

## Notes for the developer's version of the FlexiZoomer component

The **sources** folder contains all source codes, it has 3 sub folders:

- **lib** : 3<sup>rd</sup> party classes such as PureMVC, TweenLite
- **src** : the actual source codes of the component
- **deploy** : fla files – component file, live preview, test file, etc.

The deploy folder is the most interesting one. Here you can find:

### *flexiZoomerDev.fla*

This is the file which I was using when developing, modifying and testing the component's source code. If you open it's actionscrip settings, you can see that the paths are set relatively to point to the lib and src folder (../lib/). Since the component extends UIComponent, also the path c:\Program Files\Adobe\Adobe Flash CS3\en\Configuration\Component Source\ActionScript 3.0\User Interface\ is specified.

**Update the path** so it reflects your location of Flash installation.

The document class of *flexiZoomerDev.fla* is the *Main.as* which simply creates an instance of the component and places it on the stage. Also you can find there some lines of code to test/debug the component.

### *FlexiZoomerComponent.fla*

Is the core file. If you copy this fla into the components folder of your Flash installation, you will be able to access it from the Components window (this is what the mxp does, it extracts the FLA and copies it into the right folder). If you make changes in the sourcecodes, you must update the compiled clip *FlexiZoomerShimSource SWF*. You generate a new *FlexiZoomerShimSource SWF* when you open *FlexiZoomerShim.fla*, right-click FlexiZoomerShimSource item in the library and select “*Convert to compiled clip*”. Then you just copy and paste the compiled clip in the FlexiZoomerComponent.fla (into the same folder in the library, acknowledge to replace the previous item).

### *livePreview.fla*

Is used to create livePreview.swf. Livepreview is the swf which is displayed in Flash IDE, when the component is paced on the stage. You specify the live preview file in the component definition window.

Two great tutorials on how to build Flash components, FlexiZoomer was built that way:

[Creating FLA based components with ActionScript3 in Flash CS3](#)

[Adobe: Creating ActionScript 3.0 components in Flash](#)

Questions, suggestions, support: [info@yofla.com](mailto:info@yofla.com)