

# **Flipping Book Flash Object Documentation**

Version 1.8.8

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## Description

This swf-object is intended for page flipping and supports flash version 6 and higher. You don't need Adobe Flash to use this software. Just paste HTML-code of object into your HTML pages and upload files to your server. This object supports pages containing external JPEG images and external SWF files. Also, flipping sound is supported (the source sound can be loaded from an external mp3 file). To specify pages simply enter the relative URL of the image or the SWF file in the configuration xml file.

The page flipping object provides for software page caching. This allows caching control and provides maximum comfort for the users. No more annoying blinks while another page is being loaded from the browser cache.

This is the world's only flash development that provides such a great page flipping animation control opportunity. You may define page flipping and return speed. You may set the auto flip to respond to mouse pointer located near a page edge. Or, you may disable any response to mouse clicks leaving only the auto flip working, and create any user interface on the page. Users will not be distracted from the page at every mouse click anymore.

The page flip effect is known to have high CPU resources requirements, therefore our engine was initially designed to save CPU resources. On average, this object works 30% more efficiently than its known counterparts.

The configuration usability is so designed that even someone not familiar with all object's properties can make a full capacity HTML-page with page flipping in just a few seconds.

# Features

All features of the object are listed below.

## Basic features

- The simplest page adding procedure ever.
- Simultaneous support of pages containing external SWF files and JPEG images
- Page Preloader (you may disable it as necessary)
- 2 page caching modes (full preloading and loading on demand)
- Support of Macromedia Flash Player Versions 6, 7, 8 and 9
- Optimal use of the CPU resources
- Small target file size (21 Kb)

## Animation control

- Animation control (page flipping speed, shadows depth and background color)
- First book page number control
- Fully controlled automatic corner flipping
- Pages can be flipped either by mouse clicking or by dragging
- Support of any flipping sounds (through an external mp3 file)

## Additional features

- Efficient software caching (no reloading or page blinking when flipping)
- Detailed documentation
- Intelligent usability (creation of a standard catalog takes several minutes)

# Documentation

## Purchase and Installation

Once you purchase the object, the link to the download file will be sent to you by e-mail. This will be a zip archive with the object files, the documentation and a set of flip sounds. Download this archive to your computer and unzip it.

## Object files

Object package contains several folders:

- **docs/**  
This directory contains Object documentation
- **object\_files/**  
This directory contains all files you need for creating your flipping books:
  - **images/** - folder with demo book images. You can use these images for the tutorial
  - **01.mp3** – mp3 file with page flipping sound
  - **bg.jpg** – demo image that can be used as book background. By default background is filled with solid color.
  - **config.xml** – simple XML file that contains book configuration. You define book size, list of pages and other book parameters in this file
  - **flippingBook.swf** – contains flash page flipping engine
  - **template.htm** - is a sample HTML page with flipping book inside. You can use it as the starting point for your projects.
- **sounds/**  
This directory contains several mp3 files with different page flipping sounds

## Starting the Work

To start working simply paste object HTML code into your HTML page and setup xml configuration file. You can place configuration file anywhere on your server. Sample of the object HTML code can be found in **template.htm** file from the **object\_files/** folder (the HTML code between <object> and </object> HTML tags).

You can find an example of working book in the **object\_files/** folder. Just open the template.htm file from this folder using your web browser.

## Object HTML Code

Paste this code into your HTML-page and replace object parameters (marked using the bold font) with your values. Following HTML-code supports MS Internet Explorer (the <object> tag) and other browsers (the <embed> tag)

```
<object classid="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000"
codebase="http://download.macromedia.com/pub/shockwave/cabs/flash/swflash.cab#version=6,0,29,0" width="width" height="height">

<param name="movie" value="swf file path">
<param name="quality" value="high">
<param name="scale" value="noscale">
<param name="bgcolor" value="background color">
<param name="flashVars" value="xmlConfig=path to configuration file&bgImage=path to bg image file">

<embed src="swf file path" width="width" height="height" flashvars="xmlConfig=path to configuration file&bgImage=path to bg image file" quality="high"
```

```
pluginspage="http://www.macromedia.com/go/getflashplayer" type="application/x-shockwave-flash" scale="noscale" bgcolor="background color"></embed>
</object>
```

In your project modified HTML code can look like this:

```
<object classid="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000"
codebase="http://download.macromedia.com/pub/shockwave/cabs/flash/swflash.cab#version=6,0,29,0" width="800" height="600">

<param name="movie" value="FlippingBook.swf">
<param name="quality" value="high">
<param name="scale" value="noscale">
<param name="bgcolor" value="#FFFFFF">
<param name="flashVars" value="xmlConfig=config.xml&bgImage=bg.jpg">

<embed src="flippingBook.swf" width="800" height="600"
flashvars="xmlConfig=config.xml&bgImage=bg.jpg" quality="high"
pluginspage="http://www.macromedia.com/go/getflashplayer" type="application/x-shockwave-flash" scale="noscale" bgcolor="#FFFFFF"></embed>
</object>
```

## Object HTML Parameters

### Width

This parameter controls width of flash object stage on your HTML-page. The width of the book can be different. For good result size of the stage must be larger than size of the book. Width of the book you will setup in configuration xml file.

