

Features

- rotation in 360 degrees
- rotation in 3D
- zoom hot-spots
- URL hot-spots
- zoomed image description with html content
- nesting of zoom hotspots
- many options for control of the rotation
- custom preloader image
- custom user interface icons



Be creative with with 3D Rotate Tool:

step by step Instructions

journey diary

interactive map

product presentation

Step By Step Tutorial

This easy step by step tutorial guides you through installation of the 3D rotate tool. **You don't need Adobe Flash** to install and use the tool. However, Adobe Flash is necessary for embedding the tool into other projects.

1. Create the Images

You need the images - the rotation is made of an sequence of images. It can be a series of photographs or rendered output from 3D Studio Max (or other similar 3D programs). It is possible to export images from QuickTime VR files.

-> Put your images in a folder, e.g. *images*

2. Create the config.xml file

The *config.xml* file carries the information on which images to load and the tool's settings. You can create your *config.xml* file by editing the one from the demo example. Other option is to use the config utility, which generates a default config.xml using the images in your *images* directory (only a Windows version is available for now).

-> Create *config.xml* using editing the config.xml from the demo example

Or

-> Create *config.xml* using the config utility (see the chapter "Using the Config Utility")

2. Put swf, xml and the images together

Now you need to embed the flash movie into your html and set path to the config file. The *path to config* is also perpended to the *src* attribute of the image tag in the config.xml. You can use SWF Object (<http://blog.deconcept.com/swfobject/>) to embed the movie into html

-> Set width and height of the movie, specify path to config file relative to where the swf is playing, or using absolute path

-> Embed flash movie using flash object tag (don't forget to set the data in the two places):

```
<object
  classid="clsid:d27cdb6e-ae6d-11cf-96b8-444553540000"
  codebase="http://fpdownload.macromedia.com/pub/shockwave/cabs/flash/swflash.cab#version=7,0,0,0"
  width="320"
  height="240"
  id="rotateTool"
  align="left">
  <param name="allowScriptAccess" value="sameDomain" />
  <param name="movie" value="rotateTool.swf?path=/imgs/3d-rotate/plane/" />
  <param name="quality" value="high" />
  <param name="scale" value="noscale" />
  <param name="salign" value="lt" />
  <param name="bgcolor" value="#ffffff" />

  <embed src="rotateTool.swf?path=/imgs/3d-rotate/plane/"
    quality="high" scale="noscale" salign="lt" bgcolor="#ffffff"
    width="320" height="240" name="test" align="left" allowScriptAccess="sameDomain"
    type="application/x-shockwave-flash"
    pluginspage="http://www.macromedia.com/go/getflashplayer"
  />
</object>
```

-> Or embed flash movie using SWF Object (don't forget to include the swfobject.js file):

```
<div id="flashContent"></div>
<script type="text/javascript">
  var so = new SWFObject("/imgs/flash/3d-rotate/rotateTool.swf", "mymovie", "320", "240", "7", "#FFFFFF");
  so.addParam("quality", "high");
  so.addParam("scale", "noscale");
  so.addParam("salign", "tl");
  so.addVariable("path", "/imgs/3d-rotate/plane/");
  so.write("flashContent");
</script>
```

Step By Step Tutorial - Using Adobe Flash

If you have Adobe Flash IDE (Integrated Development Environment), you can make use of all the possibilities of the rotate Tool. The minimum requirement for the current release tool release is Adobe Flash MX 2004.

Note: The fla file included in the download is Flash 8 format, MX 2004 is sent upon request.

1. Install the component

You need the adobe flash extension manager installed, which is available free for download. Then just double click the rotateTool.mxp which you can find in the *component* folder. After the component is installed, you can add it into any of your flash project just by dragging it from the components window (Ctrl+F7) to the file library (F11). Alternatively you can drag and drop the component from the library of the rotateTool fla file in the *manual/demo* folder.

2. Add some actionscript

After you have the rotateTool component in your library, you need to add a few lines of actionscript to your flash project.

If you are not familiar with actionscript, paste the code on the right (you can copy it from the demo example fla file) to the first frame of the main timeline.

Code explained:

`rotateTool.setPath(path);`
The path comes specified as the external parameter.

`rotateTool.setTarget(_root);`
If you are embedding the rotate tool into your application, specify the targeting movieClip. Please note, that the targeting movieClip must have a defined width and height (e.g. a dummy rectangle inside). Leave `_root` if you are using rotateTool as standalone application.

```
1 //-----  
2 // Rotate Tool Example  
3 //-----  
4  
5 import com.yofla.rotateTool.RotateTool;  
6  
7 //create rotate tool instance  
8 var rotateTool:RotateTool = new RotateTool();  
9  
10 //set path if desired  
11 rotateTool.setPath(path);  
12  
13 //set target movie if desired  
14 rotateTool.setTarget(_root);  
15  
16 //start rotate Tool  
17 rotateTool.init();  
18  
19
```

Note: If you wish, you can also use custom config.xml filename. Just add the `rotateTool.setConfigFile("myCustomName.xml");` statement to the code, before the `rotateTool.init()` call. Alternatively, you can have the `setConfigFile` method parameter come also as external parameter.

