



123 Flash Chat Server Software
User Manual
Version 6.9.6

<http://www.123flashchat.com>

Powered by [TOPCMM](#)



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1. Introduction

123 Flash Chat Server Software is a real-time, powerful, high performance chat server produced by TopCMM Software Corp. (<http://www.topcmm.com/>) .This user manual contains clearly labeled diagrams and instructions for how to install, use, and administrate 123 Flash Chat Server Software for your website. The trial edition of 123 Flash Chat Server Software is totally free and includes every feature of the full version, however limited to only 10 concurrent users.

The latest information of 123 Flash Chat Server Software:

<http://www.123flashchat.com>.

Purchase online:

<http://www.123flashchat.com/buy.html>. Thank you!

2. Requirements

2.1 Server Requirements

2.1.1 Supported Platforms

- Windows 95/98/NT/ME/2000/XP/Vista
- Solaris/Sparc 2.6, 7,8,9
- Solaris/Intel 2.6,7,8,9
- Compaq Tru64
- IRIX
- HP-UX 10.20, 11
- AIX 4.3.x
- Linux Redhat 6.3, 7.1, 7.2, 7.3, 9
- Linux Caldera
- TurboLinux
- Mac OS Classic 8.1 - 9.X
- Mac OS X 10.0 - 10.1



- Mac OS X Server

2.1.2 Hardware requirements

123 Flash Chat Server Software will be compatible with most server hardware.

The minimum hardware requirements are as follows:

- 586/200 MHz or faster processor
- 64 MB of RAM or more
- 100 MB free hard disk space or more

Dedicated PII/400 MHz with 256 MB RAM is eligible to handle 500 or more concurrent users. Adding extra RAM and processors will improve the performance of 123 Flash Chat.

2.1.3 Java Virtual Machine(JVM) Requirements

A Java Virtual Machine (JVM), or a Java Developer Kit (JDK), fully compliant with the Sun J2SDK 5.0 is required to run the 123 Flash Chat server. We recommend J2SDK 5.0 or a higher version.

For the current version of JDK, visit <http://java.sun.com/>.

Note: The Windows and Linux versions of 123 Flash Chat Server Software now include the Sun J2SDK 5.0 so it won't be necessary to install JDK again.

2.1.4 Port requirements

123 Flash Chat Server Software needs at least ONE free port. The default port is: 51127

123 Flash Chat Server Software can listen to two ports simultaneously to guarantee the accessibility:

a low one (<1024) and a high one (1024~65535).

To ensure your users don't have to configure a firewall before accessing 123 Flash Chat, the low port can be set to 80 or 443, since it is allowed by most users' firewalls.

But remember, ports below 1024 can only be accessed using flash player 7 or 8. That's why you may set a high port (1024~65535) to serve lower version flash player.

123 Flash Chat Server Software has a built-in web server JUST for testing purpose. The default port value for this web server is 35555.

For more detailed instructions on ports, please refer to the: [Server Configuration Section](#) of this guide.

2.2 Client Requirements



2.2.1 Hardware Requirements

- 586/166 MHz or faster processor
- 64 MB of RAM or more.

2.2.2 Flash Player Requirements

The client will need Macromedia Flash Player 6 or above to use the flash chat client. If users do not have flash player 6 or higher installed, they will be notified of these requirements and automatically directed to [Macromedia Download Center](#) to download Macromedia Flash Player for free.

3. Installation

Two main versions of 123 Flash Chat Server Software are available, one is for Windows and the other for Linux. Both include J2SDK5.0.

For operating systems other than Windows or Linux, before installing 123 Flash Chat Server, J2SDK 5.0 must be downloaded by visiting <http://java.sun.com> and installed.

The installation will include two parts:

1. Installing the chat server
2. Configuring a web server and embed the chat client to your webpage

3.1 Overview the files:

It contains the following folders:

- /client
 - ad
 - banner
 - flashEmotion
 - help
 - skin
- /doc
- /server
 - data
 - default
 - ◆ logs
 - ◆ members



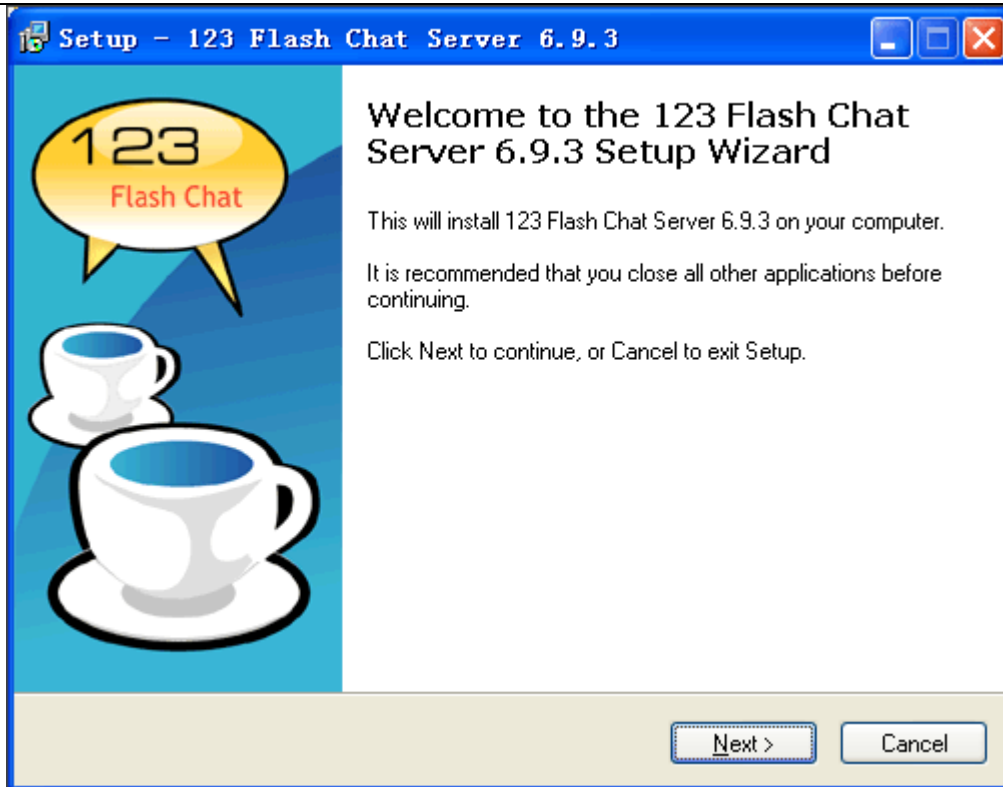
- ◆ message
- ◆ rooms
- ◆ userinfo
- etc
 - groups
 - ◆ default
 - database
 - lang
 - skin
 - server.xml
 - client.xml
- lib
- logs
- wrapper_win32
- /readme.txt

3.2 Installing the Chat Server

3.2.1 Windows NT/2k/XP/2003

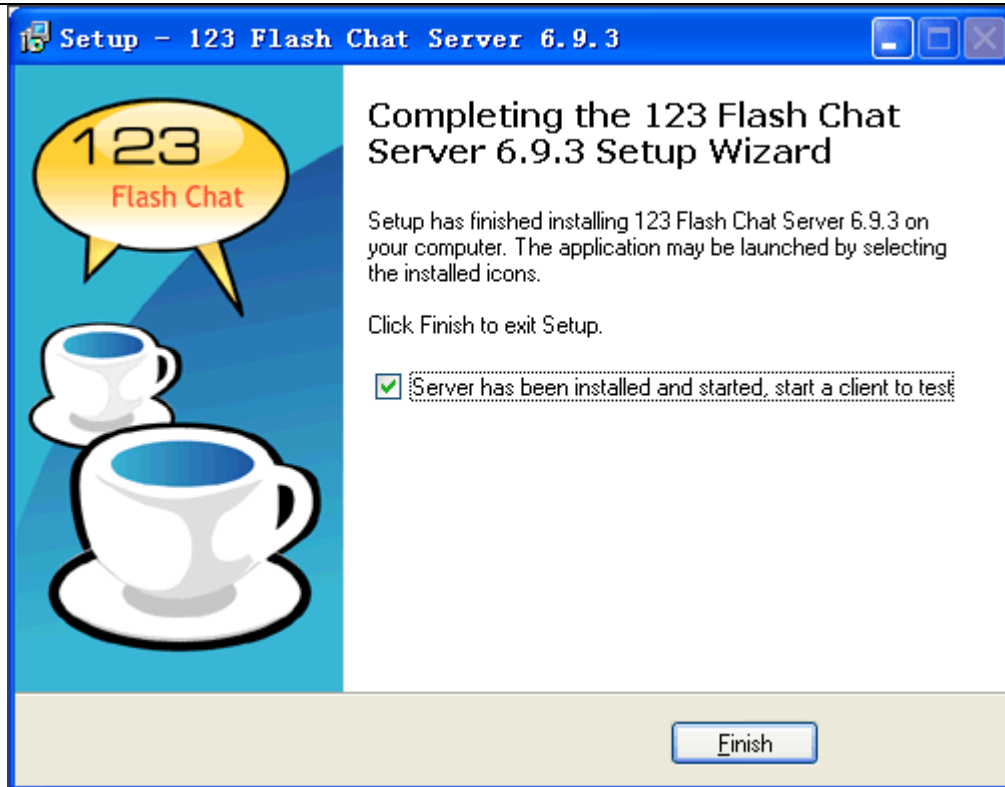
Follow the steps below to install the latest Windows version of 123 Flash Chat Server

1. Download the latest Windows version of 123 Flash Chat Server Software at:
<http://www.123flashchat.com/download.html>, get the file: **123flashchat.exe**
2. Double click “123flashchat.exe”. It will take a few minutes to install just following the simple instructions in it.



3. After 123 Flash Chat Server has been installed, wait a few seconds while 123 Flash Chat Server as a Windows NT service is automatically started(Usually you don't have to start it manually).

123 Flash Chat Server as a Windows NT service will automatically load and start after each reboot of your server computer.



4. Start the chat server.

This can be done by starting the server in service mode or console mode, if it was stopped before. These modes are explained below:

a) Starting in service mode:
(In the Windows system)

start->program->123 flash chat server 6.0 -> Server->start 123 flash chat server.

```
Start 123 Flash Chat Server
wrapper | Starting the 123 Flash Chat Server 6.9.3 service...
wrapper | 123 Flash Chat Server 6.9.3 started.
Press any key to continue . . .
```

If an error occurs, probably the chat server is already started before or there is a problem with the server configuration. To check what type of error it is, please start in console mode.

b) Starting in console mode:
(In the Windows system)

start->program->123 flash chat server 6.0->control->start 123 flash chat server (console mode).

Usually you will see something similar to the screen below:



```
Start 123 Flash Chat server (Console mode)

==== ->->->-> www.123flashchat.com <-<-<-<-< ====
Welcome to try 123 Flash Chat Server software!
This is a demo version of 123 Flash Chat Server 6.9.3 (build 20080512)
Get the full version: http://www.123flashchat.com/buy.html
==== ->->->-> www.123flashchat.com <-<-<-<-< ====

Set System Timezone GMT
Loading ip-to-country data ...
Loading connection policy ...
Starting the tcp server ...
Starting the chat tcp server on: /0.0.0.0:51127
Starting http server...
Starting the chat http server on: /0.0.0.0:35555
123 Flash Chat Server has been Started!
You can open this url to test: http://192.168.0.18:35555
Starting the flash media server ...
```

Console mode is helpful to check error details.

Console mode does not need to be used unless there is a problem with the process of starting the chat server. After fixing the problem, it is recommended to stop chat server and start again in service mode.

5. To stop chat server:

a) If you are in service mode, please stop the server in the following way:

start->program->123flash chat server 6.0->server->stop 123 flash chat server.

b) If you are in console mode, please stop the server by simply closing the pop-up DOS window.

```
Stop 123 Flash Chat Server

wrapper ! Stopping the 123 Flash Chat Server 6.9.3 service...
wrapper ! 123 Flash Chat Server 6.9.3 stopped.
Press any key to continue . . .
```

6. To restart chat server:

a) If you are in service mode, please restart the server in following way:

Start->program->123 flash chat server 6.0->server->restart 123 flash chat server.



b) If you are in console mode, please close the DOS window firstly, and restart the server in following way:

```
start->program->123 flash chat server 6.0->server-> restart 123 flash chat server
```

Note: After configuring the server parameter manually, you have to restart the chat server to make the changes effective.

Note: Windows 98 and Windows ME do not support NT service. If you need to run the chat server on a Windows 98 or Windows ME server you should open Notepad to create a file with following code (in one single line):

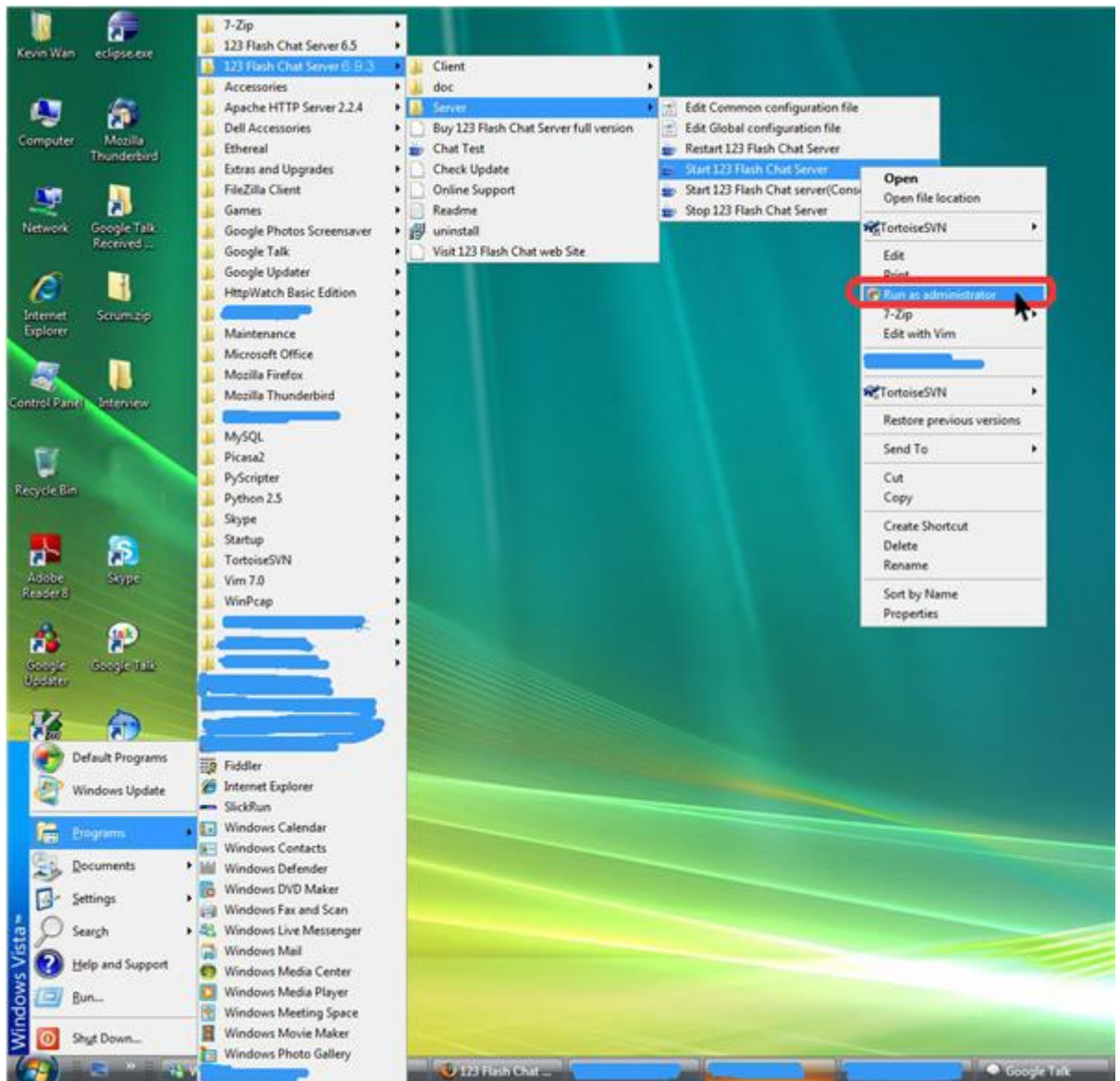
```
jre\bin\java -classpath  
"jre\lib\sunrsasign.jar;jre\lib\rt.jar;jre\lib\plugin.jar;jre\lib\jsse.jar;jre\lib\jce.jar;jre\lib\charsets.jar;lib  
\fcserver.jar;lib\moderator.jar;lib\log4j.jar;lib\xerces.jar;lib\jdom.jar;lib\mysql.jar"  
com.topcmm.jchat.FCServer
```

Save it as a *.bat file to 123flashchat installed directory, for example, start98.bat, then open DOS window:

```
cd <123flashchat_installed_directory>\server  
start98.bat
```

3.2.2 Windows Vista

If you got an error message "wrapper | OpenSCManager failed" when you start, stop or restart the chat server program, you can right-click the program you wish to run, and select the option "RunAsAdministrator" to run the program successfully.



