

Active Slideshow Pro Manual

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About Active Slideshow Pro 1.5



Create **dazzling multimedia** presentations, slideshows and banners with Active Slideshow Pro. This extension builds on the success of Active Slideshow and gives you **new spectacular effects** and **optimal control** over your slides, texts, transitions and sounds.

Active Slideshow Pro is completely rebuild and packed with new features. Among the features are amazing transition effects. Easing will give you full motion control on your transitions. And you can spice up your slideshow with time triggered texts and sound effects per slide.

The zoom and pan effects of **Ken Burns** are fully controllable. The Ken Burns effect can be **combined** with other **transition effects**. The flow of the effects can be controlled with easing and allows effects like accelerated and elastic movements. A new interface in Dreamweaver gives you full control of all the options.

A great new feature in Activeslideshow Pro 1.5 is the ability to **use overlays**. Now you can create **custom borders** around your slideshows to create an **enchanted atmosphere**. You can even use animated overlays to **create effects** that make your slideshow come **alive like never before!** We've even **included thirteen cool overlays** to get you going.

New in Active Slideshow Pro 1.5

- **Customizable overlays and effects**
 - Make your own stylish borders and lively effects to enhance your slideshow to new heights.
- **Free overlays and effects included**
 - Use one of the supplied overlays or effects to enhance the design of your slideshow, the Flash Source code of the overlays is included.
- **Restyled interface**
 - Active Slideshow Pro has an improved interface with additional options
- **New mute button**
 - The new mute button allows users to turn the sound on or off any time they like. The color of the button is fully customizable.

More Features

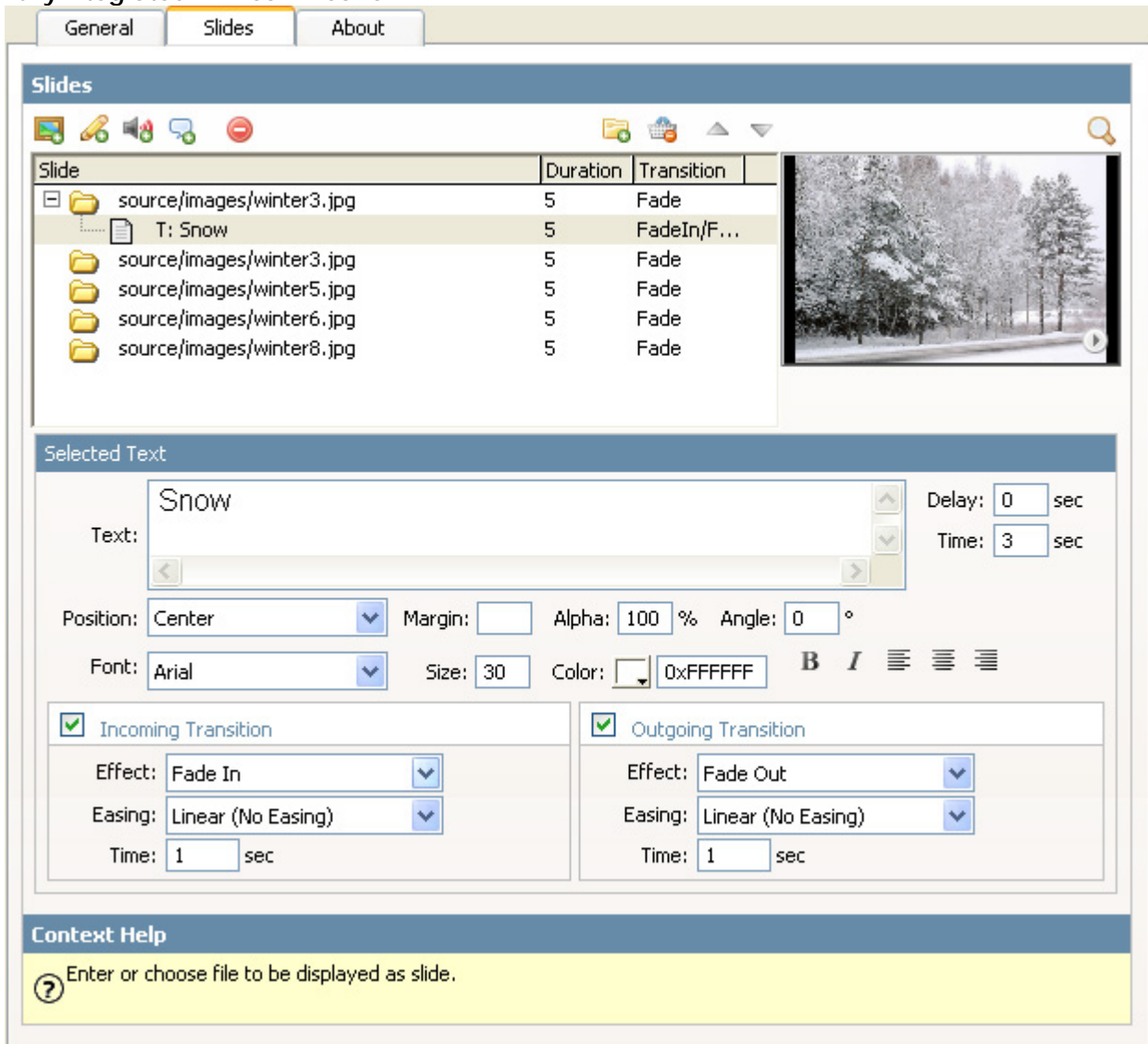
Optimal control and great effects

With **per slide controls** and **effects** you have the freedom to create the optimal slideshow. Active Slideshow Pro offers;

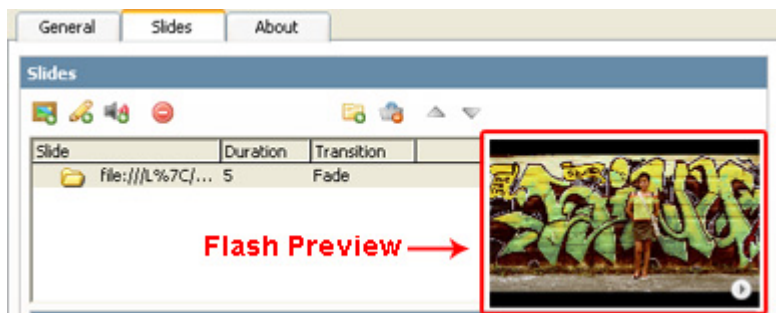
- **Timed transitions on slides and texts;**
 - You can specify the duration of the slide, the text and the transitions.
- **Fantastic effects and transitions on your slides will amaze your audience;**
 - The slideshow generates an instant user experience by streaming the images and sounds directly. This way the user can enjoy your slideshow instantly even with a low bandwidth connection.
 - The slideshows uses a great zoom in and pan effect also know as the Ken Burns effect, furthermore it generates a cool alpha blending effect.
 - Fully controllable Ken Burns effects with customizable panning and zoom effects.
 - There are great transitions per **slide** with effects such as **Fade, Slide In, Slide Out** and **Push**.
- **Great text effects will attract the attention of your viewers;**
 - Use motion effects like **Fade, Blow** and **Zoom texts** to attract you reader's attention.
 - Full Text control and new text properties such as alpha, rotation.
- **Easing enables special movement effects;**
 - Apply easing to your transitions. This way you can create effects such as elastic movement, accelerated movement and much more.
- **Watermark text;**
 - Show a text across the entire slideshow;
- **Sound and music effects;**
 - Time triggered sound effects and music per slide;
- **Interactivity;**
 - Add clickable links to your slideshow;
 - Open a URL after the slideshow is completed;
- **Amazing user experience;**
- **Apply options across your entire slideshow;**
 - Define settings such as background color, if the slideshow should loop or not, streaming options, interactivity (links), sound, text and preloader options.

