Flash Image Enhancer Manual

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About Flash Image Enhancer

Enhance your images **real-time** on your web page with great effects like cool **reflections,** rounded corners, borders, drop shadows, blur, grayscale and mouse over effects like an image description that slides in! All 100% cross browser compatible due to usage of a Flash component!

Create **AJAX driven galleries** by using **Spry** or use data sources to dynamically enhance your images.

Also fully XHTML compatible and browser unobtrusive - so when no Flash or JavaScript is available your images are just displayed as regular images!

Features in Detail

- **Amazing effects**
  Use amazing effects to enhance your images, combine your effects, apply them by default or on mouse over to create stunning transitions.

Rounded Corners

Borders

Shadows

Blur

Grayscale

Text Effects

Reflections

Combine Effects

- **Flash Image Enhancer loads fast**
  The Flash Movie that is used to enhance your images weighs less then 50kb and only needs to be loaded once. If the user has no Flash installed the images will still be displayed (without the effects).

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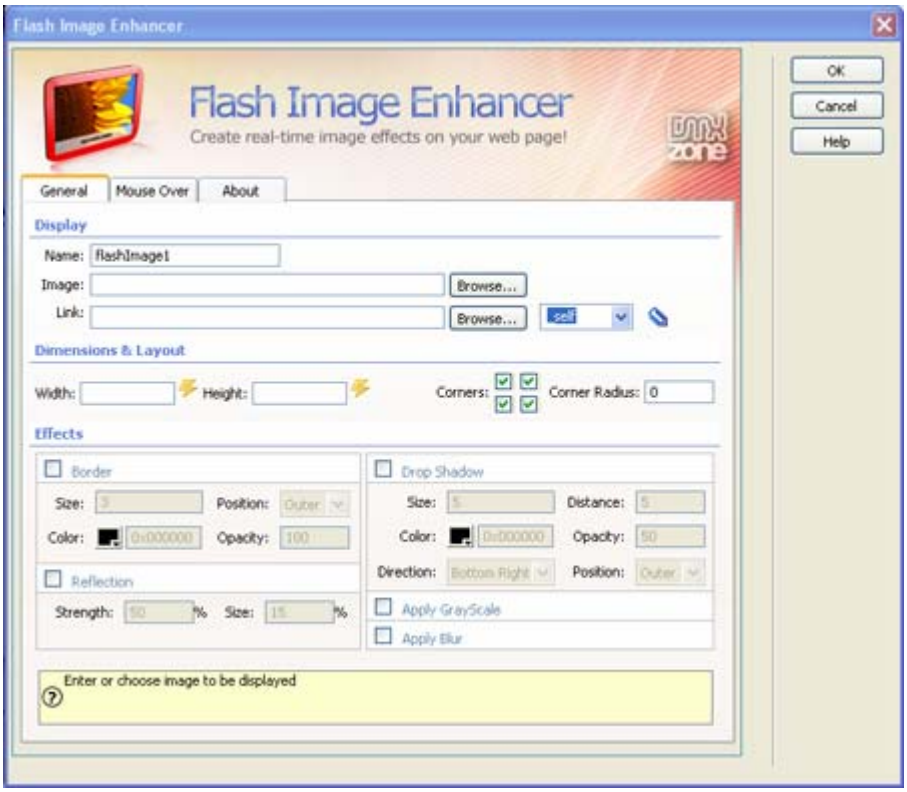
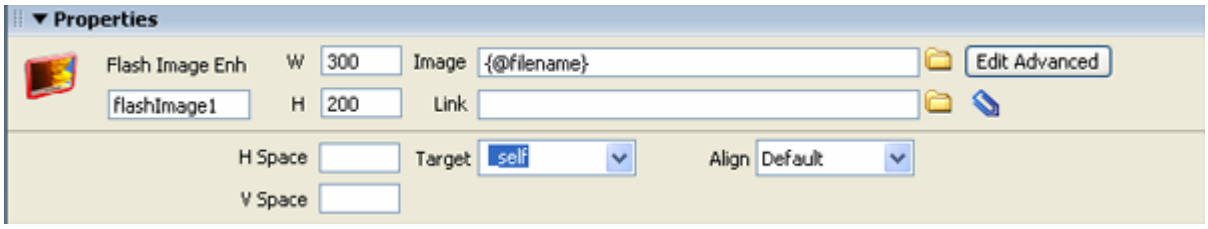
- **Browser Compatibility**
  All 100% cross browser compatible due to usage of a Flash component! Also fully XHTML compatible and browser un-obtrusive - so when no Flash or JavaScript is available your images are just displayed as regular images!
- **Fully integrated in Dreamweaver**
  Set your options within user friendly interface, no coding is required



- **An inline property inspector;**
  The property inspector enables you to change several options after you've applied the Flash Image Enhancer;



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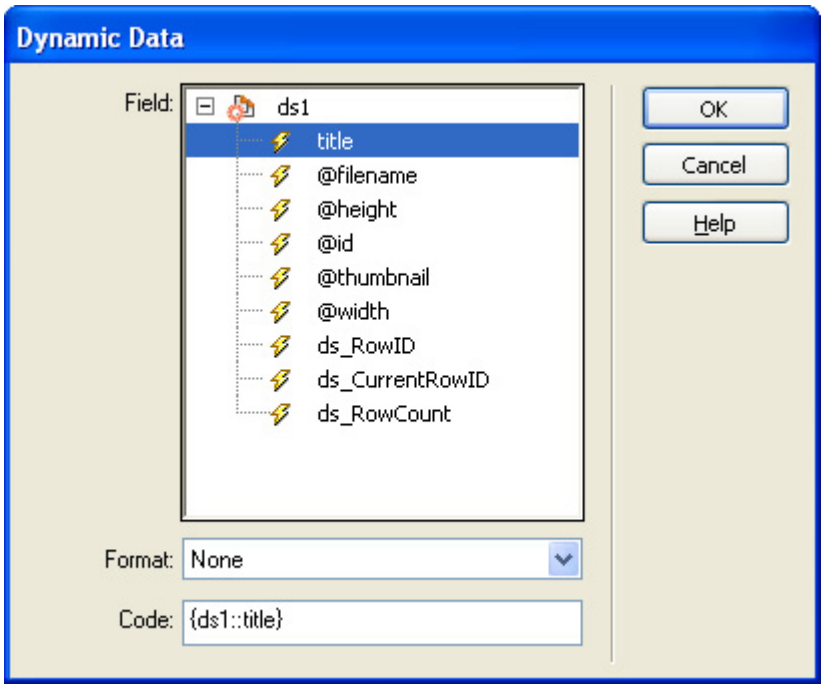
- **Load dynamic data using Spry or Recordsets**
  The latest version of Flash Image Enhancer enables you to load images and their properties dynamically by using Recordsets or a Spry XML Data Set.



- **Integrate cool popups when you click on your enhanced Images**
  Use **Advanced Layer Popup** to display your enhanced images in a popup window using Flash Image Enhancer and Advanced Layer Popup, watch the video to see how it's done.

- **Automatically updates the Flash Player of the user**
  Flash Image Enhancer automatically detects and updates the Flash Player of the user if it the installed Flash Player is older then the required version (version 8).

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Before you begin

Make sure to setup your site in Dreamweaver first before creating a page, if you don't know how to do this please read this.

Installing the extension

Read the tutorial at http://www.dmxzone.com/ShowDetail.asp?NewsId=4671

Login, download the product, and lookup your serial at
http://www.dmxzone.com/myZone.asp?Section=purchases

Get the latest extension manager 1.7 from Adobe at
http://www.adobe.com/exchange/em_download/

Open the .mxp file (the extension manager should startup) and install the extension.

If you experience problems please read the FAQ at
http://www.dmxzone.com/index.asp?TypeId=7&CatId=687
before contacting support.

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Applying the Flash Image Enhancer extension – Basic Settings

Introduction

In this tutorial we're going to apply a border, rounded corners and a shadow to an image by using the Flash Image Enhancer extension.

Start: Original image

Enhanced Image with reflections, a border, rounded corners and a shadow

Enhancing your image

1. **Create a new HTML page**
   Create a new or open an existing HTML page

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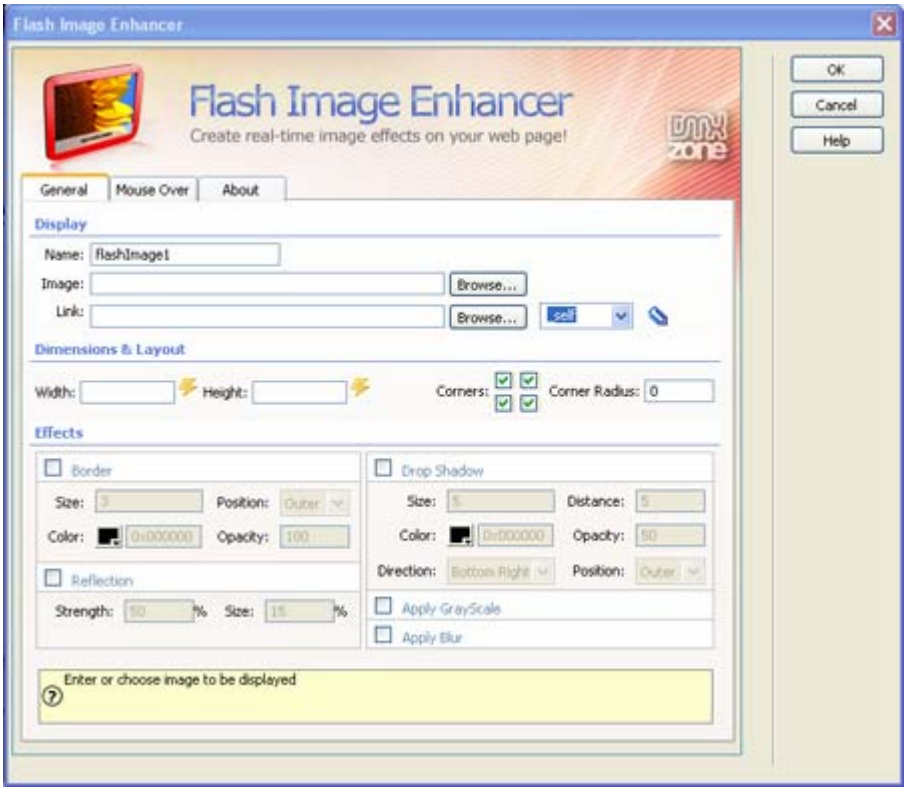
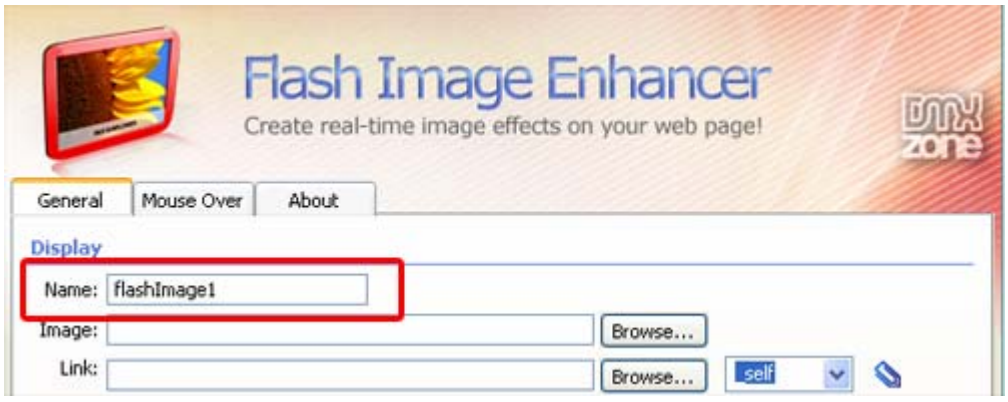
2. **Applying the extension**
Choose the icon from the DMXzone object bar to apply the extension, the Flash Image Enhancer appears. You can also use an existing image, select the image and then choose the icon.



Flash Image Enhancer Interface

3. **Setting the Display Options**
The name field is created by default to identify the image, we don't change the name as you don't need to.



Now it is time to select our image by pressing the **Browse...** button next to the image field.

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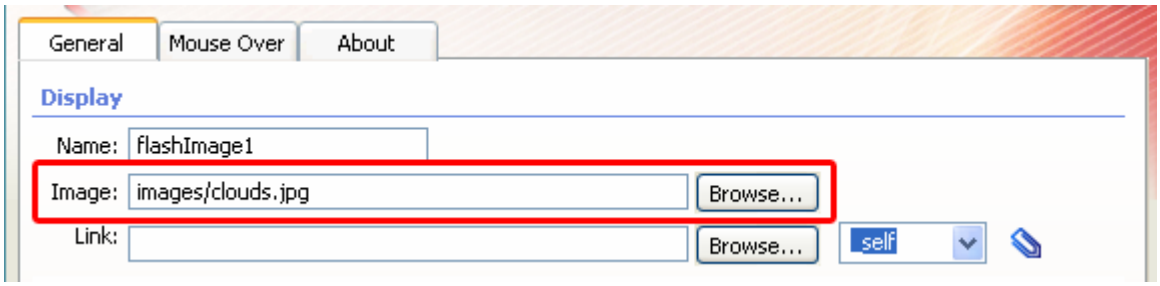

The **Link** field is used to enter the file or URL that the image needs to link to.

In the **Target** we can specify if the linked page or file should be displayed in the same window and frame as the current image (**_self**), in a new window (**_blank**), the immediate parent of a frame (**_parent**) or the topmost frame (**_top**).

4. **Integration with Advanced Layer Popup**
   We go to the **Property Inspector** and click the paperclip button which opens the **DMXzone Behavior Connector.** You will notice that the paperclip becomes red after attaching your first behaviour. Prior to any behaviours it is blue as in the screenshot below.

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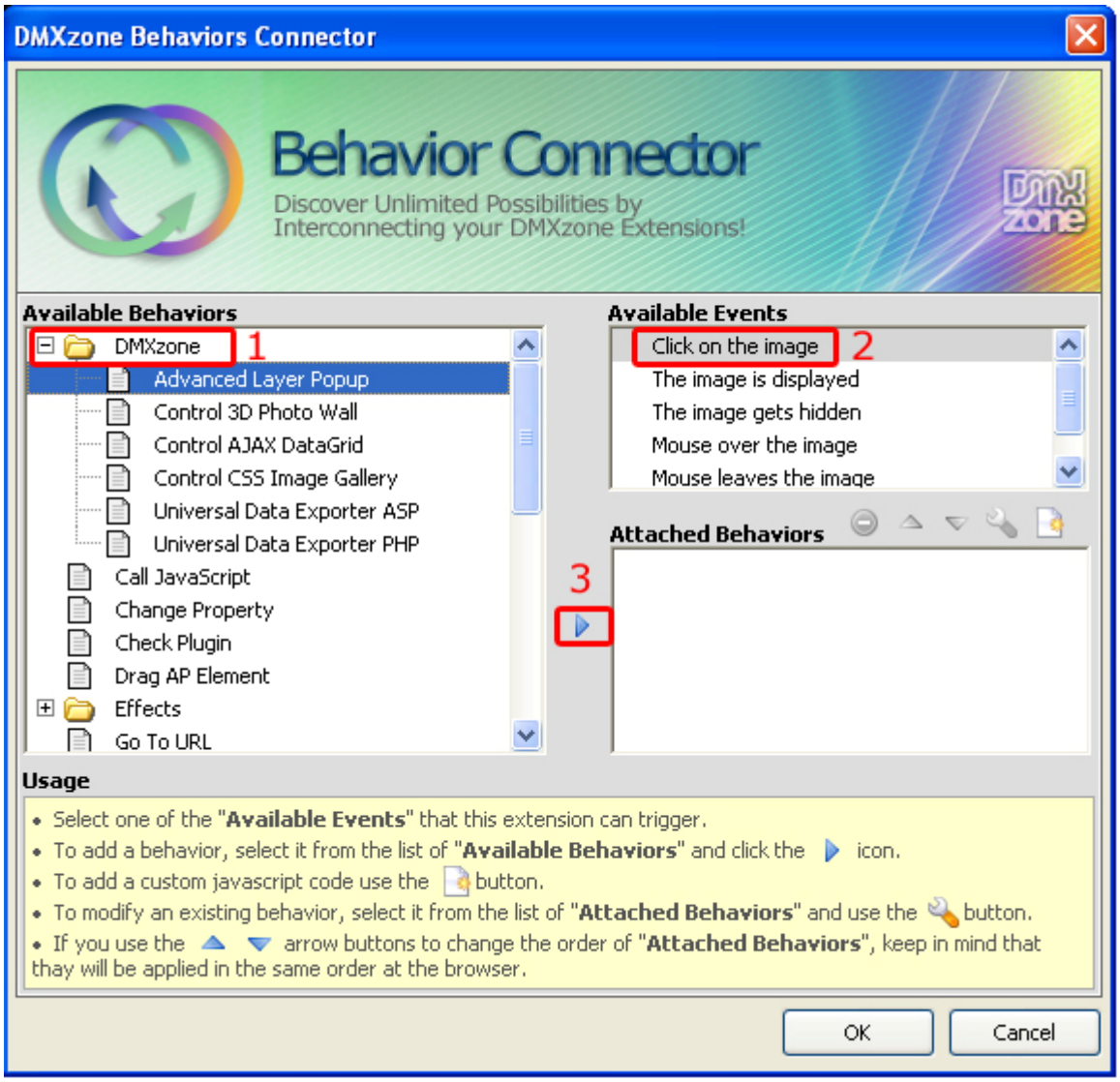
5. Then we click the + next to DMXzone and view our available behaviours.