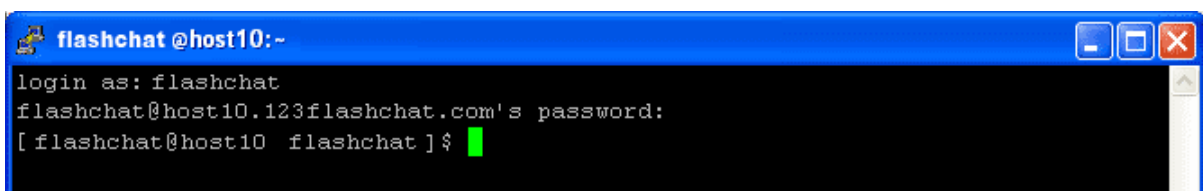
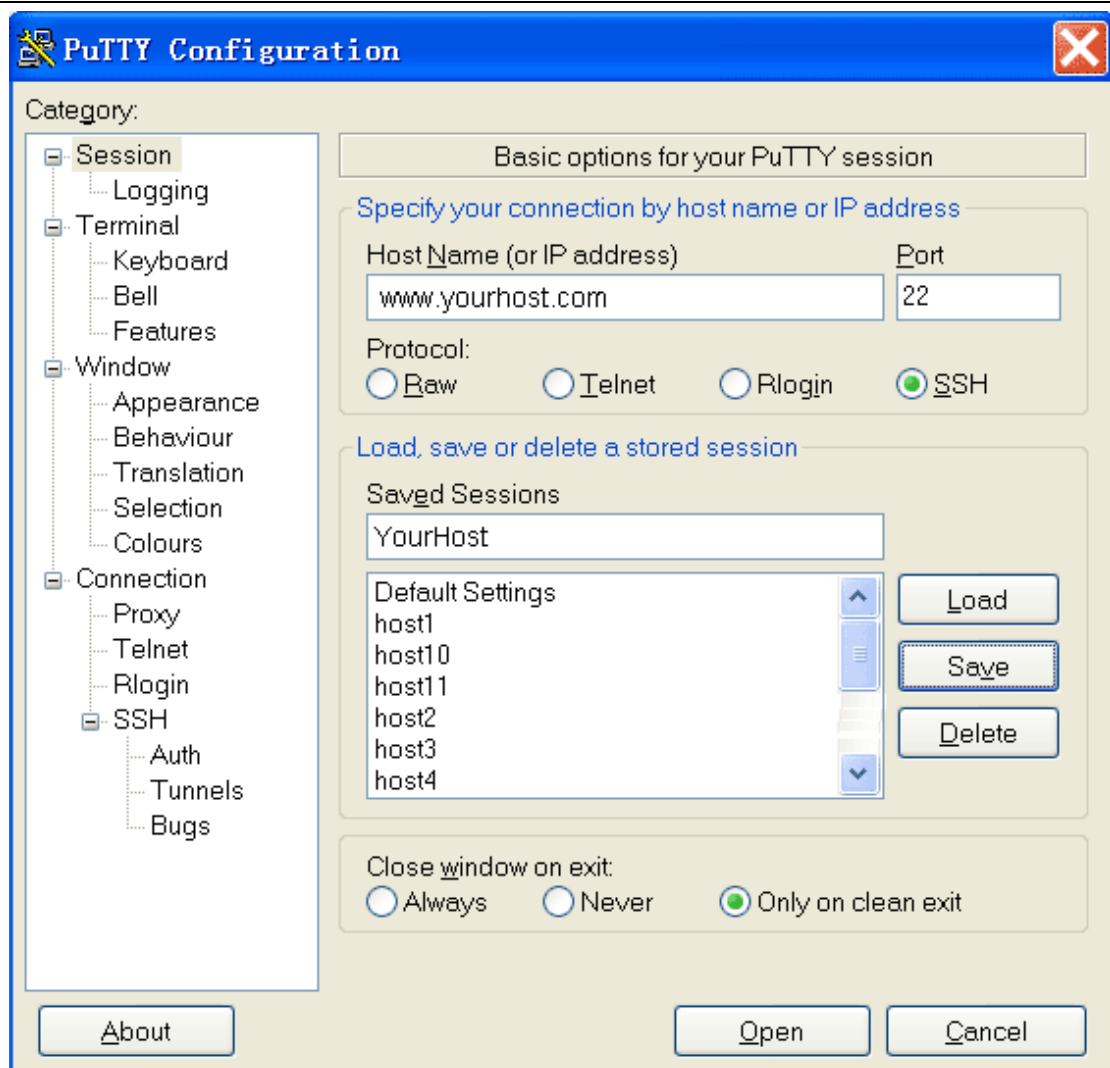
3.2.3 Linux

1. If you are in a local Linux console window, please skip this step.

If you need to remote control Linux server, then please telnet or SSH to your Linux server first with SSH/telnet client software like Putty. Putty can be downloaded for free from:

<http://www.chiark.greenend.org.uk/~sgtatham/putty/download.html>

Then login to your server as shown below:



2. Download the latest Linux version of 123 Flash Chat Server Software at:

<http://www.123flashchat.com/download.html>,

Select the file: **123flashchat.tar.gz**

You can download it by using this command:

```
$ wget http://www.123flashchat.com/download/123flashchat.tar.gz
```



```
123flashchat@topcmm:~  
login as:123flashchat  
123flashchat@host10.123flashchat.com's password:  
[123flashchat@topcmm 123flashchat]$ wget http://www.123flashchat.com/download/  
123flashchat.tar.gz  
--22:52:06-- http://www.123flashchat.com/download/123flashchat.tar.gz  
=> `123flashchat.tar.gz'  
Resolving www.123flashchat.com... done.  
Connecting to www.123flashchat.com[69.93.110.158]:80... connected.  
HTTP request sent, awaiting response... 200 OK  
Length: 22,950,828 [application/x-gzip]  
  
100%[=====>] 22,950,828 919.43K/s ETA 00:0  
  
22:52:30 (919.43 KB/s) - `123flashchat.tar.gz' saved [22950828/22950828]
```

3. Uncompress the 123flashchat.tar.gz

```
$ tar xzf 123flashchat.tar.gz
```

4. Start the server manually:

```
$ cd 123flashchat/server
```

```
$ ./fcserver.sh start
```



```
123flashchat@topcmm: ~/123flashchat/server
[123flashchat@topcmm ~]$ cd 123flashchat/server
[123flashchat@topcmm 123flashchat]$ ./fcserver.sh start
starting server .....
[123flashchat@topcmm 123flashchat]$
-----== ->->->-> www.123flashchat.com <-<-<-< ==-----
Welcome to try 123 Flash Chat Server software!
This is a demo version of 123 Flash Chat Server 6.9.3 (build 20080512)
Demo version will disconnect the user after logging in for 10 minutes!
Get the full version: http://www.123flashchat.com/buy.html
-----== ->->->-> www.123flashchat.com <-<-<-< ==-----

Starting the server ...
Set System Timezone GMT+8
Loading ip-to-country data ...
Loading connection policy ...
Starting http server...
Starting the tcp server ...
Starting the http server on: 0.0.0.0/0.0.0.0:35555
Start Check Chat Time
Starting the chat server on: 0.0.0.0/0.0.0.0:51127
123 Flash Chat Server has been Started!
You can open this url to test: http://<your_server_ip_address>:35555
Replace <your_server_ip_address> with the real one
```

5. Stop the server manually:

\$./fcserver.sh stop

```
123flashchat@topcmm: ~/123flashchat/server
[123flashchat@topcmm 123flashchat]$ ./fcserver.sh stop
Stopping server .....
Server stoped
[123flashchat@topcmm 123flashchat]$
```

6. Restart the server manually:

\$./fcserver.sh restart



```
123flashchat@topcmm:~/123Flashchat/server
[123flashchat@topcmm 123flashchat]s./fcserver.sh restart
Stopping server .....
Server stoped
Starting server .....
[123flashchat@topcmm 123flashchat]$
-----== ->->->-> www.123flashchat.com <-<-<-< =====
Welcome to try 123 Flash Chat Server software!
This is a demo version of 123 Flash Chat Server 6.93 (build 20080512)
Demo version will disconnect the user after logging in for 10 minutes!
Get the full version: http://www.123flashchat.com/buy.html
-----== ->->->-> www.123flashchat.com <-<-<-< =====

Starting the server ...
Set System Timezone GMT+8
Loading ip-to-country data ...
Loading connection policy ...
Starting http server...
Starting the tcp server ...
Starting the http server on: 0.0.0.0/0.0.0.0:35555
Start Check Chat Time
Starting the chat server on: 0.0.0.0/0.0.0.0:51127
123 Flash Chat Server has been Started!
You can open this url to test: http://<your_server_ip_address>:35555
Replace <your_server_ip_address> with the real one
```

7. How to auto start chat server after rebooting your server?

It can be done following the steps below:

Step 1:

Modify "fcserver.sh", find the **FCSERVER_HOME** section, and configure the directory of "fcserver.sh".

For example, if you uncompress the 123flashchatserver.tar.gz into /usr/local/123flashchat, make sure "fcserver.sh" is in the directory of /usr/local/123flashchat, then remove the "#" before the two rows below in "fcserver.sh":

```
FCSERVER_HOME=/usr/local/123flashchat/server
export FCSERVER_HOME
```

Step 2:

Modify /etc/rc.local file, add one row:

```
/usr/local/123flashchat/server/fserver.sh
```

Just replace "/usr/local/123flashchat/" with your FCSERVER_HOME value.

3.2.4 Mac Operating System

1. Download the latest version of 123 Flash Chat Server Software(without JVM) from:
<http://www.123flashchat.com/download.html>
Select the file: 123flashchat_s.tar.gz
2. Uncompress the 123flashchat_s.tar.gz



```
$gzip -d 123flashchat_s.tar.gz  
$ tar xf 123flashchat_s.tar
```

3. Start 123 Flash Chat Server:

```
$/fcserver_mac.sh start
```

4. Stop 123 Flash Chat Server:

```
$/fcserver_mac.sh stop
```

5. Restart 123 Flash Chat Server:

```
$/fcserver_mac.sh restart
```

3.2.5 Other Unix Operating System

1. Download the latest version of 123 Flash Chat Server Software (without JVM) from:

<http://www.123flashchat.com/download.html>,

Select the file: **123flashchatserver_s.tar.gz**

2. Uncompress the 123flashchatserver_s.tar.gz

```
$ gzip -d 123flashchatserver_s.tar.gz
```

```
$ tar xf 123flashchatserver_s.tar
```

3. Make sure Sun j2sdk 5.0 or a newer version is already installed in your system. If it is not, download it from: <http://java.sun.com/>

4. Set the Java variable and edit the system PATH variable in /etc/profile:

```
JAVA_HOME=/usr/local/j2sdk5.0;export JAVA_HOME  
CLASSPATH=$JAVA_HOME/lib/dt.jar:$JAVA_HOME/lib/tools.jar  
PATH=$PATH:/usr/java/j2sdk5.0/bin;export PATH
```

5. Start 123 Flash Chat Server.

Remember to type all code below in a single line.

```
$ java -classpath CLASSPATH:lib/fcserver.jar:lib/moderator.jar:lib/changenick.jar: lib/  
invisibleadmin.jar:lib/serverapi.jar:lib/robotmessage.jar:lib/fclib.jar:lib/log4j.jar:lib/jdom  
.jar:lib/xerces.jar com.topcmm.jchat.FCServer &
```

Note: For “Sun Solaris”, we strongly recommend the patch for J2SDK to be installed before installing the 123 Flash Chat Server Software. This will ensure the stability of the multi-thread Java application,

The patch can be obtained from: <http://sunsolve.sun.com/pub-cgi/show.pl?target=patches/J2SE>



Tip: If you are still experiencing problems and require help with installing the Java software, please contact your system administrator. Alternatively you can contact us via email at support@123flashchat.com

Please make sure to include the details of your operating system.

If you have purchased 123 Flash Chat Server Software, please also include your name, purchase email and user license, we'll provide a preferential support to buyer. Those who have purchased the unlimited user license version of 123 Flash Chat will get priority and will also receive a 2 years upgrade and technical support for free.

3.3 Web server

123 Flash Chat Server Software includes a temporary web server JUST for testing purpose. But when you launch the 123 Flash Chat Server officially, a professional web server is strongly recommended, such as Apache, IIS, etc.

To integrate the chat client to a web server other than the built-in web server, please copy the "client" folder to the web directory of your web server, but keep in mind:

Note: DO NOT copy the "server" folder to protect it from being downloaded by chatters, which is very insecure. The "server" folder should already be securely installed on the web server automatically so far in the installation process.

3.4 Insert code

Please visitor the url: <http://<the URL which mapping to the 123 flash chat client folder>/publish-chat.html>, select the client type, and input the correct values, then press the "Generate Code" button, copy and paste the generated code into your HTML page, at the proper location.

About the details of the client parameters, please refer to [Client Parameters](#)

4. Configuration

4.1 Server Configuration

By default, all configuration for the chat server is controlled by two files:

1. fcserver.xml This is located at:

<123flashchat installed directory>/server/etc/fcserver.xml

2. server.xml It is located at:

<123flashchat installed directory>/server/etc/groups/default/server.xml



You can also access both files from Windows start menu if you're using Windows system.

4.1.1. fcserver.xml

4.1.1.1 Connection Configuration

Open the configuration file *fcserver.xml*

In the Connection Section, you can set two servers and listen to two ports.

[primary-server](#)

[secondary-server](#)

There are four reasons as to why there is a second server port option. They are listed below:

- 1) Any version before Flash Player 7 only allows access on a high port (1024-65535) due to security reasons, while a low port is forbidden. If you are okay with high port you will not need to set secondary-server. However if you need to set port lower than 1024, you will need a secondary-server.

- 2) If the port of your primary-server is lower than 1024 like 80, then only users with Flash Player 7 or newer versions will be able to access the chat while users with flash player 6 can't.

In this case a secondary-server will be necessary. The port for the secondary server should be greater than 1024, which will allow users with an earlier version of Flash Player to access chat.

- 3) If you are going to set a high port for your primary-server, then usually you will not need a secondary-server. You will be able to leave the option as default: enable="off".

- 4) Using two servers with two ports is just a temporary solution while some users are still using Flash players earlier than version 7.

When Flash player 7 or higher version becomes mainstream, we will take off the secondary-server for future versions of 123 Flash Chat.

To help understanding, please study two tables below:

Parameter	High port (1024-51127)	Low port (<1024)
>=Flash player 7	✓	✓ Primary server
	✓ secondary server	✗

Table1

Parameter	High port (1024-51127)	Low port (<1024)
>=Flash player 7	✓ Primary server	✓
	✓ (unnecessary)	✗

Table2



To modify the Parameters, please refer to the table below:

Parameter	Type	Default Value	Description
port	Number	51127	Set the server port.
ip	String	*	Set the Server address. A default "*" means the chat server will bind to all IP addresses of your server. If you set IP address of the server to the specific IP address of your server, then the chat server will only bind to this IP.

[http-server:](#)

To modify the Parameters, please refer to the table below:

Parameter	Type	Default Value	Description
port	Number	35555	Set the http server port.
ip	String	*	Set the Server address. A default "*" means the chat server will bind to all IP addresses of your server. If you set IP address of the server to the specific IP address of your server, then the chat server will only bind to this IP.
enable	String	On	Enable or disable the http server
documentRoot	String	../client	The directory out of which you will serve your documents. By default, all requests are taken from <123flashchat installed directory>/client directory.
maxUpload Size	Number	1024	Setting the max file can be uploaded to the server, if the value less than or equals to 0, this means the server will not accept any upload files.

max-connections-per-ip

```
<!-- max-connections-per-ip
```

Connection limit of each IP. By default it is "10".

If configure it to "0", then one IP can login unlimited connections, this can be used for performance test. -->

```
<max-connections-per-ip>10</max-connections-per-ip>
```

In current version, the cross-domain-policy is now enhanced in this way:

not only all connections originating from domain which is not in the allow-access list is forbidden, those connections originating from local computer by launching SWF file are now denied, too.

Only connections from allow-access list can access chat.

(Of course you can set it to permit access from any domain.)