Integrated in Dreamweaver

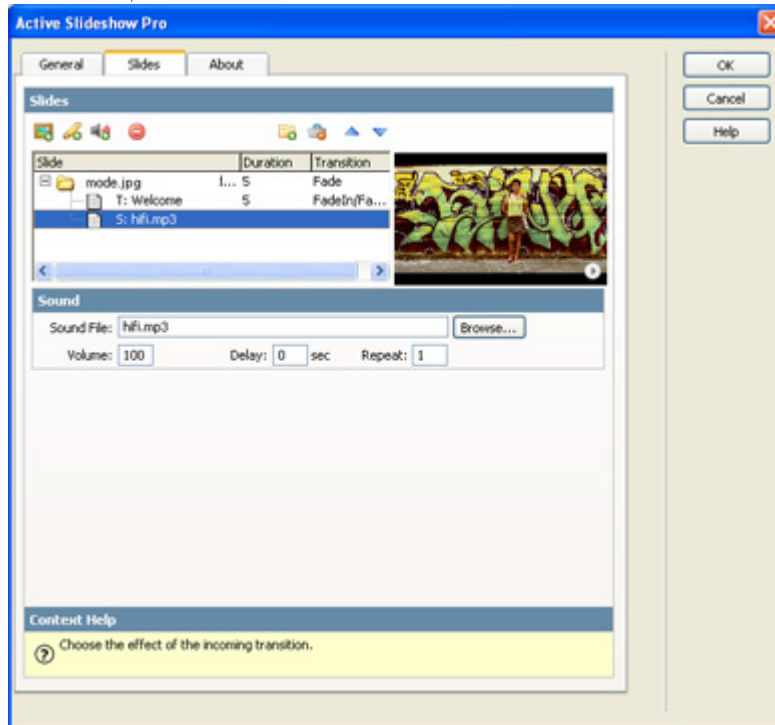
- Fully integrated in Dreamweaver



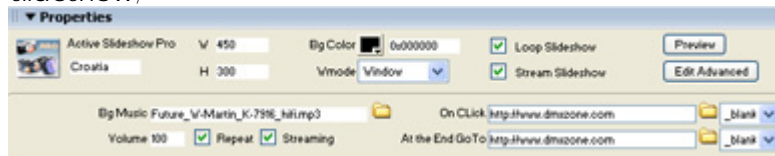
- o Set your options within user friendly interface, no coding is required
- o View the animated **Flash preview window** to get optimal feedback of your settings per slide;



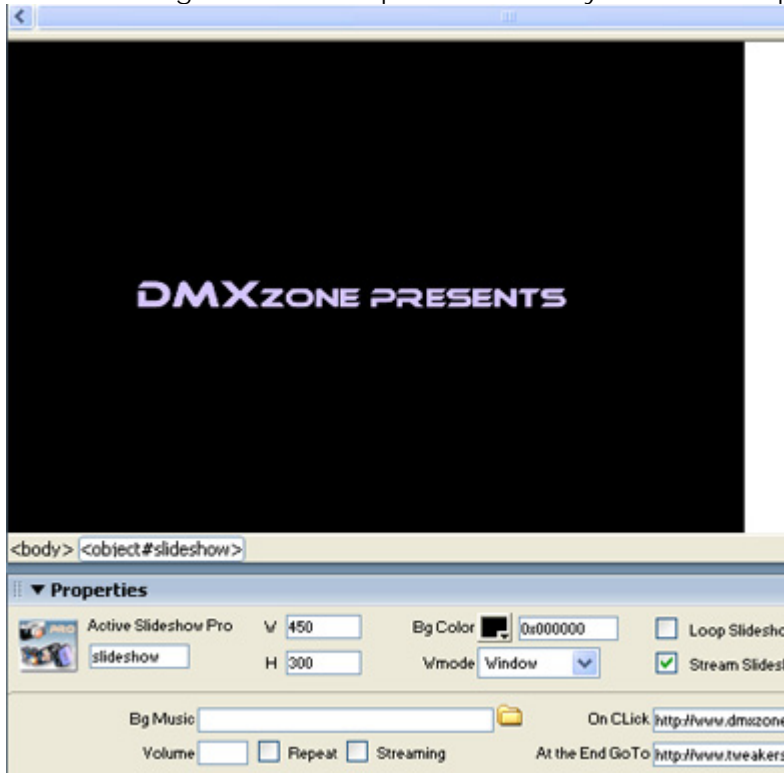
- **Add New Slides, Texts and Sounds in one interface;**
 - Change options per slide such as motion, sound and text effects in an intuitive Dreamweaver interface;



- **An inline property inspector;**
 - The property inspector enables you to change several options after you've created the slideshow;



- **Live preview of the total slideshow in Dreamweaver:**
 - With a single click on the preview button you can see a preview of your complete slideshow.