### Height

This parameter controls height of flash object stage on your HTML-page. The height of the book can be different. For good result size of the stage must be larger than size of the book. Height of the book you will setup in configuration xml file.

### Swf file path

This parameter points to the object swf file (flippingBook.swf file). You can store your swf files anywhere on server.

### Background color

This parameter controls background color of object stage. So you can adjust its look and fee. The color should be set in RGB in the following format: #NNNNNN, where N is a hexadecimal number (0-F). Example: #FFFFFF means white color.

### Path to the configuration file

This parameter points to the object xml configuration file. You can store your xml files anywhere on server. This path can be absolute (example: <http://www.yourdomain.com/config/config01.xml>) or relative to the directory with your HTML page (example: [../config/config01.xml](#)).

### Path to the bg image file

This parameter points to the JPEG file that will be used as the book background. We used this parameter for creating that wooden background for our online demo.

## XML file format

To prepare your object for work you need setup configuration xml file. The component settings XML file is a usual text file of the following format:

```
<FlippingBook>
  <width>500</width>
  <height>300</height>
  <scaleContent>true</scaleContent>
  <firstPage>0</firstPage>
  <alwaysOpened> false </alwaysOpened>
  <autoFlip> 50 </autoFlip>
  <flipOnClick> true </flipOnClick>
  <staticShadowsDepth> 1 </staticShadowsDepth>
  <dynamicShadowsDepth> 1 </dynamicShadowsDepth>
  <moveSpeed> 2 </moveSpeed>
  <closeSpeed> 2 </closeSpeed>
  <gotoSpeed> 5 </gotoSpeed>
  <flipSound>01.mp3</flipSound>
  <pageBack> 0x007095 </pageBack>
  <loadOnDemand> true </loadOnDemand>
  <cachePages> true </cachePages>
  <cacheSize> 10 </cacheSize>
  <preloaderType> Progress Bar </preloaderType>
  <userPreloaderId></userPreloaderId>
  <pages>
    <page>images/01.jpg</page>
    <page>images/02.jpg</page>
    <page>images/03.jpg</page>
    <page>images/04.jpg</page>
    <page>images/05.jpg</page>
  </pages>
</FlippingBook>
```

As can be seen, all the file data is contained between the `<FlippingBook>` `</FlippingBook>` tags. This is the core description unit - do not modify it. This unit contains object parameters. The `<width>` and `<height>` parameters allow controlling object size. The general parameter value format is as follows:

```
<parameter name>parameter value</parameter name>
```

The only exception is the set of pages by the `<pages></pages>` unit. This unit contains the list of pages in the following form: `<page>page path</page>`. The order of pages is determined by the order of page source paths. Remember that the source data can be not only external photo files, but also external SWF files.

## Object Parameters

### `<width>`

Book width in pixels. Example: `<width>640</width>`

### `<height>`

Book height in pixels. Example: `<height>480</height>`

### `<pages>`

This parameter is a set of paths to the page files. The order of pages is determined by the order the paths are specified. The paths can be paths to external swf and jpg files. Any book contains an even number of pages, therefore if you specify an odd number of pages, an empty page will be added in the end of the book.

Example:

```
<pages>
  <page>images/01.jpg</page>
  <page>images/02.jpg</page>
</pages>
```

### **<scaleContent>**

Defines the page content scaling method. If the parameter is set to true (default) the loaded files will be automatically scaled to the page size. If the parameter is set to false the page content will be clipped to the page borders.

Example: `<scaleContent>true</scaleContent>`

### **<firstPage>**

Number of the page from which the book will be opened upon the start of playing the movie. Page numbering starts from #0.

Example: `<firstPage>0</firstPage>`

### **<alwaysOpened>**

This parameter determines the appearance of the book. If its value is **true**, the book is always opened, if **false**, you may add the front and rear cover pages and make your book open and close.

Example: `<alwaysOpened>true</alwaysOpened>`

### **<autoFlip>**

This parameter determines the size of the corner area for automatic flip starting upon bringing the mouse pointer to that area. To disable this effect, set this parameter to 0.

Example: `<autoFlip>50</autoFlip>`

### **<flipOnClick>**

This parameter determines whether flipping will be started by mouse clicking a page. If set to **false**, flipping will not start.

Example: `<flipOnClick>true</flipOnClick>`

### **<moveSpeed>**

This parameter sets the relative page moving speed during flipping. The higher its value the higher the speed and lower the page moving smoothness. The default value is 2.

Example: `<moveSpeed>2</moveSpeed>`

### **<closeSpeed>**

This parameter sets the relative page moving speed during closing.

Example: `<closeSpeed>2</closeSpeed>`

### **<staticShadowsDepth>**

Shadow intensity in the middle of the book. These shadows imitate fixed page curvature.

Example: `<staticShadowsDepth>2</staticShadowsDepth>`



### **<dynamicShadowsDepth>**

Curvature shadow intensity while flipping pages. Use higher values for better 3D effect or for darker pages.