4.1.1.2 Global Configuration

Open the configuration file *fcserver.xml*, In the Global Section:

To modify the Parameters, please refer to the tables below:



Parameter	Type	Default Value	Description
message-handle-workers	Number	10	It deals with messages. To handle high frequency messages with over 1000 chat users in one room, please set it to a higher value. Normally you will not need to change it.
listen-workers	Number	5	If the maximum number of users is over 1000, please configure it with larger number. Normally you will not need to change this.
http-listen-workers	Number	5	The value of http-listen-workers determine on the purpose of the http server. If you use the http server to receive the upload files mainly, please set it to a bigger value (about 20~50), if you use the http server act as a proxy server, setting the value equals to the listen-workers is enough.
http-message-handle-workers	Number	10	It can deal with messages from the HTTP server. To handle high frequency messages from your HTTP chat server with over 1000 users, please set it to a higher value. Normally you will not need to change it.
max-connection	Number	10000	The user maximum in all rooms will be limited by the license you've purchased.
user-timeout	numbers	300	If a still logged-in user does not send a request to the chat server for a predefined period of time, chat server will stop serve him and the connection will be cut. For example: If a user clicks another URL in their current browser instead of quitting 123 Flash Chat first, their connection will be cut by this setting. But if the 123 Flash Chat user is inactive inside their current browser their connection will still be kept as the flash client will send request to the chat server at intervals to keep the connection alive.
user-idle-timeout	numbers	300	A user will be identified as being in "idle" status when they have not sent a message for a defined period of time. The units of measure are seconds.
user-connection-timeout	numbers	20	A user will get "failed to log in" error message when it exceeds the predefined period of time to try to connect to the chat server.
data-path	String	data	Sets the folder name in which following data files are stored: member folder; ban-ip list; ban-user list, etc.
admin-logs-path	string	logs	Name of the folder of admin log data files.
max-connections-per-ip	Number	10	Connection limit of each IP. By default it is "10". If configure it to "0", then one IP can login unlimited connections, this can be used for performance test.
time-zone	Number	0	Set your local time zone. between -12 to 12. For example, -5: GMT-5 , 8: GMT+8 Default is 0: GMT



4.1.1.3 Embedded Audio Video Server Configuration

A modified red5 server was embedded into 123 Flash Chat inherently to support video chat and whiteboard function on condition that the two extra modules were purchased and activated, without installing Flash Media server.

The red5 server will be started as a sub process of flash chat server.

But the embedded media server is for testing purpose basically, if large concurrent users are involved and great performance is pursued, the extra flash media server is still the recommended solution for video and whiteboard modules. Please be aware that the red5 server may have a performance issue when there are a lot of concurrent users, in that case you are suggested to buy ADOBE flash media server from adobe.com.

```
<red5-media-server application="123flashchat" minmemory="8" maxmemory="8">  
  <rtmp-server ip="*" port="1935" enable="On"></rtmp-server>  
  <rtmp-message-handle-workers>10</rtmp-message-handle-workers>  
  <rtmp-listen-workers>5</rtmp-listen-workers>  
</flash-media-server>
```

red5-media-server:

Parameter	Type	Default Value	Description
application	String	123flashchat	The application name of the red5 media server to determine the red5 media server target URI. It's used in <flash-media-server targetURI> in the "server.xml" The format: domain or IP/application name.
minmemory	Number	8	The minimum memory is committed to the VM initially. The JVM can increase it to the size of max memory. By default it is 8
maxmemory	Number	8	The maximum memory value determines the size of the heap to reserve at JVM initially. By default it is 8

(You can adjust the min memory and the max memory value to tuning the performance of the embedded red5 media server)

rtmp-server:

Parameter	Type	Default Value	Description
ip	String	*	The rtmp server address
port	Number	1935	The rtmp server port
enable	String	On	Enable or disable the rtmp server

rtmp-message-handle-workers:

Parameter	Type	Default Value	Description
	Number	10	rtmp-message-handle-workers can



			deal with stream messages. To handle high frequency stream messages please set it to a bigger value more than 10. By default it is 10.
--	--	--	--

rtmp-listen-workers:

Parameter	Type	Default Value	Description
	Number	5	It determines how many threads will handle rtmp connections. By default it is 5.

4.1.1 server.xml

4.1.2.1 General Configuration

To modify the Parameters, please refer to the table below:

Parameter	Type	Default Value	Description
enable-guest-login	On/Off	On	Allow unregistered guest to log in or not.
Enable-user-register	On/Off	On	Allow new user to register
max-connection	Numbers	10000	User Maximum in all rooms of current group simultaneously.
Max-userid-length	Number	32	Maximum length of user id when registering
max-passwd-length	Number	32	Maximum length of password when registering
max-email-length	Number	128	Maximum length of email address when registering
Max-cached-message-entry	Number	5	Shows the last conversation in a newly opened room and defines how many latest messages will be displayed.
Integrated-other-database	String	None	123 Flash Chat can integrate your existing user database, like that of your forum or portal system. 123 Flash Chat integrates phpBB, PHPNuke, PostNuke, AspNuke, etc. A forum which doesn't have a database can not be integrated. The modes of IntegratedOtherDatabases are: None – not using an integrated database to authorize a user Mysql – using a mysql database Oracle – using an oracle database ODBC – using ODBC DSN to connect a database



			<p>Common – using all kinds of databases, advanced setting URL – using a web URL to authorize a user's login information. Eg: <IntegratedOtherDatabase mode="Mysql"> If it is set to "None", when a new user clicks "register", they will be registered in the chat room original register window If set to "Mysql", "Oracle" or "common", then when a new user clicks "register", a new window will pop up and they will be directed to another URL which is pre-set in client.xml.</p>
Auth-url	string	/	<p>You can just leave it blank or even delete this line. It is only necessary when "integrated-other-database" is set to URL.</p> <p>It means the URL you use to authorize your users must have two arguments. One is the %username%, the other is the %password%.</p> <p>Eg:</p> <pre><auth-url>http://www.yourhost.com/login_chat.php?username=%username%&password=%password%</auth-url></pre> <p>In this URL, "&" means the character "&" in xml.</p> <p>That is to say, when the user logs into your website by inputting their username "myname" and their password "mypassword", and click "chat" link or button, the chat server will visit "http://www.yourhost.com/login_chat.php?username=myname&password=mypassword" in order to get the login information and will output numbers between 0 to 7, each with a different meaning.</p> <p>0 – login successfully; 1 – wrong password; 2 – the username can't be used;</p>



			3 – login error, e.g. error in connecting database; 4 – username does not exist; 5 – successfully login as the administrator; 6 – guest login not allowed; 7 – username banned .
talk-interval	numbers	1000	This is the shortest pause (in milliseconds) between two utterances. This prevents screen flooding. Eg: 1000 = 1 second.
Kick-ban-timeout	numbers	15	Specifies a time period to ban a user's username and IP address after he has been 'kicked out'. Unit: minute note: a user will only be banned from the current room but not from other rooms. If you set it to "0", there's no "ban" accompanied with "kick".
moderatorSe eIP	On/Off	Off	Enable the moderator users have permission to check others IP address.

4.1.2.2 User Configuration

Open the configuration file: *server.xml*

In the user section, you can configure <admin> and <ReservedUserName>.

To add an administrator, just add one line in the Users -> admin Section:

```
<user name="admin" passwd="test" md5="off"/>
```

or:

```
<user name="admin" passwd="098f6bcd4621d373cade4e832627b4f6" md5="on"/>
```

Parameters of admin configuration:

Parameter	Type	Default Value	Description
name	string	username of the administrator	name
passwd	string	Password of the administrator can be	password



		encrypted by MD5 or not.	
md5	string	If the password is not encrypted it needs to be set as: md5="off". If encrypted it needs to be set as: md5="on".	md5

Multiple administrator accounts can be set up, however for security reasons, it is recommended to appoint only one administrator and to designate multiple moderators for different rooms who have less 'power'.

To add a reserved username, just add one row in

<ReservedUserName> tag:

<word>Administrator</word>

4.1.2.3 Log Configuration

There are 3 kinds of logs:

1. access log
2. error log
3. message log.

One log file is generated for one day. The main log always records the current days logs. The history log automatically adds a postfix of the date.

For example: access.log, access.log.2006-5-8, access.log.2006-5-7,

Parameter	Type	Default Value	Description
logs-path	string	logs	Set the directory of data files
access-log	string	access.log	Set the filename of the access log
Error-log	string	error.log	Set the filename of the error log

message logs

Parameter	Type	Default Value	Description
logs-type	string	html	Define the type of log to be html or plain text. 1. text file. sample: **.log 2. html file. sample: **.html
public-message-path	string		Set the directory of public message
public-message-file-name->enable	string	on	Enable or disable to save the public message.
public-message-root-url	string		Set the root url of public message.
public-message-file-name	string	public	Set the filename of the public message log
public-message-button	string	Off	Enable or disable to show the public message button in client



			side, which will display in the chat history panel.
private-message-path	string		Set the directory of private message
private-message-path ->enable	string	on	Enable or disable to save the private message.
private-message-file-name	string	private	Set the filename of the private message log

4.1.2.4 FilterWords Configuration

Inappropriate Words may need to be filtered from a conversation.

If you want to substitute a word, please add one row in the tag below: `<FilterWords>` in `<123FlashChatServer installed dir>\server\etc\groups\default\server.xml`.

Then set the substitute in the following tag:

`<FilterWords replace="your substitute">`

For example:

```
<FilterWords replace="****">
<filter>fuck</filter>
<filter>shit</filter>
</FilterWords>
```

Parameter	Type	Default Value	Description
filter	string		Bad words needed to be filtered.
replace	string	**	Set the substitute to replace the filtered words.

Partial filter is also enabled, such as: "fuckyou" will be filtered as "****you".

4.1.2.5 robot-message

Scheduled automatic 'robot' message(s) can be defined, to be broadcast in certain room(s) within certain intervals. This can be used for Site News, Advertisement, etc.

[Check details](#)

Parameter	Type	Default Value	Description
enable	On/off	On	Enable or disable chat bot.

4.1.2.6 server-api



The 123 Flash Chat server can receive commands sent by third party applications and can send its data to the application or can operate on the chat server accordingly. By default it is set to be "On"- enabled.

```
<server-api enable="On">
  <auth-password>3874-3459-9293-2194</auth-password>
  <allow-access-from>
    <ip>127.0.0.1</ip>
    <ip>68.69.11.22</ip>
  </allow-access-from>
</server-api>
```

[Check details](#)

Parameter	Default Value	Description
auth-password	3874-3459-9293-2194	Only command with the right key(password) will be authorized by the chat server and will be effective.
allow-access-from->ip	*	Only command contains in the allow-access-from ip list is legitimate. If set to "*", then commands from all IP address are valid. which is insecure.

4.1.2.7 Modules

With following optional modules, the chat can be greatly enhanced.

These are included in the demonstration version for test but are not included in the standard full version by default.

Specific module(s) can be purchased if required.

Module name	Default Value	Introduction
moderated-chat	On	With moderated-chat module enabled, the questions submitted by participants can't go public unless the Moderator or Admin approves/passes it.
change-nick	On	With change-nick module enabled, your users can have the ability to change display nickname after logged in. It makes your chat more flexible and has more fun. "enable": Enable the change nickname function. "enableCustomProfile": Users can have their own profile panel other than a nickname, in the panel they can change their display nickname, location, sex, age and avatar after logging in when the value of enableCustomProfile is on. Otherwise users can change nickname only.
invisible-admin	On	With the invisible-admin module enabled, the administrator can monitor the chat conversations in chat rooms invisibly. Without the "existence" of the administrator, chatters can freely talk but can also be stopped by the administrator if their language is inappropriate..



encrypt-message	off	With encrypt-message module enabled, messages will be encrypted to ensure the security of the chat server. 123flashchat encrypts messages using RSA.
event-chat	On	Certain chat room(s) can be configured to automatically open and close at a particular time. You may broadcast some chat topic on the website before the event, and edit the chat history to be quality web content after the event. Event-chat is an effective way to gather more traffic to chat room.
image-transfer	enableLobby="On" enablePrivate="On" uploadURL="" downloadURL="" maxUploadSize="512" imageHeight="300" imageWidth="400" allowGuest="Off" autoLoadImage="Off"	With the optional Image Transfer Module enabled, users are able to share pictures with each other to add spice and power to the conversation. Only JPG or JPEG formats are allowed.
flashcom-audio-video	audio="Off" video="Off" needRequest="On" adminNeedRequest="Off" canShutOffAdmin="On" moderatorNeedRequest="Off" canShutOffModerator="On" maxWindow="5" activeRooms="*" allowGuest="Off"	With flashcom-audio-video module enabled, and macromedia flash media server installed, your chat can have webcam and voice chat features. Unlike the basic text chat, this module needs support of flash media server.
white-board	enable="Off" userDrawPermission="11110" userModifyPermission="11110" width="510" height="400"	With which users can draw on whiteboard while others can watch or join him to draw more.
buddy-list	On	Besides the userlist tab, you will find a buddylist tab. Where the registered users are entitled to add registered users to the buddylist and get buddies' status: online/offline, and can remove buddies and private chat with buddies.

4.1.2.8 Logo Configuration

Sample:

`<logo href="www.123flashchat.com" src=""></logo>`

Parameter	Type	Description
-----------	------	-------------



href	String	Define your homepage link, then a click on the logo will link the visitors to your homepage in a new browser window. It can be left blank to disable any link.
src	String	It defines the origin of the logo file. To leave it blank means the logo file is located in the default skin folder, you may also fill in an URL which starts with "http://" here to define an external logo picture. Default value: ""

4.1.2.9 <room_id>.xml

In the directory:

<123flashchat installed directory>/server/data/default/rooms/

There are files named "<number>.xml".

For example: 1.xml, 1032.xml

Each one of these files represents a chat room.

The room change in admin panel will affects these xml files accordingly at real-time, ie: when adding a room in the admin panel, one file will be generated into this directory; when deleting one room, one file will be removed from this directory.

For example:

```
<?xml version="1.0" encoding="UTF-8"?>
<room>
  <name>Main Test</name>
  <max>200</max>
  <des>Tip: test register, enter, exit room, send, newline, etc</des>
  <owner>admin</owner>
  <speaker></speaker>
  <password></password>
  <member-only>Off</member-only>
  <pass-all-message>Off</pass-all-message>
  <roomOpen>
    <Time o="special" s="2006-04-18 17:55:00" e="2006-04-18 18:01:00"></Time>
  </roomOpen>
  <visual-avatar-chat-room enable="On" background="Restaurant"></visual-avatar-chat-room>
  <enable>On</enable>
  <show-type>2</show-type>
  <welcome-message></welcome-message>
  <audio enable="On"></audio>
  <video enable="On"></video>
```



```
<white-board enable="On"></white-board>  
</room>
```

Note: file name is room ID, not room name.

Parameter	Type	Description
name	String	Chat room name
max	Number	Max number of people in one room, which is limited by the user license you have.
Des	String	Chat room description and introduction.
Owner	String	Chat room owner= moderator who can kick any one causing a nuisance. To have two or more moderators, please enter the owner list in this tag separated by “,” with no spaces between. eg: aaa,bbb,ccc. In admin panel, moderatators can be added, dited and deleted.
Speaker	String	When a room’s status is set to ‘moderated-chat’, all the messages from ordinary users are not made public unless the moderator passes them. Another type of user is “speaker”. A speaker is entitled to talk freely in public without the consent of the moderator. To have more than one speaker, the list of speakers can be entered into the tag, separated by “,” with



		<p>no spaces between. eg: aaa,bbb,ccc.</p> <p>A speaker can not kick someone from the chat room.</p> <p>Leave the field of speaker to be blank if you want.</p>
Password	String	Chat Room password. If you do not want a password to protect a chat room, leave this section blank.
Member-only	Boolean (On/Off)	This determines whether a room is 'members only' or open to all including guests.
Pass-all-message	Boolean (On/Off)	Enable or disable moderator chat mode(need moderator chat module)
room-open		
room-open ->time		Define the particular time to open and close the chat room.
Room-open ->time- o	Normal/Special	Room mode, "normal" means certain time period of each day or certain day of a week. "special" means special chat event of a particular day.
Room-open ->time- s	number	Example: 2006-04-18 17:55:00 Room start time.
Room-open ->time- e	number	Example: 2006-04-18 18:01:00 Room end time.
Visual-avatar-chat-room->enable	Boolean (On/Off)	Whether enabled the visual avatar chat mode (need visual avatar chat module)
visual-avatar-chat-room->background	String	The visual avatar chat room's background.
Enable	Boolean (On/Off)	The room status is open or close (Off means closed / On means opened)
show-type	number	It determines the room will only be displayed in the avatar chat client, or in the text chat room list as well. (0 means displayed in text chat room list too, 2 means only displayed in the avatar chat client side.)
welcome-message	String	The room's welcome message
audio->enable	Boolean (On/Off)	Enable or disable the audio in the room. It needs the audio video module.
video->enable	Boolean (On/Off)	Enable or disable the video in the room. It needs the audio video module.
white-board-	Boolean (On/Off)	Enable or disable the white board in



>enable		the room. It needs the white board module.
---------	--	--

When you're done with room editing in xml files, save them as UTF-8 format, otherwise the chat server can't recognize them.

4.1.2.10 data-api

The 123 Flash Chat Server provides some data APIs for the third-party application to get the chat server data through an HTTP request. By default it is set to be "On" - enabled.

```
<data-api enable="On">
  <query-allow-access-from>
    <ip>127.0.0.1</ip>
    <ip>69.12.13.55</ip>
  </query-allow-access-from>
  <push-allow-access-from>
    <ip>127.0.0.1</ip>
  </push-allow-access-from>
</data-api>
```

[Check Details](#)

Parameter	Default Value	Description
query-allow-access-from->ip	*	Only those access requests which are contained in this IP list is legitimate. If set to "*", then request from all IP address are valid, which is insecure and not recommended.
push-allow-access-from->ip	127.0.0.1	Only those access requests which are contained in this IP list is legitimate. If set to "*", then request from all IP address are valid, which is insecure and not recommended.

