XML Banner and Pictures Rotator AS3

by Marco Salvatori Design

"Easy to use drag 'n drop banner rotator"

Description

What is XML banner and pictures rotator (from now XBR)?

XBR is a powerful and stylish rotator of images written in as3. With XBR you can simply add images in assets folder, and write (cut and paste) few lines in a XML file to make rotator works. No actionscript experience is needed, XBR in fact is drag 'n droppable from one file to another without writing any code. Fla file contains XBR movieclip with its own class, so you can use it like a component with no main class to customize and rewrite.

The picture viewer has standard sizes of 880 x 300. But XBR is resizable so you can fit any size you need.

Every image can have its own caption stored in XML file. Caption text is CSS formatted from style.css file.

You can also stop Slideshow by pressing the pause button or setup XBR to star paused.

XBR comes with a stylish interface but you can modify it by work on assets in the library (for instructions on this, please follow the specifications in this help document).

Also XBR class is highly customizable and adaptable to your projects, it uses TweenMax transitions engine (TweenMax classes are included since we are Corporate Club GreenSock member) .

Image specification and initial settings:

- Standard image size: 880 x 300 pixel
- Slideshow interval: 5 sec.

XML specification:

XML file is simply to edit :

<item>   *start new item*

 <title> <![CDATA[<h1>This is a title</h1><p>This is a CSS formatted txt with a hyperlink and change color text!</p>]]> </title>   *title for caption*

<link >assets/1.jpg</link>   *big image link*

</item>

How to use

SIMPLE USE (like a component)

If you want to add XBR in your Flash document simply:

- Cut and paste rotator folder from XBR library fla to your fla file library.
- Drag and drop gallery_mc on your stage.
- Copy gallery.as class in your fla folder.
- Copy "gs" (TweenMax) folder to your fla folder or in your class folder.
- Copy asset folder in your working folder.
- Put your images in asset and thumb folder
- Edit XML file to match images paths.

Done!