

# Instructions Manual

## XML BANNER ROTATOR

To use this file you could either use this file 'as is' with the HTML supplied OR copy and paste the movieclip "banner\_mc" into your FLA OR you could load the SWF into another main SWF into a target movieclip or level using the loadMovie command. To add content, first add your banner images to the "content" folder. Then you need to edit [content.xml](#) to set image paths and copy text. Here is the XML structure:

```
<content>
  <item Image="content/image1.jpg" Delay="3000" Link="http://www.flashden.net">
    <copy><![CDATA[Text here]]></copy>
  </item>
  <item Image="content/image2.swf" Delay="5000" Link="http://www.flashden.net">
    <copy><![CDATA[Text here]]></copy>
  </item>
  <item Image="content/image3.jpg" Delay="3000" Link="http://www.flashden.net">
    <copy><![CDATA[Text here]]></copy>
  </item>
</content>
```

To set the title of the slideshow see attribute [Name](#). The [Image](#) attribute is the image path, [Delay](#) is the time delay for that slide set in milliseconds. [Link](#) is the URL path to go to when the slide image is pressed. In the copy tags you can set your slide copy which appears on slide rollover. This copy is HTML formatted so you can set text colour, size and decoration and add hyperlinks using standard HTML tags.

### EDITING THE FLA

If you want to change code or elements in the FLA open [banner\\_rotator fla](#) In the Actions layer you will see code for the opening transition for the window which can be changed using Tween class properties.

Inside movieclip "banner\_mc" you will see code in the Actions layer for the slideshow script engine. Here you can set whether autoplay should be enabled on start up. See `slideShow` variable, either set to "true" or "false". You can also edit the StyleSheet to set hyperlink text colour and hover effect. See comments in the code for further help.

## GENERAL FILE FAQ

For solutions to common issues please read my General File FAQ on the link below:

<http://www.flashden.net/user/digitalscience>