Example: `<dynamicShadowsDepth>2</dynamicShadowsDepth>`

### **<flipSound>**

This parameter is the path to the flip sound source file. Its value may be an external mp3 file path.

Example: `<flipSound>01.mp3</flipSound>`

### **<pageBack>**

This parameter determines the page background color. The color will be displayed when loading pages and used as color for empty pages. The color should be set in RGB in the following format: 0xNNNNNN, where N is a hexadecimal number (0-F).

Example: `<pageBack>0xDDDDDD</pageBack>`

### **<loadOnDemand>**

Page loading mode. When true, pages are loaded as the user flips through the book. When false, all pages are loaded before opening the book.

Example: `<loadOnDemand>true</loadOnDemand>`

### **<cachePages>**

Type of page storage in the component memory. When false, the page is reloaded each time the user visits it. When true, the page is stored in the memory and is displayed immediately. It should be noted that not all the pages are stored in the memory when this value is set to true. The component removes pages from the memory as the user moves away from them.

Example: `<cachePages>true</cachePages>`

### **<cacheSize>**

The number of pages to the left and right of the current page, which are stored in the component memory.

Example: `<cacheSize>10</cacheSize>`

### **<preloaderType>**

The type of preloader in use. The valid values are as follows: Progress Bar, Round and None

Example: `<preloaderType>Progress Bar</preloaderType>`

# Tutorials

## Creation of a Simple Photo Catalogue

In this Lesson we will consider in detail the creation of a simple photo catalogue using this tool.

1. First, create (or select) the photos (or any other JPEG images) you wish to include into your catalogue. The object supports JPEG image file format. If your images are in another format, first export them to JPEG with any suitable graphic editor (like Adobe Photoshop).

You can use demo images from the **object\_files/images/** folder. To get the best image quality, ensure your images are of the same size as the book page. Book size is the size of two book pages. So, if your page size is 200x250 pixels then book size is 800x500 pixels.

Image filenames may include any text, but for the sake of definitiveness we will assume that you have 6 images and named them photo01.jpg, photo02.jpg – photo06.jpg.

2. Create the **FBookLesson/** directory on your computer and then the **images/** directory therein. Save your images to the **FBookLesson/images/** directory.
3. Move the **flippingBook.swf** file from the **object\_files/** folder to the **FBookLesson/** directory.
4. Create HTML-page and save it in FBookLesson/ directory as **lesson.htm** (it's an empty plain text file that can be created using Notepad editor). Paste following code into this page and save it.

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN"
"http://www.w3.org/TR/html4/loose.dtd">
<html>
<head>
<title>Untitled Document</title>
<meta http-equiv="Content-Type" content="text/html; charset=iso-8859-1">
</head>

<body>
<object classid="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000"
codebase="http://download.macromedia.com/pub/shockwave/cabs/flash/swflash.cab#
version=6,0,29,0" width="640" height="480">
  <param name="movie" value="flippingBook.swf">
  <param name="quality" value="high">
  <param name="flashVars" value="xmlConfig=config.xml">
  <param name="scale" value="noscale">
  <param name="bgcolor" value="#FFFFFF">

  <embed src="flippingBook.swf" width="640" height="480" quality="high"
bgcolor="#FFFFFF" flashvars="xmlConfig=config.xml" scale="noscale"
pluginspage="http://www.macromedia.com/go/getflashplayer" type="application/x-
shockwave-flash"></embed>
</object>
</body>
</html>
```

5. Create xml configuration file. To create it, use any text editor like Notepad. Create a text file with the following content:

```
<FlippingBook>
  <width>400</width>
  <height>250</height>
```

```

<scaleContent>true</scaleContent>
<firstPage>0</firstPage>
<alwaysOpened> false </alwaysOpened>
<autoFlip> 50 </autoFlip>
<flipOnClick> true </flipOnClick>

<staticShadowsDepth> 1 </staticShadowsDepth>
<dynamicShadowsDepth> 2 </dynamicShadowsDepth>

<moveSpeed> 2 </moveSpeed>
<closeSpeed> 3 </closeSpeed>
<gotoSpeed> 3 </gotoSpeed>

<flipSound>01.mp3</flipSound>
<pageBack> 0x1C90CB </pageBack>

<loadOnDemand> true </loadOnDemand>
<cachePages> true </cachePages>

<cacheSize> 10 </cacheSize>
<preloaderType> Progress Bar </preloaderType>
<userPreloaderId></userPreloaderId>

<pages>
  <page>images/photo01.jpg</page>
  <page>images/photo02.jpg</page>
  <page>images/photo03.jpg</page>
  <page>images/photo04.jpg</page>
  <page>images/photo05.jpg</page>
  <page>images/photo06.jpg</page>
</pages>
</FlippingBook>

```

and save it to the earlier created **FBookLesson/** directory as **config.xml**. (Be careful: text editors often add the .txt extension to the files they have been used to create. Parameters description and additional information are available in the Documentation Section. Make sure the target file has exactly the name **config.xml**).

6. Now open your HTML page. Done!

## Support

We tried to make this product reliable, simple and easily understood. However, there may be an unlimited number of different questions and wishes of users.

Contact us: [support@page-flip.com](mailto:support@page-flip.com)