4.1.2.11 Security Enhancement

A more secure mechanism is added to 123 Flash Chat Server to prevent the attacks of some hacking tools and the trick is to disable the downward compatibility. Once setting downward compatibility to "Off", the hacking tools utilized with the older version 123 Flash Chat can't connect to the chat server, ie: the preventing hacking mechanism is activated. (and vice versa)

```
<downward-compatibility enable="On"></downward-compatibility>
```

Parameter	Default Value	Description
downward-compatibility->enable	On	Allow the connection attempts from the older version chat clients to the chat server.



4.1.2.12 Mute Configuration

```
<mute enable="On" autoMute="On" timeout="60000"></mute>
```

Parameter	Default Value	Description
mute->enable	On	Enable or disable the mute function.
mute->autoMute	On	Enable or disable the auto mute function, the client will auto mute the user by some rules.
mute->timeout	60000	Specifies a time period to mute a user after he has been muted. Unit: milliseconds.

4.2 Client Configuration

There are three client configuration files:

1. client.xml,
2. skin.xml,
3. color.xml

The modifications for these files will not be effective until the chat client is re-opened.

4.2.1 client.xml

Only values can be changed, not the names.

Parameter	Type	Default value	Description
HomeUrl	String	http://www.123flashchat.com	This is the URL you want the logo to link to. If this is set to 'null', there will be no link over the logo.
HelpUrl	String	help/index.html	This is the URL for the help file. This can be translated to any language locally, uploaded to your web server and the new help URL can be inserted here.
registerUrl	String	null	This parameter will not need to be configured if you are using 123 Flash Chat to store your user data. This parameter is only required if you are using an external database.
copyright	string	Copyright 2001-2005 TopCMM Computing Inc. All Rights Reserved.	This is your company copyright information. This will be displayed in the "about" panel.



loadRootPath	string	null	This is the directory where the language folder and skin folder are located. These should be left as 'null'. If however you put them on another server, please set them to http://url/ . For example: "http://www.123flashchat.com/chat/" Don't forget the slash at the end.
language	string	*	Choose the interface language from our collection. Current versions of 123 Flash Chat offer the following choices: 1) en - English (default) 2) zh-CN - Simplified Chinese 3) zh-TW - Traditional Chinese 4) nl - Dutch 5) fr - French 6) ja - Japanese 7) es - Spanish 8) de - German 9) it - Italian 10)hu - Hungarian 11)ru - Russian 12)hr - Croatian 13)tr - Turkey 14)ar - Arabic 15)pt - Portugues 16)ko - Korean 17)serbian - Serbian 18)pl - Polish 19)no - Norwegian 20)farsi - Farsi 21)el - Greek 22)iceland - Iceland 23)cs - Czech 24)da - Danish 25)fi - Finnish 26)sv - Swedish 27)pt-br - Brazil Portugues Note: the language files are located in the folder: <loadRootPath>/lang/ The interface can also be translated into other languages which are not included in this list. If this is the case, please save it as language_***.xml. Put it into the same folder and edit language setting in "client.xml". You will then get a local version of 123 Flash Chat.
skin	string	standard	We offer the following skins: 1) standard - Aqua blue skin, scalable vector skin. 2) beige - Aqua beige skin, scalable vector skin. 3) angel - Black metallic bitmap skin. 4) hawaii - Aqua black skin, scalable vector skin. 5) classic - Blue bitmap skin. 6) green - Green skin, scalable vector



			<p>skin.</p> <p>7) red - Red& black skin, scalable vector skin.</p> <p>8) orange - Orange skin, scalable vector skin.</p> <p>9) clean - Aqua blue & gray skin, scalable vector skin.</p> <p>You can also design a new skin based on the existing skins.</p>
profileUrl	string	null	<p>You can either enable or disable the "profile" option by setting the value to "true" or "false".</p> <p>If it is enabled, enter the correct value after the "url=", eg: http://yourwebsite/profile.php?user=%USER% the "profile" link can be found when activating a user from the user list in the pop up menu.</p> <p>Click on the "profile" link to view the user's details in a new browser window.</p> <p>The URL value can be the profile link in your existing database or even the profile link of another website.</p> <p>Note: you can add multiple profile URLs.</p>
enableRoomSounds	boolean	true	<p>This is the default sound setting in the chat room. This can be enabled by selecting "true" or disabled by selecting "false".</p>
enterRoomSound	boolean	true	<p>This is where you can choose whether or not to play a sound alert when anyone enters the room you are in.</p> <p>The default value for this is "true" which is also the default value for all your members.</p> <p>Your members can set their preferences in their option panel.</p>
messageSound	boolean	true	<p>This is where you can choose whether or not to play a sound alert when receiving a message.</p> <p>The default value for this is "true" which is also the default value for all your members.</p> <p>Your members can set their preferences in their option panel.</p>
typingSound	boolean	true	<p>This is where you can choose whether or not to play sound when typing messages.</p> <p>The default value for this is "false" which is also the default value for all your members.</p> <p>Your members can set their preferences in their option panel.</p>
sendingSound	boolean	true	<p>This is where you can choose whether or not to play a sound alert when sending a message.</p>



			<p>The default value for this is "true" which is also the default value for all your members.</p> <p>Your members can set their preferences in their option panel.</p>
quitRoomSound	boolean	true	<p>This is where you can choose whether or not to play a sound alert when someone exits a room.</p> <p>The default value for this is "true" which is also the default value for all your members.</p> <p>Your members can set their preferences in their option panel.</p>
singleLineMode	boolean	false	<p>This enables switching to a single-line or multi-line mode.</p> <p>Messages can be set next to the speaker by choosing "true". This will save chat space. For example: "Mr.A says: Hello."</p> <p>Messages can be displayed on a new line by choosing "false". For example: "Mr.A says: Hello."</p> <p>"false" will then be the default value for all your members.</p> <p>Your members can set their preferences in their option panel.</p>
parseURI	boolean	true	<p>This is where you can make the URL address in messages clickable or not.</p> <p>If the value is set to "true", then the valid URL, (a string with "http://" or "www.*****" which is 9 characters at least) will become underlined and linked to the specified URL.</p> <p>Default value is "true", which is also default value for all your members.</p> <p>Your members can set their preferences in their option panel.</p>
autoSaveUsername	boolean	true	<p>When the value for this is set to "true" a chatter's username will automatically be saved in the cache.</p> <p>The default value for this is "true" for all of your members.</p> <p>Your members can set their preferences in their option panel.</p>
autoSavePassword	boolean	false	<p>When the value for this is set to "true" a member's username will automatically be saved in the cache.</p> <p>The default value for this is "false" for all your members.</p> <p>Your members can set their preferences in their option panel.</p>
autoSaveAvatarFonts	boolean	true	<p>When the value for this is set to "true" a chatter's avatar, font style and color will automatically be saved in the cache.</p> <p>The default value for this is "true" for all your members.</p> <p>Your members can set their</p>



			preferences in their option panel.
autoSaveBKGround	boolean	true	When the value for this is set to "true" a user's chat space background will automatically be saved in the cache. The default value for this is "true" for all your members.
visibleGuestCheckbox	boolean	true	If this is set to "true", the combination of "guest" and the checkbox before "guest" will be visible to all users.
visiblePasswordInput	boolean	true	If this is set to "true", the password input field will be visible to all users.
visibleLogoutButton	boolean	true	If this is set to "true", the logout button will be visible to all users.
defaultSelectGuest	boolean	false	This can be set to be "true" if the guest is checked as default.
enablePrivateChat	boolean	true	This enables or disables the private chat mode for ordinary users. Remember: the administrator can always activate a 'private chat' with ordinary.
acceptPrivateMessage	boolean	true	The user can accept all private message invitations or deny them by default with this setting.
lockAdminIcon	boolean	true	This is set to "true" if the administrator has a unique reserved icon (a small person with coffee) before their messages. It is not referring to the icon before the administrator in the user list.
messageSpacing	Number	0	You can set the spacing between two messages here.
messageHistorySize	Number	100	To allocate space to record chat history. Please set the default space size here for all your members. unit: kb
showGuestMemberonlyRoom	boolean	true	To define if the member-only room is viewable to guests in a room list.
visibleWelcomeMessage	boolean	true	To define whether or not to display the admin auto-welcome message when anyone enters the chat room.
visibleExitMessage	boolean	true	To define whether or not to display the admin auto message when anyone leaves the chatroom.
visibleRoomList	boolean	true	To display room list or hide it.
advertisingBanner	boolean	false	To insert one or more advertisement banners onto the chat client. Set enable to "true" to activate this.
banner->src	string		This is where you can make the URL of an advertisement banner source a JPG or swf. The URL could be a relative path or an absolute.
banner->href	string		The URL linked with the



			advertisement banner.
banner-> duration	Number		Advertisement duration time.
visibleChangeRoomComboBox	boolean	true	This indicates whether the pull-down room menu for users to switch rooms in a chat window is visible or not.
visibleExitRoomButton	boolean	true	Add or remove an exit room button at the top right.
adminAutoGreet	boolean	false	The 'robot' greetings administrator automatically gives to visitors can be displayed one by one. You can add as many lines as you want to make it look like a real person. This feature can be disabled by setting it to "false".
visibleHelpButton	boolean	true	Add or remove the 'Help button' from the top menu.
visibleOptionButton	boolean	true	Add or remove the 'Option button' from the top menu.
visibleAvatarButton	boolean	true	Add or remove the 'Smiley button' from the middle menu above the input area.
visibleBButton	boolean	true	Add or remove the 'B button' from the middle menu above the input area to enable or disable the bold font feature.
visibleIButton	boolean	true	Add or remove the 'I button' from the middle menu above the input area to enable or disable the italic font feature.
visibleUButton	boolean	true	Add or remove the 'U button' from the middle menu above the input area to enable or disable the underline font feature.
visibleColorButton	boolean	true	Add or remove the 'Color picker button' from the middle menu above the input area to enable or disable the font color feature.
visibleSelectSmileyButton	boolean	true	Add or remove the 'smiley button' from the middle menu above the input area to enable or disable the emotion feature.
visibleSelectBgButton	boolean	true	Add or remove the 'BG button' from the middle menu above the input area to enable or disable the change chat background feature.
idleDisconnectTime	number	0	When a user is "idle" in chat room for a predefined time, his connection will be automatically cut and he will be kicked out of the room. This time period can be defined here by admin, "0" means to disable this feature, and the users won't be kicked no matter how long he stays without saying or doing anything. Measurement units: minute.
visibleTimeStamp	boolean	false	Display the timestamp in all users'



			chat windows. Users can enable or disable this feature by themselves in the option panel.
predefineMessage	boolean	true	Frequently used messages can be easily added to/removed from the predefined section to save time, they can be easily copied into chat by double-click. Content can be defined in "msg value".
openPrivateMsgInWindow	boolean	false	Whether or not to open each private message in a new browser window and the size of it. Admin can preset this option for all users.
flashEmotion->enable	boolean	true	Whether the animated emotions can be chosen in the room.
flashEmotion-> row	number	7	The row number of the animated emotions.
flashEmotion-> col	number	4	The column number of the animated emotions.
flashEmotion-> autoPlay	boolean	false	Auto play the animated emotions
flashEmotion->Item->name	String		The emotion name
flashEmotion->Item-> src	String		The flash file location.
flashEmotion->Item-> thumb	String		The thumbnail location.
flashEmotion->Item-> duration	number		The animation duration (seconds).
showSmileLimit->value	number	5	Restrict the max number of smileys in each message. value="0" means no restrict
fontSizeList-> enable	boolean	true	Whether the font size can be chosen in the room.
fontSizeList-> value	String	10,11,12,13,14,15,16,18,20,22	The font size value list.
fontSizeList-> default	number	12	The default font size value.
maxMessageLength	number	512	Maximum length of each message.
maxPostRow	number	5	Maximum row of each message.

4.2.2 Skin configuration

123 Flash Chat is skinnable. The skins are stored in the folder: <123FlashChatServer installed directory>/client/skin/

To choose a skin from the available skin collection for all the users in the chat room, 123 Flash Chat admin has three choices:

1. Configure in the admin panel (recommended way)
2. configure client.xml
3. editing html code



1. Configure in the admin panel

Firstly login as admin and enter the admin panel, Basic Settings->Skin Setting, choose a particular skin and check out the skin thumbnail, once decided, click to submit your choice.

2. Configure client.xml:

If you prefer editing XML rather than configuring it in a visual admin panel, with a text-editing tool like notepad, you can easily configure client.xml in this directory:

[<123FlashChatServer installed directory>/server/etc/groups/default/client.xml](#)

Find: `<skin value="default"></skin>`

Replace the "default" with a specific skin name, save and upload it to the original directory, and restart the chat server to apply the changes.

3. Edit HTML code

As we stated in the [quickstart.html](#), 123 Flash Chat is added into your webpage with some HTML code like this:

```
<OBJECT  
  
classid="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000"  
  
codebase="http://download.macromedia.com/pub/shockwave/cabs/flash/swflash.cab#version=6,0,19,0"  
  
WIDTH="634" HEIGHT="476"> <PARAM NAME=movie  
  
VALUE="123flashchat.swf"> <PARAM NAME=quality VALUE="high">  
  
<PARAM NAME="menu" value="false"> <EMBED  
  
src="123flashchat.swf" quality=high menu=false WIDTH="634" HEIGHT="476"  
  
TYPE="application/x-shockwave-flash"  
  
PLUGINSPAGE="http://www.macromedia.com/go/getflashplayer"></EMBED>  
  
</OBJECT>
```



You can insert the HTML code into a static or dynamic webpage, in the latter case, you can dynamically control the interface skin by adding parameter into the HTML code, like this:

```
<OBJECT  
  
classid="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000"  
  
codebase="http://download.macromedia.com/pub/shockwave/cabs/flash/swflash.cab#version=6,0,19,0"  
  
WIDTH="634" HEIGHT="476"> <PARAM NAME=movie  
  
VALUE="123flashchat.swf?init_skin=classic"> <PARAM NAME=quality  
  
VALUE="high"> <PARAM NAME="menu" value="false"> <EMBED  
  
src="123flashchat.swf?init_skin=classic" quality=high menu=false  
  
WIDTH="634" HEIGHT="476" TYPE="application/x-shockwave-flash"  
  
PLUGINSOURCE="http://www.macromedia.com/go/getflashplayer"></EMBED>  
  
</OBJECT>
```

You can see that the "classic" skin is enabled by default.

Skin setting in HTML code has higher priority than the skin setting in client.xml. ie: once skin is defined in HTML code, the skin setting in client.xml becomes useless.

Available Skins

Following 11 skins are available in current version, you can modify any skin or add your own based on them:

- 1) default - Aqua blue skin. scalable vector skin.
- 2) standard - Aqua blue skin. scalable vector skin.
- 3) beige - Aqua beige skin. scalable vector skin.
- 4) angel - Black metallic bitmap skin. kinda cool.
- 5) hawaii - Aqua black skin. scalable vector skin.
- 6) classic - Blue bitmap skin.
- 7) green - Green skin. scalable vector skin.
- 8) red - Red & black skin. scalable vector skin.
- 9) orange - Orange skin. scalable vector skin.
- 10) clean - Aqua blue & gray skin. scalable vector skin.
- 11) xmas - Chirstmas skin. scalable vector skin.



[Click here](#) to check all the skins online!

Make a New Skin.

You can design your own skin, without the flash source code, please refer to:

<http://www.123flashchat.com/colormap.htm>. If you need original source code for skin files (please bare in mind we only offer it to 123 Flash Chat license buyer.) please write to support@123flashchat.com to request it.

- Skin components are controlled by skin.xml, color style can be adjusted by color.xml.
- Only SWF or JPG image file can be used to construct a skin, while GIF or PNG is not accepted.
- If you don't mind the background, you can save it to JPG format (non progressive mode). If you'd like transparent background, please save it to PNG or GIF and import it to flash to convert it to a SWF file without background.

You are welcome to share your skin design with all of the users of 123 Flash Chat in our [forum showcase](#) or [official skin showcase](#), we'll appreciate it.

If you want us to design a skin for you, you can place order at [this page](#), and please send an email to support@123flashchat.com with details of the skin. Thank you.

4.2.3 Predefined Message

Frequently used messages can be easily added to/removed from the predefined section to save time, they can be easily copied into chat input area by double-click. After editing it or just confirming it, press "send" to publish it.

In client.xml, find: `<predefineMessage>` section:

Parameter	Type	Default value	Description
enable	boolean	true	Enable predefined message function or not. The canned messages Admin defined in client.xml will be available to all users by default
msg value	string		Default canned message content.

The regular users can define their own messages in chat panel, above chat input area there is a middle toolbar and the last icon is for define and launch canned message.

predefineMessage panel

- add: press "+" to activate add message window.
- Delete: choose one message then press "-" to remove it.
- manage pages: Multiple canned messages can be managed in multiple pages.



4.2.4 Change Private Message Location

Private message has two optional locations: in current SWF or in new browser window. If in current SWF, the loading speed of new private window is much faster; But if in new browser window, it may be easier to manage multiple PMs.

Parameter	Type	Default value	Description
enable	boolean	false	Whether or not to open each private message in a new browser window and the size of it. Default setting defined by admin.
width	number	475	Default width of new browser window, in pixel.
height	number	240	Default height of new browser window, in pixel.

Note: Too many concurrent PMs in new browser windows may lag speed of your computer.

