeg, gif, png, swf) and save them in a folder (Ex: pages)**
- 2. Set the size of pages, color of the interface and the access path to each page in the Content.xml file from the xml folder**

2.1 How to use my own logo and url?



To change the logo from top left corner write over the **logo.png** file a file with the same name and format (png) which comprises the image of your logo. The size of the logo is not limited but in order to keep the aspect of the publication your .png image should have the maximum height 52px (*width may vary*) and a transparent background

To change the URL edit the second text line in the *Language.txt* file from the *language* folder

&langpuburl=www.3d-book.com will become **&langpuburl=www.yourdomainname.com**

2.2 How to create a page?

Create the pages of the publication and place them in a folder (ex: "pages/").

The formats of pages read by the application are the following: .swf, .jpg, .jpeg, .gif, .png.

If your publication has a pdf format, you should export each page in one of the accepted formats.

.swf pages may be created using Adobe Flash, Swish Max or may be exported from a pdf. file. Jpg formatted pages may be created using an image editor (e.g.: photoshop) or may be exported from a .pdf file.

The pages accepted by the application may have any size as long as they all have the same size. The size of pages is defined in the *Content.xml* file from the *xml* folder.

E.g.:

```
width="482" height="649"
```

After having created all the pages you should set the path to each one in the Content.xml folder:

E.g.:

```
<page src="pages/cover.swf" />
<page src="pages/page01.jpg" />
<page src="pages/page02.gif" />
<page src="pages/page03.jpeg" />
<page src="pages/page04.png" />
<page src="pages/page05.swf" />
<page src="pages/page06.jpg" />
```

The .fla sources used for creating the pages from the demo are included so that you may reproduce the effects, buttons and functions seen in demo (*this procedure requires minimum knowledge of adobe flash*).

! The number of pages used by the application is not limited

2.2.1 Photo gallery use

To be able to use the photo galleries you must always **keep record of the number of galleries you want to create.**

Consider the following example:

Your publication shall contain 50 pages and 10 photo galleries. The pages which use photo galleries should have the .swf format. Follow the steps listed below to create photo galleries and to use them in the pages of the publication.

Step 1: Create a folder comprising all photo galleries (e.g.: PhotoGalleries)

Step 2: In the PhotoGalleries folder create a subfolder for each gallery (e.g.: Gallery1, Gallery2 Gallery10)

Step 3: Create images for each gallery. A large image (size may vary) and a thumb-type image (50px X 50px) for each gallery.

Ex:

Gallery1/Image1.jpg, Gallery1/Image2.jpg, Gallery1/Image3.jpg,
Gallery1/thumb1.jpg, Gallery1/thumb2.jpg, Gallery1/thumb3.jpg
Gallery1/Imagexx.jpg, Gallery1/thumbxx.jpg

Gallery2/Image1.jpg, Gallery2/Image2.jpg, Gallery2/Image3.jpg,
Gallery2/thumb1.jpg, Gallery2/thumb2.jpg, Gallery2/thumb3.jpg
Gallery2/Imagexx.jpg, Gallery2/thumbxx.jpg

.....

Gallery10/Image1.jpg, Gallery10/Image2.jpg, Gallery10/Image3.jpg,
Gallery10/thumb1.jpg, Gallery10/thumb2.jpg, Gallery10/thumb3.jpg
Gallery10/Imagexx.jpg, Gallery10/thumbxx.jpg

Step 4: Each photo gallery should have a xml file in the "xml" folder

xml/img_gallery01.xml, xml/img_gallery02.xml xml/img_gallery10.xml

!the name of the file should have the format img_galleryxx.xml where xx represents the number of the photo gallery

