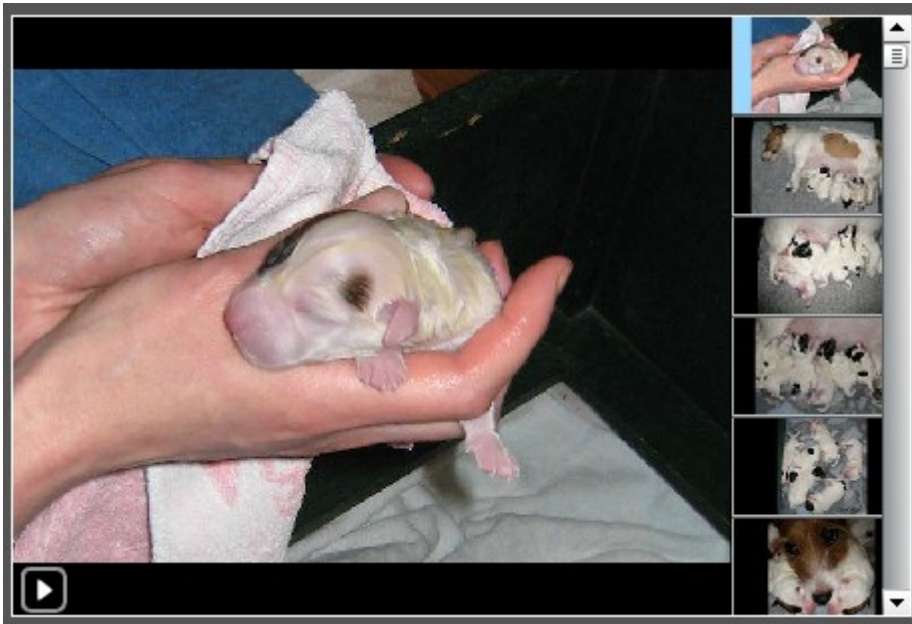




## SoEasy2Use ImageViewer – version 1.4

### What is SoEasy2Use ImageViewer?

It is both image viewer and slideshow. You can select a thumbnail from a tilelist on the right side of the movie and see the bigger image on the left panel.



Use the play button to start the slideshow with transition effects.



Use the pause button to return to the image viewer.



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### 1. After unzipping the software package you have the following files:

- SE2UImgViewer.swf	Image Viewer Flash movie
- swfobject.js	Javascript file for Flash execution
- se2uiv.xml	Parameters for the image viewer
- SE2UImgViewer.html	Example HTML page
- IVInstructions.pdf	This document
- softwareAgreements.pdf	Software license agreements

You will also have two folders: ssimages contains images and ssthumbs contains thumbnails for the images.

Keep the javascript file and parameters file in same folder with flash movie. You can name the parameters file as you like as long you remember to use that name in HTML. You can also rename the images and thumbnail folders just remember to use those names in parameters file.

### 2. About thumbnails

You can use any size of thumbnails.

### 3. HTML code & Parameters

See appendix A & B

### 4. Miscellaneous

Don't try to use oversized images program will freeze or misbehave. I mean don't use 4MB / 4000x3000 pixel images. I have done lots of testing but surely this movie isn't perfect so please let me know about misbehavior and errors.

### 5. Donations

If you like my flash tools please make a donation. My PayPal address is pekka@tiira.net A donation, even a small one, helps me to continue developing my flash tools.



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### APPENDIX A – HTML code

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN" "http://www.w3.org/TR/xhtml1/DTD
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<meta http-equiv="Content-Type" content="text/html; charset=iso-8859-1" />
<script type="text/javascript" src="swfobject.js"></script>
<title>SoEasy2Use ImageViewer</title>
</head>
<body>
  <div align="center">
    <div id="flashContent">
      <p>Please <a href="http://get.adobe.com/flashplayer/">install Flash&re
    </div>
    <script type="text/javascript">
      var flashvars = {};
      flashvars.dataFile='se2uiv.xml?20140815';
      var params = {allowscriptaccess: "sameDomain", allowfullscreen: "true"
      var attributes = {id: "showImages", name: "showImages"};
      swfobject.embedSWF("SE2UImgViewer.swf", "flashContent", "600", "400",
    </script>
  </div>
</body>
</html>
```

In this example the size of the movie is 600 (w) x 400 (h). You can use any size you want but using very small values is not possible. The minimum usable size is 240(w)x180(h). If the movie is smaller peculiar behavior can occur.

If you are having "normal" photos the aspect ratio is 1.33. If you are going to use the slideshow part of the movie you could define the size of the movie using the same aspect to ratio for example 640x480 or 800x600. If you are using mainly the viewer the best aspect to ratio is somewhere between 1.5 - 1.625, try different values to find the most satisfying result.



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### APPENDIX B – PARAMETERS