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One of them is **Advanced Layer Popup.** Add this behavior for the **Event** 'Click on the image' to create a popup window with a larger version of the image. The popup window will be displayed when the user clicks on the enhanced image.

Note: you need **Advanced Layer Popup** to open your enhanced images in a popup window. After adding the behavior a new popup window appears.

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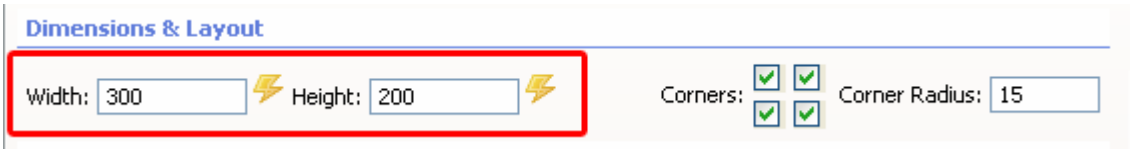
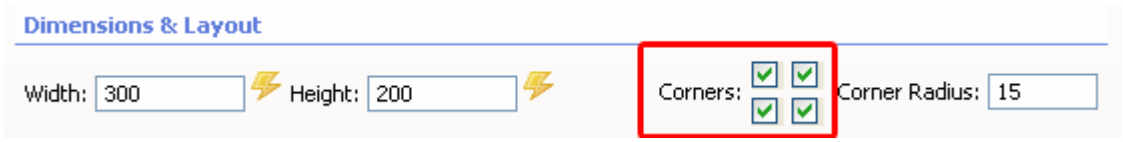
6. **Dimensions & Layout**
The extension automatically gets the **width** and **height** from the image in pixels, it works the same as a normal image that you insert in Dreamweaver so you can blow it up or make it smaller as you like. The icon is for dynamic data such as recordsets and if you have Dreamweaver CS3 you can also use Spry data sources. You can find more information in the **Dynamically Enhance your images with Spry and Flash Image Enhancer** and **Dynamically Enhance your images using a Recordset** chapters at the end of this manual.

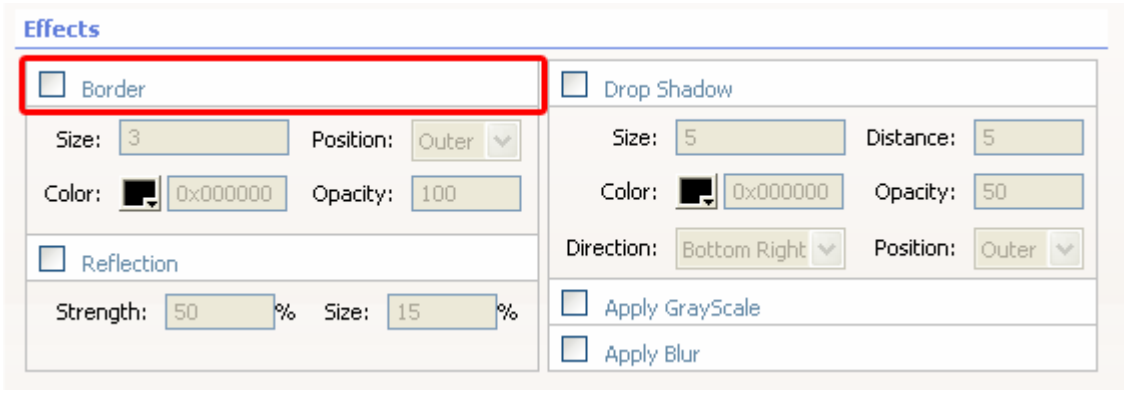


You can select the checkboxes where you want to display rounded **Corners**.



The **Corner Radius** allows you to set the roundness of your corners, the higher the value, the rounder the corner.

7. **Displaying Effects - Border**
You can add a stroke around the image by checking the **Border** option.



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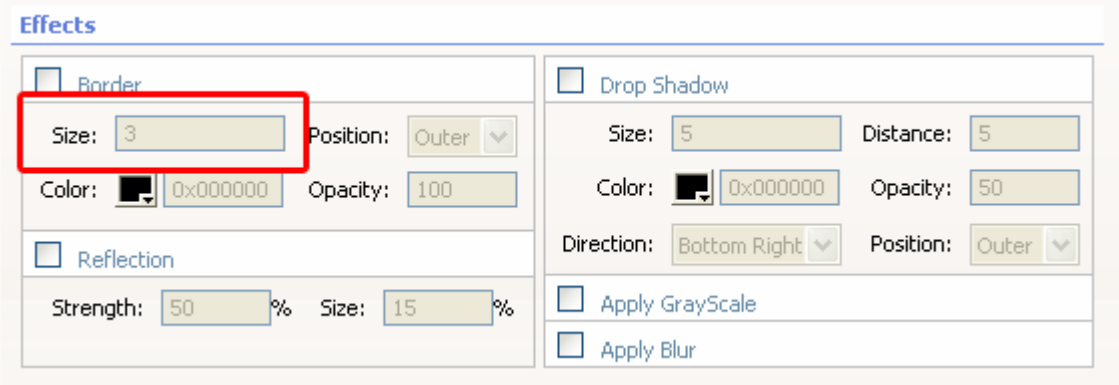
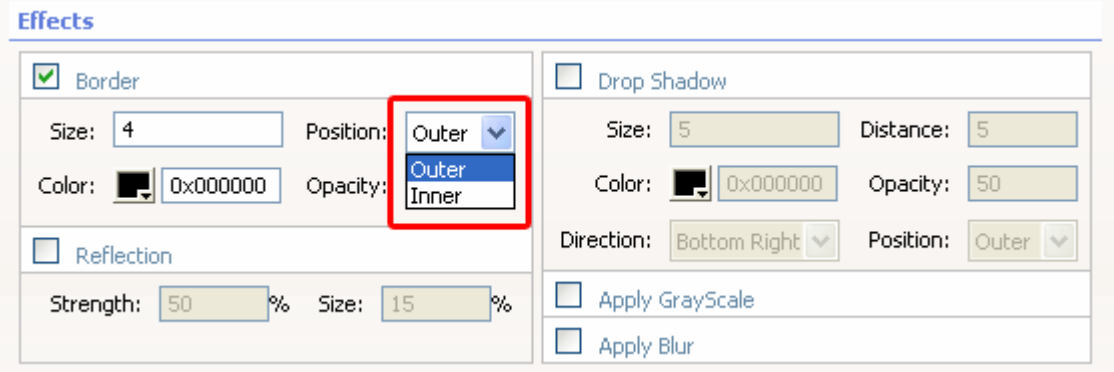
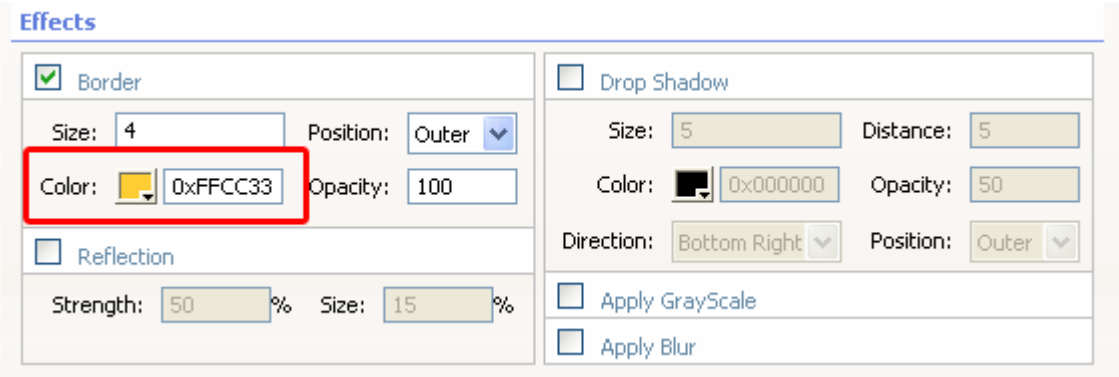
In- or decrease the thickness of your border in pixels by setting the **Size** option. We'll set it to **4.**



You can choose to display the border **inside** or **outside** the image by choosing the **Position** option. We'll set it to **outside.**



Change the border color to orange by setting the **Color** option to 0xffc164. You can change the transparency by setting the **Opacity** option, we'll leave this to the default value of 100.



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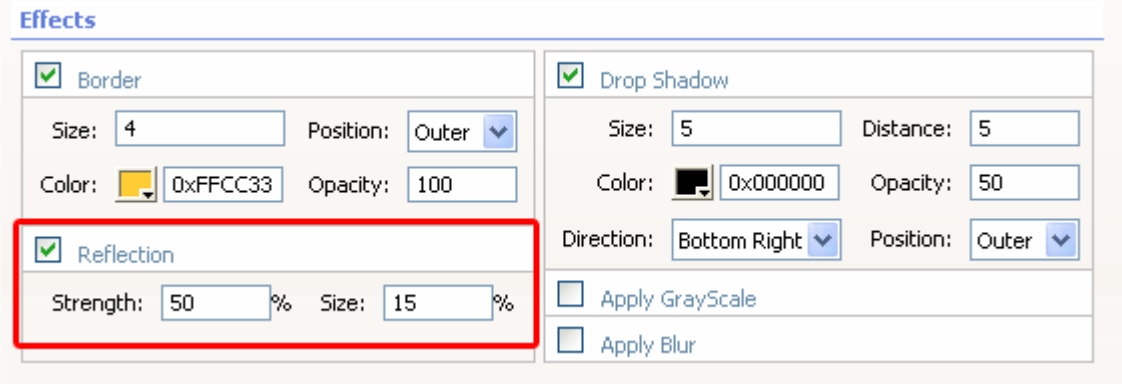
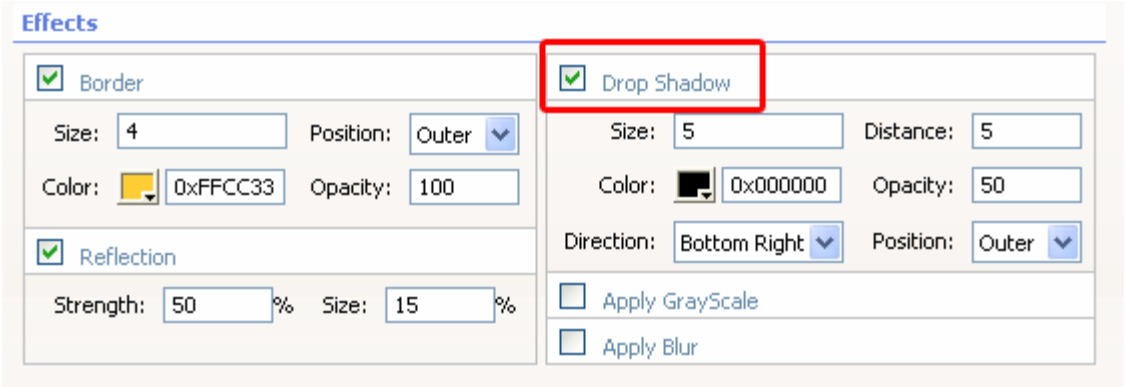
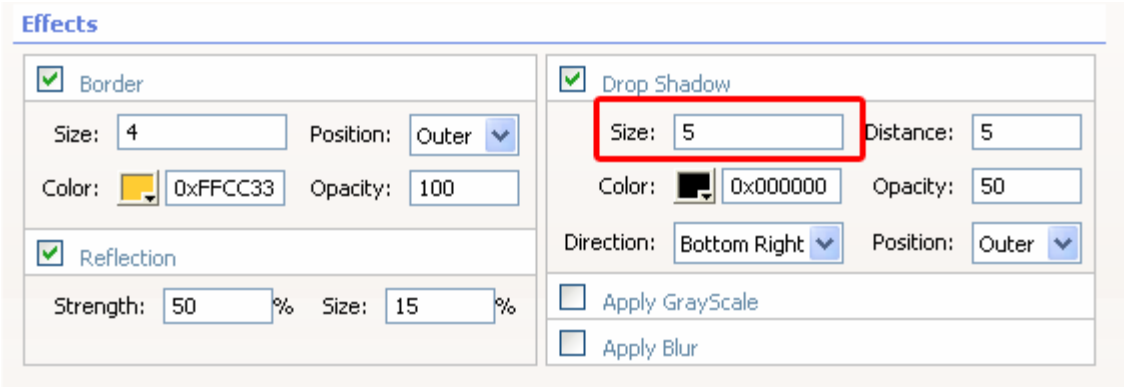
8. **Displaying Effects - Reflection**
You can create a reflection of your image by checking the **Reflection** option. The reflection **Strength** sets the opacity of the reflection while the **Size** sets it's height, we'll apply the default values.



9. **Displaying Effects – Drop Shadow**
You can create a shadow around or inside your image by checking the **Drop Shadow** option.



In- or decrease the thickness of your shadow in pixels by setting the **Size** option. We'll set it to 5 pixels.



Change the **Distance** to move the shadow further away or closer to the image border. Let's keep the distance at 5 pixels.