The structure of each .xml file is the following:

```
<?xml version="1.0" encoding="utf-8" standalone="yes"?>
<content>
  <gallery Name="Gallery Name" Folder="PhotoGalleries/Gallery1">
    <image Thumb="thumb1.jpg" Large="image1.jpg" Caption="Image 1 Caption">
    </image>
    <image Thumb="thumb2.jpg" Large="image2.jpg" Caption="Image 2 Caption ">
    </image>
    <image Thumb="thumb3.jpg" Large="image3.jpg" Caption="Image 3 Caption ">
    </image>

    .....

    <image Thumb="thumbXX.jpg" Large="imageXX.jpg" Caption="Image XX Caption ">
    </image>
  </gallery>
</content>
```


Pasul 5: In the flash page where you want to use the photo gallery create a button and apply this action script code:

```
on (release)
{
    if (Stage.width > _root.pw * 2 && Stage.height - _root.TopIcons._height * 2 > _root.ph)
    {
        _root.tdf8();
    }
    else
    {
        _root.tdf5();
    }
    _root.canflip=false;
    _root.beDisable("dsbl");
    _root.activeSub = "subPhotoModule01";
    _root.attachMovie("MASKblack", "MASKblack", _root.getNextHighestDepth(), {_x: 0, _y: 0,
_width: Stage.width, _height: Stage.height});
}

on(rollOut, dragOut, releaseOutside){
    _root.canflip=true; // flipping enabled
}

on(rollOver, dragOver){
    _root.canflip=false; // flipping disabled
}
```

For the second photo gallery use the same code and replace
"subPhotoModule01" with "subPhotoModule02"

.....

For the tenth photo gallery use the same code and replace
"subPhotoModule01" with "subPhotoModule10"

! The maximum number of photo galleries which you may create is 35

2.2.2 Video gallery use

To be able to use the photo galleries you should keep a record of the number of galleries you wish to create.

Consider the following example:

Your publication shall contain 50 pages and 5 video galleries. The pages which use video galleries should have the format .swf. Follow the steps below to create video galleries and to use them in the pages of the publication.

Step 1: Create a folder comprising all video galleries (e.g.: VideoGalleries)

Step 2: In the VideoGalleries folder create a subfolder for each gallery (e.g.: Gallery1, Gallery2 Gallery5)

Step 3: Copy the .flv files in their galleries. For each video file create a thumb-type image (65px X 65px) with jpg format.

Ex:

Gallery1/video1.flv, Gallery1/video2.flv, Gallery1/video3.flv,
Gallery1/thumb1.jpg, Gallery1/thumb2.jpg, Gallery1/thumb3.jpg
Gallery1/videoxx.flv, Gallery1/thumbxx.jpg

Gallery2/video1.flv, Gallery2/video2.flv, Gallery2/video3.flv,
Gallery2/thumb1.jpg, Gallery2/thumb2.jpg, Gallery2/thumb3.jpg
Gallery2/videoxx.flv, Gallery2/thumbxx.jpg

.....

Gallery5/video1.flv, Gallery5/video2.flv, Gallery5/video3.flv,
Gallery5/thumb1.jpg, Gallery5/thumb2.jpg, Gallery5/thumb3.jpg
Gallery5/videoxx.flv, Gallery5/thumbxx.jpg

Step 4: Each video gallery should have a xml file in the "xml" folder

xml/VideoModule01.xml, xml/VideoModule02.xml xml/VideoModule05.xml
! the name of the file should have the format img_galleryxx.xml where xx is the number of the photo gallery

The structure of each .xml file is the following:

```
<?xml version="1.0" encoding="utf-8"?>
<item>

<list name="Video 1 Description" videotitle="Sample Video 1"
link="VideoGalleries/gallery1/video1.flv" >
<thumb>VideoGalleries/gallery1/thumb1.jpg</thumb>
</list>

.....

<list name="Video 5 Description" videotitle="Sample Video 5"
link="VideoGalleries/gallery1/video5.flv" >
<thumb>VideoGalleries/gallery1/thumb5.jpg</thumb>
</list>

</item>
```