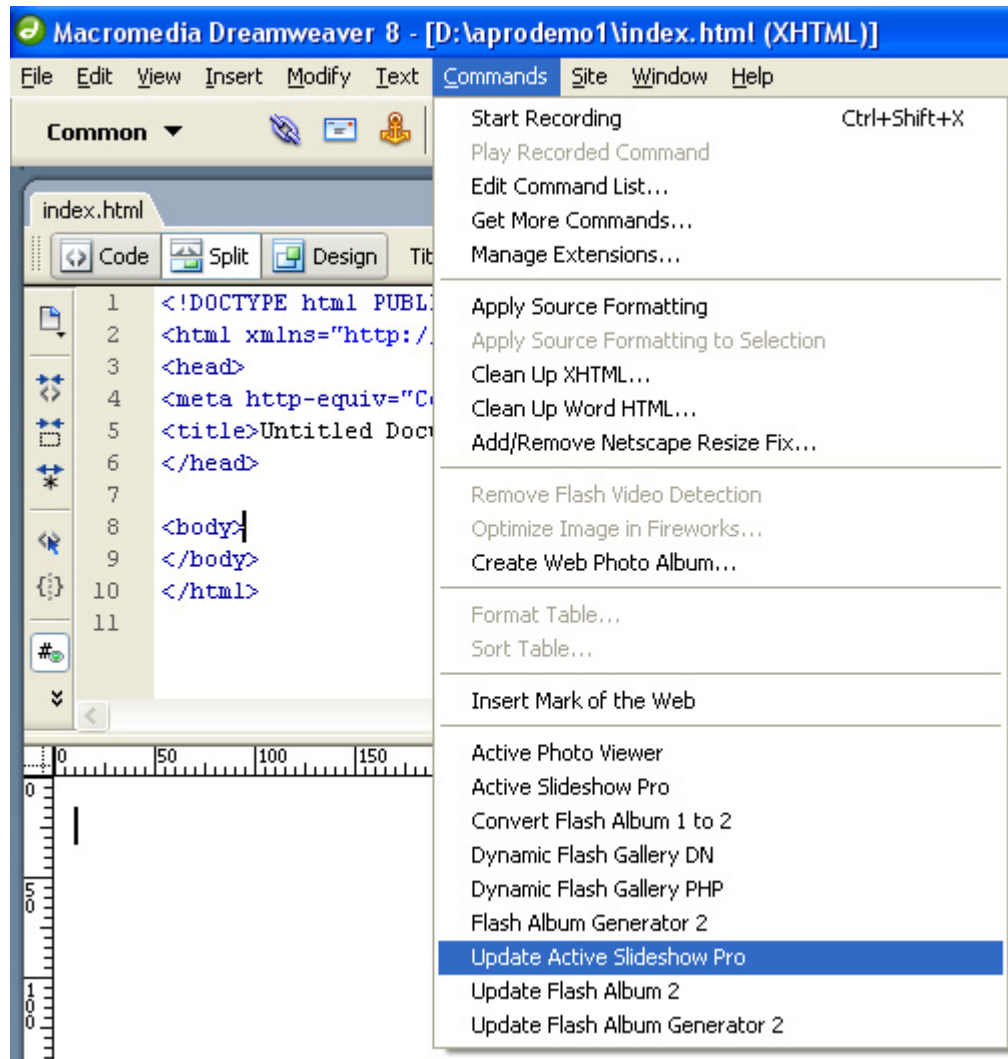


Automated Features


- **Automatically generates and edits the slideshow's XML file;**
 - The extension creates the slideshow's XML file fully for you! No need to dig in a difficult XML format everything is fully visual now.
- **Fit the images in the slideshow**
 - The slideshow is using a smart imaging technique that enables you to fit the images in the display with the **squeeze** option;

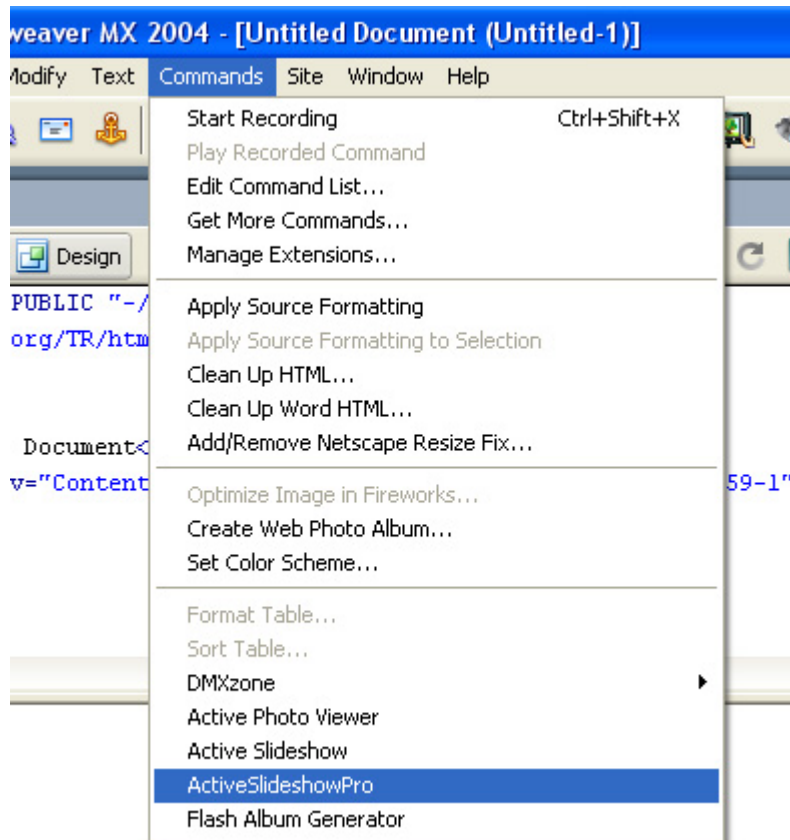
Updating the Slideshow

If you've already created a slideshow with Active Slideshow Pro, you can update it by using the **Update Slideshow Pro** option in the commands menu.

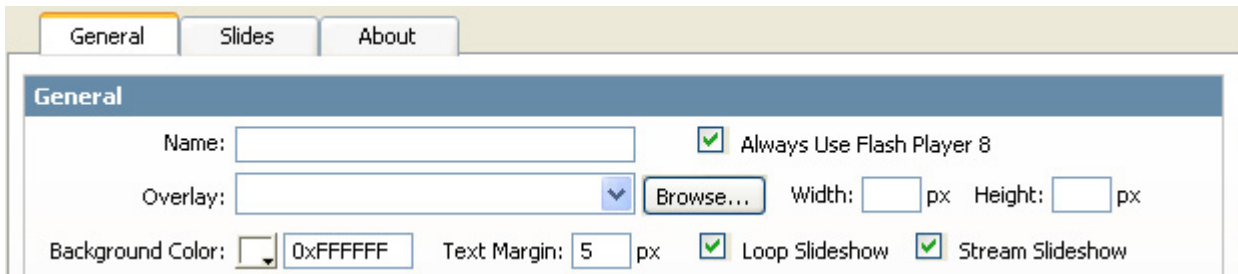


Creating the Slideshow

Before you start, define your site in Dreamweaver. [This page](#) shows you how to define your site. Start the extension by clicking on the **Commands** menu in Dreamweaver and choosing the **Active Slideshow** option. Or by pressing the  icon in the DMXzone object pallet.



A new dialog will appear; we'll start by filling in the **General Options**. These options apply to the whole slideshow.



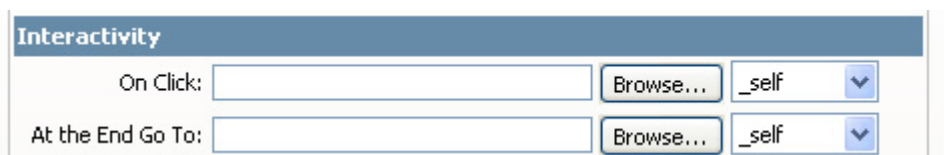
First we'll fill in the **Name** that is used for the slideshow. Then we determine if we want to force the use of the Flash 8 Player or not by enabling or disabling the **Always Use Flash Player 8** checkbox. Enabling the **Always Use Flash Player 8** checkbox automatically updates the Flash viewer to version 8. If you use overlays with Flash 8 functionality you need to enable this option, the supplied overlays don't use Flash 8 versions. It also includes an auto update feature that downloads the Flash 8 player for users that haven't installed it yet.

After that we can select the **Overlay** of the slideshow. The overlay can be used to create a border around your slideshow or a new effect. If you use an overlay it might be necessary to change the position of your texts as the effect might overlap them. You can either select a supplied overlay by using the **dropdown** or use your own overlay by pressing the **Browse** button. Overlays are .swf files that can be created with Macromedia Flash. You need to enter the exact **Width** and **Height** of the overlay movie. All of the supplied overlays have a **Width** of 550px and a **Height** of 400px.

