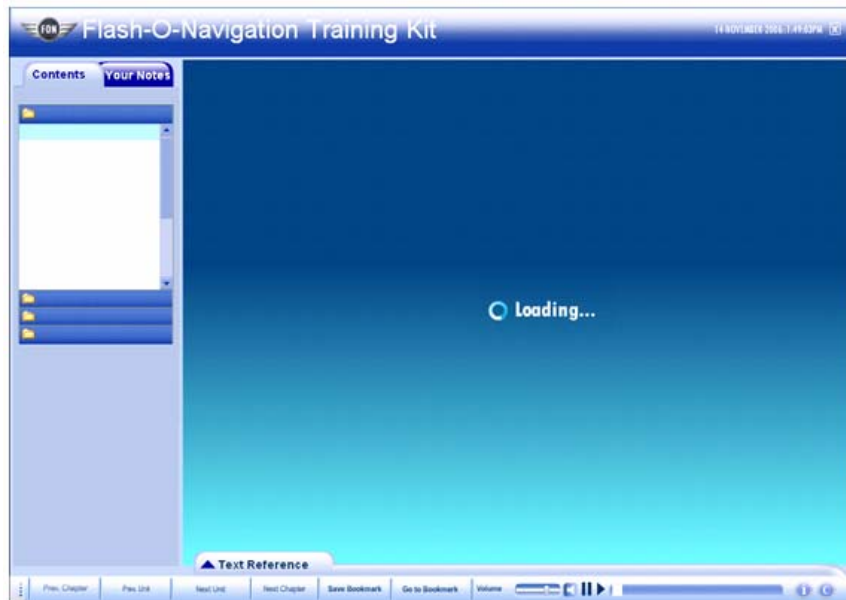


User Guide:

 **Flash-O-Navigation Professional**  
A Component for Flash® 8



**Developed by :**

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Component Page URL : <http://www.esspl.com/FlashComponents/flashonavigationprohome.asp>

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**Support Information**

On purchase of this component, a support e-mail is provided that is valid for 1 month from the date of purchase. During this period you can forward all your queries regarding installation, troubleshooting and additional support to use the component effectively for your application.

Apart from this no additional support is provided and for the trial and purchased versions the product is provided on as-is basis.

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## About Flash-O-Navigation Professional

*Macromedia approved Flash-O-Navigation* is a component for Flash 8 , which can help to create flash based e-learning interfaces in seconds and there by reducing the effort and cost of e-learning course. The **Professional** commercial version is a feature rich and more advanced one to take your e-learning development experience using Flash® to a whole new level, where the users of your e-learning application will be able to save user-defined marks/ sketches on the course content for future reference, get benefit of the Flash Live video (FLV) based contents, can save unlimited number of notes and references for any specific content . Also Flash-O-Navigation Professional allows you to create e-learning interface in language other than English, through its UTF-8 support feature and to add all these to your e-learning project you just need a few seconds to drag the component to the stage and it's ready !

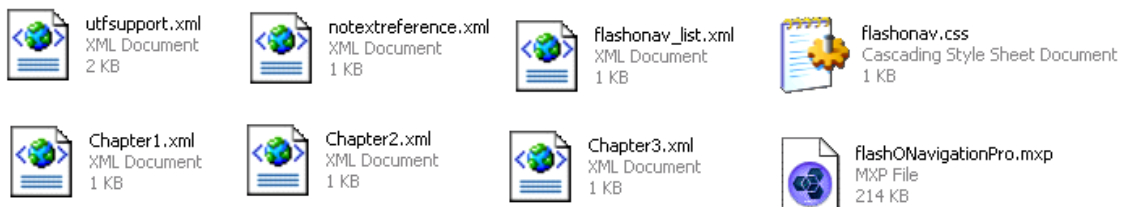
Flash-O-Navigation Professional provides very easy to use menu structure with lots of features to save bookmark, text-references and user help info etc. enhancing the user experience of the learner.

Whether you have a bunch of images in either of JPG/ GIF / PNG formats, or you have some video training files, or just some SWF animations/ simulations or quizzes/interactive with you you can create a very impressive e-learning course out them using Flash-O-Navigation with out much of any Action Script language skills.

Flash-O-Navigation Professional is useful to help you create e-learning application (CBTs, WBTs, CD ROMs), Flash presentations for corporate use/ seminars/ exhibitions, kiosks, promotional demonstration interactive for your organization.