3. Publish the movie

Now you can publish the movie. If everything is set correctly, you should see the rotation of your object.

Common Errors

- the config.xml has a typo. A good way to check it is to open the config.xml with Microsoft Internet Explorer. It displays an error in case the config.xml is not a valid xml document.
- the paths are not set correctly. Please check the paths. An error message should also display

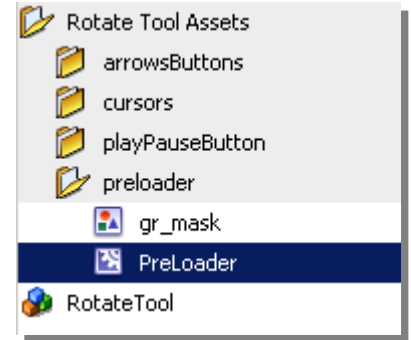
Customizing the Rotate Tool

The rotate version 3.0.5 and higher enables to customize the preloader and user interface icons. For customizing the tool you will need Adobe Flash to edit the rotateTool.fla file.

Customizing the Preloader

Open the customization example in the “*examples/customisation-example*” folder. There, in the library, locate the PreLoader Movie Clip (stored in “*Rotate Tool Assets/preloader*” folder).

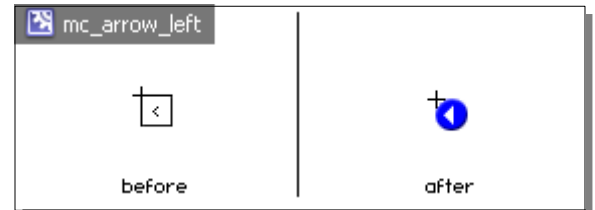
The movieclip has 100 frames. The rotateTool calls the gotoAndStop method on the PreLoader movie to indicate the state of loaded images. Replace the content of the PreLoader movieclip with your preloader and you are ready to go. Don't forget to specify in the config.xml the preloader type attribute to “*custom:PreLoader*”. “PreLoader” is the linkage identifier of the preloader movieclip.



Customizing User Interface Icons

You can also customize the left and right arrows, play and pause buttons. Just locate the appropriate movieclips in the library and swap the graphic inside of the movieclips with yours.

Here is the list of User Interface MovieClips: *mc_arrow_left*, *mc_arrow_right*, *playButton*. The *playButton* movieclip does have two labeled frames “*play*” and “*pause*”, please update the graphics in both of the two frames.

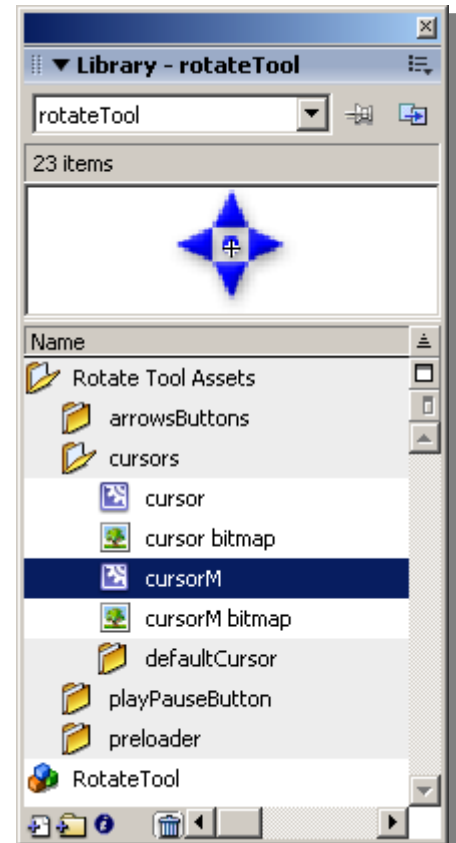


Customizing Cursors

You can also customize the cursors. There are these two movieclips to edit: *cursor* and *cursorM*. The *cursorM* MovieClip is the cursor for multidirectional rotation – it has also the up and down arrow.

Some notes on customization

When editing the user interface icons, their linkage name must not change. Otherwise the rotateTool can not locate the assets in the library.



The Core of 3D Rotate Tool – The Config File

The config.xml file makes out your presentation. In the config file you specify the images, the rotation parameters, the colors. Please read through the config file explanation so you are familiar with all the options and features 3D rotate tool comes with. After you edit the config xml file, it is a good practice to check it's validity – just open it with Microsoft Internet Explorer and it will warn you if there is a typo in the xml (e.g. a tag is not closed because of forgotten "</>").