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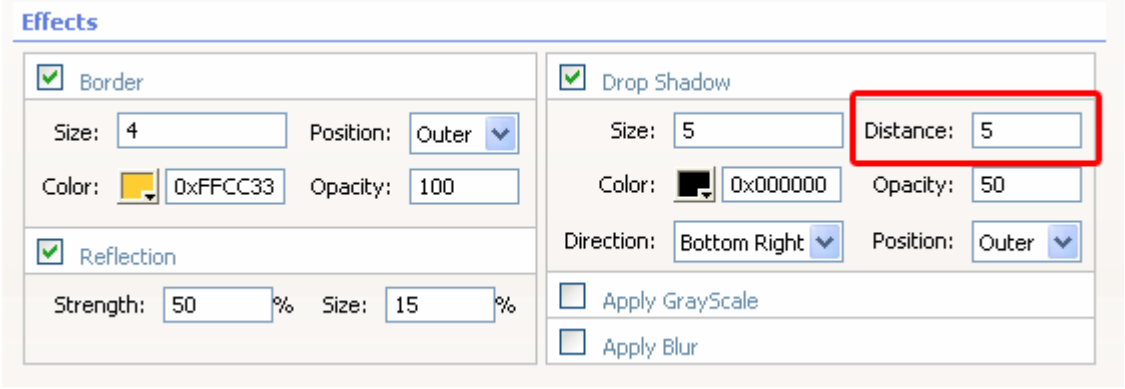
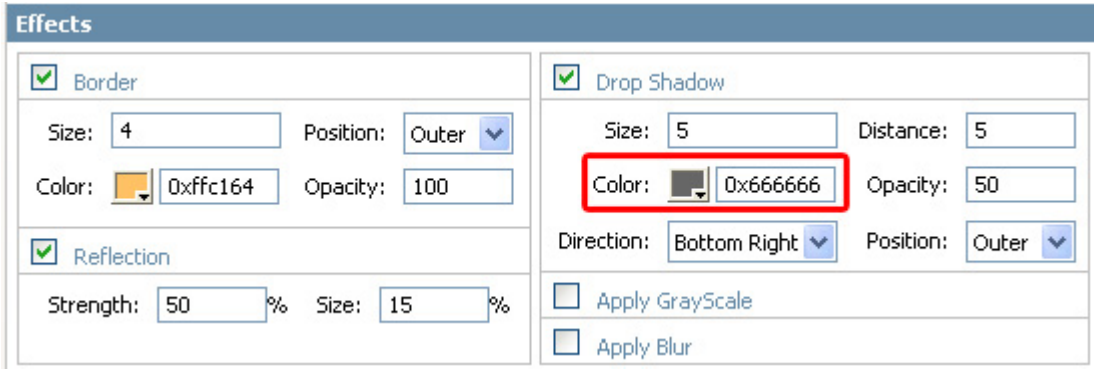
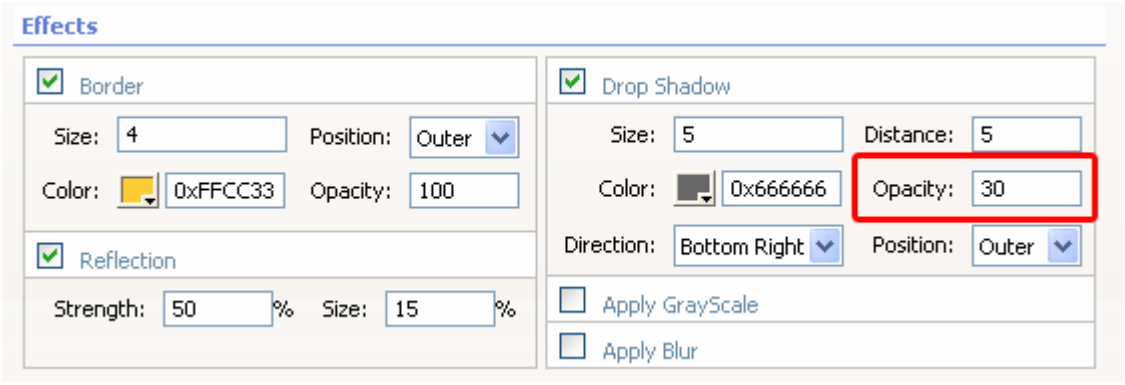


Change the border color by setting the **Color** option. We'll set it to grey (0x666666).



Set the transparency by setting the **Opacity** option. In this case we set it to 30.



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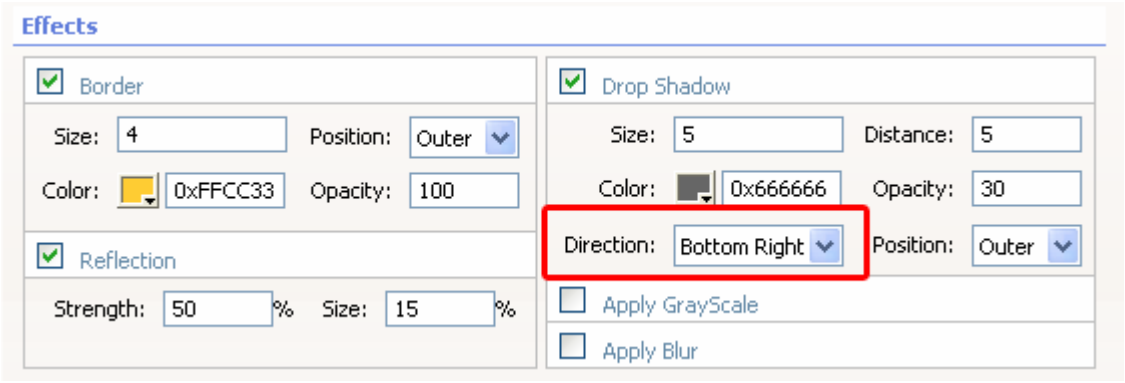
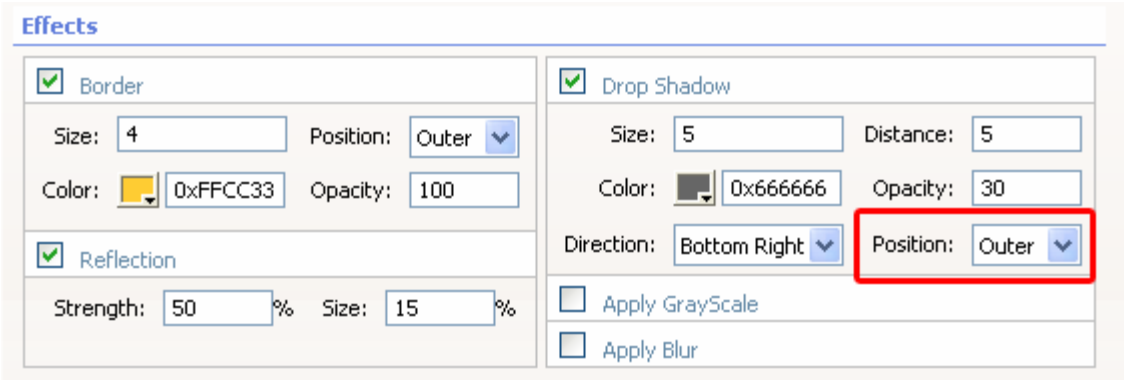
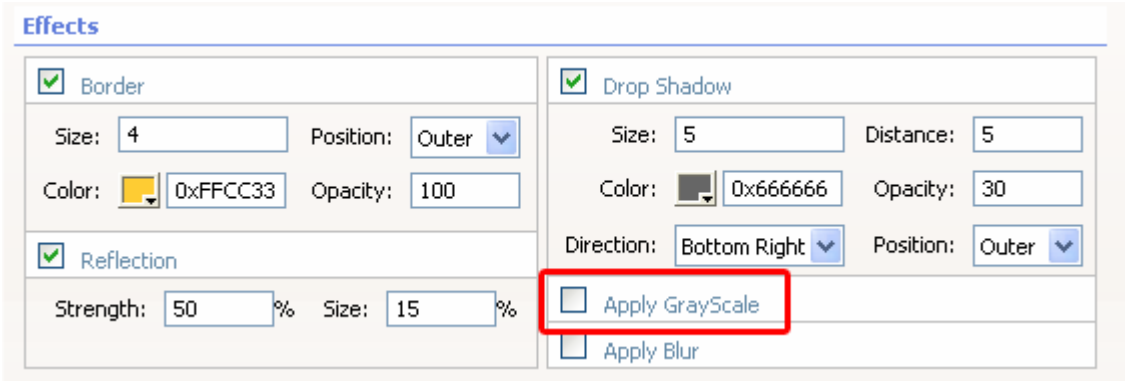
Set the **Direction** to determine to determine on what sides of the image the shadow should be displayed. We leave the default value (Bottom Right).



Choose to display the shadow **inside** or **outside** the image by choosing the **Position** option. We leave the default value (Outer).



10. **Displaying Effects - Grayscale**
    You can create a black and white image by checking the **Apply GrayScale** option. We'll leave it unchecked for now.



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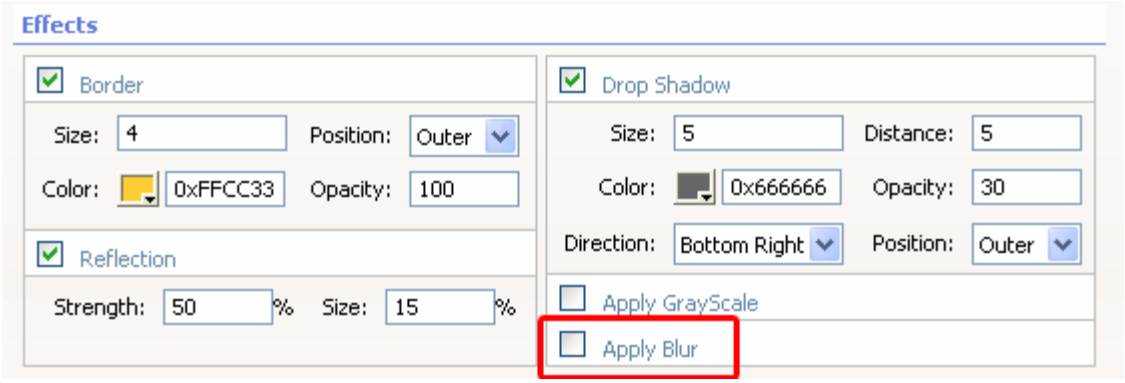
Tip: If you leave the **Apply GrayScale** option unchecked in the **General** tab and check it in the **Mouse Over** tab you will get a great effect as your image will be black and white until you move the mouse over it.

11. **Displaying Effects – Apply Blur**
    You can blur your image by checking the **Apply Blur** option. We'll leave it unchecked.



Tip: If you leave the **Apply Blur** option unchecked in the **General** tab and checked in the **Mouse Over** tab you will get a great effect as your image will be blurred until you move the mouse over it.

12. **Final steps**
    Press Ok, save your files, upload them to your server (including the script library) and the result should be similar to the image below.

Enhanced Image with a reflection, a border, rounded corners and a shadow

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Creating Popups with enhanced Images by integrating Advanced Layer Popup

Introduction

In this tutorial we're going to show you how you can display your enhanced images in a popup window using Flash Image Enhancer and Advanced Layer Popup.

Start: Original image

Enhanced Image with reflections, a border, rounded corners and a shadow

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A bigger version of the image appears in a popup when the enhanced image is clicked.

Enhancing your image

1. **Before you begin**
   Make sure you've read the **Before You begin** and **Applying the Flash Image Enhancer extension – Basic Settings** chapter.

2. **Applying the extension**
   Choose the icon from the DMXzone object bar to apply the extension, the Flash Image Enhancer appears. You can also use an existing image, select the image and then choose the icon. We use the following settings (feel free to experiment on your own):

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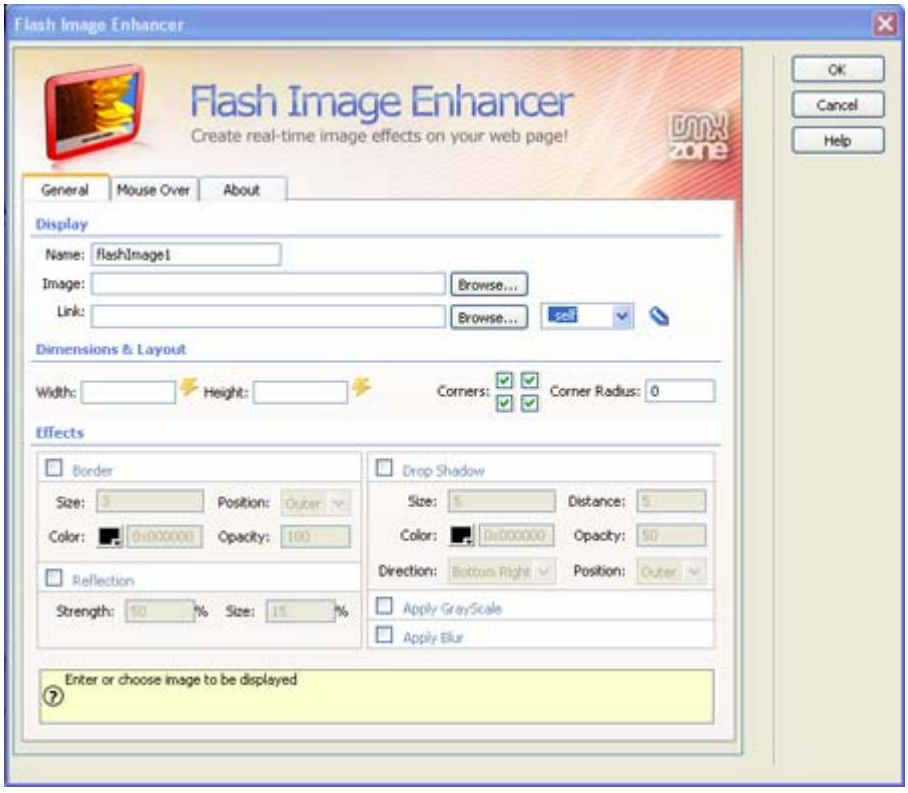

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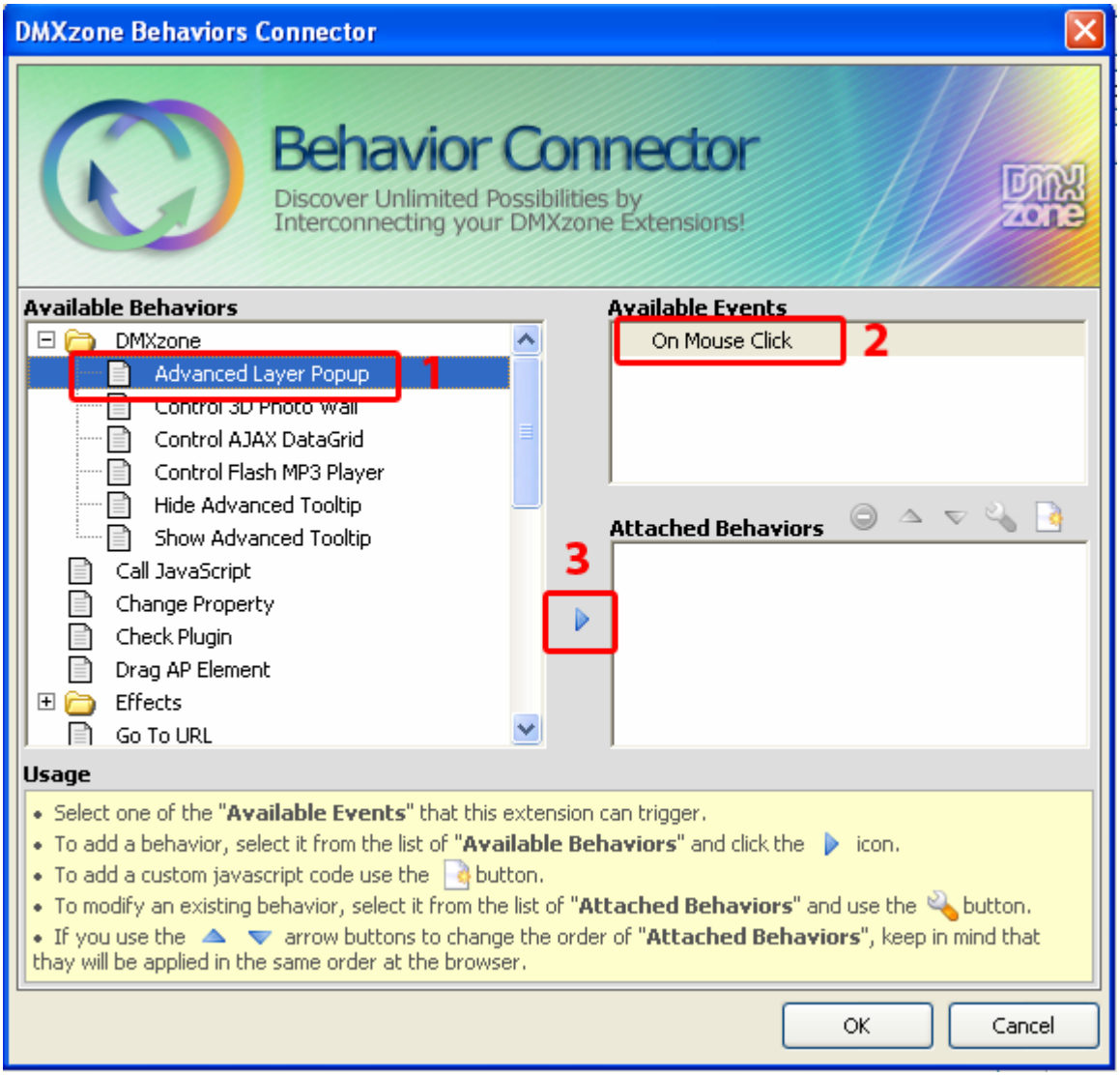
3. **Setting the Advanced Layer Popup options**

Click on the icon and DMXzone Behaviors Connector pops up

Note: you need **Advanced Layer Popup** to open your enhanced images in a popup window.