## Contents of the Component

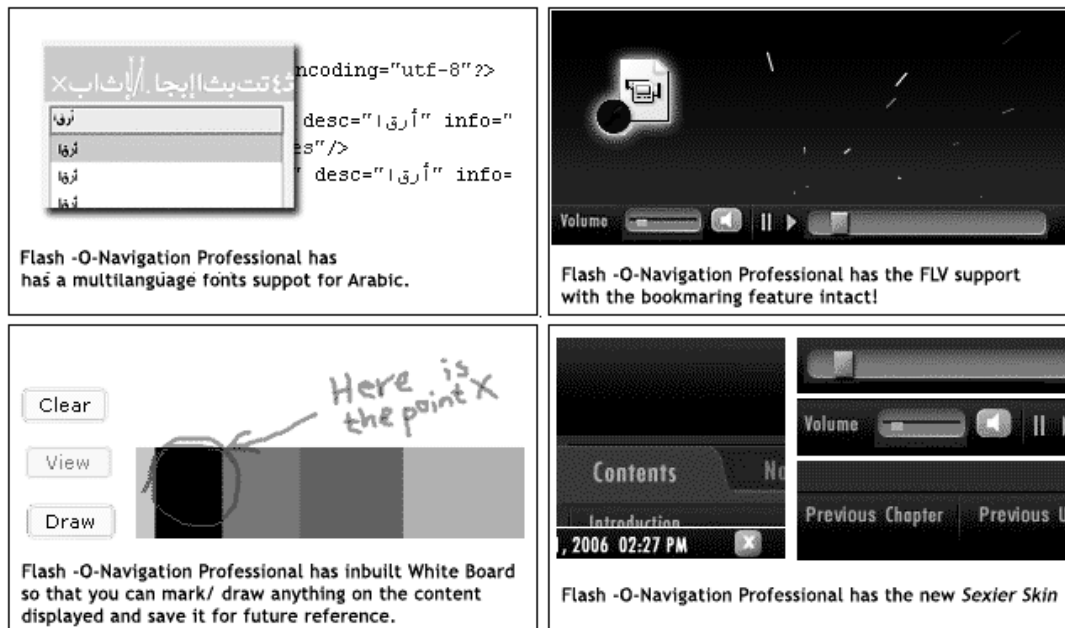
The Flash-O-Navigation Professional package contains the following:



1. flashONavigationPro.mxp
2. flashonav\_list.xml (it is a sample XML. You have to modify to fit your needs)
3. utfsupport.xml (you can edit it as per your need)
4. Chapter1.xml, Chapter2.xml, Chapter3.xml -- all these are sample xmls you have to modify or create similar xmls to fit your needs.

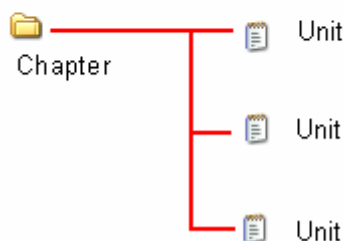
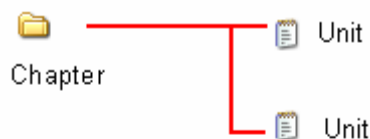
# Features of the Component

Flash-O-Navigation Professional has many advanced features added to Flash-O-Navigation, the macromedia Approved component for Flash based e-learning.



Flash-O-Navigation Professional has the following features:

1. **e-Learning Interface in seconds!** : It provides you with an easy navigational interface for e-learning and slideshow/ presentational development. Just drag the component to the stage and your interface is ready !
2. **Supports 2 leveled course distribution** : You can e-learning for two level content structures, which can be for example Chapter and Units, where the Chapter is first level of group and each chapter is made up of some units.

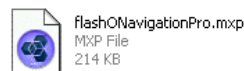


Each Unit here can be made of just one slide image (made of either JPG/ GIF/ PNG/ SWF/ FLV) or an animation created in SWF or FLV (in the `_root` timeline) or a simulation

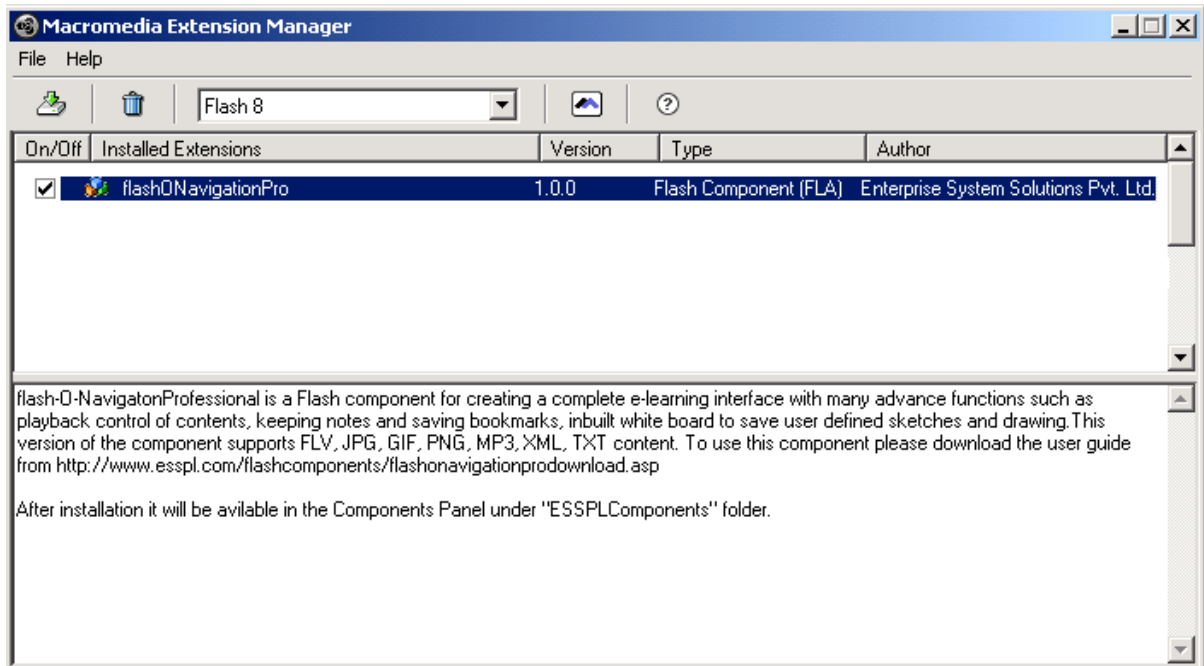
created in SWF or FLV (in the `_root` timeline) or just a quiz created in SWF (in the `_root` timeline).