After that you can change the **Background Color** the default Background Color is white. You can use the **Text Margin** option to specify the room between your text and the borders of the slideshow. If you use an overlay, make sure your **Text Margin** is large enough to ensure that the text isn't overlapped by the overlay.

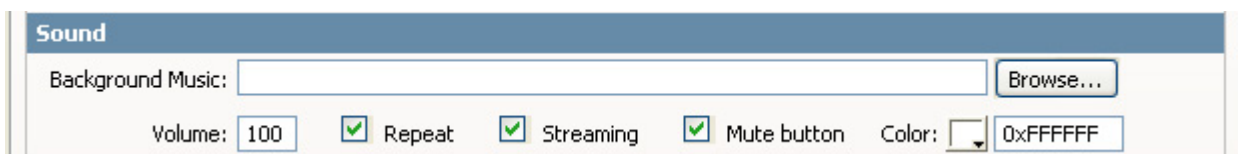
Check the **Loop Slideshow** if you want to repeat the Slideshow from the beginning after it's completed. **Stream Slideshow** option determines if the player should play your content (images&music) while loading data or that it should wait until all data is loaded (when unchecked).

Lets fill in the Interactivity options.



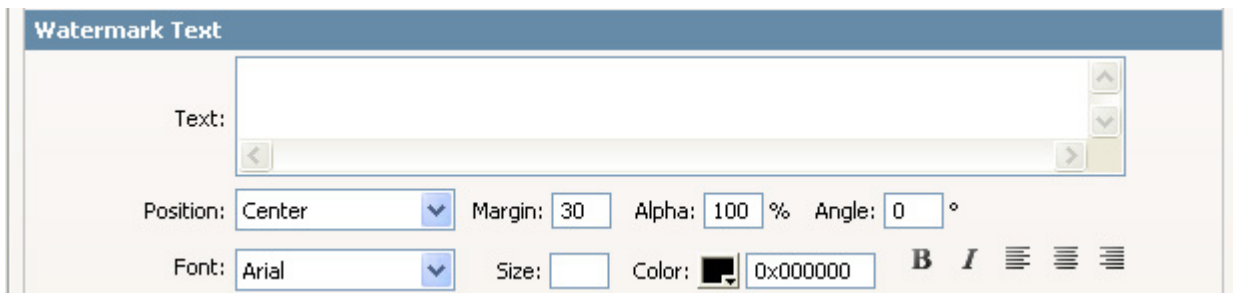
The interactivity options enable you to place a link on your slideshow. The **On Click** option enables you to refer to a link after the user has clicked on the slideshow. The **At the End Go To** option enables you to go to a link after the slideshow is finished. **Note:** This option is only enabled when the **Loop Slideshow** option is disabled. You can choose the file that you want to link to by selecting the **Browse...** button. You can choose the target in the dropdown behind the **Browse...** button.

We'll have a look at the sound options;

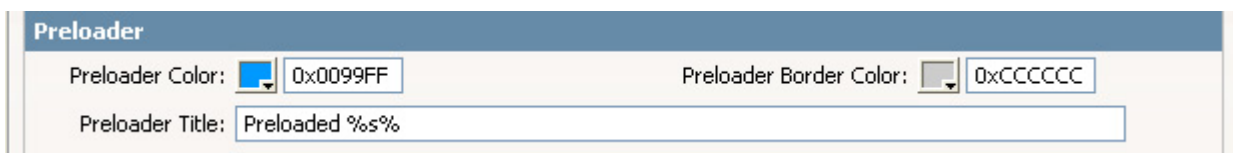


Lets set the **Background Music**; attach an **mp3 file** by pressing the browse button and selecting the location of your mp3. After that you can set the **Volume** of the sound and specify if the sound should be looped or not by selecting the **Repeat** checkbox. If you want to enable to play music while still loading data check the **Streaming** checkbox. Enable or disable the **Mute Button** to allow your users to turn of the sound or not by pressing a speaker button. You can customize the color of the speaker with the **Color** property.

Lets fill in the Watermark Text options;

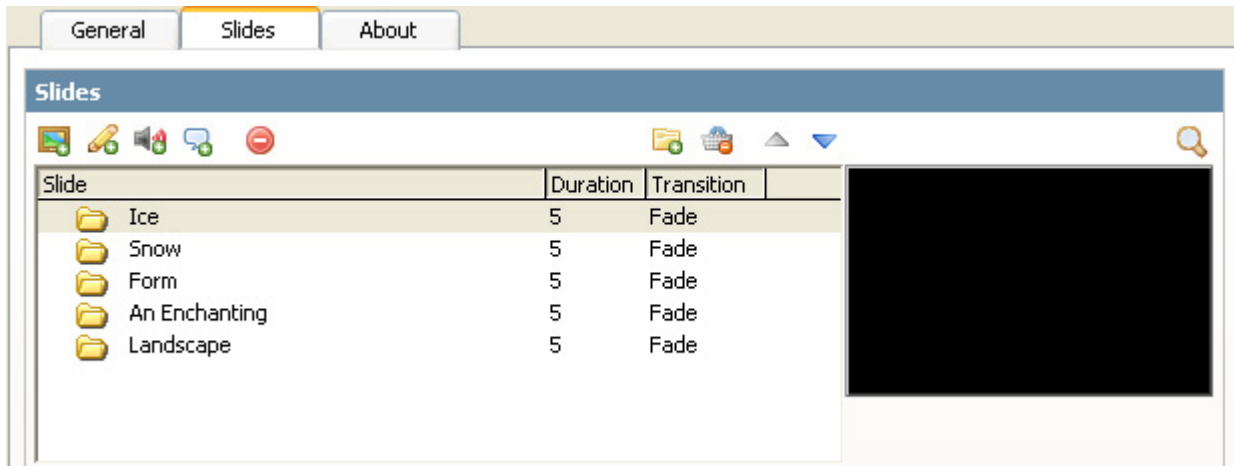





The **Text** field enables you to place a text that is visible within all Slides. The **Position** drop list enables you to place the text at the desired location. The **Size** sets the Font Size. You can use the **Margin** option to specify the room between your watermark and the borders of the slideshow. If you use an overlay, make sure your **Margin** is large enough to ensure that the text isn't overlapped by the overlay. **Alpha** determines the transparency of the text (where 0% is fully transparent), note that this option only works with the **Arial Bold** font as this font is embedded in the SWF file. The **Angle** determines the rotation of the text; you can enter any value between 0 and 360. With the **Font** option you can select the desired font. You can set the text color with the **Color** field. Use the **Size** option to determine the size of your fonts in pixels. You can change the **Color** of the font by using the color picker. You can markup the text using the **Bold** or **Italic** icons and you can **align** the text **left**, **center** or **right** using the paragraph icons.





The **Preloader Color** adjusts the color of the bar that is displayed while loading, the default Preloader Color is light blue. The **Preloader Border Color** adjust the color of the line around the loader, the default color is grey. The default **Preloader Title** shows the text "Preloaded" and is followed by the percentage of the movie that is loaded. The title can be changed by changing the default title in the entry box.

Lets go to the next tab and fill in the options in the **Slides** tab.