Note: use the offline config utility to generate the config.xml. It produces a working config file which does not necessarily need to be edited. Edit the config.xml if you want customize your presentation – such as rotation speed or preloader image.

```
<?xml version="1.0" encoding="utf-8"?>
<config>
<application></application>
<settings>
  <preloader
    image = "first"           - preloader image. Specify image number, image url or
                             the string "first" for the same image as in rotation tag
    showPlayButton = "false" - shows the play button and does not play the animation
                             until the play button is pressed
    preLoadImages = "false"  - if set to true, images start loading when the play
                             button is displayed. If set to false, images start to
                             load after the play button is pressed
    showLoadedImages="false" - shows loaded images during the loading process
    type="custom:PreLoader"  - in case you are using custom preloader, add this line.
                             "PreLoader" is the linkage identifier of the preloader
  >
</preloader>
<userInterface
  showPauseButton = "false" - shows play/pause button
  showArrows = "true"       - shows buttons for next/previous image
  defaultCursor = "true"    - turns on the default flash hand cursor
  >
</userInterface>
<control
  dragSpeed = "1"           - "1" equals the same speed as the object rotates (what is
                             set by rotatePeriod attribute in the rotation tag). You
                             may increase the dragSpeed by setting it to e.g. "0.5"
                             or make it slower by increasing the value.
  reverseDrag = "false"     - if you have taken the pictures in reversed order, this
                             reverses the rotation
  disableDrag = "false"     - if you don't wish the users can control the rotation,
                             set this attribute to "true"
  disableClick = "false"    - disables the play/pause rotation on mouse click
  enableSwing = "true"      - enables the rotation in case users releases the mouse
                             button while moving the mouse
  playAfterDrag = "false"   - forces rotation after mouse button is released
  >
</control>
<rotation
  firstImage="121"          - define with which image the rotation starts
  rotate = "false"         - start or cease rotation when all images are loaded
                             - specify "once" for one turn and stop
  rotateDirection = "-1"   - reverses the rotation direction
  rotatePeriod = "2"       - specify in seconds the duration of a rotation. Float
                             values are also accepted
  autoRestart = "0"        - auto restarts the rotation after defined time. Specify
                             in seconds. If set to "0", the rotation does not resume
                             automatically.
  bounce = "false"         - use this setting if you have a photos of a product which
                             does have not a view of all 360 degrees. A water tap is
                             a perfect example.
  rotationAxis = "horizontal" - set "vertical" or "horizontal". If not specified,
                             vertical is the default axis of rotation. Horizontal
                             axis of rotation is useful for objects like roasted
                             chicken
  >
</fadeRoation
  enabled = "false"        - enables fading the rotation
  alphaNew = "70"          - alphaa value of the next image (will be increased)
  alphaStep = "20"         - the alpha step with which the previous image fade out
/>
```

The Config File (continued from previous Page)

```

    <multiDirectional          - if this tag is present, full 3D rotation is nabled
      verticalSteps = "17"    - vertical steps
      horizontalSteps = "16" - horizontal steps
      verticalDragSpeed = "0" - increase the value if you need to decrease the
                              vertical drag speed. You specify the multiply of the
                              (horizontal) dragSpeed specified in "control" tag.
      traverse = "1"         - set "1" or "-1". Increases or decreases automatically the
                              horizontal level after all images in a horizontal level
                              are shown.
  />
</rotation>
<defaults>
  <image>
    backgroundColor = "FFFFFF" - If image is smaller then the flash movie and
                                zoomToFit is turned off, the background of the
                                image has this color.
    backgroundAlpha = "100"   - the transparency of the background, 0 for fully
                                transparent
    showTitle = "true"        - turns on/off the image title displayed under the
                                image - applies only to the zoomed images
    showDescription = "false" - hides by default the description of the zoomed
                                image
    shrinkToFit = "false"     - shrinks larger images to fit rotateTool target's
                                movie size
    zoomToFit = "false"       - zooms smaler images to fit target's
                                movie size
    showFrames = "true"       - turns on/off displaying of the frames (zoom or url
                                hot spots)
    path = ""                 - adds a path string after the path external
                                parameter and before the image src specified in
                                the image tag
  >
</image>
  <frame>                     - default settings for the frame
    width = "140"             - default width
    height = "80"             - default height
    showTitle = "true"        - shows image title on frame mouse rollover
  >
  <border>                    - default border data
    type = "solid"            - use solid or double
    width = "1"               - width of the frame
    color = "FF0000"          - color of the frame
    color2 = "0000AA"        - second color (applies if double type is specified)
  />
  <title>                     - image/Url title defaults. Image / Url title
                                displays on frame mouse rollover
    backgroundColor = "ffff00" - background color of the title movie (image)
    backgroundColorUrl = "5555dd" - background color of the title movie (url)
    color = "000000"          - font color
    alpha = "75"             - title movie transparency
    zoomPrefix = "Zoom: "    - zoomed image title prefix
    urlPrefix = "URL: "      - url title prefix
  />
</frame>
</defaults>
</settings>
<images>
  <image src="imgs/plane_001.jpg" />
  <image src="imgs/plane_002.jpg" />
  ....
  ....
  <image src="imgs/plane_201.jpg" />
  <image src="imgs/plane_202.jpg" />
  <image src="imgs/plane_203.jpg" />
</images>
</config>