After clicking the icon a new popup window appears.



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Now it is time to select the image we'll display in our popup window by pressing the **Browse...** button next to the **Url to Display** field.

We use the following settings (feel free to experiment on your own):

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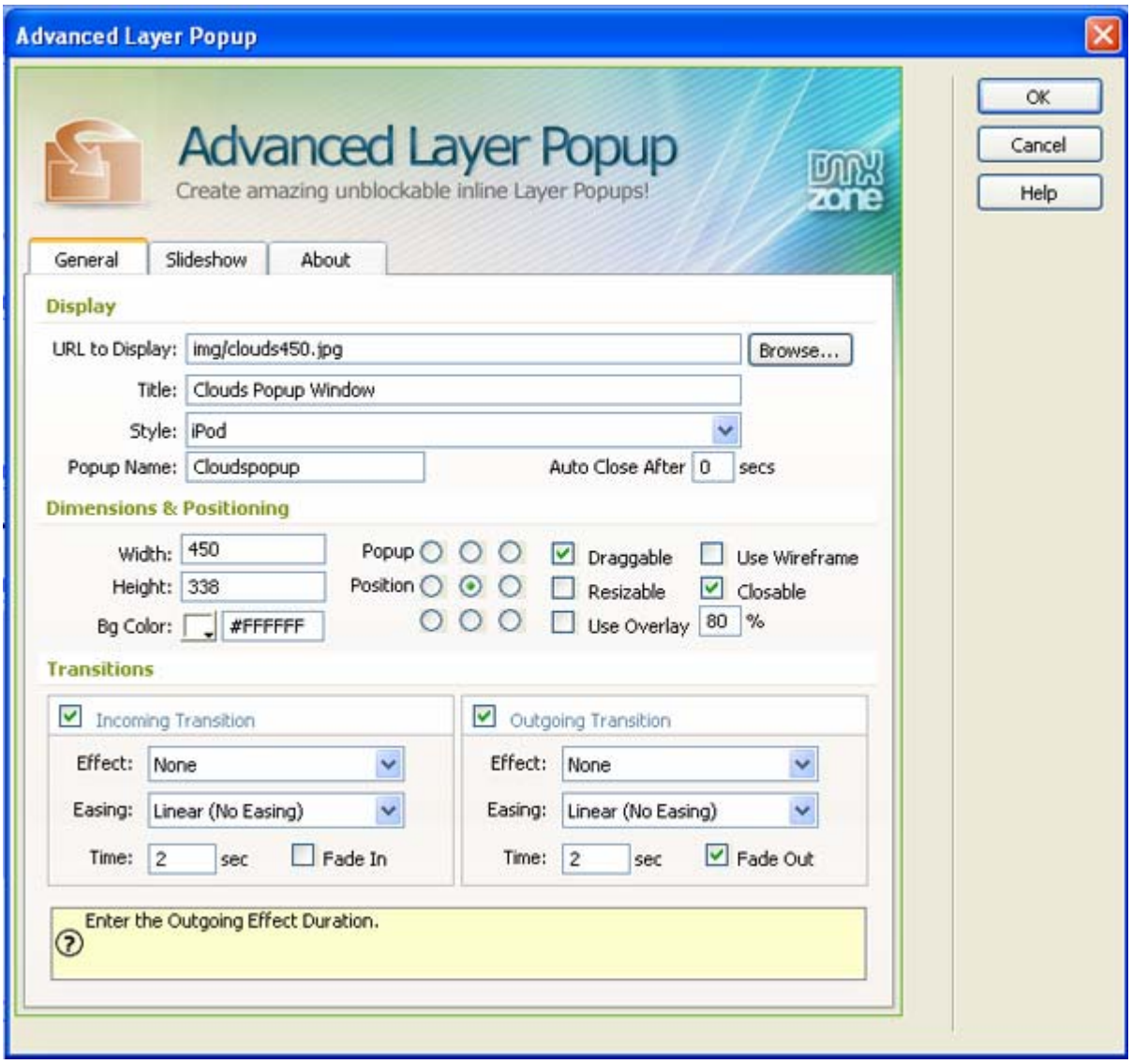

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4. **Final steps**
   Press Ok, save your files, upload them to your server (including the script library) and the result should be similar to the image below.

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Adding text effects

Introduction

In this tutorial we're going to create a text effect that will be displayed when the user moves his mouse over the image.

Start: Original image

General Options set: Border, Shadow

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Mouse Over options set: Text effect which customized colors and opacity

1. **Before you begin**
   Make sure you've read the **Before You begin** and **Applying the Flash Image Enhancer extension – Basic Settings** chapter.

2. **Setting the Text options in the Mouse Over Tab**
   Select the **Mouse Over tab** of your Flash Image Enhancement interface. First we determine the **Position** of the bar that will contain our text, you can display the text on the **top** or **bottom** side of the image. We'll set it to **top.** You can set the transparency of background behind the text by setting the **BG Opacity** option, we'll set it to 75. You can also define its color with the **BG Color** option, let's set it to green (0x99FF66). The **Speed** option sets the velocity of the background of the text that moves in when a user moves over the image. The lower the speed, the smoother the animation. Make sure you use any value above 0. We set it to **1**.

   Enter the text you want to display on the image by entering your message in the **Text** field.
   In this example we'll type the short text "Relax".

   We leave the **Font Size** to **12**. We leave the text alignment to center by selecting the 2nd of the three icons. The first one is to align the text to the left, the third one is to align the text to the right.
   Let's change the color of the text by setting the **Color** option to blue (0x0000CC). We leave the **Use Embedded Font** checked. Uncheck it if you want to display foreign characters (like Chinese or other special characters). This will force the usage of system fonts (set your page encoding in your page properties to the format that will support your language, for instance UTF-8).

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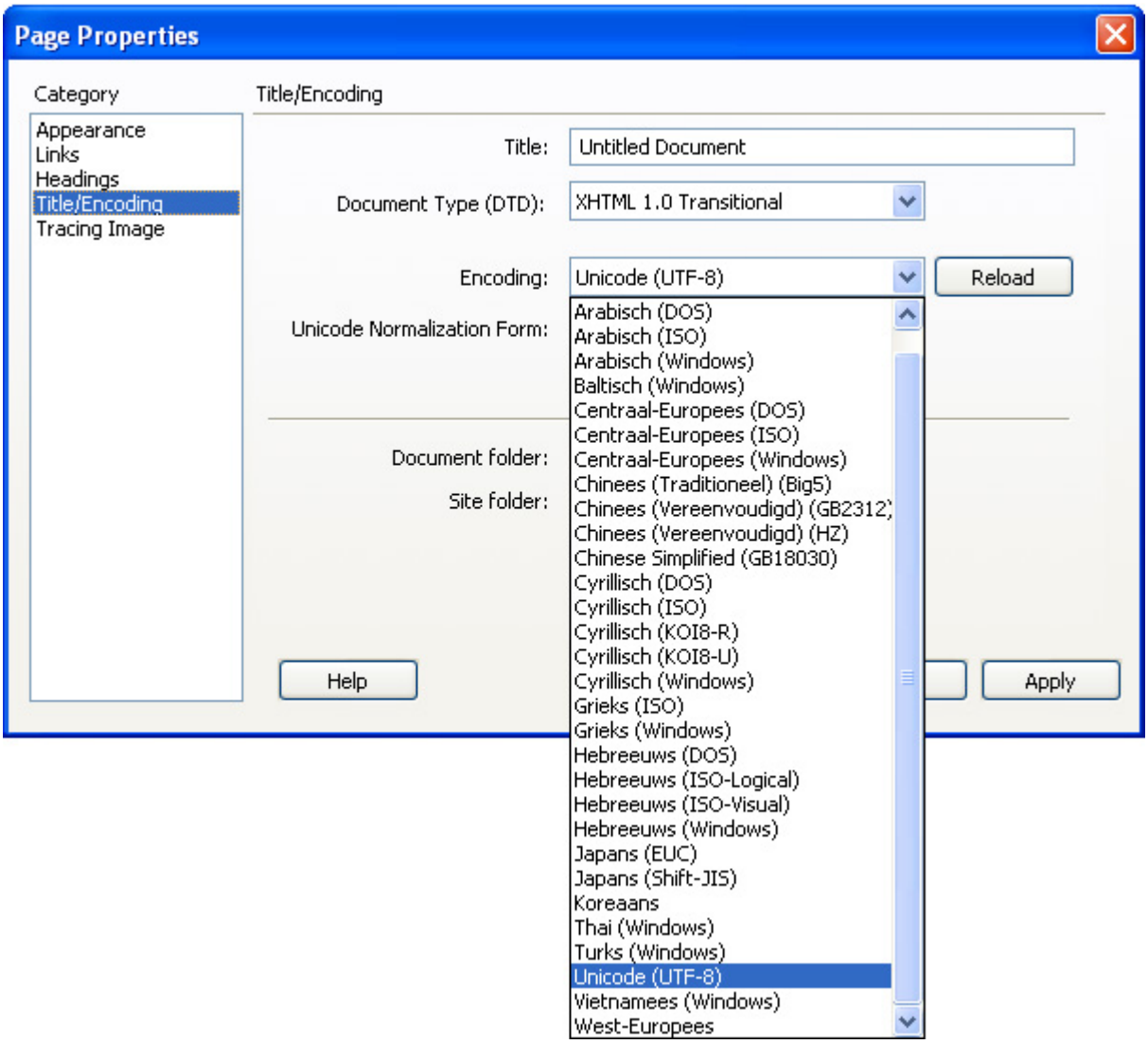
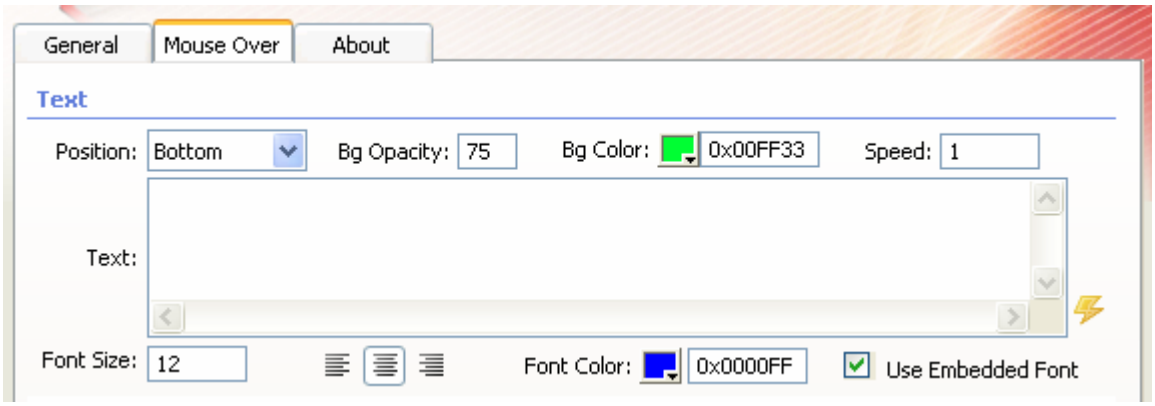


Note: when unchecking the **Embedded Font** anti-aliasing is not supported. Furthermore the reflection of the font will not be displayed.



The text options

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3. **Final steps**
Press Ok, save your files, upload them to your server (including the script library) and the result should like below.

General Options set: Border, Shadow

Mouse Over options set: Text effect which customized colors and opacity

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Advanced Effects - Grayscale

Introduction

In this tutorial we're going to create a text effect and we're going to remove the colors from our original image by applying the Grayscale effect to the image. We'll add a white shadow and white borders to create an image with rounded corners.

Start: Original image

General options set (displayed when the mouse is not positioned over the image): GrayScale, white borders and shadow

We'll add a mouse over effect that displays the image in full color again when a user moves his mouse over it. We'll also add an orange border and a gray shadow for the mouse over effect.

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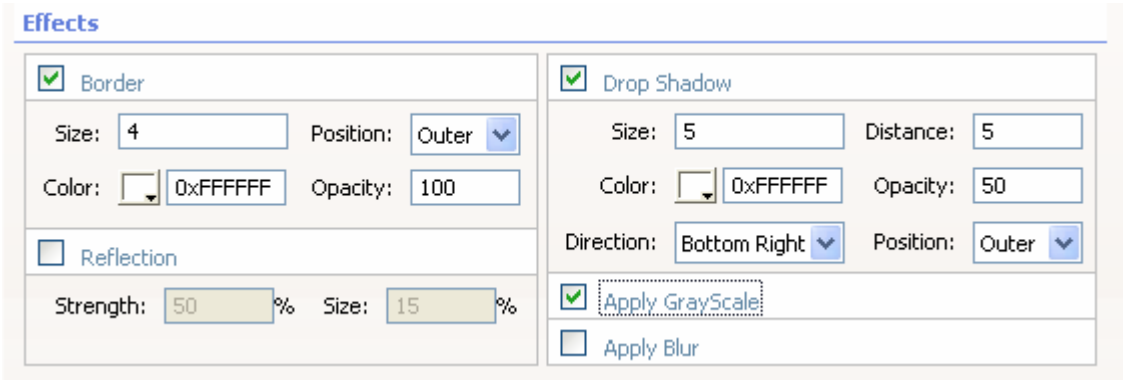
Mouse Over: Grayscale effect disabled, orange borders, gray shadow.

1. **Before you begin**
   Make sure you've read the **Before You begin** and **Applying the Flash Image Enhancer extension – Basic Settings** chapter.

2. **Setting the effect options in the General tab**
   We use the settings from the first tutorial. We'll only change the **Effects** settings. Let's start with the setting in the **General** tab. We leave the **Border** effect selected, the properties are also the same as in the previous tutorial, except for the **Color** we set this to white. We'll also check the **Apply Grayscale** effect. We'll also leave the **Drop Shadow** effect checked and only set the **Color** to white.



Effect settings of the General tab

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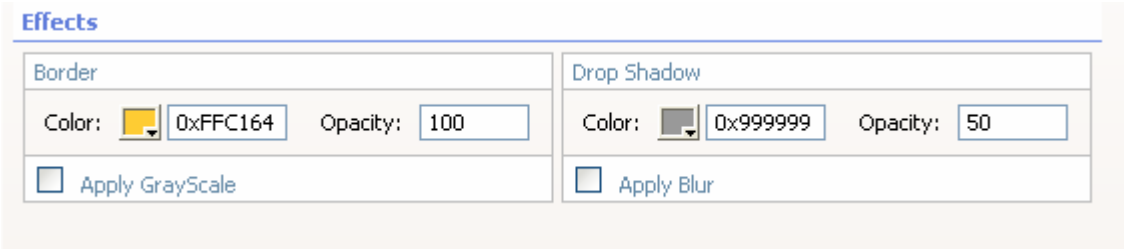
3. **Setting the effect options in the Mouse over tab**
We'll set the **Color** of the Border to orange (0XFFC164) and we'll leave the **Opacity** to 100. Make sure the **Apply Grayscale** option is unchecked. We'll set the **Color** of the Drop Shadow to gray (0XFFC164) and we'll set the **Opacity** to 50. Make sure the **Apply Grayscale** option is unchecked.



Effect settings of the Mouse Over tab

4. **Final steps**
Press Ok, save your files, upload them to your server (including the script library) and the result should like below.

Mouse outside the Image

Mouse Over the image

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Advanced Effects - Blur

Introduction

In this tutorial we're going to create a text effect and we're going to blur the original image by applying the Apply Blur effect to the image. We'll add a white shadow and white borders to create an image with rounded corners.

Start: Original image

General options set: Blur, orange borders and gray shadow

We'll add a mouse over effect that displays the image in sharp again when a user moves his mouse over it. We'll also add an orange border and a gray shadow for the mouse over effect.