3. **Supports nearly All Type of Media :** Flash-O-Navigation Professional can play most of the media such as SWF, FLV (Flash Live Video) and image formats like JPEG, GIF, PNG. Flash-O-Navigation also uses XML and Simple HTML format (with support for external CSS file) to deliver the course content. So you can use Flash-O-Navigation Professional to play animation, movies, interactive quizzes and image slide shows.
4. **Easy Navigation:** The component lets the learner to move to any point of your learning tool using different buttons , and playback control.
5. **Save Unlimited number of Notes:** They can keep notes for any point of your content (for example they can keep notes for any particular point of simulation they are viewing ) and can access it any time they want. They can keep any number of such notes.
6. **Save Bookmark:** The users can keep bookmark
7. **Save unlimited User-defined shapes, sketches and marks:** The Flash-O-navigation Professional has an inbuilt white board using which the users of the e-learning tool built with it can save specific marks/ shapes that can act as reference to any of the lessons.
8. **Create e-learning application in any language:**
9. **Easy to change Content:** The component allows easy up-dation of the menu system through XML. Using the simple XML format anyone can change or re-arrange the content index to fit the need of the e-learning development.

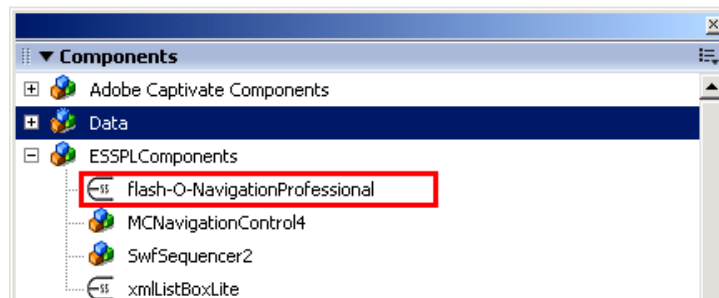
## Install the Component



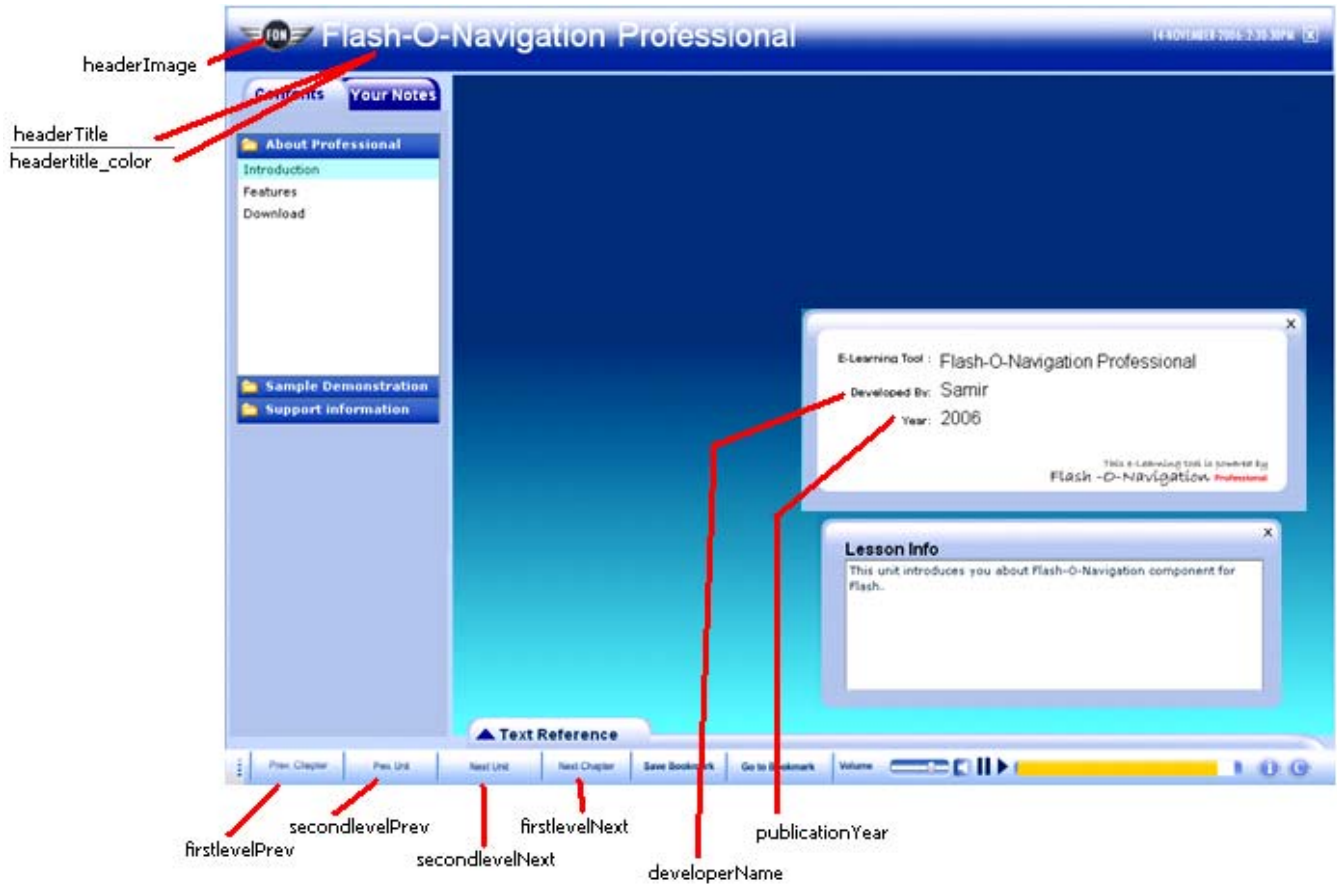
Double click on the ***flashONavigationPro.mxp*** file to run it. If you have Flash 8 or above version installed in your system then it will open the Macromedia Extension manager and you will be then asked to accept the terms. If you agree to the conditions then the extension will be automatically installed.