Admin can predefine this option in client.xml to be default setting for all users, and regular users can change setting by themselves in option panel according to their computer performance.

4.2.5 flashEmotion configuration

Animated emotions can be chosen to launch a “play” button into the chat lobby or private chat. Other users can click “play” to enjoy the flash.

Change FlashEmotion

Nine default flashEmotions are packed into the free demo of 123flashchat. You can also add/remove/change current collection. FlashEmotions are stored in one folder named “flashemotion” by default externally from the SWF, and controlled by xml file: client.xml.

To add new FlashEmotion(s), firstly put new flash animations to the FlashEmotion folder, then edit client.xml, find flashEmotion section, add new line(s) to define the location and duration.

Parameter	Type	Default value	Description
enable	boolean	true	flashEmotion button will be visible/invisible to all users by default.
col	number	3	Default column of flashEmotions.
row	number	3	Default row of flashEmotions.
autoPlay	boolean	false	Whether or not the flashEmotion will be auto play in current window.
name	string		flashEmotion name
src	string		The original flash file location. The recommended dimension of flashEmotion: 500x400 px. Better not bigger than 630x470 to look good.



thumb	string		thumbnail location. The recommended dimension of thumbnail: 46×46 px. Other size is okay too, but too big in size will lag the loading speed of the SWF.
duration	number	18	animation duration (seconds) of each flashEmotion, it's depending on the SWF itself.

4.2.6 sendSound configuration

Ten default flashSound are packed into the free demo of 123flashchat. You can also add/remove/change current collection. FlashSounds are stored in one folder named "flashSound", and controlled by xml file: client.xml.

To add new flashsound(s), firstly put new mp3 file to the flashSound folder, then edit client.xml, find flashSound section, add new line(s) to define the location.

Parameter	Type	Default value	Description
enable	boolean	true	flashSound button will be visible/invisible to all users by default.
autoPlay	boolean	false	Whether or not the flashSound will be auto play in current window.
name	string		flashSound name
src	string		The original mp3 file location.

4.3 Integrate database configuration

Basically 123 Flash Chat can integrate database of any kind, as long as there's username and password in it, but if your website do not support a database your user information will not be able to be integrated. If this is the case you can use 123 Flash Chat to store your user information.

123 Flash Chat supports integrating the existing database of your forum or portal system such as phpBB, PHPNuke, PostNuke, AspNuke, etc., or of other user systems.

Even if the chat and the website are placed on different servers, the chat users can enter the 123 Flash Chat room without double registration or double login, provided that they have logon your website already. This is called external database integration, and it can be deployed in the following two ways:

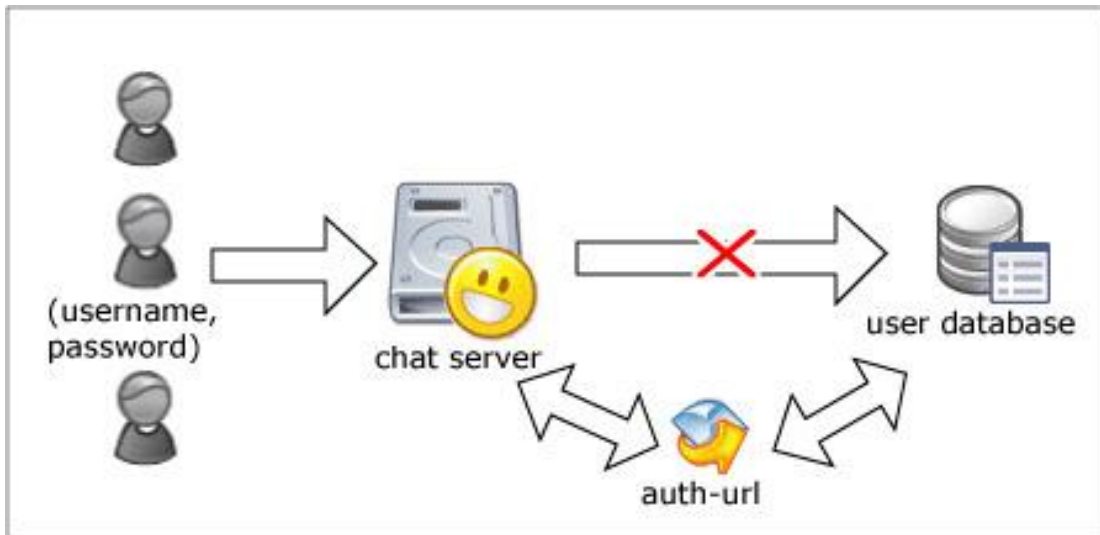
4.3.1 Auth URL (the simple and recommended way)

The whole scenario is that the chat server will communicate with the external database



through a dynamic application, like PHP, ASP, ASP.net or JSP. The auth-url is the abbreviation of authentication URL.

It is simple and stable, therefore recommended method to accomplish the integration. It requires you to be familiar with your own database, and capable of coding dynamic webpage. The sample of the auth-url dynamic webpage is available, simply send email to support@123flashchat.com to request.



Explicitly, the Auth-URL application will perform as the communication medium of the chat server and the database. I.e: when a user tries to log in the chat server, the server won't connect to the user database directly, but will send the username and password to the auth-url, then the auth-url requests the database to authenticate the user. Then the auth-url will return the feedback to the chat server in a predefined way, whether approved or declined.

Auth URL Output:

(What does each number means regard of the authentication result.)

- 0 - login successfully;
- 1 - wrong password;
- 2 - the username can't be used;
- 3 - login error
- 4 - username does not exist
- 5 - successfully log in as an administrator

Note: Dealing with guest login, the auth-url will get no password and failed to find any username in the database, in that case, auth-url should respond 4 to ensure the user to enter chat room smoothly, otherwise if respond 0,1 or 5, the chat server will decide the username is already taken and decline the user's connection effort.

Configuration

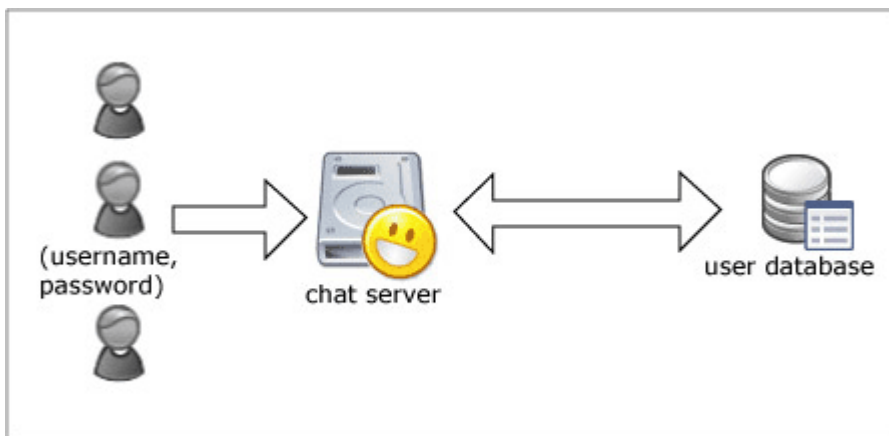


1. Coding auth-url based on the sample application.
2. login the Admin Panel
3. [System Setting -> Integration Panel](#)
4. choose "auth url", and fill in the right address of it.

4.3.2 JDBC Integration

It is direct integration of the chat server and the user database, through JDBC driver, which is abbreviation of Java DataBase Connectivity standard.

This way is for advanced user who not only understands how to connect database using JDBC driver, but also is capable of performance tuning to handle high traffic.



Configuration:

Firstly you need to check the existing database of your website, then configure the corresponding XML under this folder: <123flashchat installed directory>/etc/groups/<group name>/database/, ie:

- For Mysql, configure Mysql.xml
- For Oracle, configure Oracle.xml
- For Sql Server, configure ODBC.xml
- For the other database, configure Common.xml

a) Mysql.xml

Parameter	Type	Description
database-host	string	The hostname of the database server.
database-name	string	The database name you are using.
database-user	string	The user name which is required to connect to the database.



database-password	string	The password which is required to connect to the database.
user-table	string	The table to store the user information.
username-field	string	The column of names of the user names in the user-table.
password-field	string	The column of names of passwords in the user-table.
enable-md5	string	It defines whether the password is encrypted with MD5. On - encoded. Off - not encoded. Passwords in many portal systems and forum systems like php-nuke, post-nuke or phpBB, etc. are encrypted with MD5, thus you will need to set this value to 'On'.
connection-pool->pool-size	number	Maximum number of pooled database connections, or 0 for no limit.
connection-pool-> max-size	number	Maximum number of possible database connections , or 0 for no limit.
connection-pool-> init-num	number	Initializes the given number of database connections.
connection-pool->expiry-time	number	Expiry time (milliseconds) for pooled database connections, or 0 for no expiry.

b) Oracle.xml

Parameter	Type	Description
mode	string	It could be "thin" or "oci" only. It indicates the way to access the database. The default value is "thin". If you choose "oci", then your server must have installed an oracle client.



database-host	string	The hostname of the database server.
database-port	number	The port of the database.
database-sid	string	The sid of the database server.
service-name	string	The service name to connect to oracle. It doesn't take effect unless you choose the mode "oci".
database-user	string	The user name which is required to connect to the database.
database-password	string	The password which is required to connect to the database.
user-table	string	The table to store the user information.
username-field	string	The column name of user names in the user-table.
password-field	string	The column name of passwords in the user-table.
enable-md5	string	<p>It defines whether the password is encrypted with MD5.</p> <p>On - encoded.</p> <p>Off - not encoded .</p> <p>Passwords in many portal systems and forum systems such as php-nuke, post-nuke or phpBB, etc. are encrypted with MD5, thus you will need to set this value to "On".</p>
connection-pool->pool-size	number	Maximum number of pooled database connections , or 0 for no limit.
connection-pool->max-size	number	Maximum number of possible database connections , or 0 for no limit.
connection-pool->init-num	number	Initializes the given number of database connections.
connection-pool->expiry-time	number	Expiry time (milliseconds) for pooled database connections, or 0 for no expiry.



c) CommonDB.xml

Parameter	Type	Description
jdbc-driver	string	The name of the jdbc driver.
jdbc-url	string	The complete jdbc URL. If the user name and password are required when the database is accessed, they must also be included.
user-table	string	The table to store the user information.
username-field	string	The column name of the user names in the user-table.
password-field	string	The column name of passwords in the user-table.
enable-md5	string	It defines whether the password is encrypted with MD5. On - encoded. Off - not encoded . Passwords in many portal systems and forum systems such as php-nuke, post-nuke or phpBB, etc. are encrypted with MD5, thus you will need to set this value to "On".
connection-pool->pool-size	number	Maximum number of pooled database connections , or 0 for no limit.
connection-pool-> max-size	number	Maximum number of possible database connections , or 0 for no limit.
connection-pool-> init-num	number	Initializes the given number of database connections.
connection-pool->expiry-time	number	Expiry time (milliseconds) for pooled database connections, or 0 for no expiry.



1. login the Admin Panel
2. [System Setting -> Integration Panel](#)
3. Choose a specific database and submit.
If error occurred, please double check the configuration and re-submit.

5. Chat Modules

The 123 Flash Chat Server releases several powerful chat modules. They can greatly enhance the chat but are not obligatory for every webmaster. Therefore they are not included in the standard package.

Users can choose these optional modules according to their needs.

All modules are just plug-ins based on 123 Flash Chat Server Software which works with the license instead of working alone.

5.1 Moderated chat module

The distinguishing feature of a “Moderated-Chat” (moderation chat or moderate chat) is that questions submitted by participants will not be displayed publicly unless the Moderator or Admin approved/passed it.

Check details here:

<http://www.123flashchat.com/moderated-chat.html>

5.2 Invisible admin chat module

With this module the administrator can monitor chat conversations in chat rooms invisibly. Without the “existence” of the admin participants can freely chat but the administrator can make sure that no one is being inappropriate in the chat room.

Check details here:

<http://www.123flashchat.com/invisible-admin.html>

5.3 Change nickname module

With the “Change-Nickname Module” installed, your users have the ability to change their displayed nickname,location,sex,age after they have logged in. This makes their chatting more flexible and fun.



Parameter	Type	Default value	Description
enable	On/Off	On	Enable the change nickname function
enableCustomProfile	On/Off	On	Users have the ability to change their displayed nickname, location, sex, age after they have logged in when the value of enableCustomProfile is on. Otherwise users can change their nickname only.

Check details:

<http://www.123flashchat.com/change-nickname.html>

5.4 Pocket-pc & banner chat module

Have you ever thought of attaching a 'mini-chatroom' to your webpage to establish connections between your business and visitors? "Pocket PC or Banner Chat" could be the solution.

It is small and neat and looks like an animation but has full chat features (sending and receiving message in chat lobby, etc.)

It can be attached to any webpage of your site.

A tiny little chat room will encourage visitors to communicate with your representative. This will help them to gain a better understanding of your product or service which will definitely promote sales.

Check details:

<http://www.123flashchat.com/pocket-pc-banner-chat.html>

5.5 Audio-Video module

With audio-video module enabled, you can add webcam and voice chat.

In video-voice chat, 8k/sec bandwidth is used by default. And this bandwidth consumption is adjustable.

Unlike the basic text chat, this webcam chat module need user have a server enable the rtmp protocol, such as Flash Media Server, Flash Communication Server, Red5 or WowzaMediaServer.

If you haven't obtained the flash media server or flash communication server yet, you can buy directly from macromedia: <http://www.macromedia.com>: Flash Media Server. Or you can use the Red5 server (a free Open Source Server) and you can try the WowzaMediaServer, too.

We recommend Flash Media Server to get the best performance.

Video Control

The code to activate video function to 123flashchat, sample:

```
< audio-video audio="On" video="On" needRequest="On" adminNeedRequest="Off"
canShutOffAdmin="On" moderatorNeedRequest="Off" canShutOffModerator="On"
maxWindow="5" activeRooms="*" allowGuest="On"></audio-video>
```

[TopCMM Software
http://www.123flashchat.com](http://www.123flashchat.com)



Parameter	Type	Default value	Description
activeRooms	number	1	The room list in which the video function is enabled. by default it's "*", means video is ON in all rooms. eg: to enable video in room with ID: 1, 2 and 3, please set "1,2,3", and delimit room IDs using comma",."
allowGuest	On/Off	On	Whether or not to allow unregistered guest to publish or view video.
audio	On/Off	On	Enable the audio mode
video	On/Off	On	Enable the video mode
needRequest	On/Off	On	When someone is requested video/audio by others, he/she is able to accept or deny the invitation.
adminNeedRequest	On/Off	Off	This function decides whether the admin user need send request with others video/audio
canShutOffAdmin	On/Off	On	This function decides whether the others could cancel the video/adio to the admin users
moderatorNeedRequest	On/Off	Off	This function decides whether the moderator user need send request with others video/audio
canShutOffModerator	On/Off	On	This function decides whether the others could cancel the video/adio to the moderator users

<http://www.123flashchat.com/video-chat.html>

5.6 Encrypt-message chat module

With this optional chat module, chat messages can be encrypted by using RSA, which ensure the privacy and chat security.

<http://www.123flashchat.com/encrypt-message.html>

5.7 Event-chat module

With this optional chat module, chat room can be opened and closed at a particular time to gather more traffic.

The entrance: Admin Panel-> Room Panel-> Set room public time-> Set.

Set the public time of the specific room. Click "add" to add a rule first and click "submit" to save changes.

The room mode:

- "normal": means certain time period of each day or certain day of a week.
- "special": means special chat event of a particular day.
- "EveryHour": means recurring period of each hour.

<http://www.123flashchat.com/event-chat.html>

5.8 Image-transfer module



With this optional chat module, user can send an image in the chat lobby window or in the private chat window.

The code to activate upload-image function to 123flashchat, sample:

```
<image-transfer enableLobby="On" enablePrivate="On"  
uploadURL="" downloadURL="" maxUPLoadSize="1024" imageHeight="200"  
imageWidth="200" allowGuest="On"></image-transfer>
```

Parameter	Type	Default value	Description
enableLobby	String	On	Enable or disable transfer image (support file type: .jpg, .jpeg) in lobby chat window
enablePrivate	String	On	Enable or disable transfer image (support file type: .jpg, .jpeg) in private chat window
uploadURL	String		Setting the URL that the file will be uploaded, you can use your own http server (apache, tomcat, etc...) or use 123flashchat http server, if you use 123flashchat server, you must leave the uploadURL's value empty
downloadURL	String		Setting the URL that the file will be downloaded, you can use your own http server (apache, tomcat, etc...) or use 123flashchat http server, if you use 123flashchat server, you must leave the downloadURL's value empty
maxUPLoadSize	Number	1024	Setting the max file can be uploaded to the server, the value must less than the value maxUPLoadSize in <123flashchat installed directory>/server/etc/fcserver.xml, if the value less than or equals to 0, this means the server will not accept any upload files.
imageHeight	Number	200	The height of uploaded image that will be displayed in the lobby or private chat window
imageWidth	Number	200	The width of uploaded image that will be displayed in the lobby or private chat window
allowGuest	String	On	Setting if the guest can upload file
autoLoadImage	String	Off	Enable or disable auto load an image and display it in the window, if disable this function, the user will get an alert message instead of load the image from server directly.