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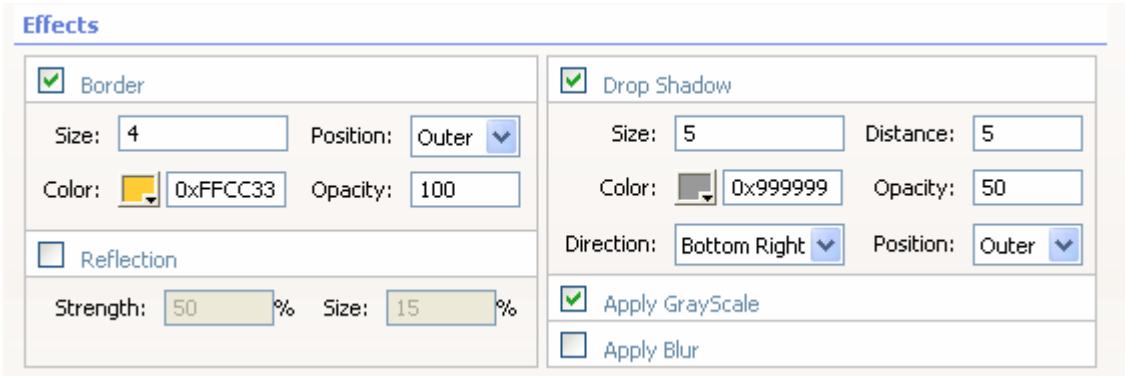
Mouse Over: Blur effect disabled, orange borders, and gray shadow.

1. **Before you begin**
   Make sure you've read the **Before You begin** and **Applying the Flash Image Enhancer extension – Basic Settings** chapter.

2. **Setting the effect options in the General tab**
   We use the settings from the first tutorial. We'll only change the **Effects** settings. Let's start with the setting in the **General** tab. We leave the **Border** effect selected, the properties are also the same as in the previous tutorial, except for the **Color** we set this to Orange (0Xffc164). We'll also leave the **Drop Shadow** effect checked and only set the **Color** to gray (0x999999) and the **Opacity** to 50. We'll uncheck the **Apply Grayscale** effect and enable the **Apply Blur** effect.



Effect settings of the General tab

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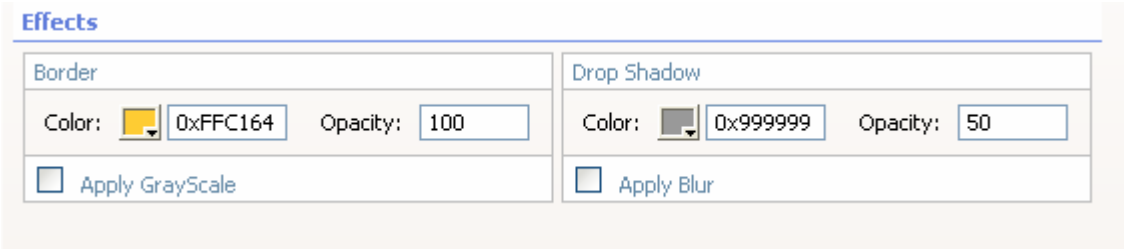
3. **Setting the effect options in the Mouse over tab**
We'll set the **Color** of the Border to orange (0XFFC164) and we'll leave the **Opacity** to 100. Make sure the **Apply Grayscale** option is unchecked. We'll set the **Color** of the Drop Shadow to gray (0XFFC164) and we'll set the **Opacity** to 50. Make sure the **Apply Grayscale** option is unchecked.



Effect settings of the Mouse Over tab

4. **Final steps**
Press Ok, save your files, upload them to your server (including the script library) and the result should like below.

Mouse outside the Image

Mouse Over the image

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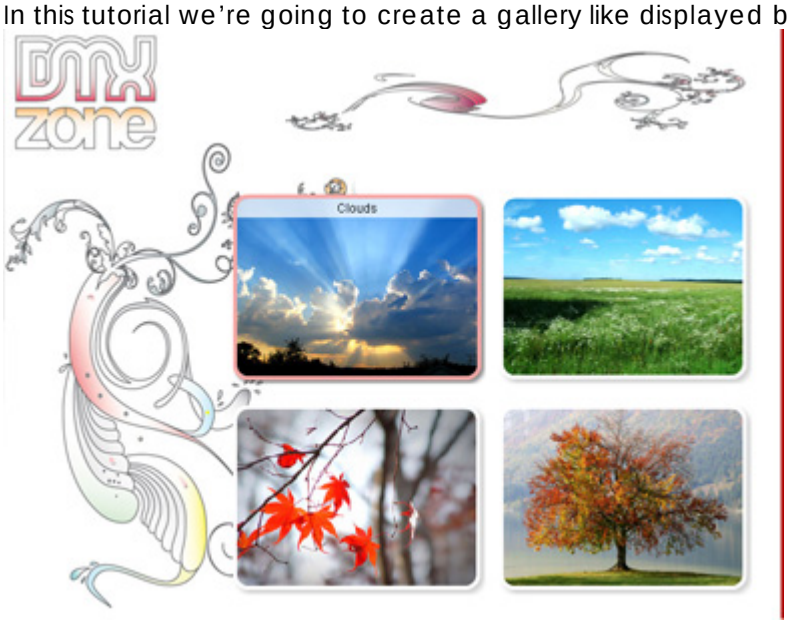
Applying the Flash Image Enhancer extension – Creating a Gallery

Introduction

In this tutorial we're going to create a gallery like displayed below:



Gallery with rounded corners, shadows, text effects and links.

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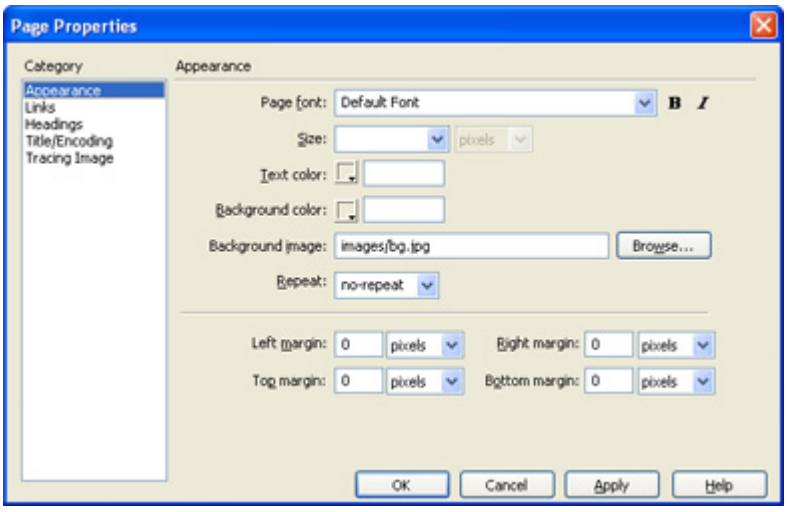
If the user goes over the image, the border color will change and if he presses on it a larger version of the image will appear in a new window.

Larger versions of the images will be displayed in a new window.

1. **Before you begin**
   Make sure you've read the previous tutorials.
2. **Creating the background**
   We create a basic page in Dreamweaver and we add a background image. We set all margins to zero



3. **Adding the images**
   We add four images to the page, in this case we've drawn a simple layer using the Draw Layer

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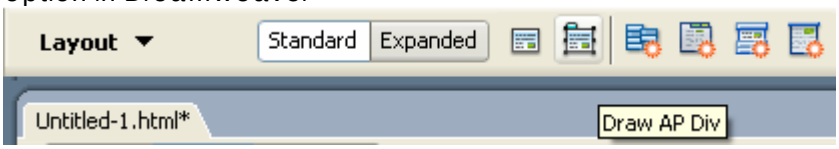
option in Dreamweaver



We've positioned the images inside this layer and we've given them a **H Space** of 10 using the property inspector of Dreamweaver. This creates the following overview

4. **Setting the options in the General tab**
   Now we need to set the following options in the general tab (of course you can experiment with other options). Each Image will get another **Name** by default, this is important, if you change the **Name** make sure each one is unique.

   Use **Advanced Layer Popup** to display your enhanced images in a popup window using Flash Image Enhancer and Advanced Layer Popup, watch the video to see how it's done.

   You can also add a link to the big version of the image using the **Browse...** button next to the **Link** field. Set the **Target** to **_blank**, so it will open in a new window (this will result in a more basic popup window).

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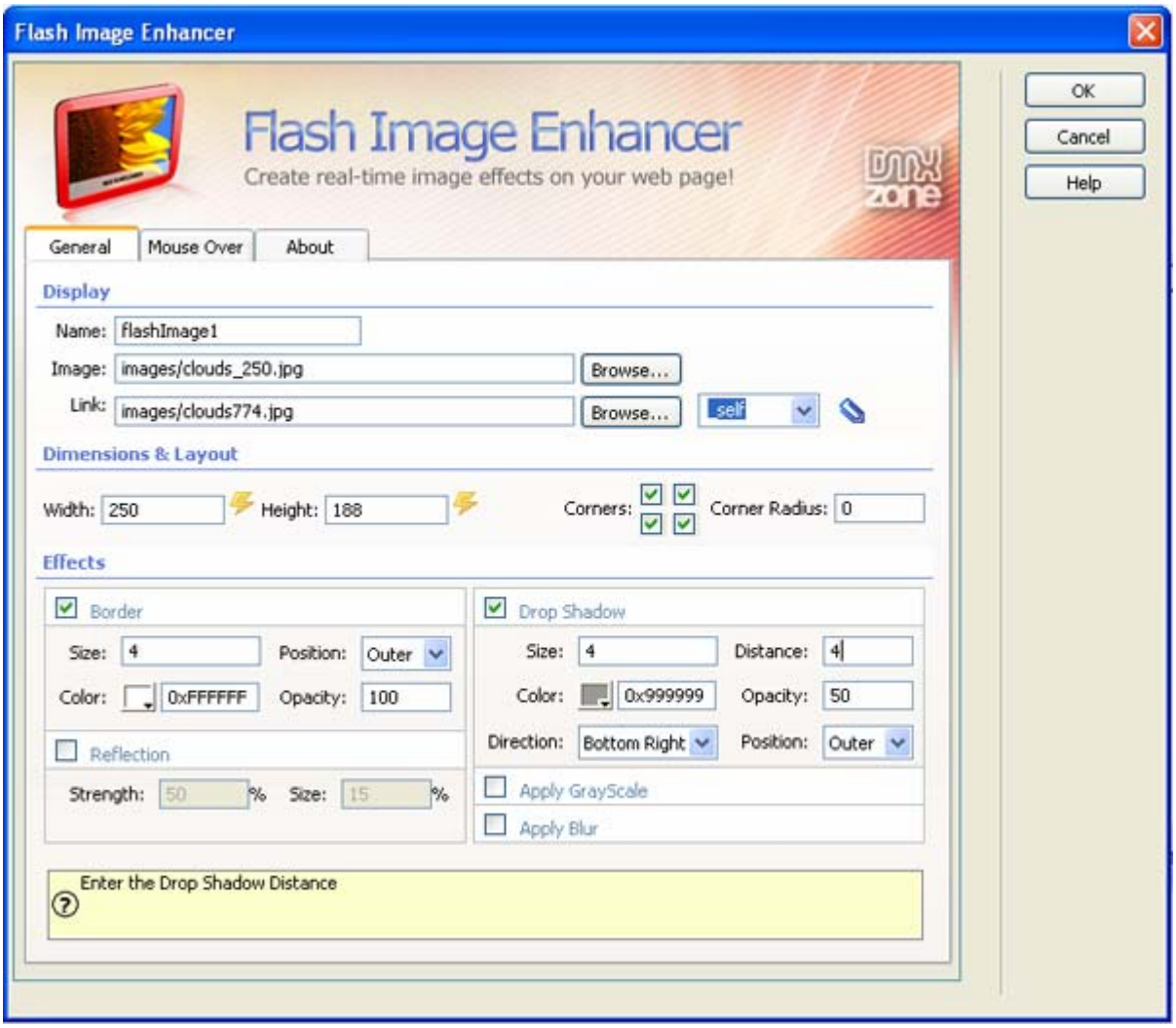
We'll set the **Corner Radius** to 15. We enable the **Border**, set the **Size** to 4 and set the **Color** to white so it won't be too obvious when the mouse is not over the image. We enable the **Drop Shadow**, set the **Size** and **Distance** to 4 and set the **Color** to gray (0x999999).



Effect settings of the General tab

5. **Setting the effect options in the Mouse over tab**
   We'll add a Text to each of the images using the default options. Then we set the **Color** of the **Border** effect to light red (0xF7A9A7).

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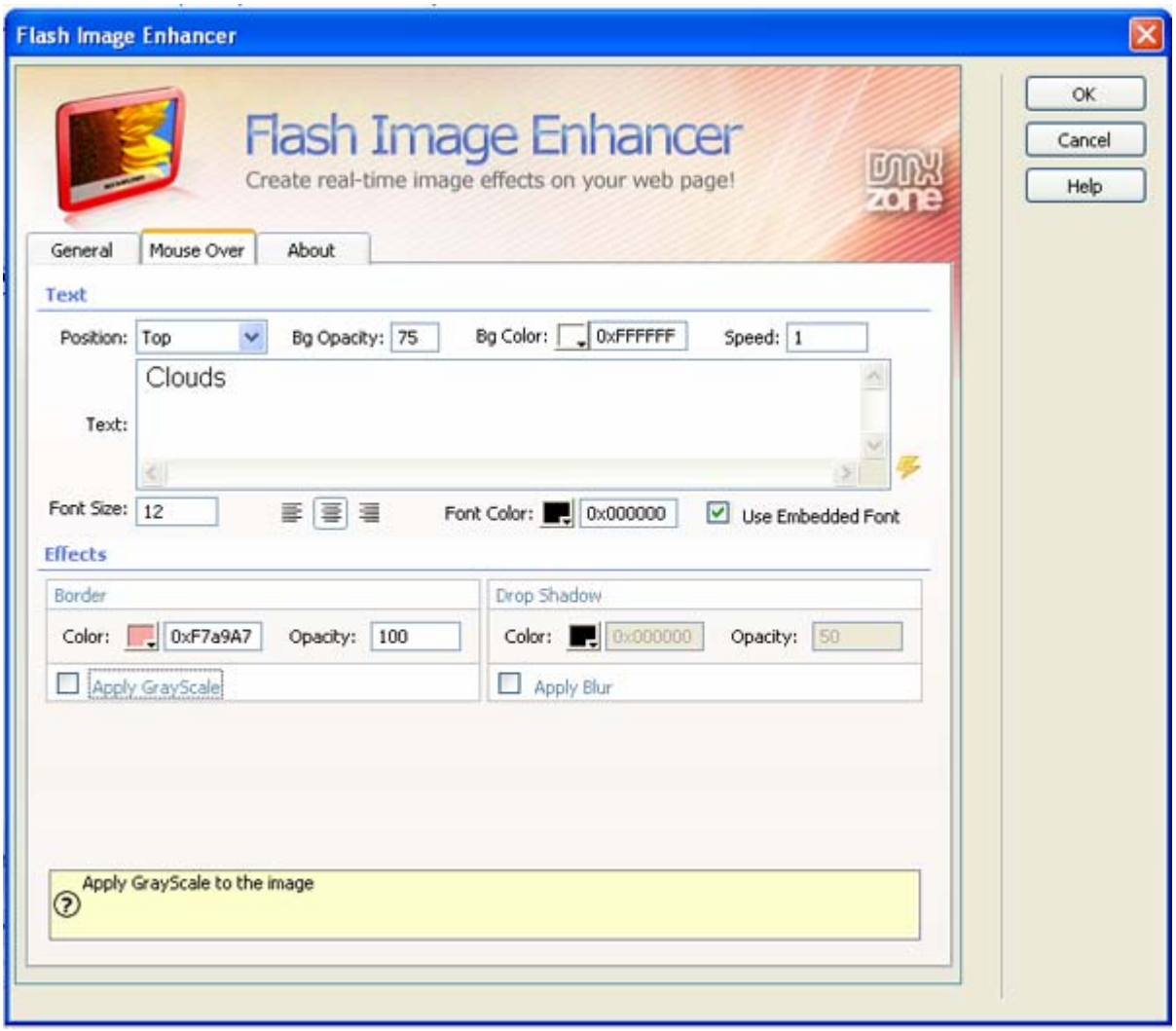

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6. **Final steps**

Make sure you've applied the Flash Image Enhancer to each of the images and the result should be as displayed below. Save your files, upload them to your server (including the script library) and the result should like below.