Now open Flash 8 IDE and in components panel you will see the components under **ESSPLComponents** folder.



# Know the Component Parameters



**Component Inspector**

flash-O-NavigationProfessional

Parameters Bindings Schema

| Name              | Value                           |
|-------------------|---------------------------------|
| developerName     | defaultValue                    |
| firstlevelNext    | Next Chapter                    |
| firstlevelPrev    | Prev. Chapter                   |
| forWeb            | False                           |
| fullscreen        | True                            |
| headerImage       |                                 |
| headerTitle       | Flash-O-Navigation Training Kit |
| headertitle_color | 0xFFFFFFFF                      |
| Pen Color         | 0xFF00FF                        |
| publicationYear   | defaultValue                    |
| secondlevelNext   | Next Unit                       |
| secondlevelPrev   | Prev. Unit                      |
| utf8Supprt        | False                           |

## fullscreen

This option has two values – “True” or “False”. If you choose “True”, then on stand alone mode the Flash file will go to fullscreen mode. However if you publish it for web, (selecting forWeb parameter to “True”, or just view the swf file through a browser like IE/ Netscape etc.) then the fullscreen won’t take effect, even if set to “True”)

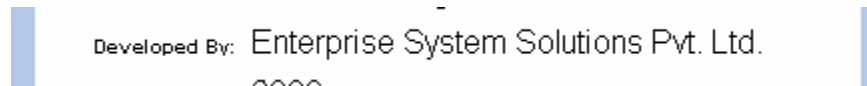


## headerTitle:

This string you will enter here will be the title of your e-Learning kit. The default value is “Flash-O-Navigation Training Kit”.



This will also be reflected in credits section.



## headerImage:

Enter the path of your logo image (JPG/ GIF/ PNG/ SWF) with dimension “38 x 38 px” to be displayed at the top of the header area.

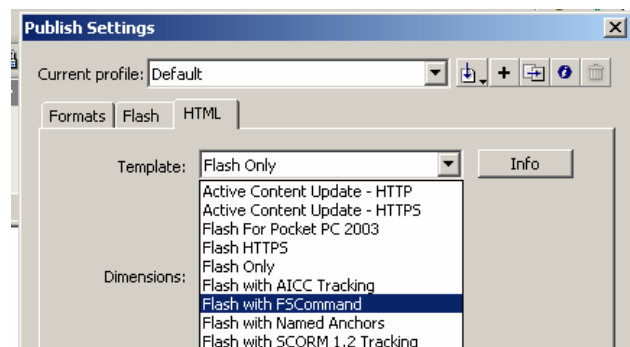


## headertitle\_color:

This sets the color of the text of your header title. The default value is *0x FFFFFFFF*. For any other color please enter the HEX value after “0x”

## forWeb:

If you intend to publish your flash e-learning to the web / intranet, then please select this option as “True” ( the default values is set to “False”) and publish your HTML with the **Flash with FSCCommand** template in publish setting



This will help you to close your interface (while inside browser )using the “Exit” button available at the right top.



Please note that some browsers having some restrictions to Javascript may not allow to close the window through Flash.

