XGBookMax Elements
Customization

Control Panel - Print Panel - Slide Show Button - Thumbnail Panel Buttons
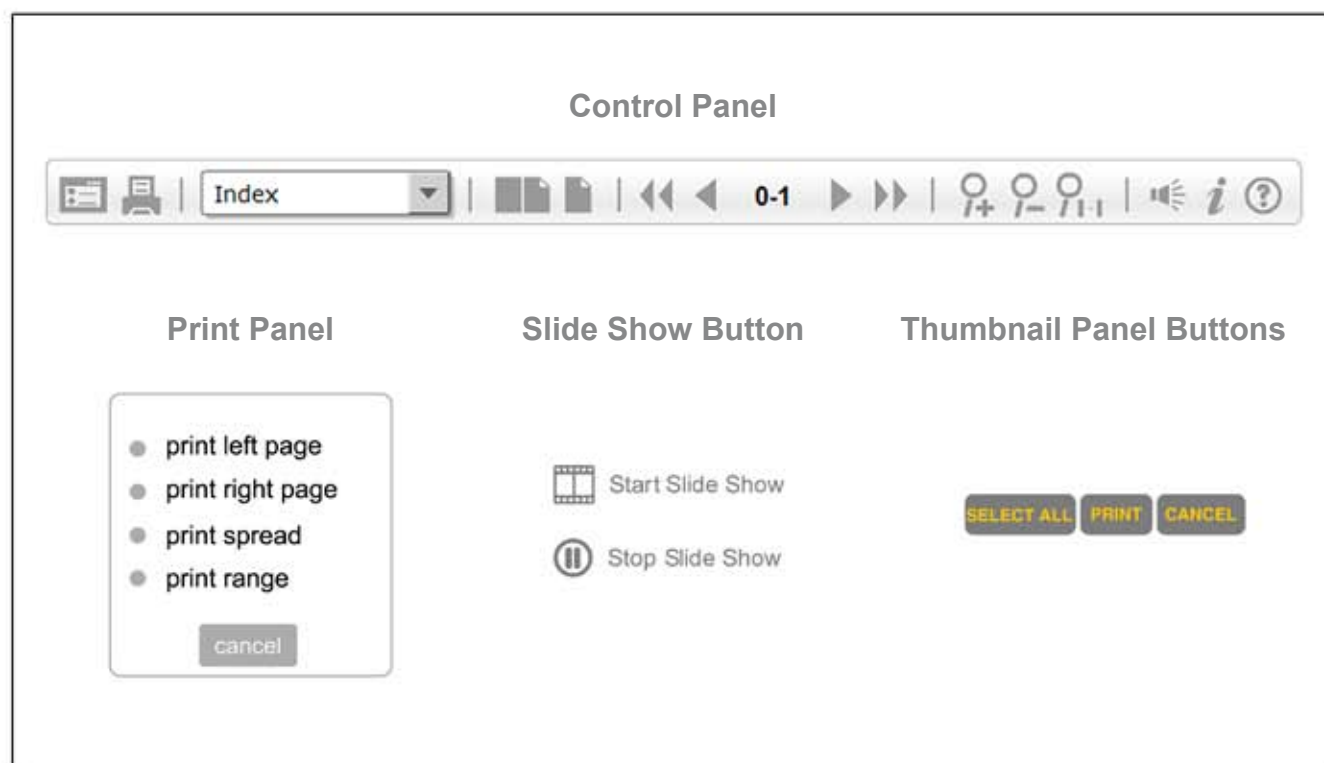
XGBookMax Elements Customization

(Customization for: Control Panel - Print Panel - Slide Show Button Thumbnail Panel Buttons)

FOLLOW INSTRUCTIONS BELOW CAREFULLY

1. open the "customizationElements.fla" file in the "customizeElements" folder;

2. in the "customizationElements.fla" file open the flash library;

3. in the flash library you will find three folders:

   - Custom_ControlPanel

   - Custom_PrintPanel

   - Custom_SlideShowButton

   - Custom_ThumbnailPanelButtons

   Copy (ctrl+c) and paste (Ctrl+v) these folders into the library of the flash file you are working on (this is the flash file in which you are using the XGBookMax Component).