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Dynamically Enhance your images with Spry and Flash Image Enhancer

Introduction

You can use Spry to open images from **any XML** file. In this tutorial we're going to use an XML file from a Flash Album Generator Gallery to enhance the images automatically using Flash Image Enhancer and Spry.

Note: This tutorial is for **Dreamweaver CS3** users only

Automatically enhanced images from an XML File.

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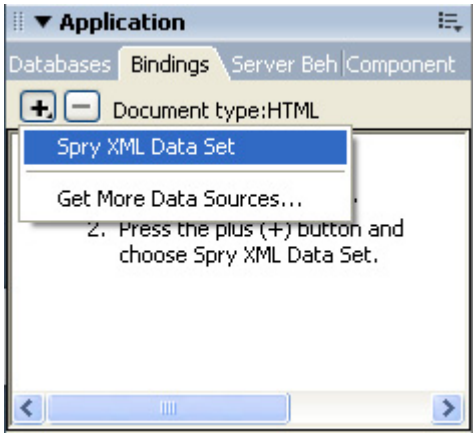
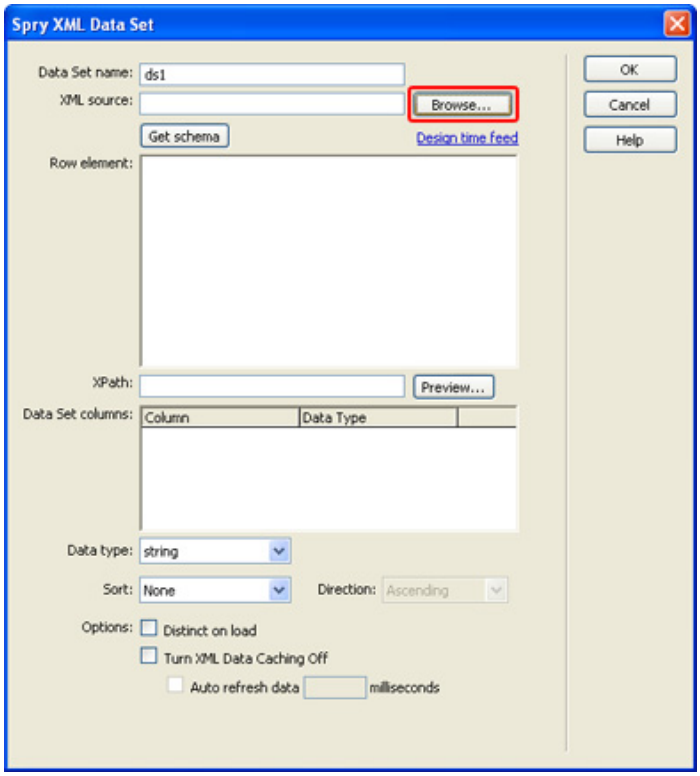
1. **Before you begin**
   Make sure you've read the previous tutorials.
2. **Creating a basic page**
   We create a basic page in Dreamweaver (make sure you've defined your site) and save it.
3. **Creating a Spry XML Data Set**
   Go to the Application panel on the right side of your screen, select the **Bindings** tab and choose **Spry XML Data Set**.



A new popup appears, select the **Browse...** button and select the **XML** file that Flash Album Generator 2 produces.



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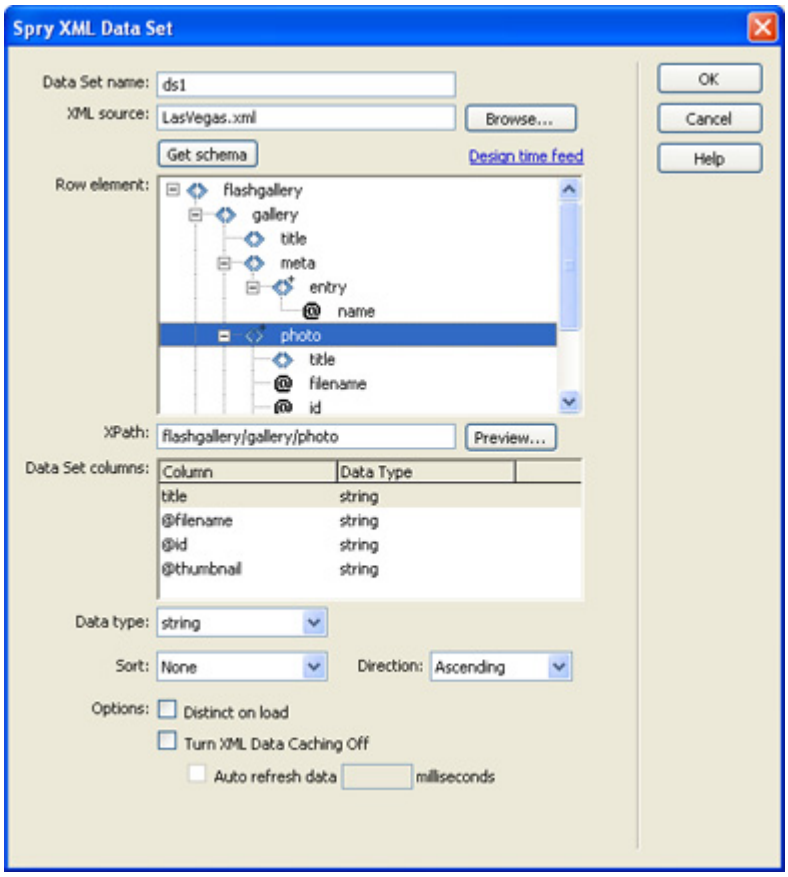
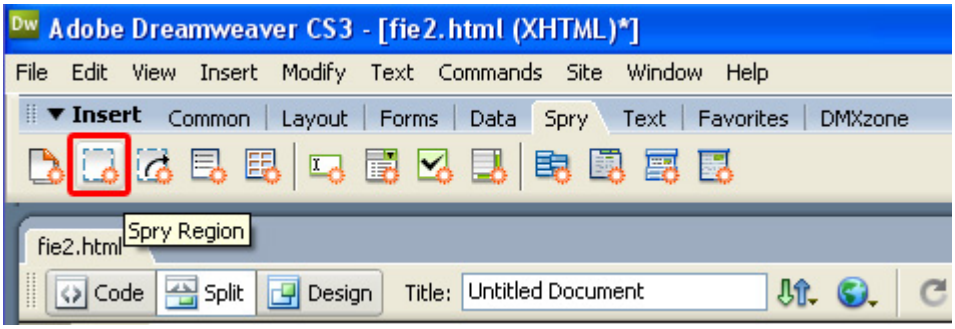
Press the **Get schema button** and select the correct row element (usually it is called **photo)** and press **OK**.



4. **Put a Spry Region on the page**

Now put a **Spry Region** on the page by clicking the on your Insert Bar.



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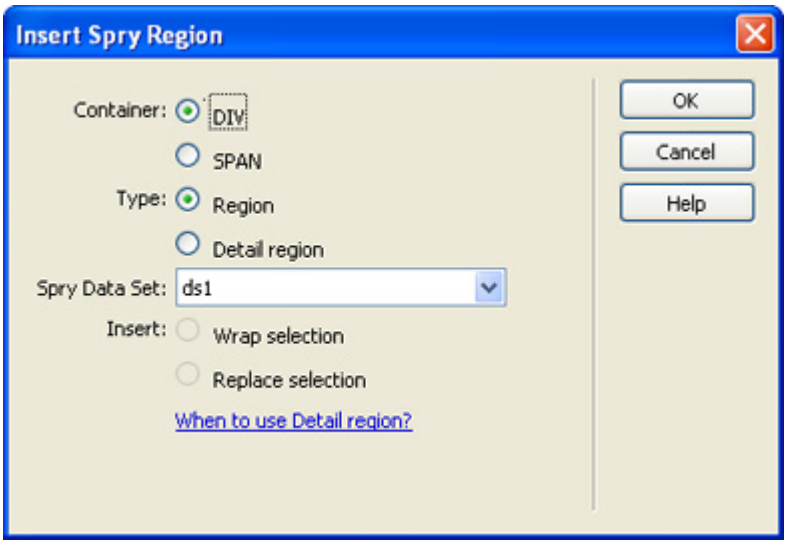
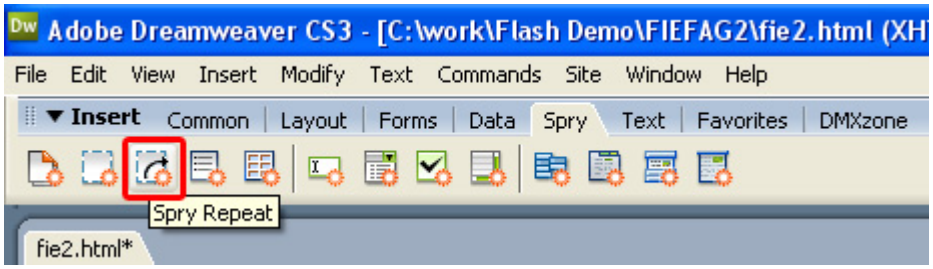
A popup appears, press **OK** as the default settings will do.



5. **Put a Spry Repeat on the page**

   Now put a **Spry Repeat** on the page by clicking the on your Insert Bar.



   A popup appears, press **OK** as the default settings will do.

6. **Include your Images with Flash Image Enhancer**

   Choose the icon from the DMXzone object bar to apply the extension, the Flash Image Enhancer appears. You can also use an existing image, select the image and then choose the icon.

7. **Setting the Display Options**

   The name field is created by default to identify the image, we don't change the name as you don't need to.

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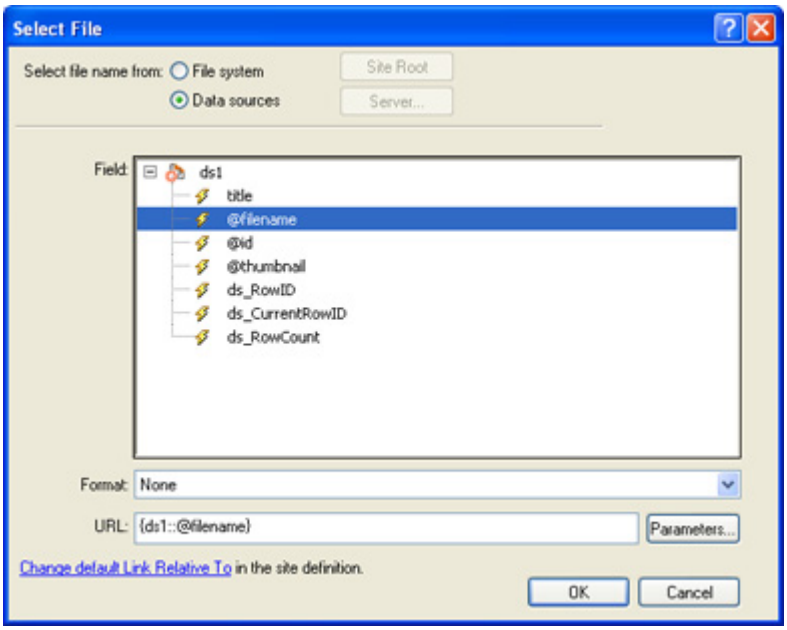
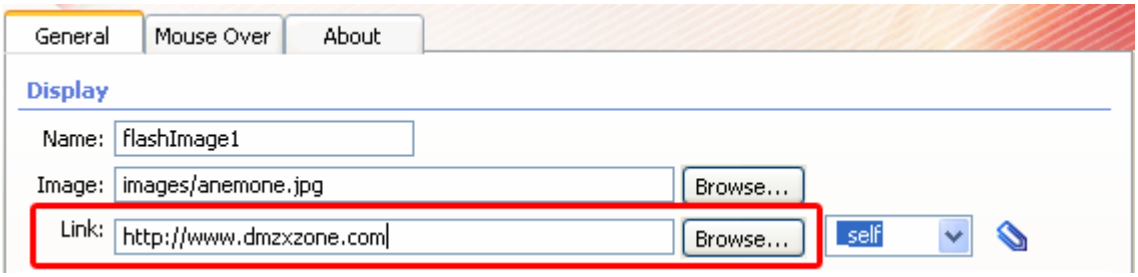
Now it is time to select our image by pressing the **Browse...** button next to the image field, this is where you select the Data Source. We choose the filename to display all images that are listed in our XML file in the Spry Repeat Region on the page, then we select **OK**.



The **Link** field is used to enter the file or URL that the image needs to link to, we use one link for all images.

Note: links only work online as the Flash Player blocks acces from your local hard drive to external links.



In the **Target** we can specify if the linked page or file should be displayed in the same window and frame as the current image (**_self**), in a new window (**_blank**), the immediate parent of a frame (**_parent**) or the topmost frame (**_top**)**.**

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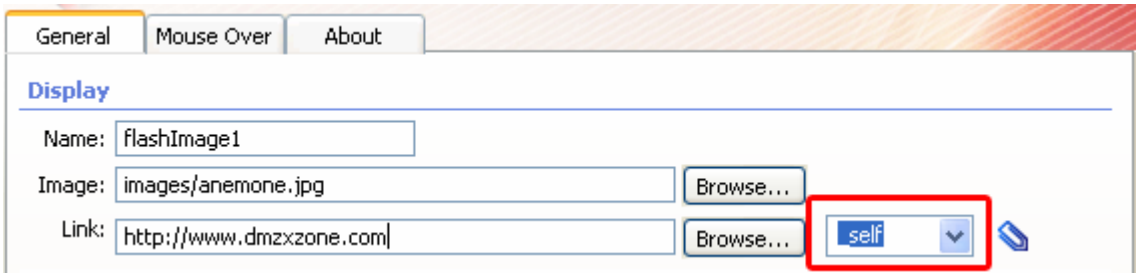
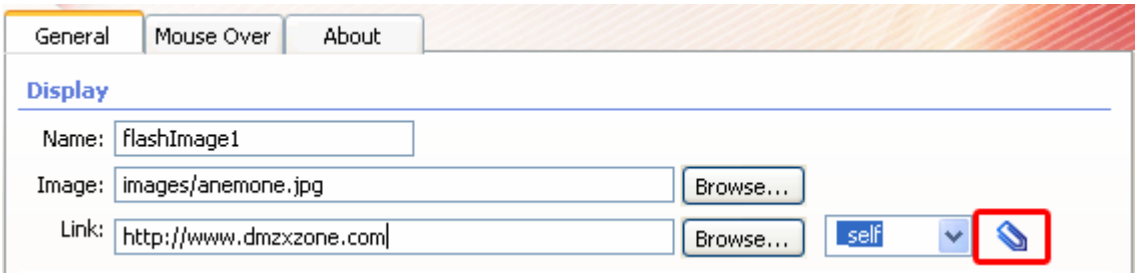


8. **Integration with Advanced Layer Popup**
   The left button allows you to add a popup window that contains your image, the right button allows you to remove the popup again. Checkout this movie for more details on how to open your enhanced images in a popup window.

Note: you need **Advanced Layer Popup** to open your enhanced images in a popup window.



9. **Dimensions & Layout**
   The extension automatically gets the **width** and **height** from the image in pixels, it works the same as a normal image that you insert in Dreamweaver so you can blow it up or make it smaller as you like. The icon is for getting the width and height from your images in your XML file. If the XML file does not include the width and height you can use Flash Album Generator to add the value's and generate a new XML file or you can manually edit it by entering width ="number" and height="number" after the photo id="number_file".