Use the **Add Folder** button  to select a set of images to use for your slides, note that this folder must be **nested** in your **defined site**. You can remove all Slides by pressing the **Clear All** button . To add a single slide press the **Add Slide** button .

The cursor automatically goes to the Slide Field after pressing the  button. Here you can enter the options of the slide, well discuss these options later on. Press the **delete** button  to remove a slide and the **up** and **down arrows** to select the slides you want to edit. There is a display menu below these buttons that lists the slides, the total duration and the transition that is used on the slide. On the right there is a **preview** that enables you to view the effects and the image that you've configured.

Let's press on the **Add Slide** button  and fill in the Select Slide options.

Selected Slide

Slide: Time: sec

Overlay: Width: px Height: px

On Click: Target:

Fill: Background:

Incoming Transition

Effect:

Easing:

Time: sec

Motion (Ken Burns)

Start Position:

End Position:

Zoom Start: % Zoom End: %

Press the **Browse** button next to the **Slide** field to specify the image to be used for the slide. Leave this field empty if you don't want to display an image but for instance only a text, or a sound effect. Enter the **Time** field to determine how many seconds the slide must be displayed (excluding the effect time that will be specified later on).

After that we can select the **Overlay** of the slide. The overlay can be used to create a border around your slide or a new effect. If you use an overlay it might be necessary to change the position of your texts as the effect might overlap them. You can either select a supplied overlay by using the **dropdown** or use your own overlay by pressing the **Browse** button. Overlays are .swf files that can be created with Macromedia Flash. You need to enter the exact **Width** and **Height** of the overlay movie. All of the supplied overlays have a **Width** of 550px and a **Height** of 400px.

Enter the **On Click** option to specify a target link that the user will visit after pressing the selected slide (this overrules the general **On Click** feature that we talked about earlier). Specify the **Target** to select the target window of the slide; you can select the default targets that are used in html (such as `_self`, `_blank`, `_parent`, `_top`). Enter the Fill option if you don't want a **Motion** or **Transition** effect but you do want to fit an image within the window. You can select from **center**, **stretch**, **squeeze** and **trim**;

- **Center** lets you center the image in the slide without resizing the image.
- **Stretch** fills the image across the entire slide; this might change the image Proportions.
- **Squeeze** resizes the image maintaining the original Proportions. This will make the whole image visible within the slide. Note that the image has borders if the image Proportions are different then the slide.
- **Trim** resizes the image, maintaining the original Proportions. The image will fill the whole slide and might not show whole image.

The **background** option sets the background colour of the slide.

Check the **Incoming Transition** checkbox if you want to enable an effect at the start of the slide. First choose the **Effect**, you can choose from;

Fade increases the alpha of the current slide to let it fade in.

Slide In moves the current slide in from the selected direction and overlaps the previous slide.

Slide Out moves the previous slide out to the selected direction and overlaps the previous slide.

Push moves the slide in from the selected direction and pushes the previous slide away.

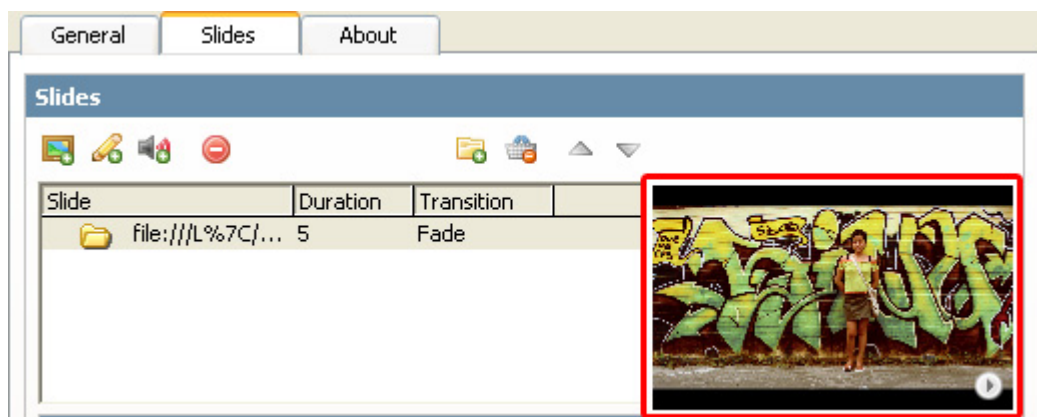
Easing enables special movement effects on your transition such as elastic movement, acceleration or de-acceleration, you can choose from;

- Linear (No Easing)
- InOutCubic
- InOutQuintic
- InQuintic
- InQuartic
- InCubic
- InQuadratic
- OutQuintic
- OutQuartic
- OutCubic
- OutInCubic
- OutInQuartic
- BackInCubic
- BackInQuartic
- OutBackCubic
- OutBackQuartic
- OutElasticSmall
- OutElasticBig
- InElasticSmall
- InElasticBig

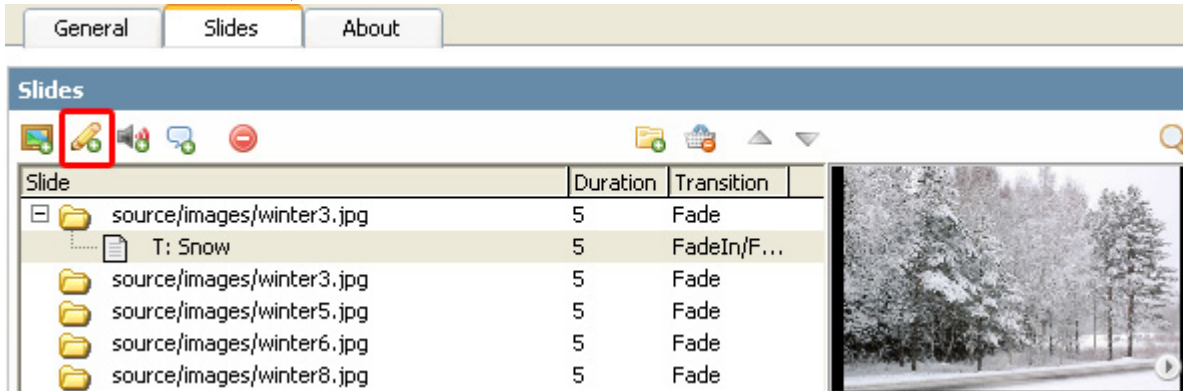
As the influence of the motion of these easing effects is hard to describe feel free to experiment with them.


Set the **Time** to specify the duration of the **Incoming Transition**.