Pasul 5: In the flash page where you want to use the video gallery create a button and apply this action script code:

```
on (release)
{
    _root.TopIcons.mp3player.onOff.gotoAndStop("playOver");
    _root.TopIcons.mp3player.musicOff();
    alphaTween = new mx.transitions.Tween (_root.TopIcons.mp3player.equ, "_alpha",
        mx.transitions.easing.Regular.easeOut, 100, 0, 0.75, true);
    if (Stage.width > _root.pw * 2 && Stage.height - _root.TopIcons._height * 2 > _root.ph)
    {
        _root.tdf8();
    }
    else
    {
        _root.tdf5();
    }
    _root.canflip=false;
    _root.beDisable("dsbl");
    _root.activeSub = "subVideoModule1";
    _root.attachMovie("MASKblack", "MASKblack", _root.getNextHighestDepth(), {_x: 0, _y: 0,
        _width: Stage.width, _height: Stage.height});
}

on(rollOut, dragOut, releaseOutside){
    _root.canflip=true; // flipping enabled
}

on(rollOver, dragOver){
    _root.canflip=false; // flipping disabled
}
```

For the second video gallery use the same code and replace
"subVideoModule1" with "subVideoModule2"

.....

For the tenth video gallery use the same code and replace
"subVideoModule1" with "subVideoModule5"

! The maximum number of video galleries you can create is 20

2.2.3 Video streaming embedded in a page

To create a page which contains a video file you should use as example the "page14.flv" file from "pages/sources".

Let's take the following example: **You want to use a video file in page 5 of the publication.**

Step 1: Copy "page14.flv" and rename "page5.flv"

Step 2: Open file "page5.flv" in adobe flash. In "videoPlayer movie clip" frame one in the action script code replace line 41

"trailer.load("xml/page14video.xml");" with "trailer.load("xml/page5video.xml");"

Step 3: In the folder "xml" copy file "page16video.xml" and rename as "page5video.xml".

Step 4: Edit "page5video.xml" file in the following way

```
<Config>
  <video>
    <videopath>video/page5video.flv</videopath> //define the video path
    <width>260</width> //define the video width
    <height>180</height> //define the video height
    <buffertime>20</buffertime> //define the buffertime
  </video>
</Config>
```

Resume steps 1 .. 4 to use the video player embedded in other pages.

2.2.4 Creation of pages with dynamic content

For function we shall use as example page 15 of “sources” folder (“pages/sources/page15 fla”)

Let’s take the following example: You want to use a dynamic content in page 9 of the publication.

Step 1: Copy page15 fla and rename page9 fla

Step 2: Open file page9 fla in adobe flash. Enter in movie clip-ul txtm >> content. In frame one, inside the code action script, you should edit the following:

```
var format = new TextField.StyleSheet();
var path = "pages/page9.css";
format.load(path);

format.onLoad = function(success) {
    if (success) {
        output.styleSheet = format;
        myLoadVar = new LoadVars ();
        myLoadVar.load("pages/page9.txt")
        myLoadVar.onLoad = function (success){
            if (success == true) {
                output.variable = "flashcsstext"
                output.htmlText=myLoadVar.flashcsstext;
            }
        } else {
            output.text = "Error loading content";
        }
    }
};
```

Step 3: In the director “pages” copy the files “page15.css” and “page15.txt” and rename as “page9.css” and “page9.txt”.

Step 4: Edit the newly created files using the html texts and tags you want.

Resume steps 1 .. 4 to use the dynamic content embedded in other pages.

2.2.5 Creation of different types of buttons

1. For **buttons with target inside the publication** use the following code:

```
on(rollOver, dragOver){
    _root.canflip=false; // flipping disabled
}

on(rollOut, dragOut, releaseOutside){
    _root.canflip=true; // flipping enabled
}

on(release){
    _root.canflip=true; // flipping enabled
    _root.gotoPage(30,true); // go to page
}
```

!replace 30 with the page you want

! use as example practice page1.fla of the sources folder

2. For **buttons with target to an external web page** use the following code:

```
on(rollOver, dragOver){
    _root.canflip=false; // flipping disabled
}

on(rollOut, dragOut, releaseOutside){
    _root.canflip=true; // flipping enabled
}

on(release){
    _root.canflip=true; // flipping enabled
    getURL('http://www.youradress.com','_blank'); // get url
}
```