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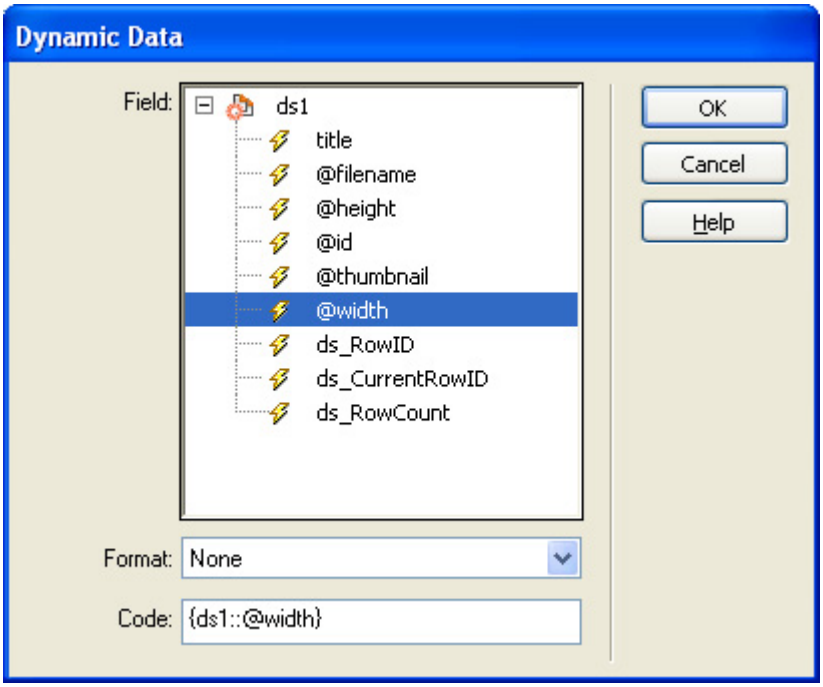
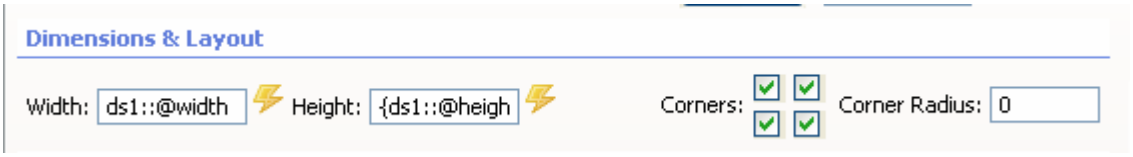
We select the icon next to the **Width** field and choose @width.



We do the same with the height icon next to the **Height** field.



10. **Displaying Effects – Rounded Corners, Reflection and Drop Shadow**
    We enable the **Rounded Corners, Reflection** and **Drop Shadow.** Feel free to experiment with the settings.

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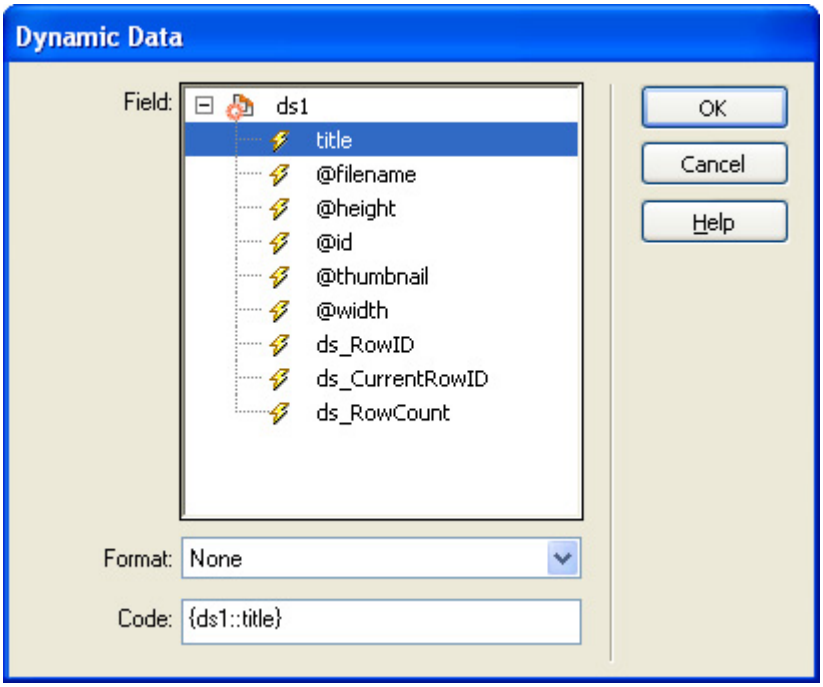
11. **Mouse over Effects – Dynamic Text**
We select the icon next to the **Text** input field to dynamically load our photo descriptions.



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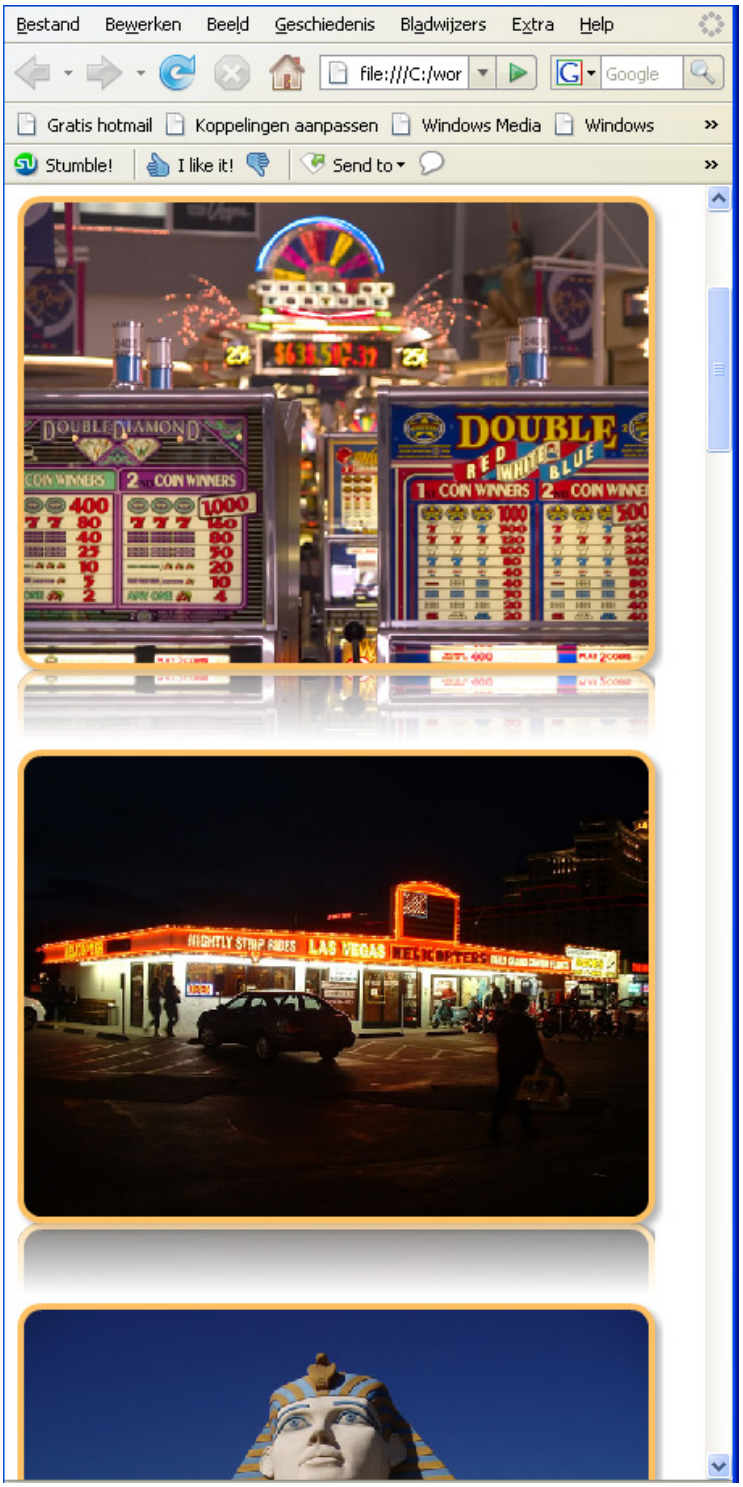
Final Steps

Press Ok, save your files, upload them to your server (including the script library) and the result should be similar to the image below (only with different images).



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If you like you can edit the CSS a bit to reformat your page, we added a float and a padding:

```
<div spry:repeat="ds1" style="padding:10px; float:left">
```

So it looks like this:

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Dynamically Enhance your images using a Recordset

Introduction

In this tutorial we're going to use a Recordset to enhance the images from your database automatically. We advise you to use **Pure ASP Upload 3** or **Pure PHP Upload 2** and to use **Smart Image Processor ASP 2** or **PHP 2** to upload and resize your images. You can save the image file names and dimensions using the insert or update record server behaviors. After that you can create a recordset to query the database.

Note: This tutorial is for **Dreamweaver CS3** users only, the workflow is the same for all server languages

Automatically enhanced images from a Recordset.

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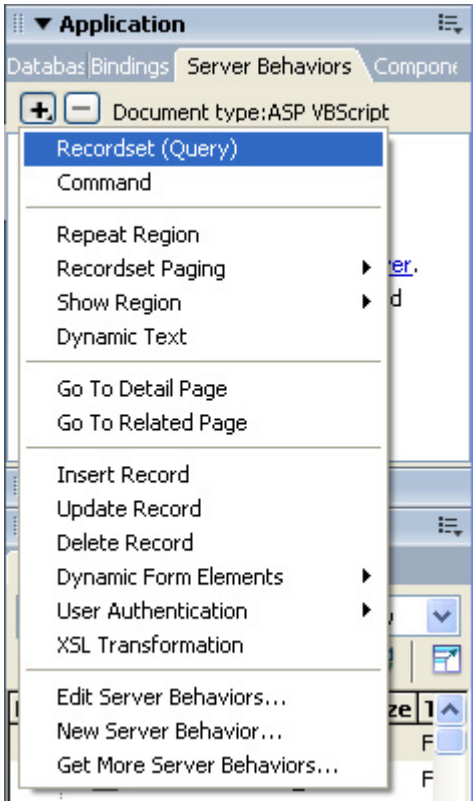
1. **Before you begin**
   Make sure you've read the previous tutorials.
2. **Creating a basic page**
   We create a basic page in Dreamweaver (make sure you've defined your site) and save it.
3. **Creating a Recordset**
   Go to the Application panel on the right side of your screen, select the **Server Behaviors** tab and choose **Recordset (Query)**.



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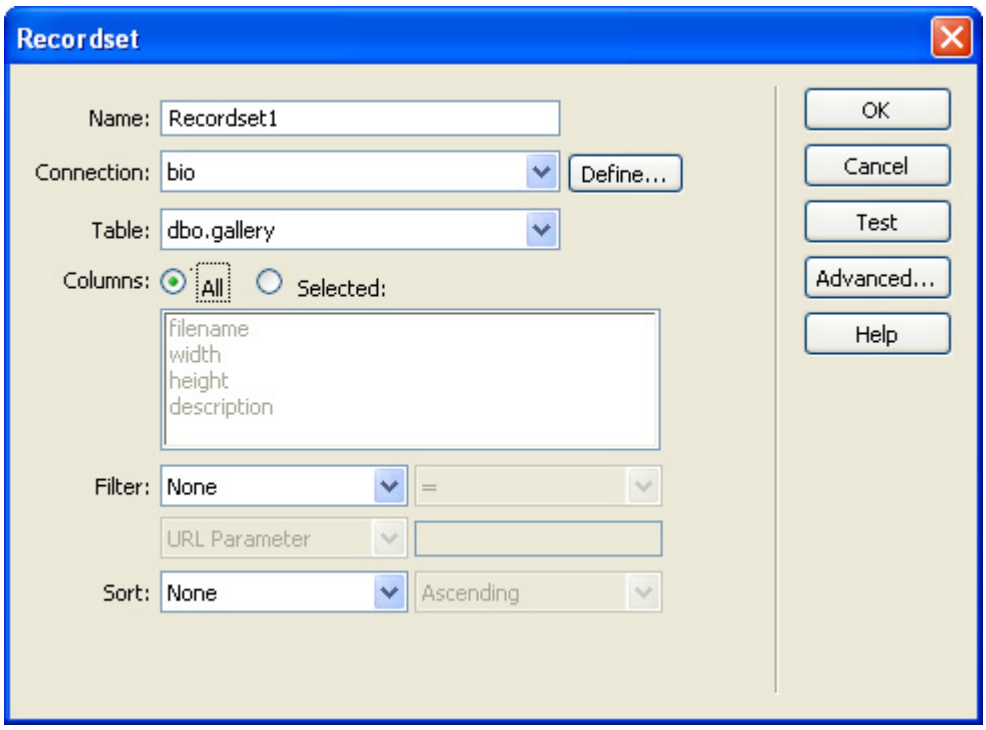
A new popup appears, select the correct **Connection** and choose the **Table** that lists the filenames of your pictures.



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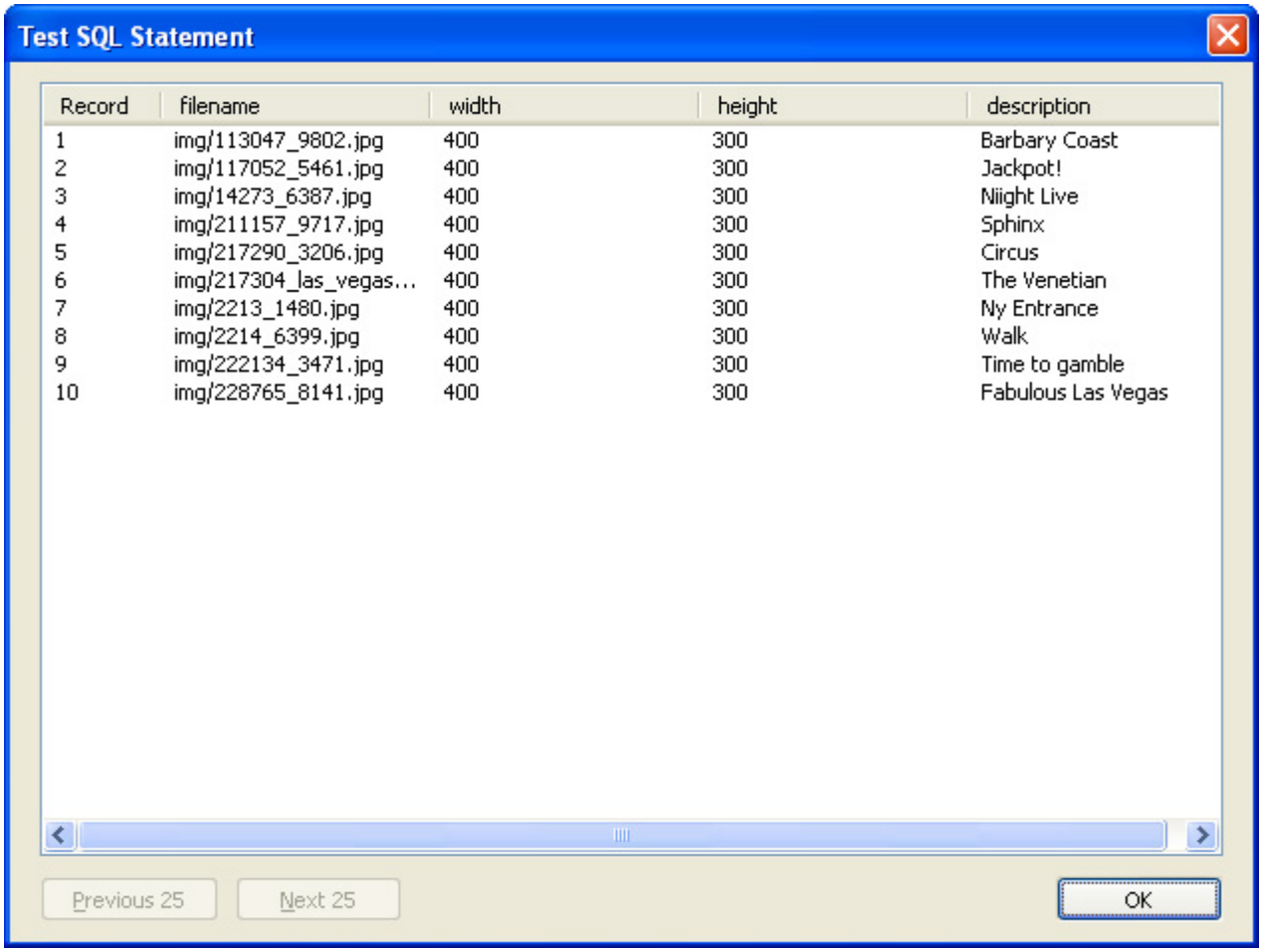
Press **Test** to see if your connection works, you should see a list of filenames, if so press **Ok** to return to the **Recordset** popup and press **Ok** again. If you don't see the filenames, make sure you have selected the correct Connection and Table and make sure you have entered some filenames in your database.