5.9 White-board Module

With this optional chat module, users can use whiteboard function during chat to make drawing and all other users in the same room can see the drawings or join him to draw more.



The whiteboard has the basic functions as other painting tool, it will be opened in a standalone window floating over the chat screen but still in the same SWF.

Admin has the right to enable/disable the drawing and erasing function.

Before purchasing and installing this whiteboard, please purchase Flash Media Server from Macromedia first. Or at least install red5 which may not be very stable when many users use whiteboard at the same time.

The sample code to activate white-board function in 123flashchat:

```
<white-board enable="On" userDrawPermission="11110"
userModifyPermission="11110" width="510" height="400"></white-board>
```

Parameter	Type	Default value	Description
enable	String	Off	Enable or disable white board function
userDrawPermission	Number	11110	It defines who are entitled to use the drawing function. The value has 5 digits by default, the sequence of the bits from the left to the right represents the admin, moderator, speaker, regular user(registered user) and guests' drawing permission in turn. "1" means ON and "0" means OFF. For example: if you only want admin, moderator , speaker have the drawing permission, then the value will be set to "11110"
userModifyPermission	Number	11110	It defines who can use the eraser. The value has 5 bits in default, the sequence of the bits from the left to the right represent admin, moderator, speaker, regular user(registered user) and guests' permission to erase in turn. "1" means ON and "0" means OFF. For example: if you only want admin, moderator , speaker have the right to erase, then the value will be set to "11100"
width	Number	510	The width of the whiteboard window
height	Number	400	The height of the whiteboard window

5.10 Flash-Media-Server Setting:

When you have the flash com (AV) module or the white board module, you should set the value of "targetURI".

Sample:

```
<flash-media-server targetURI="rtmp://123flashchat"></flash-media-server>
```

Parameter	Type	Default value	Description
targetURI	String	rtmp://123flashchat	The Uniform Resource Identifier (URI) of the application on the Flash



			<p>Communication Server that should run when the connection is made.</p> <p>To specify targetURI, use one of the following formats (items in brackets are optional):</p> <p>rtmp:[port]/appName[/instanceName] (acceptable if the movie and the Flash Communication Server are on the same machine)</p> <p>rtmp://host[:port]/appName[/instanceName]</p> <p>For example, the following URIs are formatted correctly: rtmp://www.yourwebsite.com/123flashchat rtmp:/123flashchat_default</p> <p>Notice: If you use the targetURI for white board module, you should make a new file named "main.asc" containing following code "load("components.asc");" and copy this file to the <Flash Media/Communication Server installed directory>/applications/Application Directory (appName)/</p>
--	--	--	--

5.11 Buddy-List Module

With this optional chat module, users can use the buddylist function to add a buddy to the buddylist or delete a buddy from the buddylist, user can chat with the buddies whose are online at any time.

The sample code to activate white-board function in 123flashchat:

```
<buddy-list enable="On"></buddy-list>
```

Parameter	Type	Default value	Description
enable	String	Off	Enable or disable the buddy list function

5.12 Visual Avatar Chat Module

With this optional chat module, text chat room can be transformed to avatar chat, in which users can walk around, "meet people" in the same room and gossip with them. The scenes are: cafe, game room, hotel, park, restaurant.

Note: Please be aware of that the text chat and the avatar chat utilize two different SWFs, so it's impossible to access the avatar chat directly from the text chat, but the silver lining is that they can communicate with each other.



Once Avatar Chat module was purchased and activated, admin has an option to make the graphical chat room visible or invisible in the room list, in the latter case, such rooms will only be available in the avatar chat room list.

```
<visual-avatar-chat enable="On">
  <item name="Café" src="graphicchat/room/café.swf"></item>
  <item name="City" src=" graphicchat/room/city.swf"></item>
  <item name="Gameroom" src=" graphicchat/room/gameroom.swf"></item>
  <item name="Hotel" src=" graphicchat/room/hotel.swf"></item>
  <item name="Park" src=" graphicchat/room/park.swf"></item>
</visual-avatar-chat>
```

Parameter	Type	Default value	Description
enable	String	Off	Enable or disable the avatar chat function
visual-avatar-chat->item->name	String		Background name
visual-avatar-chat->item->src	String		Background flash file location

5.13 Chat Room Remote Controller (MSN edition)

Its abbreviation is CRRC(MSN). Room owner may create a chat robot in a particular chat room and then grant the access of the robot to the reliable person(s) to remote monitor the room via MSN.

The configuration is in the "server.xml"

```
<remote-controller enable="On"></remote-controller>
```

Parameter	Type	Default value	Description
enable	String	Off	Enable or disable the remote controller function

Furthermore, there are four steps to configure the MSN Robot.

1) Create Robot MSN Account

Room owner sign up a new Windows Live ID/ Windows Live Messenger Account as the Robot account. For example: bot@hotmail.com

2) Launch MSN Controller function

Room owner enter the Robot MSN account bot@hotmail.com and its password into the admin panel-> MSN-Bot-> MSN-Bot account to launch the function.

3) Bind Bot to a particular chat room and grant power to reliable person(s)

admin panel-> room panel-> MSN bot, add your friends' MSN accounts here, for example: friend@hotmail.com, so that it will be bound with bot@hotmail.com

4) Monitor room via Bot

Your friends add Bot MSN to their MSN friend list to monitor and control the room externally.



Tips

The following commands are available on MSN to control the chat room externally.

- `/help` Get the help list.
- `/enable` Enable to get messages from chatroom.
- `/disable` Disable messages from chatroom.
- `/list` Check online userlist in current room.
- `/kick` Kick user out, eg: `/kick username`
- `/ban` Ban user ID or IP, eg: `/ban username or/ban 61.239.186.94`
- `/unban` Unban user ID or IP, eg: `/unban username or/unban 61.239.186.94`
- `/info` Get remote control status.

5.14 Handwriting Module

This optional chat module enables your chat users to draw a unique message to tease their buddies with the mouse, or help people who are incapable of typing to communicate.

In 'handwrite' mode, five new icons appear, they are: pen size, color, eraser, undo, redo.

The configuration is in the "server.xml"

```
<hand-writing enable="On"></hand-writing>
```

Parameter	Type	Default value	Description
enable	String	On	Enable or disable the hand writing function

5.15 File Transfer Module

This optional chat module enables the file transfer function between two chat users.

```
<file-transfer enable="On" uploadURL="" downloadURL="" acceptedExtensions="*"
maxFileSize="1024" permission="1111" ></file-transfer>
```

Parameter	Type	Default value	Description
enable	String	On	Enable or disable the file transfer function
uploadURL	String		Setting the URL that the file will be uploaded, you can use your own http server (apache, tomcat, etc...) or use 123flashchat http server, if you user 123flashchat server, you must leave the uploadURL's value empty
downloadURL	String		Setting the URL that the file will be downloaded, you can use your own http server (apache, tomcat, etc...) or use 123flashchat http server, if you user 123flashchat server, you must leave the downloadURL's value empty
acceptedExtensions	String	*.*	It defines the file extensions can be



			transferred between two clients. eg: *.zip,*.doc,*.txt
maxFileSize	Number	1024	Setting the max file size can be transferred between two clients, the value must less than the value maxUploadSize in <123flashchat installed directory>/server/etc/fcserver.xml, if the value less than or equals to 0, this means nothing can be transferred between two clients.
permission	Number	11111	It defines who are entitled to use the file transfer function. The value has 5 digits by default, the sequence of the bits from the left to the right represents the admin, moderator, speaker, regular user(registered user) and guests' drawing permission in turn. "1" means ON and "0" means OFF. For example: if you only want admin, moderator , speaker have the drawing permission, then the value will be set to "11100"

6. How to customize chat skin

Brief introduction:

All sets of skins are stored under the directory:
<123flashchat installed directory>/client/skin/.

By default we offer 11 skins. You can modify any skin or add your own based on the pre-existing skins.

Skin components are controlled by skin.xml.
Color style can be adjusted by color.xml.

skin.xml and color.xml are located at <123flashchat installed directory>/server/etc/groups/default/skin/skinfolder/

Only SWF or JPG image file can be used to construct a skin.
GIF or PNG files will not work.

If you like the opaque background, you can save it as a jpg file (non progressive mode). If you would prefer a transparent background, please save it as a png or gif file and import



it to flash to convert it to a swf file without the background.

Client FLA files are not necessary to design a skin.

Below are some tutorials which might be helpful for designers:

- a) HowTo customize skin? <http://www.123flashchat.com/howtoskin.html>
- b) HowTo change skin color? <http://www.123flashchat.com/colormap.html>
- c) HowTo customize background?
http://www.123flashchat.com/howto_change_bkground.html

Change background

Every skin offers background pictures in the chat area.

You can also create your own jpg or swf backgrounds and put them into the skin folder.

New backgrounds should be in the dimensions within the basic background. The graphics for the new background will be added above the basic background. (We suggest you double click the background alternative in the download pack to get a better picture of how it should look like.)

To offer more backgrounds for users to select, please edit skin.xml,

Find the following section:

```
<SKIN_BKGROUND>  
<BKGROUND name="Standard" value="bkground.swf" />  
</SKIN_BKGROUND>
```

Then add a new line in this format. "name" is for users to pick from. "value" is the filename of the background that you have created.

7. Programmer's tools

Server APIs are provided for 123 Flash Chat Server Software developers. This will enable the developers to obtain detailed chat server information. Client APIs are also provided to customize the chat client.

7.1 Server API

7.1.1 Get Server Running Status from the files

When a chat server is running, some parameters are stored in text files which can be read by your application. Useful information can be extracted from them.

This feature is included in the standard version of 123 Flash Chat.

7.1.1.1 Get numbers



To obtain a current connection number, the logon user number and the room number from a record file, use the following format:

```
<123FC installed directory>/server/data/default/online.txt
```

This file will real-time change according to the chat room status.

Format:

```
< connection number >|<logon user number>|<room numbers>
```

Sample: 230|180|10

The example above shows that there are 230 connections on the chat server, 180 of them have logged in and there are 10 chat rooms altogether.

This data can be read and displayed in php, asp or other dynamic webpages.

7.1.1.2 Get username list of each room

You can display the user name list of each room on your webpage by retrieving data from "room_*.txt".

In the <123 installed directory>/server/data/default/, you can find the following files: "room_1.txt", "room_2.txt", etc.

These files store the online user lists of relevant rooms. These will keep changing depending on the changes of specific rooms.

7.1.2 Send command to server to push or query the real-time data

This feature can be very handy for an advanced user.

With it you can develop an application to connect to the chat server via a socket. Then a TCP string command can be sent to push or query the real-time data.

In "<123flashchat installed directory>/server/etc/groups/default/server.xml" file you will find:

```
<server-api enable="On">
```

```
<!-- auth-password
```

Only commands made using the right key (password) will be authorized by the chat server and will be effective.

```
-->
```

```
<auth-password>3874-3459-9293-2194</auth-password>
```

```
<!-- allow-access-from-ip
```

Only commands from this IP address are legitimate.

If it is set to "*", then commands from all IP address will be valid. This will not be secure.

```
-->
```

```
<allow-access-from-ip>127.0.0.1</allow-access-from-ip>
```

```
</server-api>
```



The socket message string being sent is in standard syntax which will appear as shown below:

```
<?xml version="1.0" encoding="UTF-8"?><Command group="default"  
api_pwd="api_pwd_in_default.xml_file" type="command_type" "command_parameters.... " />
```

Note: Remember to terminate XML-commands with a zero byte.

7.1.2.1 add_room

Rooms can be added on the fly using the 'add room' command.

The following parameters are indispensable:

Parameter	Type	Default Value	Description
group	String	default	group name, in the standard version, the group value has to be "default"
api_pwd	String	3874-3459-9293-2194	server API password defined in "server.xml"->server-api->auth-password
type	String	add_room	Specify the type of the command being sent.
name	String		Expected room name
owner	String		New room moderator
desc	String		New room description
max	Number		max number of people the new room can hold
speaker	String		New room speaker
member	Boolean(0/1)		Enable or disable guest to enter room. 0 means disable 1 means enable
pwd	String		New room password
passallmessage	Boolean(0/1)		Enable or disable the moderator chat mode.(need moderator chat module) 0 means disable 1 means enable
en	Boolean(0/1)		The room status is open or close 0 means close 1 means open
st	Number		It determines the room will only be displayed in the avatar chat client, or in the text chat room list as well. 0 means displayed in text chat room list too 2 means only displayed in the avatar chat client side
wm	String		The room's welcome message
audio	Element		
audio->enable	Boolean(0/1)		Enable or disable audio in the room, it needs audio video module. 0 means disable 1 means enable
video	Element		
video->enable	Boolean(0/1)		Enable or disable video in the room, it needs audio video module.



			0 means disable 1 means enable
wb	Element		
wb->enable	Boolean(0/1)		Enable or disable white board in the room, it needs white board module. 0 means disable 1 means enable
roomOpen	Element		(Only supported when user have the event chat module)
roomOpen->Time	Element		
Time->o	String		Option: day1~day31 special
Time->e	String		End time
Time->s	String		Start time
vacr	Element		(Only supported when user have the visual avatar chat module)
vacr->e	Boolean(0/1)		Enable or disable the visual avatar chat room
vacr->bg	String		The visual avatar chat room's background Cafe Gameroom Hotel Park Restaurant

A full sample of this command is shown below:

```
<?xml version="1.0" encoding="UTF-8"?><Command group="default" api_pwd="3874-3459-9293-2194" type="add_room" name="test room" owner="aaa" desc="room for test" max="200" speaker="bbb" member="false" pwd="" passallmessage="true" >
<video enable="1"></video>
<audio enable="1"></audio>
<wb enable="1"></wb>
<roomOpen>
<Time o="day2" e="10:00:00" s="00:00:00"></Time>
</roomOpen>
<vacr e="1" bg="Park"/>
</Command>
```

For advanced details, please check webpage:

<http://www.123flashchat.com/addroom-serverapi.html>

7.1.2.2 del_room

Rooms can be deleted dynamically using this command.

Parameter	Type	Default Value	Description
group	String	default	group name, in the standard version, the group



			value has to be "default"
api_pwd	String	3874-3459-9293-2194	server API password defined in "server.xml"->server-api->auth-password
type	String	del_room	Specify the type of the command being sent.
room_id	Number		The id of the room which is needed to be removed.

A full sample of this command can be seen below:

```
<?xml version="1.0" encoding="UTF-8"?><Command group="default" api_pwd="3874-3459-9293-2194" type="del_room" room_id="1" />
```

7.1.2.3 edit_room

Rooms can be edited dynamically using this command.

The following parameters are indispensable:

Parameter	Type	Default Value	Description
group	String	default	group name, in the standard version, the group value has to be "default"
api_pwd	String	3874-3459-9293-2194	server API password defined in "server.xml"->server-api->auth-password
type	String	edit_room	Specify the type of the command being sent.
roomid	String		The id of the room which is needed to be edited.
name	String		Expected room name
owner	String		New room moderator
desc	String		New room description
max	Number		max number of people the new room can hold
speaker	String		New room speaker
member	Boolean(0/1)		Enable or disable guest to enter room 0 means disable 1 means enable
pwd	String		New room password
passallmessage	Boolean(0/1)		Enable or disable the moderator chat mode.(need moderator chat module) 0 means disable 1 means enable
en	Boolean(0/1)		The room status is open or close 0 means close 1 means open
st	Number		It determines the room will only be displayed in the avatar chat client,



			or in the text chat room list as well. 0 means displayed in text chat room list too 2 means only displayed in the avatar chat client side
wm	String		The room's welcome message
audio	Element		
audio->enable	Boolean(0/1)		Enable or disable audio in the room, it needs audio video module. 0 means disable 1 means enable
video	Element		
video->enable	Boolean(0/1)		Enable or disable video in the room, it needs audio video module. 0 means disable 1 means enable
wb	Element		
wb->enable	Boolean(0/1)		Enable or disable white board in the room, it needs white board module. 0 means disable 1 means enable
roomOpen	Element		(Only supported when user have the event chat module)
roomOpen->Time	Element		
Time->o	String		Option: day1~day31 special
Time->e	String		End time
Time->s	String		Start time
vacr	Element		(Only supported when user have the visual avatar chat module)
vacr->e	Boolean(0/1)		Enable or disable the visual avatar chat room
vacr->bg	String		The visual avatar chat room's background Cafe Gameroom Hotel Park Restaurant

7.1.2.4 broadcast

This command will broadcast messages to every logon user, whether or not they have entered their username or entered a room.

The following parameters are indispensable:

Parameter	Type	Default Value	Description
group	String	default	group name, in the standard version, the group value has to be "default"



api_pwd	String	3874-3459-9293-2194	server API password defined in "server.xml"->server-api->auth-password
type	String	broadcast	Specify the type of the command being sent.
userid	String		What name should be used to broadcast.
Msg	String		Broadcast message.

7.1.2.5 private_message

This allows a private message to be sent to a specific user.

