

## Basics SlideShowPro set up.

### step one: install extension

Open the ZIP you downloaded, and double-click on the MXP file contained inside. Extension Manager will launch and guide you through the installation process.

### step two: create a flash document

Launch Flash. Select File > New from the application menu. In the left frame of the dialog that appears, select "Flash Document" if you are using Flash MX 2004 or Flash 8.

If using Flash CS3 select ActionScript **2.0**. Click Okay.

Next, select Window > Properties to open the Properties panel. Increase the frame rate of your movie to 31fps (the default 12fps is not recommended).

### step three: add slideshowpro

If using Flash MX 2004, select "Development Panels > Components." If using Flash 8/Flash CS3, select "Components." The Components panel will appear. Toggle the "SlideShowPro" item open to reveal the component inside. Click on the component, hold the mouse button down, and drag it to the Stage (the large white area underneath the timeline). An instance of SlideShowPro will appear.

Click on the instance of SlideShowPro on the Stage to select it. Return to the Properties panel. Change both the X and Y fields to zero to align SlideShowPro in the upper-left corner of the Stage.

### step four: create a project folder

You now need a place to save your FLA. Create a new folder named "slideshow" anywhere on your computer. Save the FLA to your "slideshow" directory and name it "slideshow fla".

### step five: create content directories

Again in your "slideshow" folder, create a new folder named "gallery." Open "gallery" and create a new folder named "album1." This folder will hold all the images for your first album. Finally, open "album1" and create a new folder named "large." Gather together the photos you wish to display and place them in the "large" folder.

### step six: create an xml document

Using a text editor (Dreamweaver, BBEdit, TextMate, Notepad, but **not** Microsoft Word or any rich text editor), create a new document and enter the following:

```
<?xml version="1.0" encoding="UTF-8"?>
<gallery>
<album title="" description="" lgPath="">
<img src="" />
</album>
</gallery>
```

This is the basic template of your XML document. Save the XML file to the "slideshow" project folder and name it "images.xml."

Now we're going to fill the template with our gallery data. In the album element, add a `title` and `description` for your album, then add to the `lgPath` attribute the relative path to the "large" folder you created earlier, which in this case would be `gallery/album1/large/`.

Now for your images — edit the `src` attribute in the `img` element with the file name of the first image you'd like to show. If your image were named "tree.jpg," the element would be ``.

For every additional image you wish to show, create another `img` element and fill it with the file name. Your XML file should now resemble the following:

```
<?xml version="1.0" encoding="UTF-8"?>
<gallery>
<album title="Nature" description="Images of trees, lakes and flowers"
lgPath="gallery/album1/large/">



</album>
</gallery>
```

When you have one `img` element for every image in the “large” folder, save and close the XML document.

### **publish**

Select “File > Publish Settings” from the top menu. Click on the “Flash” tab, and ensure that “Version” is set to “Flash Player 7” (or higher) and “ActionScript version” is set to “ActionScript 2.0.” Finally, click “Publish.” Flash will export two files to your “slideshow” folder — `slideshow.html` and `slideshow.swf`. Double-click on `slideshow.html` to load it in your browser. Your images should now be appearing! If you’d now like to place this slideshow online, upload the “slideshow” folder (with the exception of the FLA file) to your web site with an FTP client. When complete, navigate with a web browser to the HTML file in the “slideshow” folder you just uploaded.

<http://slideshowpro.net/>