4. **Include your Images with Flash Image Enhancer**
   Choose the icon from the DMXzone object bar to apply the extension, the Flash Image Enhancer appears. You can also use an existing image, select the image and then choose the icon.

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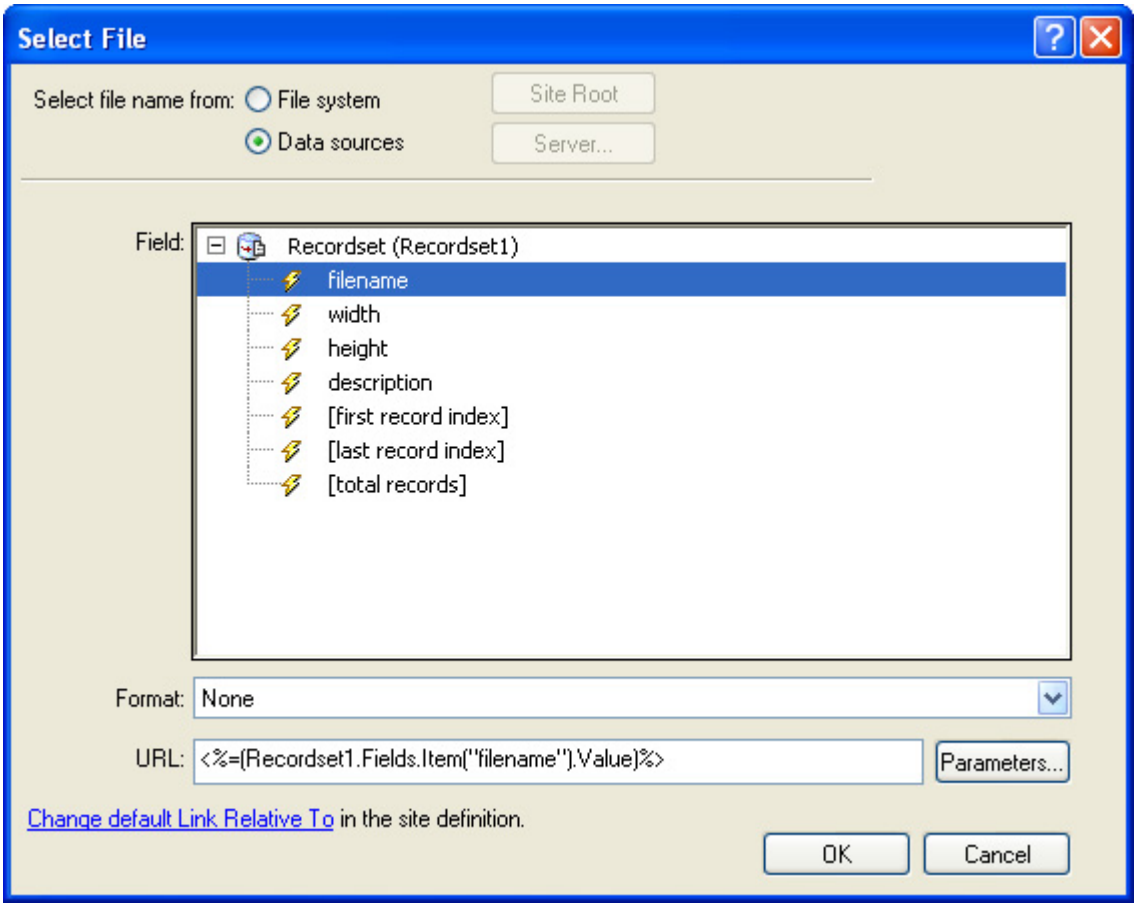
Setting the Display Options
Select our image by pressing the **Browse...** button next to the image field, this is where you select the Data Source. We choose the filename to display all images that are listed in our Recordset, then we select **OK**.



5. **Dimensions & Layout**
The extension automatically gets the **width** and **height** from the image in pixels, it works the same as a normal image that you insert in Dreamweaver so you can blow it up or make it smaller as you like. The icon is for getting the width and height from your **Recordset.**

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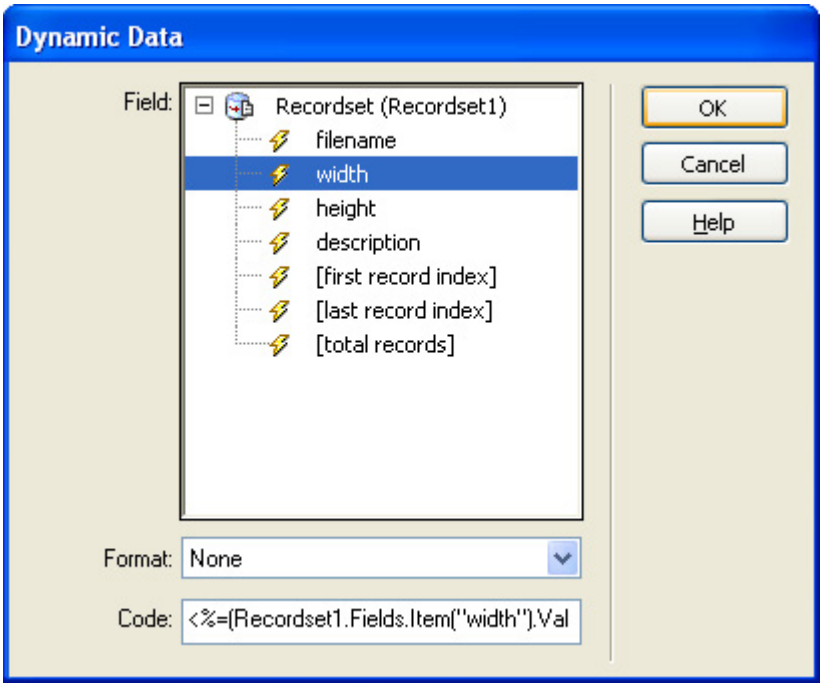
We select the icon next to the **Width** field and choose @width.



We do the same with the height icon next to the **Height** field.

6. **Displaying Effects – Rounded Corners, Reflection and Drop Shadow**
We enable the **Rounded Corners, Reflection** and **Drop Shadow.** Feel free to experiment with the settings.

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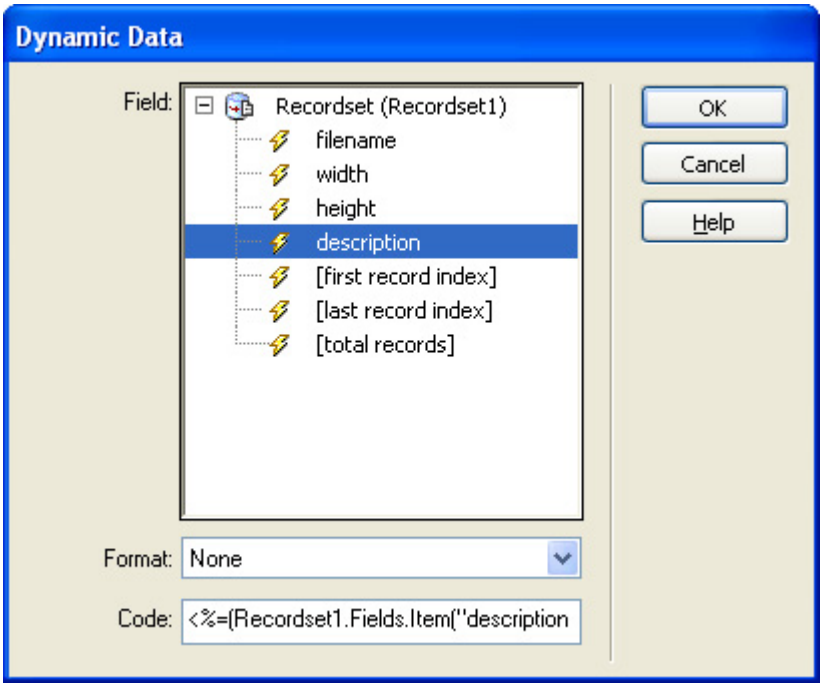
7. **Mouse over Effects – Dynamic Text**
   We select the icon next to the **Text** input field to dynamically load our photo descriptions.



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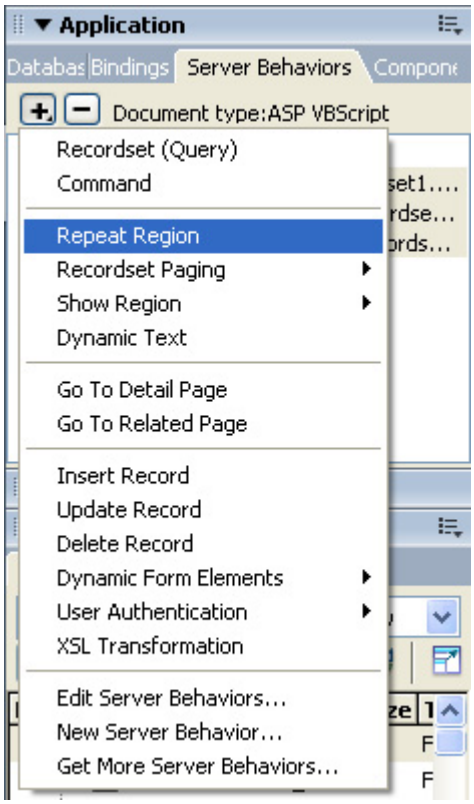
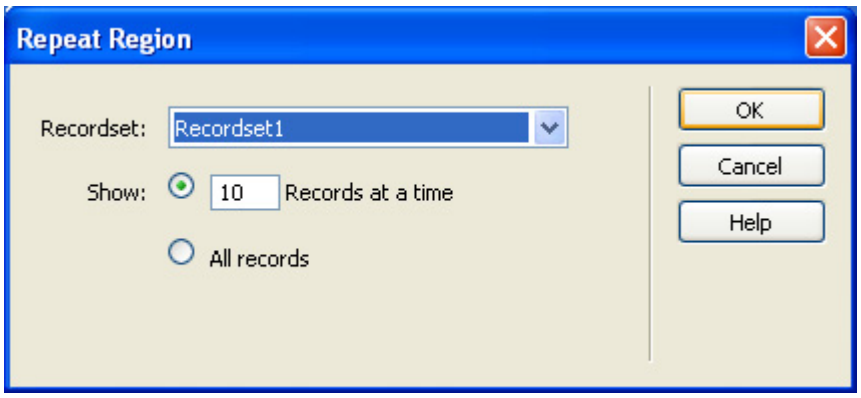
8. **Repeat Region**
Select the image in the design view and select **Repeat Region** in the **Server Behaviors** tab of your **Application** panel.



A new popup appears, we leave the default values and press **OK**.



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9. **Reapply the extension**
   Select the image and press the **Edit Advanced** button in your property inspector, press **OK**.

Note: This step is mandatory to make sure the extension is applied to the repeat region.

10. **Final Steps**
    Press Ok, save your files, upload them to your server (including the script library) and the result should be similar to the image below (only with different images and effects).

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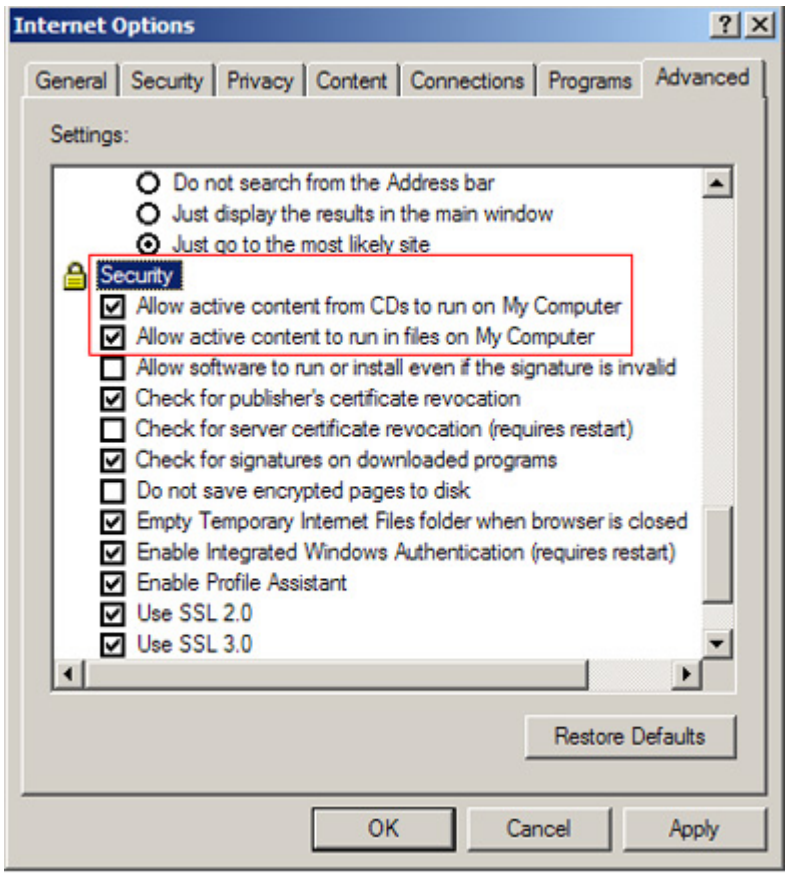
FAQ

Q: I changed a parameter but the change is not visible at my live site.
A: Make sure you've uploaded your files 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: When I test my page locally I get a security warning from Internet Explorer, how can I turn this off?

A: Go into your tools menu and select internet options. Scroll down to you see the Security heading and check the two boxes shown in the graphic below. The one that you most likely need is "Allow active content to run in files on My Computer". The default setting is unchecked. Checking it allows your code to run!



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Q: I'm getting the following security warning, what should I do?

A: Don't link to external images when testing pages on your local machine using a path to your hard drive (for example c:\sites), hot linking images is not allowed by the Flash Player.

Q: Does Flash Image Enhancer work on the Mac?
A: Yes, it has been tested on Mac (OS 10.4 and newer) and it works without any problems.

Q: What version of the Flash Player is required?
A: Flash Image Enhancer supports version 8 and newer. The correct version of the Flash player is automatically installed.

Q: I can't find the Flash Image Enhancer icon in my Common tool bar.
A: The extension is accessible through the following menu: Insert > DMXZone > Flash Image Enhancer.

Q: Does Flash Image Enhancer work with PHP

A: Flash Image Enhancer does work with PHP and all the other server-side technologies supported by Dreamweaver. It is based on JavaScript and Flash. Therefore, it is not dependent on particular server-side language / technology.

Q: Can I use Flash Image Enhancer to display dynamically loaded images and texts?
A: Yes, the latest version of Flash Image Enhancer enables you to load images and their properties dynamically by using Recordsets or a Spry XML Data Set.

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Q: The extension does not work on the site, but works fine on the local server/PC
A: The most probable reason Flash Image Enhancer malfunctioning, when it is uploaded, is an incorrect path to ScriptLibrary folder.

We advise you to use the following scripts showing the path to the folder:

```
<script src="ScriptLibrary/dmxFlashImageEnhancer.js" type="text/javascript" >
```

```
flashImage1.setScriptLibrary("ScriptLibrary");
```

The ScriptLibrary folder should contain the following files:

- dmxFlashImageEnhancer.js
- dmxFlashImageEnhancer.swf
- expressinstall.swf

Also make sure that the id of the span is same as those in the JavaScript like in the following lines:

```
<span id="dv_flashImage1">
flashImage1.write("dv_flashImage1");
```

Q: Do I need to upload the site to a server before I can see my enhanced images?
A: Yes, you should be able to see your enhanced images when testing locally.

Note: When you test locally, links on your images will not work, nor will popups.

Q: I use a Recordset or a Spry repeat region but only see one image
A: Make sure you have reapplied the extension to your image again so it applies to the repeat region.

Q: My characters are not displayed, what should I do?
A: Uncheck **the Embedded Font** option it if you want to display foreign characters (like Chinese or other special characters). This will force the usage of system fonts (set your page encoding in your page properties to the format that will support your language, for instance UTF-8).

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