## developerName

Here enter the developer name of the e-learning kit , may be your name or your company name. This will appear in the credits section



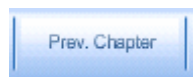
## publicationYear

Here enter the year of publication/ development of your e-Learning tool. It will be reflected in the creditssection



## firstlevelPrev

It shows the name that appears at the button which on click takes user to the previous first level group (in our example “to the previous Chapter”). The default value is “Prev. Chapter”



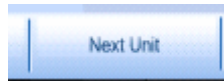
## secondlevelPrev

It shows the name that appears at the button which on click takes user to the previous second level group (in our example “to the previous Unit”). The default value is “Prev. Unit”



## firstlevelNext

It shows the name that appears at the button which on click takes user to the next first level group (in our example “to the next Chapter”). The default value is “Next Chapter”



## secondlevelNext

It shows the name that appears at the button which on click takes user to the next second level group (in our example “to the next Unit”). The default value is “Next Unit”



## Pen Color

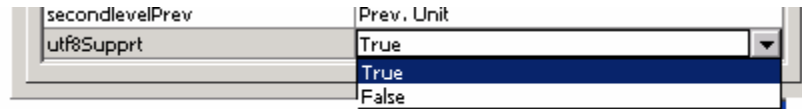
It sets the color of the marker in the inbuilt white board used to save the user’s drawings marks etc.



## Utf8Support

This parameter has two values – “True” and “False”. The default value is set to “False”. If this parameter is set to “True” then the interface looks for “utfsupport.xml”, from which it loads the utf characters to display in the text boxes, labels and lists. This is helpful when you want to create

an e-learning in a language other than English. You can use this parameter to create your e-learning in Arabic, Chinese, Japanese, Korean etc.



\* Translation from English to Arabic in the above image is done by Google translation service.

To know more about UTF8 character support refer to “UTF 8 Support section” of this user guide.

## Listing your contents

There are two levels of groups that divide the whole contents that are to be used in your e-learning. The first one is first level (high level) high level and the other one is the second level (low level). For example we can consider the high levels as “Chapters” and the low levels as “Units”.

In the following we'll see how to list our contents for the menu system:

### Step 1: List the First Level Groups

All the high level groups are listed in “flashonav\_list.xml”



In this XML file you list down all your high level groups as the following format:

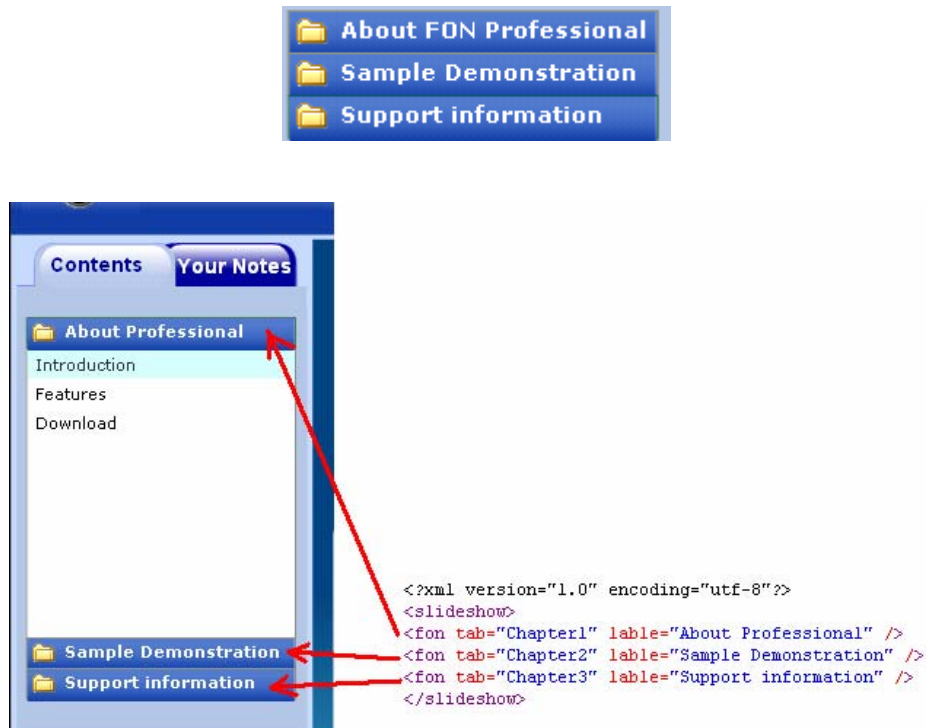
```
<?xml version="1.0" encoding="utf-8" ?>
- <slideshow>
  <fon tab="Give the filename of the xml that will represent this chapter excluding .xml
extension" lable="Give the Chapter name that will be displayed in the List" />
</slideshow>
```

For example, if you have a course structure containing three chapters namely “About FON Professional”, “Sample Demonstartion” and “Support Information” with the following file names

(excluding '.xml' extension) "Chapter 1", "Chapter 2" and "Chapter 3" , then you have to create the **flashonav\_list.xml** as follows:

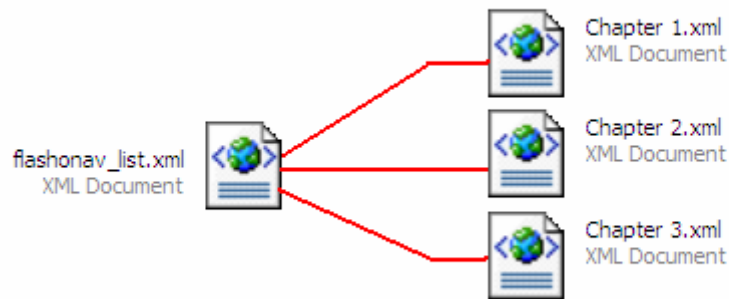
```
<?xml version="1.0" encoding="utf-8" ?>
- <slideshow>
  <fon tab="Chapter1" lable="About FON Professional" />
  <fon tab="Chapter2" lable="Sample Demonstration" />
  <fon tab="Chapter3" lable="Support information" />
</slideshow>
```

Now these will be reflected in your e-learning interface as shown in the following figure:



## Step 2: List the Second Level Groups

In this step you need to create one XML files for each first level group you have defined in step 1. For example, if you have defined first level groups as "Chapter 1", "Chapter 2" and "Chapter 3", then you need to create three XML files with the similar file name, namely "Chapter 1.xml", "Chapter 2.xml" and "Chapter 3.xml". Note that your file name must match exactly to your groups names you have mentioned in the "flasonav\_list.xml" file.



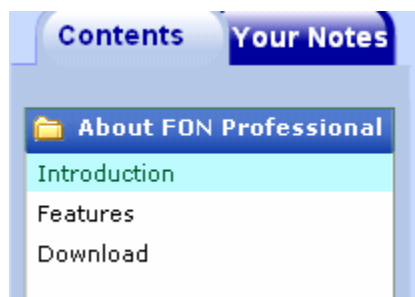
Now each of these xml file will keep all the information about the contents that come under its higher level group. For example “Chapter 1.xml” will keep all the information such as how many topics will be there in this chapter along with their name, related file name etc.

Let’s see the format of such an xml:

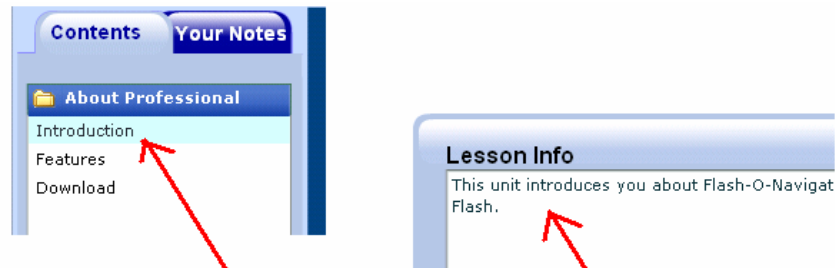
```
<?xml version="1.0" encoding="utf-8" ?>
- <items>
  <item url="Give the content file name in any of the .swf, FLV, .jpeg, .gif, .png format" desc="Give the
  name of this unit which will be displayed in the list. " text_ref="Reference file name in .xml or .html file
  extension " info="Write here any information that will be displayed in the info section of the interface."
  playback_control="Write yes if you want the user to control the playback of this unit. Write no if you
  want the user not to be able to control the play back of this unit "
  </items>
```

For instance, let's say there will be 4 units inside Chapter 1, namely “Introduction”, “Features”, “Download” where you would present the first two content as animation/movie where the user should be able to move across using the playback control, whereas in the last unit the playback control is disabled, then the following can be a sample xml for “Chapter 1” :

```
<?xml version="1.0" encoding="utf-8" ?>
- <items>
  <item url="c1u1.swf" desc="Introduction" text_ref="c1u1.xml" info="This unit introduces
  you about Flash-O-Navigation component for Flash." playback_control="yes" />
  <item url="second.flv" desc="Features" text_ref="c1u1.xml" info="This unit explains the
  features of Flash-O-Navigation Professional" playback_control="yes" />
  <item url="c1u1.swf" desc="Download" text_ref="c1u1.xml" info="This unit provides link to
  purchase link for the component." playback_control="no" />
  </items>
```



You can see that there are 5 attributes in each item node, namely *url*, *desc*, *text\_ref*, *info* and *playbackcontrol*.

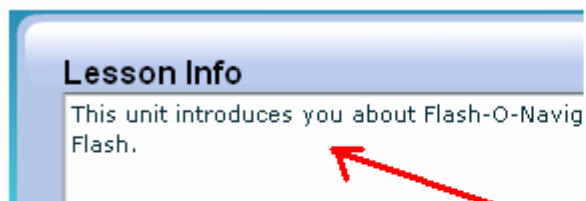


```
<?xml version="1.0" encoding="utf-8"?>
<items>
<item url="c1u11.swf" desc="Introduction" text_ref="c1u1.xml" info = "This unit
introduces you about Flash-O-Navigation Component for Flash." playback_control = "yes"/>
<item url="second.flv" desc="Features" text_ref="c1u1.xml" info = "This unit explains
the features of Flash-O-Navigation Professional" playback_control = "yes"/>
<item url="c1u1.swf" desc="Download" text_ref="c1u1.xml" info = "This unit provides
link to purchase link fopr the component." playback_control = "yes"/>
</items>
```

The attribute **url** represents the file (either SWF, FLV or any image format such as non-progressive JPG, PNG, GIF). If the SWF has animation then its animation should be based on the “\_root” timeline, so as to be controlled by the playback control of Flash-O-Navigation Professional.

