

PresentationMall.com

Installation Instructions

FlashMapz™

Published by Trumpet Marketing Group, LLC

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Getting Started

After you've unzipped the file you should see the following files:

- **mapfile.swf** - the map file to be embedded into you webpage or presentation ("some_file" will be replaced with the nme of the state or country). This is the actual flash map file.
- **mapfile.xml** - this is the XML control file that you will use to customize your map(s). It is a simple text file and can be edited using any text editor. This is the file that controls the colors, background and sound as well as where each element of the file links.
- **Scripts/swfobject.js** – This file is used to detect Flash version compatibility and display alternative text. SWFObject is released under the [MIT License](#). This means (basically) that you can use it for whatever you want with no restrictions.
<http://blog.deconcept.com/swfobject/>
- **example.html** (ex. usa.html) - This is an example HTML file that demonstrates how the code should be installed on you web page. You may be able to simply copy and paste code from this file to your file.
- **README_EULA.txt** - End User License Agreement – READ THIS BEFORE PROCEEDING
- **FlashMapz_Manual.pdf** Instructions for getting started with FlashMapz.
- **mapfile fla** – the source file for advanced customization ("mapfile" will be replaced with the name of the actual map)
- **cities_counties.mdb** – this is the Access database with cities and counties with relationships established. This database file is provided for convenience of webmasters building a web application and need to integrate with FlashMapz. Assumes you have programming knowledge to install database and advanced programming skills. This file is not required to use the flash map.
- **cities_counties.sql** – this is a dump file that can be imported into mySQL. It contains cities and counties with relationships established. This SQL dump file is provided for convenience of webmasters building a web application and need to integrate with FlashMapz. Assumes you have programming knowledge to install database and advanced programming skills. This file is not required to use the flash map

Installation of Files

First upload the following files to your web server in the directory where you want the map to appear. This can be the website root directory or some other directory within your website. .

- **scripts/swfobject.js**

If you do not have a “Scripts” directory, create one and copy the swfobject.js file into that directory

- **mapfile.xml**
- **mapfile.swf**

How to Embed Map Into Your Web Page

Once you have these files uploaded to your website, you need to place a call to the flash map in your webpage where you want it to appear.

To place the Flash Map on your website use the following code:

```
<!-- include the Flash Plug-in Detector -->
<script type="text/javascript" src="Scripts/swfobject.js"></script>

<!-- Place alternative text here in case user doesn't have Flash-->
<div id="flashcontent">
  Arkansas Flash Map
</div>

<!-- embed Flash Map -->
<script type="text/javascript">
  var so = new SWFObject("AR.swf", "USA FLash Map", "530", "500", "8",
"#336699");
  so.write("flashcontent");
</script>
```

Description of the arguments passed into the SWFObject. These define the size, quality and background color of your Flash Movie.

swf – (*AR.swf*) The file path and name to your swf file.

id – (*USA FLash Map*) The ID of your object or embed tag

width – (*530*) The width of your Flash movie.

height – (*500*) The height of your Flash movie.

version – (*8*) The required player version for your Flash content. This can be a string in the format of ‘majorVersion.minorVersion.revision’. An example would be: "6.0.65". Or you can just require the major version, such as "6".

background-color – (*#336699*) This is the hex value of the background color of your Flash movie. To pick hexadecimal colors you want to use visit <http://html-color-codes.com/> or search for "hexadecimal color chart" on the Internet.

Alternative Sizes that Work in Proportion to FlashMapz

Default- 530 x 500

Alternative map dimensions that work include:

- 400 x 377
- 265 x 250 (Best for smaller maps)
- 200 x 189

To edit the dimensions simply change the attributes in the following code you pasted in the web page.

```
var so = new SWFObject("AR.swf", "USA FLash Map", "530", "500", "8", "#336699");
```

How to Customize FlashMapz Using the XML Control File

We have made it easy for you to customize most aspects of the Flash map using just a single XML control file.

The first line for each state (including main USA Map) looks like this:

```
<map state="USA MAPS" background="3399ff" textColor="000000" normal="ffff99" rollover="ff9900" border="ff0000" placetextcolor="ff0000" rollover_sound="true">
```

The following is a description of the attributes defined in this line.

- **state** - this parameter identifies the state map. The USA is counted as a state
- **background** - this determines the color of the individual state map's background
- **textColor** - this determines the color of the text displayed NOTE: for the main USA file, the text color of the state abbreviations is controlled by `placetextcolor="ff0000"`.
- **normal** – this parameter defines the default color of the object (state and county) backgrounds
- **rollover** - this parameter defines the default color of the object (state and county) when the mouse rolls over it
- **border** – this parameter defines the color of the object borders in the map
- **rollover_sound** – this parameter determines if the click sound should be played or not (true or false)
- **url** – this parameter determines the link URL where the user is taken when they click on that object.

Each individual object in the map can be further defined by the attributes provided in the XML file. An example of one of those lines is:

```
<county normal="FFF59A" rollover="000000" name="WA" url="http://presentationmall.com"
><![CDATA[<font size="18" color="#330099"><b>text1</b></font><br><font size="9"
color="#990000">text2</font>]]></county>
```

- **normal** – this parameter defines the default color of the object (state and county)
- **rollover** – this parameter defines the default color of the object (state and county) when the mouse rolls over it
- **name** – this defines what shows up in the label balloon
- **url**- this is where you specify where you want to link when a user clicks on the object.
NOTE: On the USA state objects, leave blank as it drills down to the state maps when clicked.
- **<![CDATA[Text Goes Here]]>** - Everything within those brackets will show up in the pop-up. Basic HTML is permitted for formatting.

NOTE: All colors are specified in 6 digit hexadecimal code. For a chart of hexadecimal colors, visit this website: <http://html-color-codes.com/> or search for "hexadecimal color chart" on the Internet. Also, Macromedia and most graphics programs provide a "web safe" color chart.

You can edit anything that falls between quotations. WE HIGHLY RECOMMEND, creating a backup of the original XML file in case it gets destroyed or becomes non-functional due to accidental errors.

Information Regarding Database Integration

If you would like to take advantage of the database(s) included in this package, here's an explanation of how that works.

Within the XML code for each state map is the following attribute setting

```
<county normal="6699cc" rollover="336699" name="Grant"
url="XXXX2912"><![CDATA[text]]></county>
```

You will see...

```
url="XXXX2912"
```

The XXXX is meant to help you with “find and replace” globally so that you can replace the contents XXXX with your dynamic file name... for example:

```
"county.php?countyid=".
```

The number following the XXXX is the number corresponding to the county record in the database.

So the resulting URL would be in this example:

```
"county.php?countyid=2912".
```

This is a MAJOR time saver for those you need to create a drill down directory for counties!

Support

If you require support over and above this documentation, please contact us at support@presentationmall.com. Also, we offer custom map alterations to fit your unique requirements. You may also contact us at support@presentationmall.com for custom map services.

Not a programmer? We can install your map for you! Our installation and customization services are reasonable. Give us a call at 800-734-5080 or email us at support@presentationmall.com with the details and we'll give you a quote!