Parameter	Type	Default Value	Description
group	String	default	group name, in the standard version, the group value has to be "default"
api_pwd	String	3874-3459-9293-2194	server API password defined in "server.xml"->server-api->auth-password
type	String	private_message	Specify the type of the command being sent.
dest_uid	String		The receiver's userid
msg	String		Message to be sent
avatar	String		Avatar name in the message(could be "e1" , "e2" ... "e32")
owner_uid	String		The sender's userid
owner_nick	String		The sender's nickname
b	"1" or "0"		1 – bold font for the message being sent 0 – not bold
i	"1" or "0"		1 – italic font 0 – not italic
u	"1" or "0"		1 – underlined font 0 – no underline
color	Hexadecimal Number		Color value must begin with "0x", eg: red is "0xFF0000"

A full sample of this command can be seen below:

```
<?xml version="1.0" encoding="UTF-8"?><Command group="default" api_pwd="3874-3459-9293-2194" type="private_message" dest_uid="test" msg="hello world" emotion="e2" owner_uid="admin" owner_nick="admin" b="1" i="1" u="1" color="0xff00ff" />
```

7.1.2.6 start_group

Parameter	Type	Default Value	Description
group	String	default	group name, in the standard version, the group value has to be "default"
api_pwd	String	3874-3459-9293-2194	server API password defined in "server.xml"->server-api->auth-password
type	String	start_group	Specify the type of the command being sent.



A full sample of this command can be seen below:

```
<?xml version="1.0" encoding="UTF-8"?><Command group="default" api_pwd="3874-3459-9293-2194" type="start_group"/>
```

7.1.2.7 stop group

Parameter	Type	Default Value	Description
group	String	default	group name, in the standard version, the group value has to be "default"
api_pwd	String	3874-3459-9293-2194	server API password defined in "server.xml"->server-api->auth-password
type	String	stop_group	Specify the type of the command being sent.

A full sample of this command can be seen below:

```
<?xml version="1.0" encoding="UTF-8"?><Command group="default" api_pwd="3874-3459-9293-2194" type="stop_group"/>
```

7.1.2.8 php sample code

How to use above server APIs with php to send command to chat server, here is the sample code:

```
<?php
$host = "127.0.0.1";
$port = 51127;
$apiCommand = '<?xml version="1.0" encoding="UTF-8"?><Command group="default"
api_pwd="3874-3459-9293-2194" type="add_room" name="flashchat" owner="flashchat"
desc="flashchat" max="200" />';
$result = "";
$resultDoc = "";
$fp = @fsockopen($host, $port, &$errno, &$errstr, 2);
if (!$fp)
{
    echo "Failed to excute api command,maybe host chat server is not started";
}
else
{
    fputs($fp,$apiCommand."\n");
    while (!feof($fp))
    {
        $resultDoc .= fgets($fp, 1024);
    }
}
```



```
$resultDoc = rtrim($resultDoc);
}
$xml_parser = xml_parser_create("UTF-8");
xml_parser_set_option($xml_parser, XML_OPTION_CASE_FOLDING, 0);
xml_parser_set_option($xml_parser, XML_OPTION_SKIP_WHITE, 1);
if (!xml_parse_into_struct($xml_parser, $resultDoc, $values, $tags))
{
    printf("XML error: %s at line %d while parsing entity n",
        xml_error_string(xml_get_error_code($xml_parser)),
        xml_get_current_line_number($xml_parser));
    echo "xml parse error";
}
else
{
    print_r($values);
    xml_parser_free($xml_parser);
    fclose($fp);
}
}
?>
```

7.2 Client Parameters

The "123flashchat.swf" can fulfill special tasks (like auto-login) by appending the parameters after it when inserting it into html code.

Specific code can be generated by the dynamic web application to allow logged-in users to access your system. They will automatically be able to log in to any chat room without re-entering their name and password, etc.

7.2.1 `init_group`, `init_host`, `init_port`, `init_host_s`, `init_port_s`, `init_host_h`, `init_port_h`

The definition of the 7 parameter

Parameter	value	type	Description
<code>init_group</code>	default	String	the group's value
<code>init_host</code>	*	String	the primary server's host value
<code>init_port</code>	51127	Number	the primary server's port value
<code>init_host_s</code>	*	String	the secondary server's host value
<code>init_port_s</code>	51128	Number	the secondary server's port value
<code>init_host_h</code>	*	String	the HTTP server's host value
<code>init_port_h</code>	35555	Number	the HTTP server's port value



These 7 parameters are added in version 6.8 in order to replace the Connection and Group configuration originally in the client.xml which was removed there now, the admin should configure the 7 parameters to make the 123flashchat.swf communicate with the chat server properly if necessary.

Please leave the init_host, init_host_s and init_host_h value to "*" if the chat server and the web server (which hosts 123flashchat.swf file) are located on the same server. If the SWF file is on another web server, you should configure the init_host, init_host_s, init_host_h value according to the chat server domain or IP address. The init_port, init_port_s and init_port_h value must be identical with the ones in fcserver.xml.

For details, please refer to: http://www.123flashchat.com/howto_configure_connection.html

Notice: if you are upgrading to the version 6.9.6 from the older version, don't forget to add the 7 parameters to your HTML page which include the 123flashchat.swf file, otherwise the 123flashchat.swf file will use the default value init_host="*", init_port=51127 and init_group="default" to communication with the chat server.

Example:

```
<script src="123flashchat.js"></script>
```

```
<script language="javascript">
```

```
init_host="*";
```

```
init_port=51127;
```

```
init_host_s="*";
```

```
init_port_s=51128;
```

```
init_host_h="*";
```

```
init_port_h=35555;
```

```
init_group="default";
```

```
openSWF('123flashchat.swf','634','476');
```

```
</script>
```

7.2.2 init_user and init_password

With these two parameters your users do not have to re-enter their names and passwords to access the chat room list page as their usernames and passwords are already attached. The 'login' button has already been activated.

This provides an effective method for auto-login.



You should be able to encrypt your user's passwords with MD5 to make them secure.

For example:

If the user name = my username, password = my password, the code you should add into your html will be as follows:

```
<script src="123flashchat.js"></script>
```

```
<script language="javascript">
```

```
init_user="myusername";
```

```
init_password="mypassword";
```

```
openSWF('123flashchat.swf','634','476');
```

```
</script>
```

Note: The auto-login will not happen until both of the parameters are attached at the same time.

If a user logs in as a guest, you can leave the init_password blank. This is shown in the following example:

```
<script src="123flashchat.js"></script>
```

```
<script language="javascript">
```

```
init_user="myusername";
```

```
init_password="";
```

```
openSWF('123flashchat.swf','634','476');
```

```
</script>
```

7.2.3 init_nickname

This parameter gives logged on users a display nickname automatically.

It will only be valid if you set it in the server configuration as follows:

```
<enable-change-nickname>On</enable-change-nickname>
```

It can be used in conjunction with init_user and init_password, so that a user can have their own nickname once they are automatically logged in.



```
<script src="123flashchat.js"></script>
```

```
<script language="javascript">
```

```
init_user="myusername";
```

```
init_password="mypassword";
```

```
init_nickname="mynickname";
```

```
openSWF('123flashchat.swf','634','476');
```

```
</script>
```

7.2.4 init_root

The init_root is the string of an URL or a directory.

It is only useful when the chat html file and the 123flashchat.swf are located in different directories.

With init_root, the swf can automatically load the skin folder under the specified root directory:

```
<script src="123flashchat.js"></script>
```

```
<script language="javascript">
```

```
init_root=" http://www.yourhostname.com/yourdir/ "
```

```
openSWF('123flashchat.swf','634','476');
```

```
</script>
```

Note: please add a slash at the end of this value,

It should look like the following:

```
http://www.yourhostname.com/yourdir/
```

It should **NOT** look like the example below:

```
http://www.yourhostname.com/yourdir
```

7.2.5 init_room and init_room_pwd

Your users can skip the room list page and automatically log directly into a specific chat room.

Parameter "init_room" can help you with auto-login-room.

Parameter	value	type	Description
-----------	-------	------	-------------



init_room	Room_id/room name	Number/string	init_room=room id or init_room=room name
init_room_pwd	Room password	string	If the room is password protected, you need to set init_room_pwd (init_room_pwd=) Of course init_room_pwd is not obligatory.

For example:

If the user name = myusername, password = mypassword, room id=1001, the code you should add into your html will be as follows:

```
<script src="123flashchat.js"></script>

<script language="javascript">
init_user="myusername";

init_password="mypassword";

init_room="1001";

openSWF('123flashchat.swf','634','476');
</script>
```

If the user name = myusername, password = mypassword, room name=flashchat, the code you should add into your html will be as follows:

```
<script src="123flashchat.js"></script>

<script language="javascript">
init_user="myusername";

init_password="mypassword";

init_room="flashchat";

openSWF('123flashchat.swf','634','476');
</script>
```

To be effective, this parameter must be used in conjunction with the other two parameters: init_user and init_password.



7.2.6 init_lang

This parameter helps the chat client to load a defined language file.

init_lang in html code will disable the language value in the client.xml because init_lang has a higher priority.

In this way, your dynamic web application can choose to show the local language for specific users in any country.

For example:

```
<script src="123flashchat.js"></script>
```

```
<script language="javascript">
```

```
init_lang="en";
```

```
openSWF('123flashchat.swf','634','476');
```

```
</script>
```

123flashchat.swf will then automatically load the language package: lang/language_en.xml

7.2.7 init_skin

This parameter helps the flash client to load a specified skin.

Init_skin in html code will disable the skin value in the client.xml because init_skin has a higher priority.

In this way, your dynamic web application can 'listen' to each user's favorite skin.

For example:

```
<script src="123flashchat.js"></script>
```

```
<script language="javascript">
```

```
init_skin="default";
```

```
openSWF('123flashchat.swf','634','476');
```

```
</script>
```

123flashchat.swf would then automatically load the skin under directory " skin/classic".

7.2.8 admin_mode



With this parameter, functions which are disabled in client.xml for ordinary users will be activated for the administrator.

This will usually only need to be used in special circumstances.

By default it is 'false'.

For example: in client.xml, if you configure it to:

```
<visiblePasswordInput value="false" />
```

then you block yourself from entering a password to enter the admin panel.

If this is the case, with admin_mode = 1, you can resolve this problem.

You can create a special html file or dynamic webpage with this parameter to give the admin a control panel. For example:

```
<script src="123flashchat.js"></script>
```

```
<script language="javascript">
```

```
admin_mode=1;
```

```
openSWF('123flashchat.swf','634','476');
```

```
</script>
```

7.2.9 init_ad

This will enable or disable the 'advertisement banner' function.

```
init_ad=1/0
```

This parameter has a higher priority over the value of advertisingBanner in client.xml.

For example, if in the html code you set:

```
<script src="123flashchat.js"></script>
```

```
<script language="javascript">
```

```
init_ad=1;
```

```
openSWF('123flashchat.swf','634','476');
```

```
</script>
```

but in client.xml you set `<advertisingBanner enable="false">`.

Then the advertisement banner will still be 'enabled'.



7.2.10 loading_bkground

This defines whether the loading background (which is now a blue cup) appears or does not appear. The default value is set to '1'. Usually you will not need to use this interface. If you need a loading number without a background image, you can set the loading background value to 'false'.

For example:

```
<script src="123flashchat.js"></script>
```

```
<script language="javascript">
```

```
loading_bkground=0;
```

```
openSWF('123flashchat.swf','634','476');
```

```
</script>
```

7.2.11 init_private and init_private_message

A private window can be automatically created in 123 Flash Chat with some words to start the conversation. This makes it perfect as a one-to-one live support software.

Parameters "init_private" and "init_private_message" can help you with "auto create private window".

Parameter	value	type	Description
init_private	Receiver name	string	The receiver name in the destination room.
init_private_message	greeting	string	Words you would like to start with.

For example:

If the user name = "abc"; password = "abc"; room id = "1"; the name of the person you want to talk to is "test"; and you want to create a private window by saying "hello", then the script to add into your html code is as follows:

```
<script src="123flashchat.js"></script>
```

```
<script language="javascript">
```

```
init_user="myusername";
```



```
init_password="mypassword";  
  
init_room="1001";  
  
init_private="destusername";  
  
init_private_message="message";  
  
openSWF('123flashchat.swf','634','476');  
</script>
```

The code above will enable you to automatically log in to the chat using this account: username: myusername, password: mypassword. And enter the room with id "1001". If someone named "destusername" already exists in that room, a private window will be automatically created and the message: "message" will be sent out. Of course you can remove the "init_private_message" section to cancel sending messages when creating private windows.

7.2.12 Init_listroom

"init_listroom" API can be added using html code by admin to ensure that only specific rooms can be visible in the room list. Devide rooms using ",".

For example:

```
<script src="123flashchat.js"></script>  
  
<script language="javascript">  
init_listroom="1,3,5";  
  
openSWF('123flashchat.swf','634','476');  
</script>
```

7.2.13 init_invisible

"init_invisible" API can be added using html code by admin to set default value of admin's visible. If this value is "1", admin will be set invisible as default when login.

```
<script src="123flashchat.js"></script>
```



```
<script language="javascript">  
init_user="admin";  
init_password="admin";  
init_invisible="1";  
  
openSWF('123flashchat.swf','634','476');  
</script>
```

7.3 Avatar Chat Parameters

The "avatarchat.swf" can fulfill the specific tasks like auto-login by appending the parameters after it when inserting it into HTML code.

The following code can be generated by the dynamic web application to allow users to automatically log into any avatar chat room without re-entering their name and password again.

7.3.1 init_group, init_host, init_port

Parameter	value	type	Description
init_group	default	String	the group's value
init_host	*	String	the primary server's host value
init_port	51127	Number	the primary server's port value

These 3 parameters replace the Connection and Group configuration originally in the client.xml which was removed there now, the admin should configure the 3 parameters to make the avatarchat.swf communicate with the chat server properly if necessary.

Please leave the init_host value to "*" if the chat server and the web server (which hosts avatarchat.swf file) are located on the same server. If the SWF file is on another web server, you should configure the init_host value according to the chat server domain or IP address. The init_port value must be identical with the ones in fserver.xml.

Notice: Don't forget to add the 3 parameters to your HTML page which contains the avatarchat.swf file, otherwise the avatarchat.swf file will use the default value `init_host="*", init_port=51127` and `init_group="default"` to communicate with the chat server.

7.3.2 init_user and init_password

With these two parameters your users do not have to re-enter their names and passwords to access the chat room list page as their usernames and passwords are already attached in HTML code. The 'login' button has already been activated.



This is very effective and convenient way to auto-login.

You should be able to encrypt your user's passwords with MD5 to keep them secure.

Parameter	value	type	Description
init_user	username	String	User's name
init_password	Userpassword (leave it blank if user is a guest)	String	User's password

7.3.3 init_room

Parameter	value	type	Description
init_room	Room ID	number	Your users can skip the room list page and automatically log directly into a specific avatar chat room. "Init_room" could help users with auto-login-room.

7.3.4 init_lang

Parameter	value	type	Description
init_lang	Language name. eg: en	String	This parameter helps the avatar chat client to load a defined language file. init_lang in HTML code will disable the language value in the client.xml because init_lang has a higher priority. In this way, a dynamic web application can choose to show the local language for specific users in that country.

7.3.5 view_private



Parameter	value	type	Description
view_private	true/false	boolean	Whether or not to display the private message window when user enters a room.

7.3.6 init_avatar

Parameter	value	type	Description
init_avatar	blueman/ orangeman / redwoman / whitewoman (avatar SWF file name)	String	Predefine the gender icon of the user.

7.3.7 Sample

```
<script src="123flashchat.js"></script>

<script language="javascript">
init_user="myusername";

init_password="mypassword";

init_room=1;

view_private=true;

init_avatar="boy";

init_host ="www.123flashchat.com";

init_port="80";

init_group="default";

openSWF('avatchat.swf','800','600');
</script>
```

7.4 Html Chat Parameters



7.4.1 Parameters List

The “ChatApplication.html” can fulfill the specific tasks like auto-login by appending the following parameters after it.

Parameter	value	type	Description
init_group	default	String	the group’s value
init_host	*	String	the primary server’s host value
init_port	51127	Number	the primary server’s port value
init_user	username	String	User’s name
init_password	User password (leave it blank if user is a guest)	String	User’s password
init_nickname	Nickname	String	This parameter gives logged on users a display nickname automatically.
init_room	Room ID	number	Automatically enter a specific chat room.
init_room_pwd	Room password	string	If the room is password protected, you need to set init_room_pwd (init_room_pwd=) Of course init_room_pwd is not obligatory.
init_userlist	hide/collapse	String	Hide the user list
init_dir	rtl	String	Right to left input

7.4.1 Sample

The following URL will use a guest named “testing” to enter the room 1.

http://yourdomain/htmlchat/ChatApplication.html?init_user=testing&init_password=&init_room=1

The following URL will use a guest named “testing” to enter the room1 and hide the user list.

http://yourdomain/htmlchat/ChatApplication.html?init_user=testing&init_password=&init_room=1&init_userlist=collapse

8. Lite Client

Lite version is another option for flash chat client, it is very small in file size (only about 30 kb) and has the basic chat functions, including chat logo, user list, chat input area and chatbox to display chat content. The benefit of the lite version is that the loading speed can be faster than the standard flash chat client because the decoration graphics are removed. Meanwhile, the lite



version can handle higher load, there can be about 1000 people chat at the same time in the same room.