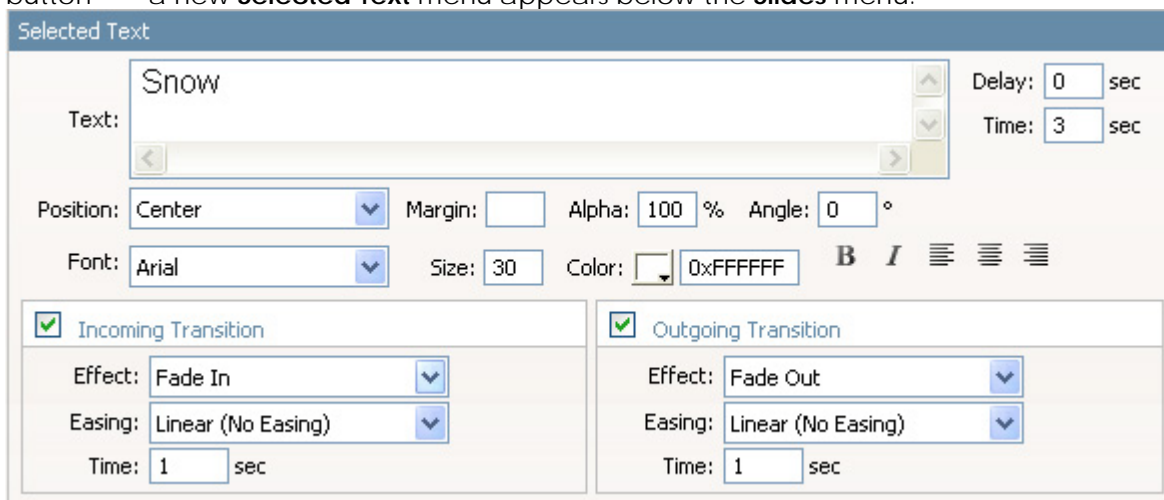
Check the **Motion (Ken Burns)** effect to enable the zoom and pan effect of the famous director Ken Burns or to specify other zoom and pan options. To apply the original Ken Burns effect, leave the **Start Position** and the **End Position** at **Random**. And set the **Zoom Start** and **Zoom End** to 0% (or another value below 100%). Other options enable you to slide in from and to any direction by setting the **Zoom Start** and **Zoom End** options. You can check the interactive **preview** by clicking on it. The preview enables you to view the effects and the image that you've configured in the top right of the **Slides** menu.



Lets select a slide that we want to add text to and press the **Add Text** button  in the **Slides Menu** to add some text to our slides;



A new text icon appears below the folder icon (which represents a slide). After you've pressed the **Add Text** button , a new **Selected Text** menu appears below the **Slides** menu.



The **Text** field enables you to place a text that is visible within the **selected Slide**. The **Position** drop list enables you to place the text at the desired location. The **Delay** field determines how long it takes before the Text is displayed. The **Time** field specifies how long the text will be displayed (excluding the Transition times below). **Font** option you can select the desired font. The **Size** sets the Font Size. **Color** sets the text color. With the You can set the text color with the **Color** field. You can markup the text using the **Bold** or **Italic** icons and you can **align** the text **left**, **center** or **right** using the paragraph icons. **Alpha** determines the transparency of the text (where 0% is fully transparent), note that this option only works with the **Arial Bold** font as this font is embedded in the SWF file. The **Angle** determines the rotation of the text; you can enter any value between 0 and 360. Check that the total duration of your slides that is listed in the **Slides** window leaves enough time to display the text slides.

Ok now let's specify the transitions. Check the **Incoming Transition** checkbox to use a transition at the start of the slide. You can choose from the following effects;


- **Fade In** increases the alpha of the current text to let it fade in (only works with the embedded Arial Bold font).
- **Zoom In** magnifies the text
- **Blow In** zooms out from a scaled up version of the text to a smaller version (similar to a falling text effect).

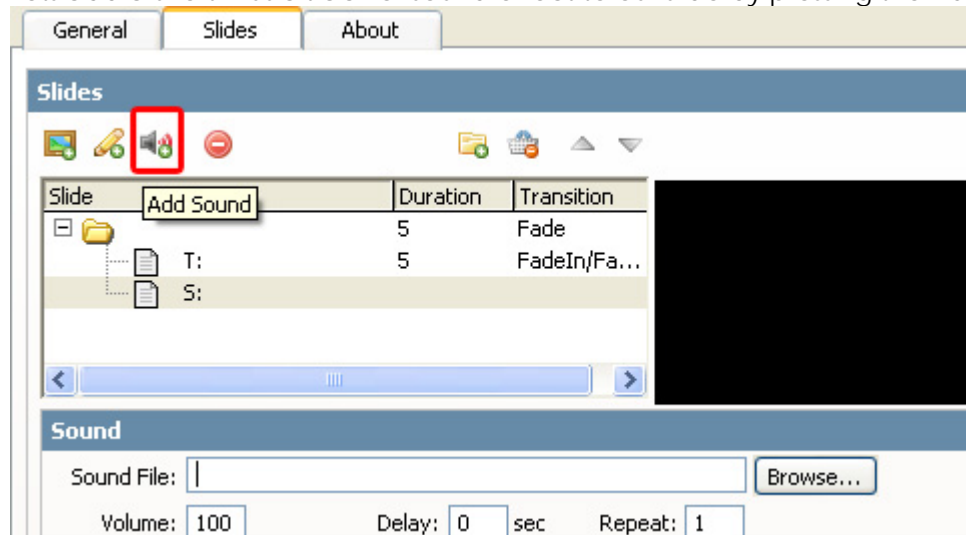
Easing enables special movement effects on your transition, you can choose from;


- Linear (No Easing)
- InOutCubic
- InOutQuintic
- InQuintic
- InQuartic
- InCubic
- InQuadratic
- OutQuintic
- OutQuartic
- OutCubic
- OutInCubic
- OutInQuartic
- BackInCubic
- BackInQuartic
- OutBackCubic
- OutBackQuartic
- OutElasticSmall
- OutElasticBig
- InElasticSmall
- InElasticBig

As the influence of the motion of these easing effects is hard to describe feel free to experiment with them. **Time** sets the duration of the text.

The **Outgoing Transition** has similar fields for specifying the outgoing transition the only thing that differs are the names of the effects (they end with "out" instead of "in").

Lets add a short music track or sound effect to our slide by pressing the **Add Sound** button 



A new text icon appears below the folder icon (which represents a slide). After you've pressed the **Add Sound** button  a new **Sound** menu appears below the **Slides** menu.

Sound

Sound File:



Volume: Delay: sec Repeat:


Lets set the **Sound File**; attach an **mp3 file** by pressing the browse button and selecting the location of your mp3. After that you can set the **Volume** of the sound and specify if the **Delay** (the time that it takes before the sound is played). By setting the **Repeat** option you can determine if the sound should be played once or if the sound should be looped. The sound files play until they are completed and are slide independent.



Editing the Slideshow


In this chapter we're going to edit the Properties of the slideshow using the Property inspector of Dreamweaver. Click on the Flash object in the design view to display the Properties of the slideshow. Below is a screenshot of the Property inspector.

▼ Properties


 Active Slideshow Pro W Bg Color  Loop Slideshow




 Croatia H Wmode Stream Slideshow


Bg Music  On CLick 



Volume Repeat Streaming At the End Go To 


The name of the XML file is displayed at the left side of the screen, this is also the Flash ID name.