```
<config>
  <path images="ssimages" thumbs="ssthumbs" />
  <frame show="1" color="0xfffff" width="10" />
  <duration time="5" buttons="5" />
  <effect name="sequential" preset="0" time="2" showname="0" />
  <scale mode="down" />
  <hide thumbs="0" buttons="0" load="0" />
  <start auto="0" />
</config>
```

#### CONFIG PARAMETERS:

path	images	name and path of images folder
	thumbs	name and path of thumbs folder
frame	show	shows a frame around the movie 0=don't show; 1=show
	color	color of the frame
	width	line width of the frame in pixels, (1-20)
duration	time	time to show the image (4-30 seconds)
	buttons	time to show buttons before hiding them
transition	name	name of transition effect to use - "sequential" uses all effects sequentially - "random" uses effects randomly
	showname	1=show name of the effect; 0=don't show the name
	preset	some effects have presets, see Appendix C
	time	duration of the effect (1-4 seconds)
	scale	mode
		fit image is down scaled or up scaled and it will fit into the viewport, aspect ratio of image is not changed
		keep size of the image is not changed, the viewport will show whole image or part of the image, aspect ratio is not changed
		fill image is down scaled or up scaled and it will fill the viewport, aspect ratio of image may be changed



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hide	thumbs	0 = don't hide; 1 = hide
	buttons	0 = don't hide; 1 = hide
	load	hides or shows loading animation 0 = don't hide; 1 = hide
start auto		0 = movie starts paused; 1 = movie starts with slideshow

List of available effects is in appendix C. One way to select the effect you want to use is to run the movie with given settings, it will show names of all the effects. When you see effect you like just replace the word "sequential" with name of the effect and put showname to "0".

If the movie doesn't start there is probably something wrong with the parameters. Generally there must be all the parameters in the file otherwise the ImageViewer want start. Also be very precise when changing data. Missing characters like blank or " can prevent the movie to start. Extra characters will result the same too.

### 1. Using as an image viewer

```
<hide thumbs="0" buttons="1" ...
```

### 2. Using as a slideshow

```
<hide thumbs="1" buttons="1" ...  
<start auto="1" />
```

### 3. Multi-usage

```
<hide thumbs="0" buttons="0" ...
```

This is how you define images and thumbs:

```
<images>  
  <image name="Grey001.jpg" />  
  <image name="Grey002.jpg" />  
  <image name="Grey003.jpg" />  
  <image name="Grey004.jpg" />  
  <image name="Grey005.jpg" />  
  <image name="Grey006.jpg" />  
</images>  
<thumbs>  
  <thumb name="Grey001.jpg" />  
  <thumb name="Grey002.jpg" />  
  <thumb name="Grey003.jpg" />  
  <thumb name="Grey004.jpg" />  
  <thumb name="Grey005.jpg" />  
  <thumb name="Grey006.jpg" />  
</thumbs>
```



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### APPENDIX C – EFFECTS

EFFECT NAME	PRESETS	TRANSITION EFFECT
<b>FESAlpha</b>	1	Right
	2	Left
	3	Up
	4	Down
	5	Up right
	6	Down left
	7	Down right
	8	Up left
	9	To center from left and right
	10	From center to left and right
	11	To center from top and bottom
	12	From center to top and bottom
	13	Screen alpha change
<b>FESBadTransmission</b>	No	Define preset = 0 or don't define preset at all
<b>FESBlur</b>	No	Define preset = 0 or don't define preset at all
<b>FESBlurSquare</b>	1,2,5,6	Down
	3,4,7,8	Right
	9	Down right
	10	Up left
	11	Up right
	12	Down left
	13	To center
	14	From Center
	19, 20	Big pixelate
<b>FESClouds</b>	1 - 10	Slightly different effects
<b>FESDesertIllusion</b>	1 - 10	Slightly different effects
<b>FESDisk</b>	NO	Define preset = 0
<b>FESEqualizer</b>	1	Right
	2	Left
	3	Down



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	4	Up
<b>FESExplodePixel</b>	1 - 6	Slightly different effects
<b>FESFlashSlide</b>	1	Right
	2	Left
	3	Down
	4	Up
	5	Up left
<b>FESFlip</b>	1	Right
	2	Left
	3	Down
	4	Up
<b>FESFloatingWaves</b>	1	Right
	2	Left
	3	Down
	4	Up
	5	From center to left and right
	6	To center from left and right
	7	From center to up and down
	8	To center from top and bottom
<b>FESFlyingPanels</b>	1,2,5,6	Down (different effects?)
	3,4,7,8	Right (different effects?)
	9	Down right
	10	Up left
	11	Up right
	12	Down left
	13	To center
	14	From center
<b>FESIris</b>	NO	Define preset = 0 or don't define preset at all
<b>FESLensGlare</b>	NO	Define preset = 0 or don't define preset at all
<b>FESLightStripes</b>	1	Right
	2	Left



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	3	Vertical
	4	Down
	5	Up
	6	Horizontal
<b>FESMultipleFlip</b>	1	Right
	2	Left
	3	Down
	4	Up
	5	From center to left and right
	6	From center to up and down
	7	From left and right to center
	8	From top and bottom to center
<b>FESMystery</b>	1	Center
	2	Left
	3	Right
	4	Up
	5	Down
<b>FESPixelate</b>	1 - 6	Slightly different effects?
<b>FESRipple</b>	NO	Define preset = 0 or don't define preset at all
<b>FESRoundedSquareScale</b>	1	Right
	2	Left
	3	Down
	4	Up
	5	From center to left and right
	6	To center from left and right
	7	To center from top and bottom
	8	from center to top and bottom
	9	Down right
	10	Up left
	11	Up right
	12	Down Left
	13,15	To Center
	14,16	From center
<b>FESScale</b>	1	Zoom in





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	2	Flip right
	3	Flip left
	4	Flip down
	5	Flip up
<b>FESSlide</b>	1	Right
	2	Left
	3	Up
	4	Down
	5	Left Up
<b>FESSparkle</b>	1	Right
	2	Down
	3	Left
	4	Up
<b>FESSquareExplode</b>	1	Right
	2	Left
	3	Down
	4	Up
	5	From center to right and left
	6	To center from right and left
	7	to center from top and bottom
	8	From center to top and bottom
	9	Down right
	10	Up left
	11	Up right
	12	Down left
	13,15,17	To center
	14,16,18	From center
<b>FESSquareFade</b>	1,2,5,6	Down
	3,4,7,8	Right
	9	Down right
	10	Up left
	11	Up right
	12	Down left
	13,15,17	To center
	14,16,18	From center
<b>FESSquareLight</b>	NO	Define preset = 0 or don't define preset at all



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<b>FESStripes</b>	1	Down right
	2	Down left
	3	Down right
	4	Up right
<b>FESStripesNo2</b>	1	Right
	2	Left
	3	Down
	4	Up
	5	From Center to right and left
	6	To center from right and left
	7	From center to top and bottom
	8	To center from top and bottom
<b>FESUnpack</b>	1	To center from right and left
	2	To center from top and bottom
	3	Right
	4	Left
	5	Down
	6	Up
	7	Unpack1
	8	Unpack2
<b>FESWaves</b>	1	Right
	3	Left
	5	Down
	7	Up
	9	From center to right and left
	11	To center from right and left
	13	From center to top and bottom
	15	To center from top and bottom
<b>FESWavesScale</b>	NO	Define preset = 0
<b>FESZoom</b>	1	Left up
	2	Left
	3	Left down
	4	Down
	5	Right down
	6	Right
	7	Right up



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	8	Up
	9	Center
<b>FESZoomBlur</b>	NO	Define preset = 0 or don't define preset at all
<b>BlurEffectAS3</b>	NO	Define preset = 0 or don't define preset at all
<b>BluredDiamondEffectAS3</b>	NO	Define preset = 0 or don't define preset at all
<b>IrisTransitionEffectAS3</b>	NO	Define preset = 0 or don't define preset at all
<b>MovingBoxesEffectAS3</b>	NO	Define preset = 0 or don't define preset at all
<b>SplashTransitionEffectAS3</b>	NO	Define preset = 0 or don't define preset at all
<b>WipeTransitionEffectAS3</b>	1	Right (default)
	2	Down
	3	Left
	4	Up
<b>CutTransitionEffectAS3</b>	1	Right (default)
	2	Down
	3	Left
	4	Up
<b>TMRotate</b>	NO	Define preset = 0 or don't define preset at all
<b>TMiris</b>	NO	Define preset = 0 or don't define preset at all
<b>TMPhoto</b>	NO	Define preset = 0 or don't define preset at all
<b>TMBlinds</b>	NO	Define preset = 0 or don't define preset at all