By default, the lite client will enter the first room of the chat and the user id will be generated automatically by the server. Or, you can use the init parameters to login and enter a room automatically. The parameters are: `init_user`, `init_password`, `init_nickname`, `init_room`, `init_room_pwd`. For the instructions, please refer to the chapter of [7.2 Client Parameters](#)

Sample code:

```
~lite.swf?init_user=a&init_password=a&init_room=1001,
```

it indicates that you will use the username "a" and password "a" to enter the room which id is "1001".

Lite client command list:

The send-smiley function is available in Lite Client although the Smiley Panel is removed and the smileys can be mixed with text in the same line. Smileys can be embedded into conversation via shortcut symbols, like ":"). Tip: To check out the list of the available smileys, type command: "/help" or "/h". The list is also illustrated in the help document of the chat client: [/help/smiley-shortcut.htm](#)

If the chat owner wants to disable smiley function in lite client, use parameter `init_load_smiley` in html code:

sample: `lite.swf?init_load_smiley=false`

9. User Profile Interface

You can customize user's profile via user profile interface. For example, it can help you show user's profile which is customized in database in flashchat on condition that all users' profile have been stored in the database of your website.

In order to use this function, you must use the web URL to authorize user's login information, you can add any user's profile information next to the "login result"₀(login success) or 5 (login success admin), and split the login result and user's profile parameter by "|".

When users login, there is an attribute 'c' with the login user's profile information carried at the head of login element from server to client. When users enter room or change room, there is an attribute 'c' with another user's profile information carried at the head of u element from server to client.



Example:

login_chat.php

<?

```
$username=$_GET['username'];  
  
$password=$_GET['password'];  
  
if($username=="owen"&&$password=="owen")  
{  
  
    echo '5|gender=m&age1=23&avaURL=http://www.123flashchat.com/a.jpg';  
  
}  
  
else  
{  
  
    echo '0|gender=m&age1=28&avaURL=http://1 www.123flashchat.com/b.jpg';  
  
}
```

?>

When user(owen) login: (returned xml from server to client)

```
<Login cn="1" ln="1" cto="20" kat="300" ito="300" eur="1" egl="1" smh="1" espumh="1"  
esprmh="1" rmm="1" eec="1" mt="0" puurl="message" pufn="public"  
c="gender=m&age1=23&avaURL=http://www.123flashchat.com/a.jpg"(owen's profile)  
result="5" ecp="1" ecn="1" mml="256" mpr="5" ebl="1"><UserInfo><UserProfile n="owen"  
l="" a="-1" s="" /><TalkMsg b="0" u="0" i="0" color="" fontSize="0" /></UserInfo></Login>
```

When user(owen) enter room: (returned xml from server to client)

```
<Enter id="1" ct="1162281026218" result="0" passMessage="true" name="Default Room"  
e="1"><u name="bell" avatar="e1" nickname="bell"  
c="gender=m&age1=28&avaURL=http://1 www.123flashchat.com/b.jpg"(bell's profile)  
chatmode="1" p="192.168.0.100(Unknown)"><UserProfile n="bell" l="" a="-1" s="" /></u><u  
name="owen" a="1" avatar="e1" nickname="owen"  
c="gender=m&age1=23&avaURL=http://www.123flashchat.com/a.jpg"(owen's profile)  
chatmode="1" p="192.168.0.100(Unknown)"><UserProfile n="owen" l="" a="-1"  
s="" /></u></Enter>
```



10. Cross Proxy

Cross Proxy function ensure client can connect to the chat server when user accessing Internet via a proxy server.

Before you reading the configuration content, **please do following preparation:**

1. Make sure your 123flashchat version is at least 6.3.
2. Make sure you have at least one available Public IP Address on your Computer which installed the 123 flash chat server. (IP Address is an identifier for a computer or device on a TCP/IP network.).
3. Prepare an available network port with this Public IP Address (An available network port means this port is not used by any network program by this Public IP Address. Port range: 1~65535)
4. Prepare an available Domain Name binding with your Public IP Address.
(Domain Name and IP Address WHOIS pages can be directly accessed by pointing your browser to www.123flashchat.com or 222.66.76.76.)

You should must ensure the Domain Name that can access the web page embedded the 123flashchat.swf and the Domain Name you prepared share the same domain suffix.

Example:

1.

Web page embedded the 123flashchat.swf:

Domain Name: www.123flashchat.com

IP Address: 222.66.76.76

Port: 80

You prepared:

Domain Name: chat.123flashchat.com

IP Address: 222.77.77.77

Port: 80

The domain name that can access the web page embedded the 123flashchat.swf is :

www.123flashchat.com

The domain name you have prepared is: chat.123flashchat.com



They share the same domain suffix "[123flashchat.com](http://www.123flashchat.com)", so this is ok.

2.

Web page embedded the 123flashchat.swf:

Domain Name: www.123flashchat.com

IP Address: 222.66.76.76

Port: 80

You prepared:

Domain Name: www.123flashchat.com

IP Address: 222.66.76.76

Port: 35555

The domain name that can access the web page embedded the 123flashchat.swf is :

www.123flashchat.com:80

The domain name you have prepared is: www.123flashchat.com:35555

They share the same domain suffix "[123flashchat.com](http://www.123flashchat.com)", so this is ok.

3.

Web page embedded the 123flashchat.swf:

Domain Name: www.123flashchat.com

IP Address: 222.66.76.76

Port: 80

You prepared:

Domain Name: www.123livehelp.com

IP Address: 222.77.77.77

Port: 80



The domain name that can access the web page embedded the 123flashchat.swf is :
www.123flashchat.com

The domain name you have prepared is: www.123livehelp.com

One of the domain suffix is “123flashchat.com”, and the other is “123livehelp.com”

They are not share the same domain suffix, so this is not allowed.

10.1 Configuration

In order to make the cross proxy function working, you should edit following file.

1. fcserver.xml located on <123flashchat installed directory>/server/etc/fcserver.xml
2. client.xml located on <123flashchat installed directory>/server/etc/groups/default/client.xml
3. 123flashchat.js located on <123flashchat installed directory>/client/123flashchat.js

Step 1:

Edit fcserver.xml

Find this sentence “<http-server ip=“*” port=“35555” enable=“On”></http-server>“ in fcserver.xml

This configuration is used to make the chat server starting a http server to ensure the client can communicate with the chat server via http protocol when user accessing Internet through a proxy.

Set the ip value with your prepared Public IP Address, and set the port value with your prepared Port. And restart your chat server.

Step 2:

Edit html page which includes the 123flashchat.swf

Set

init_host_h=“your prepared Domain Name” and init_port_h=“ your prepared Port” between the <script> and </script> tag.

This configuration is used to make the client can connect to chat http server.



Step 3:

Edit 123flashchat.js

Find the variable "my_domain"

Set this variable to your prepared domain suffix

Example:

Prepared Domain: chat.123flashchat.com

Then domain suffix=123flashchat.com

So set variable my_domain="123flashchat.com"

Sample:

Your preparation:

Domain Name: chat.123flashchat.com

Domain suffix: 123flashchat.com

IP Address: 222.77.77.77

Port: 80

Step1: Open fcserver.xml

Step 2: Edit "<http-server ip="*" port="35555" enable="On"></http-server>" with

<http-server ip="222.77.77.77" port="80" enable="On"></http-server>"

Step 3: Restart the chat server

Step 4: Open the html page which includes the 123flashchat.swf file

Step 5:

Set the init_host_h="chat.123flashchat.com" and the init_port_h=80 between the <script> and </script> tag.

Step 6: Open 123flashchat.js



Step 7: Set the variable my_domain="123flashchat.com"

Congratulation, you have completed all configuration!

11. Data API

11.1 Introduction

123 Flash Chat HTTP Server provides some useful Data APIs for the third-party application to invoke data by an HTTP request. About the details of the Data API settings, please refer to [Data API](#)

11.2 Query Data API List

The chat HTTP server enables two types of request and response:

Javascript:

Request Format: <http://<123 Flash Chat HTTP server IP or domain>:port/DataAPIName.js>

Response Format: var variable = { JSON format };

About how to handle the JSON format, refer to <http://www.json.org/>

XML:

Request Format: <http://<123 Flash Chat HTTP server IP or domain>:port/DataAPIName.js>

Response Format: Standard XML Format

11.2.1 Get Rooms Data API

This API is used to get the room list from the HTTP server of the chat.

11.2.1.1 Request

Data API name: rooms(.js or .xml)

Request URL: <123 Flash Chat HTTP server IP or domain>:port/

HTTP get parameters:

group: group name (eg: group=default)

listrooms: specify the return room list by room's ID, room'id split by "," (eg: listroom=1,2,3)

These two HTTP get parameters are not obligatory to follow the HTTP request URL.



11.2.1.2 Response

Response Data Attributes Description:

id: unique id
name: name
max: max user limit
desc: description
count: current users amount
owner: moderator list, split by “,”
speaker: speaker list, split by “,”
wm: welcome message
memberonly: whether the unregistered guest has the permission to enter or not.
passallmessage: whether to activate the moderated-chat module or not (0 means disabled / 1 means activated.)
en: room status is open or close (0 means closed / 1 means opened)
st: it determines the room will only be displayed in the avatar chat client, or in the text chat room list as well. (0 means displayed in text chat room list too, 2 means only displayed in the avatar chat client side.)

JavaScript Response Data Format:

```
var rooms =[{ "max":200,"desc":"Tip: Here you may test enter, exit room, private chat, etc.", "count":0,"speaker":"","wm":"","memberonly":0,"passallmessage":1,"id":1,"pwd":0,"name":"General Test","owner":"admin","en":1,"st":0}];
```

XML Response Data Format:

```
<rooms>  
<room en="1" name="General Test" id="1" owner="admin" memberonly="0" desc="Tip: Here you may test enter, exit room, private chat, etc." count="0" passallmessage="1" pwd="0" max="200" wm="" st="0" speaker=""/>  
</rooms>
```

11.2.1.3 JavaScript Example

The following HTML code will display the rooms' names, it can be copied and pasted to a new HTML file and run smoothly.

```
<html>  
<head>  
<script language="javascript" src="http://localhost:35555/rooms.js"></script>  
</head>  
<body>  
<script language="javascript">
```



```
document.write("Rooms List: <br/>");
var roomsLength=rooms.length;
for(var i=0;i<roomsLength;i++)
{
    document.write(rooms[i].name);
    document.write("<br/>");
}
</script>
</body>
</html>
```

11.2.1.4 XML Example

You could use any program language to request the URL: <http://localhost:35555/rooms.xml>, and parse the XML response.

11.2.2 Get Room Online Users API

This API is used to get the user list of a special room from chat HTTP server

11.2.2.1 Request

Data API name: roomonlineusers(.js or .xml)

Request URL: <http://<123 Flash Chat HTTP server IP or domain>:port/>

HTTP get parameters:

group: group name (eg: group=default)

roomid: specify to get which room's user list (eg: roomid=1)

These two HTTP get parameters are not obligatory to follow the HTTP request URL.

11.2.2.2 Response

Response Data Attributes Description:

name: user's name

nickname: user's nickname

JavaScript Response Data Format:

```
var roomonlineusers=[{"nickname":"owen","name":"owen"}];
```



XML Response Data Format:

```
<roomonlineusers>
<user nickname="owen" name="owen"/>
</roomonlineusers>
```

11.2.2.3 JavaScript Example

The following code will display the user's nickname in a room, you could copy and paste the following code into a new html file and run it.

```
<html>
<head>
<script language="javascript" src="http://localhost:35555/roomonlineusers.js"></script>
</head>
<body>
<script language="javascript">
    var roomOnlineUsersLength=roomonlineusers.length;
    document.write("Room Online User List: <br/>");
    for(var i=0;i<roomOnlineUsersLength;i++)
    {
        document.write(roomonlineusers[i].nickname);
        document.write("<br/>");
    }
</script>
</body>
</html>
```

11.2.2.4 XML Example

You could use any program language to request the URL: <http://localhost:35555/roomonlineusers.xml>, and parse the xml response.

11.2.3 Get Online API

This API used to get the group chat connections, logon users and chat rooms.

11.2.3.1 Request



Data API name: `online (.js or .xml)`

Request URL: `http:// <123 Flash Chat HTTP server IP or domain>:port/`

HTTP get parameters:

`group: group name (eg: group=default)`

This HTTP get parameters are not obligatory to follow the HTTP request URL.

11.2.3.2 Response

Response Data Attributes Description:

`cn`: chat connections

`ln`: logon users

`rn`: chat rooms

JavaScript Response Data Format:

```
var online ={"ln":1,"cn":2, "rn":10};
```

XML Response Data Format:

```
< online ln="1" cn="2" rn="10" />
```

11.2.3.3 JavaScript Example

The following html code will display the group chat connections, logon users and chat rooms, you could copy and paste following code to a new html file and run it.

```
<html>
<head>
<script language="javascript" src="http://localhost:35555/online.js"></script>
</head>
<body>
<script language="javascript">
  document.write("Chat connections: "+ online.cn);
  document.write("<br/>");
  document.write("Logon users: "+ online.ln);
  document.write("<br/>");
  document.write("Chat rooms: "+ online.rn);
</script>
</body>
</html>
```



11.2.3.4 XML Example

You could use any program language to request the URL: <http://localhost:35555/online.xml>, and parse the XML response.

11.3 Push Data API List

11.3.1 Talk Message API

11.3.1.1 Request

Data API name: [talkmessage.api](#)

Request URL: [http://<123 Flash Chat HTTP server IP or domain>:port/](#)

HTTP get parameters:

msg: the message will be send to a room or a user (obligatory, the msg's value couldn't be empty)

group: group name (not obligatory, default value is "default")

roomid: specify the room will receive the message (not obligatory, default value is "1")

username: specify the username who send the message (not obligatory, default value is "admin")

destusername: specify the username who will receive the message (not obligatory, default value is null)

p: specify the message type, p=0 means public message, p=1 means private message, it must be used with the parameter 'destusername' together when p=1 (not obligatory, default value is "0")

b: specify whether the message is bold font (not obligatory, default value is "0")

u: specify whether the message is underline font (not obligatory, default value is "0")

i: specify whether the message is italic font (not obligatory, default value is "0")

fontsize: specify the message's font size (not obligatory, default value is "12")

fontface: specify the message's font face (not obligatory, default value is "Arial")

color: specify the message's font color (not obligatory, default value is "0x000000")

11.3.1.2 Response

Success: 0

Error status code meaning:

403: forbidden error, please check your data-api settings in <123flashchat installed directory>/server/etc/groups/default/server.xml

404: request parameters error or request API address error, please check your request URL.



11.3.1.3 Example

Simple Example:

<http://localhost:35555/talkmessage.api?msg=123flashchat>

Advanced Example:

<http://localhost:35555/talkmessage.api?msg=123flashchat&group=default&roomid=1&username=admin&destusername=&p=0&b=1&u=1&i=1&fontsize=12&fontface=arial&color=0x000000>

11.3.2 System Message API

11.3.2.1 Request

Data API name: `systemmessage.api`

Request URL: `http://<123 Flash Chat HTTP server IP or domain>:port/`

HTTP get parameters:

`msg`: the system message will be displayed in the room (obligatory, the `msg`'s value couldn't be empty)

`group`: group name (not obligatory, default value is "default")

`roomid`: specify the room will receive the system message (not obligatory, default value is "1")

`b`: specify whether the message is bold font (not obligatory, default value is "1")

`u`: specify whether the message is underline font (not obligatory, default value is "0")

`i`: specify whether the message is italic font (not obligatory, default value is "0")

`fontsize`: specify the message's font size (not obligatory, default value is "12")

`color`: specify the message's font color (not obligatory, default value is "0x346AA0")

11.3.2.2 Response

Success: 0

Error status code meaning:

403: forbidden error, please check your data-api settings in `<123flashchat installed directory>/server/etc/groups/default/server.xml`

404: request parameters error or request API address error, please check your request URL.



11.3.2.3 Example

Simple Example:

<http://localhost:35555/systemmessage.api?msg=123flashchat>

Advanced Example:

<http://localhost:35555/systemmessage.api?msg=123flashchat&group=default&roomid=1&b=1&u=0&i=0&fontsize=12&color=0x346AA0>

11.3.3 Broadcast API

11.3.3.1 Request

Data API name: broadcast.api

Request URL: <http://<123 Flash Chat HTTP server IP or domain>:port/>

HTTP get parameters:

msg: the broadcast message will be send to the whole group or to a room (obligatory, the msg's value couldn't be empty)

group: group name (not obligatory, default value is "default")

roomid: specify the room will receive the message (not obligatory, default value is empty)

username: specify the username who send the message (not obligatory, default value is "admin")

11.3.3.2 Response

Success: 0

Error status code meaning:

403: forbidden error, please check your data-api settings in <123flashchat installed directory>/server/etc/groups/default/server.xml

404: request parameters error or request API address error, please check your request URL.

11.3.3.3 Example

Simple Example:

<http://localhost:35555/broadcast.api?msg=123flashchat>

Advanced Example:



<http://localhost:35555/broadcast.api?msg=123flashchat&group=default&roomid=&username=admin>

-- The END --