▼ Properties


 Active Slideshow Pro W Bg Color  Loop Slideshow




 Croatia H Wmode Stream Slideshow


Bg Music  On CLick 



Volume Repeat Streaming At the End Go To 


You can view your changes by pressing the preview button;

▼ Properties

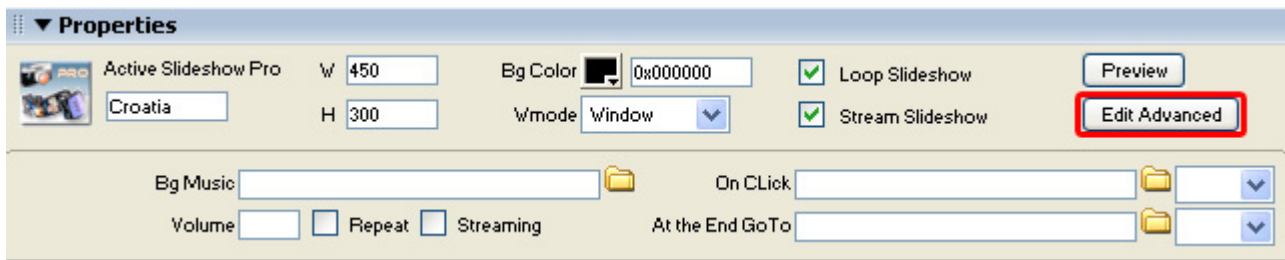

 Active Slideshow Pro W Bg Color  Loop Slideshow


 Croatia H Wmode Stream Slideshow

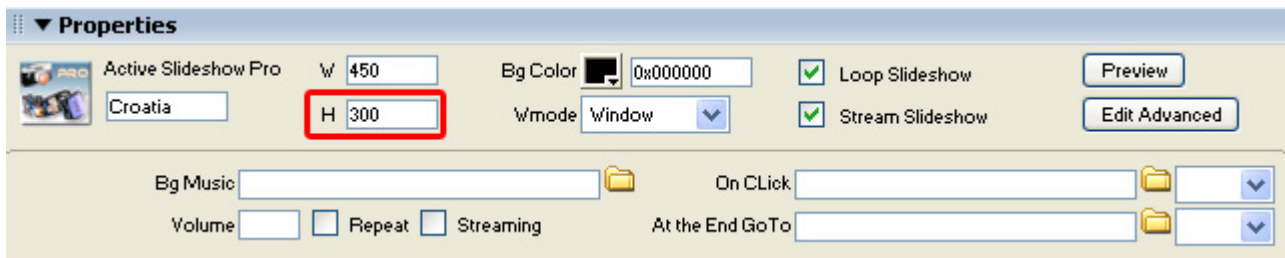
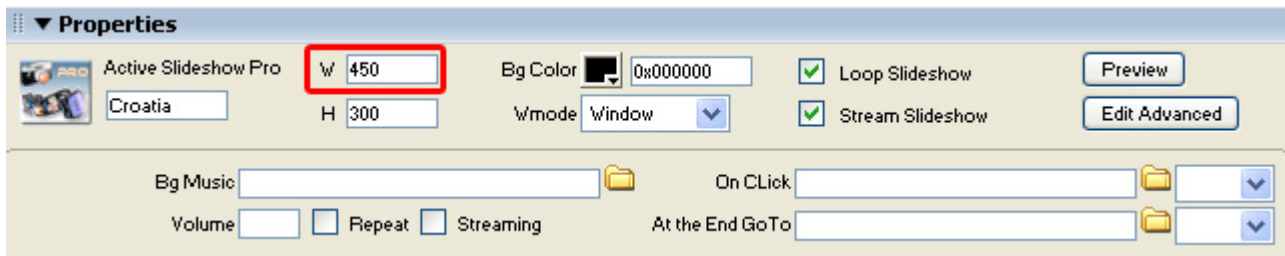
Bg Music  On CLick 

Volume Repeat Streaming At the End Go To 

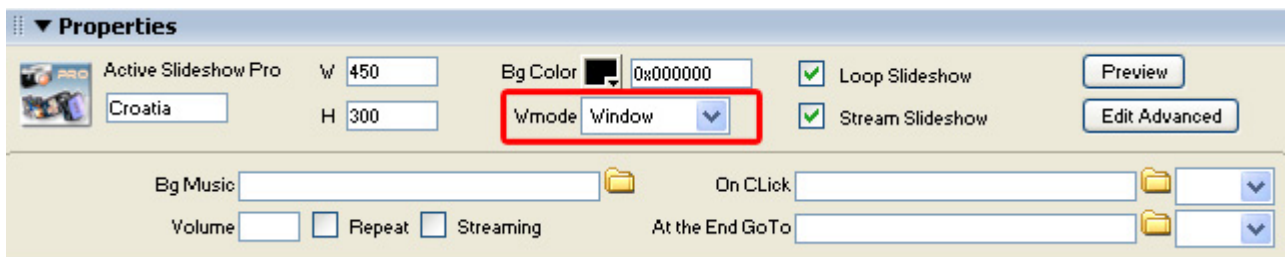
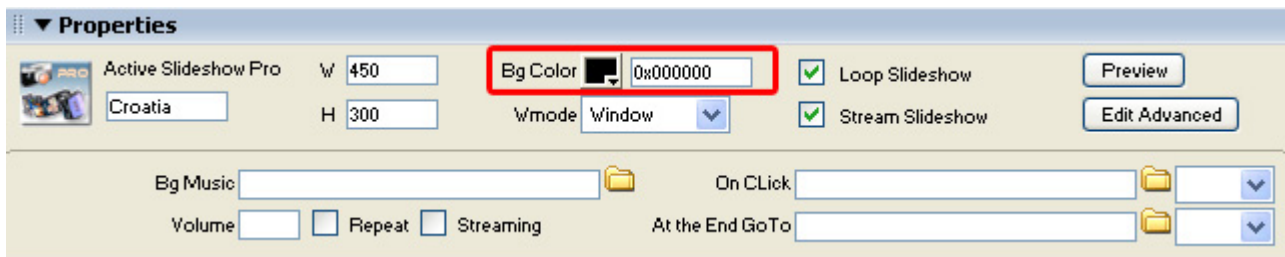
Press the **Edit Advanced** button to open the command menu of Active Slideshow Pro.



You can also change the width and height of your album dynamically by changing the width and height fields;

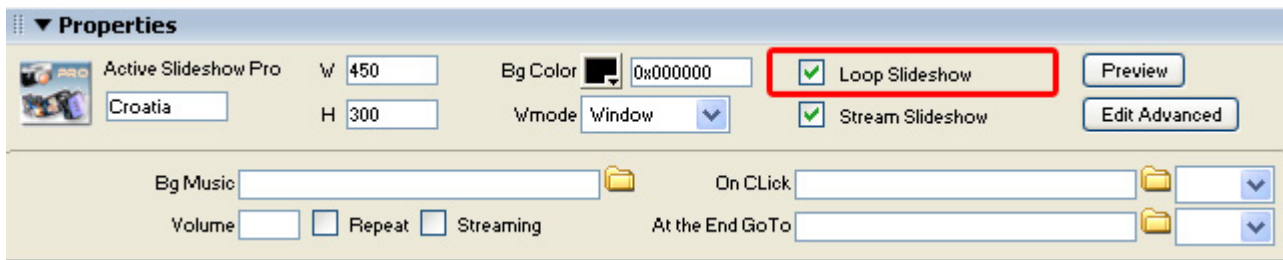


Bg Color let's you change the background color.