```

Config file explained - the Image Tag

Enhancing the image tag you can add zoom and url regions (hot spots).

```
<image src="imgs/bench_14.jpg">
  <frames>
    <frame offsetX="105" offsetY="105" showTitle="true" width="70" height="50">
      <border type="solid" color="0000FF" width="1" />
      <image src="imgs/details/bench_detail.jpg" title="Bench detail">
        <description>
          <![CDATA[This is a custom description for the zoomed image. The description can
contain url links like this one: <a href="http://www.yofla.com/flash/3d-
rotate/examples.php?exampleId=1"><u>Full 3D rotation example</u></a>.]>
        </description>
      </image>
    </frame>
    <frame offsetX="285" offsetY="115" showTitle="true" width="70" height="50">
      <border type="double" />
      <url src="http://www.myserver.com/" title="More benches on Google" target="_blank" />
    </frame>
  </frames>
</image>
```

- each image can have unlimited frames. In this example, there are two frames
- you can override any image, frame or border default parameter
- you can put other frames inside a nested image tag
- a frame can contain either an image or an url link
- the description of the image must start and end with the CDATA statement in order to use html code in the image description

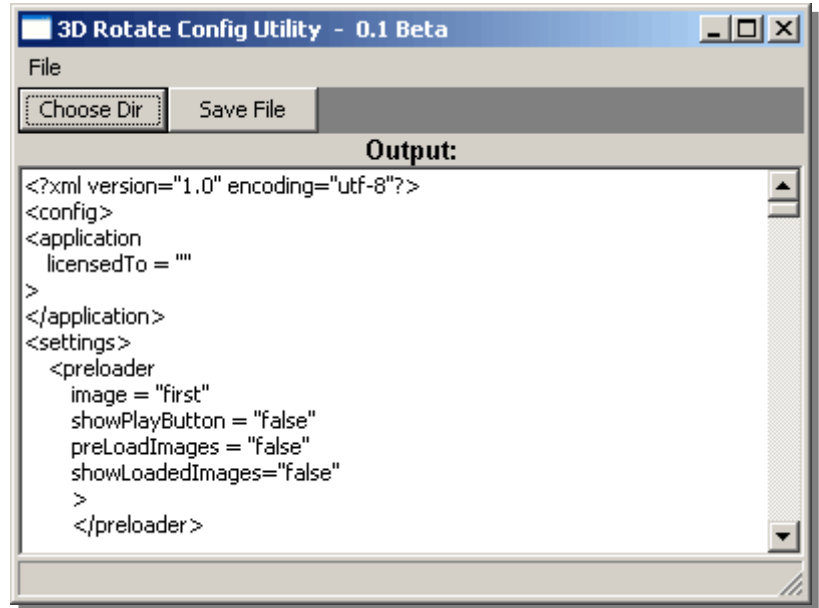
Using the Config Utility

This simple utility facilitates the creation of the config.xml file. It takes all images in a selected folder and creates an standard config.xml file for you. You can edit it further using your favorite text editor.

The offline config utility is located in the “config-utility” folder. It can be also downloaded from: <http://www.yofla.com/flash/3d-rotate/download.php>

Using the utility:

1. Launch the utility
2. Press the “*Choose Dir*” button. A dialog opens. Browse and select any file in your “*images*” folder.
3. A default config file is created in the parent folder of the “*images*” folder. If an config.xml file is already there, it is replaced.



Support information

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Actual 3D Rotate Tool version:

3.0.5

Manual version and date:

version: 1.5.1

date: 15.10.2007

url: <http://www.yofla.com/flash/3d-rotate/manual.php>

Credits

Motion Twin ActionScript Compiler:

<http://mtasc.org/>

Eclipse:

<http://www.eclipse.org/>

FDT:

<http://fdt.powerflasher.com/flashsite/flash.htm>

Bench Model:

<http://www.turbosquid.com/Search/Index.cfm/FuseAction/ProcessSmartSearch/istIncAuthor/scripter/blAuthorExact/y>

Orgdot pixel fonts:

<http://www.orgdot.com/aliasfonts/>

Other

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