! replace `www.youradress.com` with the address you want

! use as example practice page3.fla of the sources folder

3. For **buttons with target to an external web page** use the following code:

```
on(rollOver, dragOver){
    _root.canflip=false; // flipping disabled
}

on(rollOut, dragOut, releaseOutside){
    _root.canflip=true; // flipping enabled
}

on(release){
    _root.canflip=true; // flipping enabled
    cmd = "_s-xclick";
    hosted_button_id = "ABCDEFGHijklmn";
    currency_code = "USD";
    getURL("https://www.paypal.com/cgi-bin/webscr", target = "paypal",
    "POST");
}
```

! replace ABCDEFGHijklmn with the paypal code corresponding to your product
! use as example practice page48.fla of sources folder

4. For **buttons with target to a photo gallery** – see chapter 2.2.1
5. For **buttons with target to a video gallery** – see chapter 2.2.2

2.3 Settings of "Content.xml"

```
<content
  width="482" height="649"
  BackgroundColor="bab9b9"
  IconsBackgroundColor="2c1626"
  IconsColor="ffffff"
  TextColor="cccccc"
  EmailAddress =contact@3d-book.com
  DownloadPath ="Download/YourFile.pdf"
>

  <page src="pages/cover.swf" />
  <page src="pages/page01.jpg" />
  <page src="pages/page02.gif" />
  <page src="pages/page03.jpeg" />
  <page src="pages/page04.png" />
  <page src="pages/page05.swf" />
  <page src="pages/page06.jpg" />

</content>
```

Set the size of pages using the variables `width` and `height`

Use the variable `BackgroundColor` to change the background color of the application. Use the hexadecimal code specific to colors (e.g: for white `#ffffff`)

Use the variable `IconsBackgroundColor` to change the background color of the line in top of the page. Use the hexadecimal code specific to colors (e.g. for black `#000000`)

Use the variable `IconsColor` for changing the color of the icon. Use the hexadecimal code specific to colors (e.g.: for red `#FF0000`)

Use the variable `TextColor` to change the color of the text used in the contact and print modules. Use the hexadecimal code specific to colors (ex: for grey `#CCCCCC`)

Use the variable `EmailAddress` to define the address mail where you want to receive messages sent using the contact form.

Use the variable `DownloadPath` in order to define the path to the publication in an external file (e.g.: pdf, doc, xls etc).

2.4 Audio player use

Copy the mp3 formatted files you want in the tracks folder or make a new (e.g.: mp3).

In the “xml” folder edit AudioModule.xml to define the path and the name of your files in the following way:

```
<?xml version="1.0"?>

<songs>
<song url= "tracks/audiol.mp3" artist="MP3 Sound 1 Artist Name"
track="MP3 Sound 1"/>
<song url= "tracks/audio2.mp3" artist="MP3 Sound 2 Artist Name"
track="MP3 Sound 2"/>

.....

<song url= "tracks/audioXX.mp3" artist="MP3 Sound XX Artist Name"
track="MP3 Sound XX"/>
</songs>
```

The number of audio files that can be used is not limited.

2.5 Change of the application language

The default language of the application is English. To change the language used by the application you must edit the **language.txt** file from the **language** folder.

The number of variables used is self-explained.

Example for Spanish language:

Change **&langButZoomIn=zoom in** in **&langButZoomIn=ampliar**

Change **&langYourEmail=Your e-mail:** in **&langYourEmail= Tu e-mail:**

Example for German language:

Change **&langButZoomIn=zoom in** in **&langButZoomIn= zoomen**

Change **&langYourEmail=Your e-mail:** in **&langYourEmail= Ihre E-Mail:**

Etc.

3. Contact us

For further details and technical support, send an email to the address

contact@3d-book.com

To receive a reply as quickly as possible you should specify the number of your order and the version of the application you use.