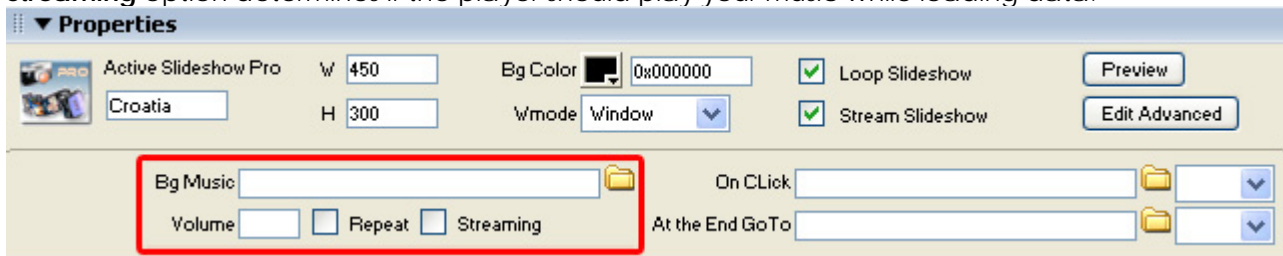


Use the **Wmode** to set the window options, **window** is default, **opaque** is a great option if you want to put the slideshow above another layer (for instance if you want to create a DHTML menu). **Transparent** sets the alpha of the background to zero (fully transparent).

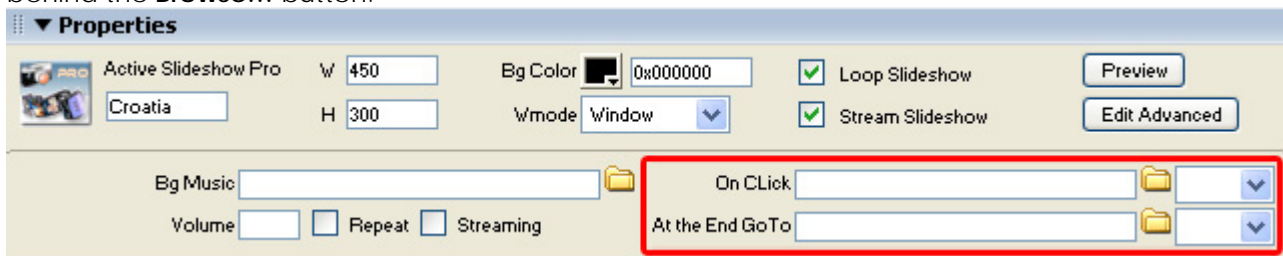
If you want to repeat your slideshow after it's completed, please check the **Loop Slideshow** option.



You can also change the music that is plays during the slideshow by changing the name of the **Bg Music** Property. You can adjust the **Volume** settings and the **Repeat** option to make your song loop or not. The **Streaming** option determines if the player should play your music while loading data.



The interactivity options enable you to place a link on your slideshow. The On Click enables you to refer to a link after the user has clicked on the slideshow. The After GoTo enables you to go to a link after the slideshow is finished. **Note:** This option is only enabled when the **Loop Slideshow** option is disabled. You can choose the file that you want to link to by selecting the **Browse...** button. You can choose the target in the dropdown behind the **Browse...** button.



This concludes our tutorial. We've shown you how to use our extension and we hope you'll enjoy it!

FAQ

Q: My Slideshow doesn't run fluently or takes a long time to load, what can I do about this?

A: Make sure you use images that are suited for the web, Progressive jpg is not supported and images that are too large (as well in size as in pixels and megabits) will cause long loading times and slow transitions.

Q: I changed a parameter but the change is not visible at my live site.

A: Make sure you've uploaded your slideshow XML-file to your server and that you've deleted your browser cache.

Here is a link that shows you how to do this for internet [explorer 6](#).

Here is a link that shows you how to do this for [other browsers](#).

Q: My slideshow doesn't work

A: You need to upload the slideshowPro.swf, all associated files such as MP3 files, the XML-file and all images to your server.

Q: I want to display a background image

A: Set the wmode parameter in the Flash movie to transparent in the general options.

Q: My slideshow doesn't display my photos

A: Please make sure that the page of your slideshow is saved in the site that is defined in Dreamweaver to prevent path Problems. You can also change the path to your images in the XML file.

Q: Where can I find more information on Active Slideshow Pro?

A: You can find more information on the Active Slideshow at <http://www.dmxzone.com/go?11360>.

Q: How do I create a slideshow for a standalone Flash player?

A: Rename your XML-file to slideshow.xml and open the slideshowPro.swf file to start the slideshow.

Q: Can I edit my Active Slideshows with Active Slideshow Pro?

A: No, you have to rebuild your slideshow as Active Slideshow Pro is completely rebuilt and uses different XML.

Q: The slideshow does not display in my Internet Explorer

A: Make sure you uploaded your slideshow online; Internet Explorer prevents local slideshows from running.

Q: I don't like the background color of my overlay

A: If you don't like the background color of your overlay, you can adjust it by setting the background color of your Flash Movie (In the General Tab or in your Property Inspector).

Q: I've inserted a text on the slide with fade in effect but the text does not display with fade and also does not have any alpha transparency or rotation (if I choose those)

A: Currently the Active Slideshow Pro viewer has only one font embedded and that is **Arial**. A limitation in Flash is that only embedded fonts can have fade effects, be transparent with alpha or get rotated. Also only Arial will be displayed smooth as it gets anti-aliased.

We have embedded only Arial because each embedded font makes the flash viewer +/- 50KB bigger and we wanted to keep the viewer size small - it is now about 62KB.

So to get one of those special effects you should use the font Arial.

Other fonts will display on your slideshow but they won't be transparent, can't be rotated and can not display with fade effects. They can display however with the ZoomIn/BlowIn effect.

See for additional info a [macromedia technote](#) on this.

Q: When attaching an MP3 as a soundtrack, the soundtrack plays in fast motion. Other MP3 files play too slow, what can I do about this?

A: You are probably using **Variable Bit Rate** (vbr) MP3 files. The Flash Player supports only **fixed bitrate**. The best way to encode mp3 files is to use a **fixed bitrate of 64/96/128** kbps with a sample frequency of 22.05kHz and joint stereo.

See also other [discussion](#) and [more](#)

Q: I'm displaying my Active Slideshow Pro in a popup window. I want the window to get closed when the slideshow ends. How can I do this?

A: Please specify the following as link at the option "**At the end go to**":

```
javascript:window.close()
```

This will close your popup window when the slideshow ends.

Q: I want to create my own overlay where do I need to save the .swf Files that I've created?

A: Save the SWF files you created in

- **Windows XP and Windows 2000:**
c:\Documents and Settings\username\Application Data\Macromedia\Dreamweaver 8\Configuration\Shared\DMXzone\Active Slideshow Pro\Overlays (In Windows XP, this folder may be inside a hidden folder).
- **Windows NT:**
c:\WinNT\Profiles\username\Application Data\Macromedia\ Dreamweaver 8\Configuration\Shared\DMXzone\ Active Slideshow Pro\Overlays
- **Macintosh OS X:**
Hard disk:Users:username:Library:Application Support:Macromedia: Dreamweaver 8:Configuration:Shared\DMXzone:Active Slideshow Pro:Overlays

Q: How do I synchronize my images to music?

A: If you want the music and images to start at the same time, disable streaming for both the music and the slideshow.