The **desc** attribute represents what will be displayed as the name / label in the menu list. You can take it as the Unit Name in our example where some units combine tpo form a Chapter.

The **info** attribute keepsw additional data about the item and this appears when the learner clicks on the info “i” button of Flash-O-Navigation Professional.



```
<?xml version="1.0" encoding="utf-8" ?>
- <items>
  <item url="c1u11.swf" desc="Introduction" text_ref="c1u1.xml" info="This unit introduces
  you about Flash-O-Navigation component for Flash." playback_control="yes" />
```

The **playback\_control** is the attribute that has two values – either “Yes” or “No”. If you select “Yes”, then the user can drag the seek bar of the playback control provided in the Flash-O-Navigation to view the simulation/ animation to any point on wish. But if you opted for “No”, then the seek bar will disappear and the users won’t be able to move back and forth in that second level group by dragging the seek bar. This is useful when you present a quiz or any interactive where you want the users to complete certain steps before moving forward to a particular point.



playback\_control = "Yes"



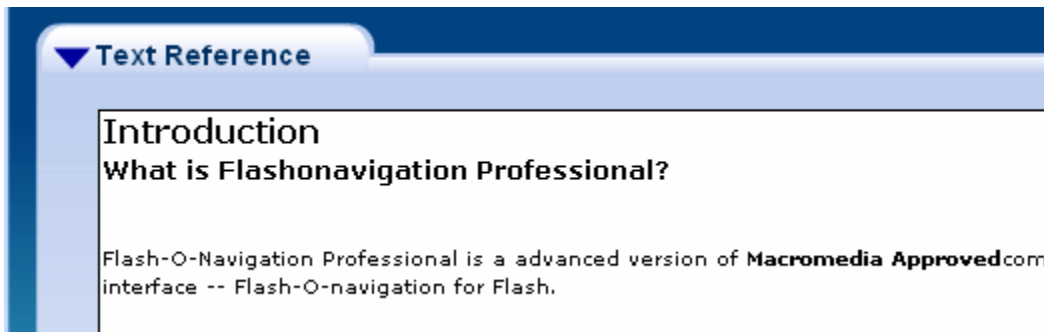
playback\_control = "no"

The **text\_ref** is the attribute using which the extra learning reference can be displayed along with the respective unit/lesson of your e-learning interface.

Flash-O-Navigation Professional uses FlashPlayer's ability to render external HTML formatted text which is a subset of standard HTML tags such as <p> and <li> that you can use to style text in any dynamic or input text field. Text fields in Flash Player support the <img> tag, which lets you embed image files (JPEG, GIF, PNG), SWF files, and movie clips in a text field. Flash Player automatically wraps text around images embedded in text fields in much the same way that a web browser wraps text around embedded images in an HTML page. The style of this HTML is controlled by external style sheet . Flash-O-Navigation Professional uses **flashonav.css** style sheet to render the HTML pages that appear in text reference section.

In **text\_ref** attribute you just mention the file path of the above said html file you want to use as text reference for a specific unit.

Given below is an example screenshot:



The above text reference (as displayed in the Flash-O-Navigation interface) is generated from the xml file shown below:

```
c1u1.xml
1 <body>
2   <headline>Introduction</headline>
3   <subheadline>What is Flashonavigation Professional?</subheadline><mainBody>
4
5 </mainBody>
6 Flash-O-Navigation Professional is a advanced version of <b>Macromedia Approved</b>compoi
7 </body>
```

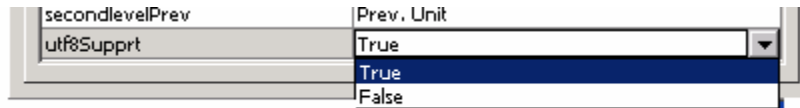
## UTF-8 Character Support

Flash-O-Navigation Professional has UTF-8 support through the use of external XML file, so that the developers can also use Flash-O-Navigation Professional to build e-learning for languages other than English.

To display UTF-8 character in the different labels and text fields in the Flash-O-navigation Professional, follow the steps below:

### STEP -1

Set the **utf8Support** parameter in the component Inspector as 'True'



## STEP - 2



utfsupport.xml

Edit the **utfsupport.xml** file as per your need and save the file.

```

utfsupport.xml
1 <?xml version="1.0" encoding="utf-8"?>
2 <slideshow>
3 <fon utfsupport = "الفصل السابق" name = "firstlevelePrev Button" />
4 <fon utfsupport = "الوحده السابقه" name = "secondlevelPrev Button" />
5 <fon utfsupport = "الوحده المقبل" name = "secondleveleNext Button" />
6 <fon utfsupport = "الفصل التالي" name = "firstleveleNext Button" />
7 <fon utfsupport = "العودة الي كتاب" name = "Go to Bookmark Button" />
8 <fon utfsupport = "كتاب انقاذ" name = "Save Bookmark Button" />
9 <fon utfsupport = "حجم" name = "Volume Text Label" />
10 <fon utfsupport = "معيغه الملاحه" name = "HeaderTitle Text" />
11 <fon utfsupport = "الدروس" name = "Table of content Text" />
12 <fon utfsupport = "مذكرات" name = "Notes Text" />
13 <fon utfsupport = "النص المرجعي" name = "Text Reference Label" />
14 <fon utfsupport = "معلومات" name = "Information" />

```

\* Translation from English to Arabic in the above image is done by Google translation service.

Now this will be reflected in the flash-O-Navigation Professional interface:

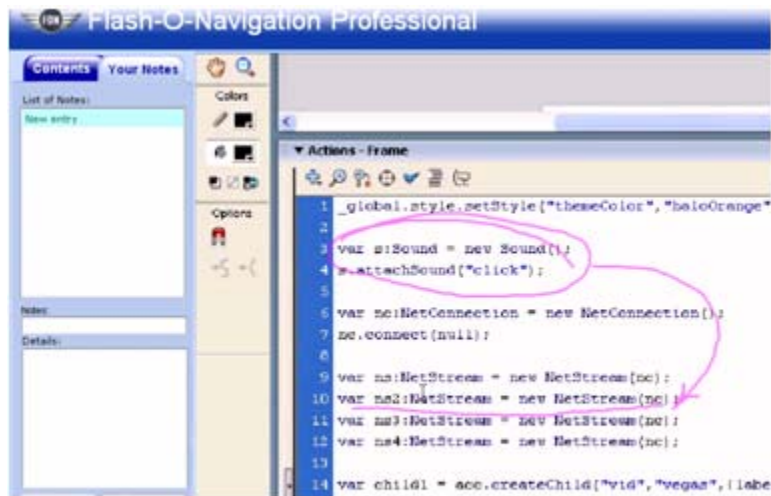


\* Translation from English to Arabic in the above image is done by Google translation service.

So using this feature you can display any symbols / utf-8 characters on the interface of the component itself.

# Inbuilt White-Board Feature

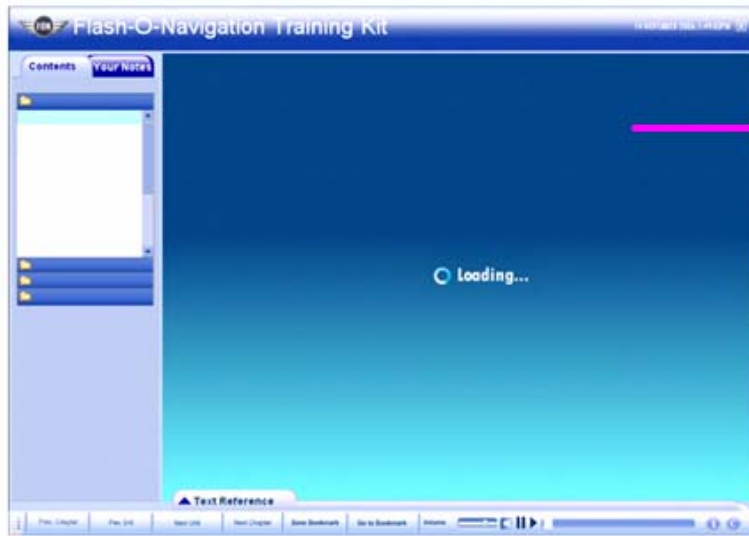
Flash-O-Navigation Professional has an inbuilt whiteboard that helps users to save any self drawn sketches / shapes/ marks on the interface to keep them as references to any specific lesson. For instance if the user wants to take a note referencing a particular simulation/ animation/ movie content played as a lesson, then he/she can also mark any particular point of the lesson of that instance which will be saved and be available for future reference.



**User's hand written drawing/ marks / shapes is saved for future reference**

## General Information to be kept in mind

1) Flash-O-Navigation Professional is designed for creating e-Learning application for 1024 x 768 screen resolutions. The minimum stage needed to place this component is 1000 x 700 px. So make sure you drag the component and place it on the stage of above mentioned or of greater dimension.



Stage area for the contents with 800 x 600 dimension

2) Note that after publishing you will need to place the related XML files (including "flashonav\_list.xml, utfsupport.xml and notextreference.xml ), flashonav.css, in the same folder where you have placed your flash elearning swf that contains the component.

### About ESSPL

ESSPL offers a wide range of e-learning, m-Learning and interactive solutions, from animation, interface design, multimedia assessment need analysis, customized courseware design, simulations, interactive kiosks, online design solutions, Flash based mobile content designing and development, to suit the wide range of client needs ranging from e-learning, m-learning to sales promotional campaign and presentation needs.

For more details on ESSPL's offerings in e-Learning and interactive design, refer to ESSPL website at [www.esspl.com](http://www.esspl.com)