   NOTE: If you are using our "sample_XGBookMax_02.fla" (an not starting from a new flash file) you do not need to copy these folders. They are already included in the library. This is because "sample_XGBookMax_01.fla" has already customized elements.
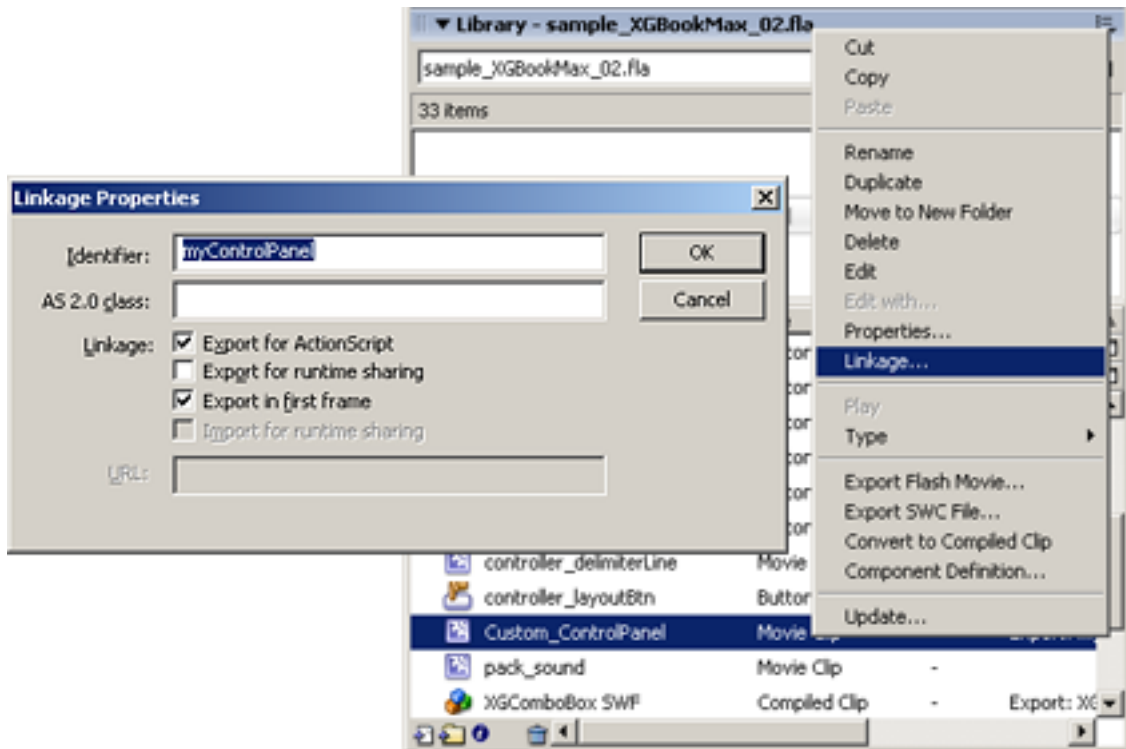
4) do the following:

1. CONTROL PANEL CUSTOMIZATION

- Open the **"Custom_ControlPanel"** folder and select the "Custom_ControlPanel" movie clip. This is the symbol that needs to be edited. Please, remember to **always use** and **edit** this symbol. It has the proper instance name. **Do not** make your own movie clip and **do not** use a different instance name, it will not work.
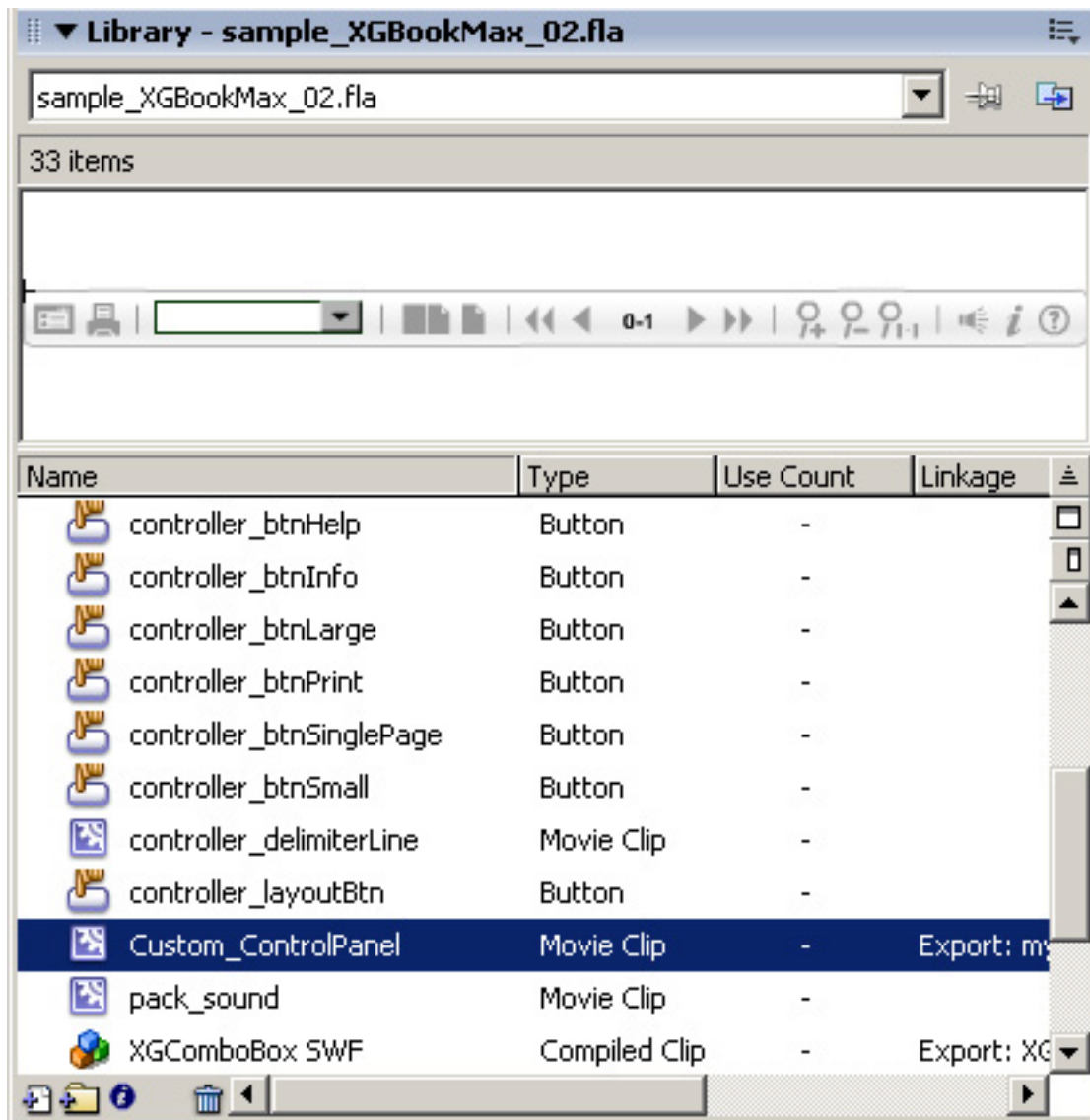
- Modify the **"Custom_ControlPanel"** movie clip to your liking.

- Give the **"Custom_ControlPanel"** movie clip "Linkage Properties"
  (REMEMBER: it will not work without).
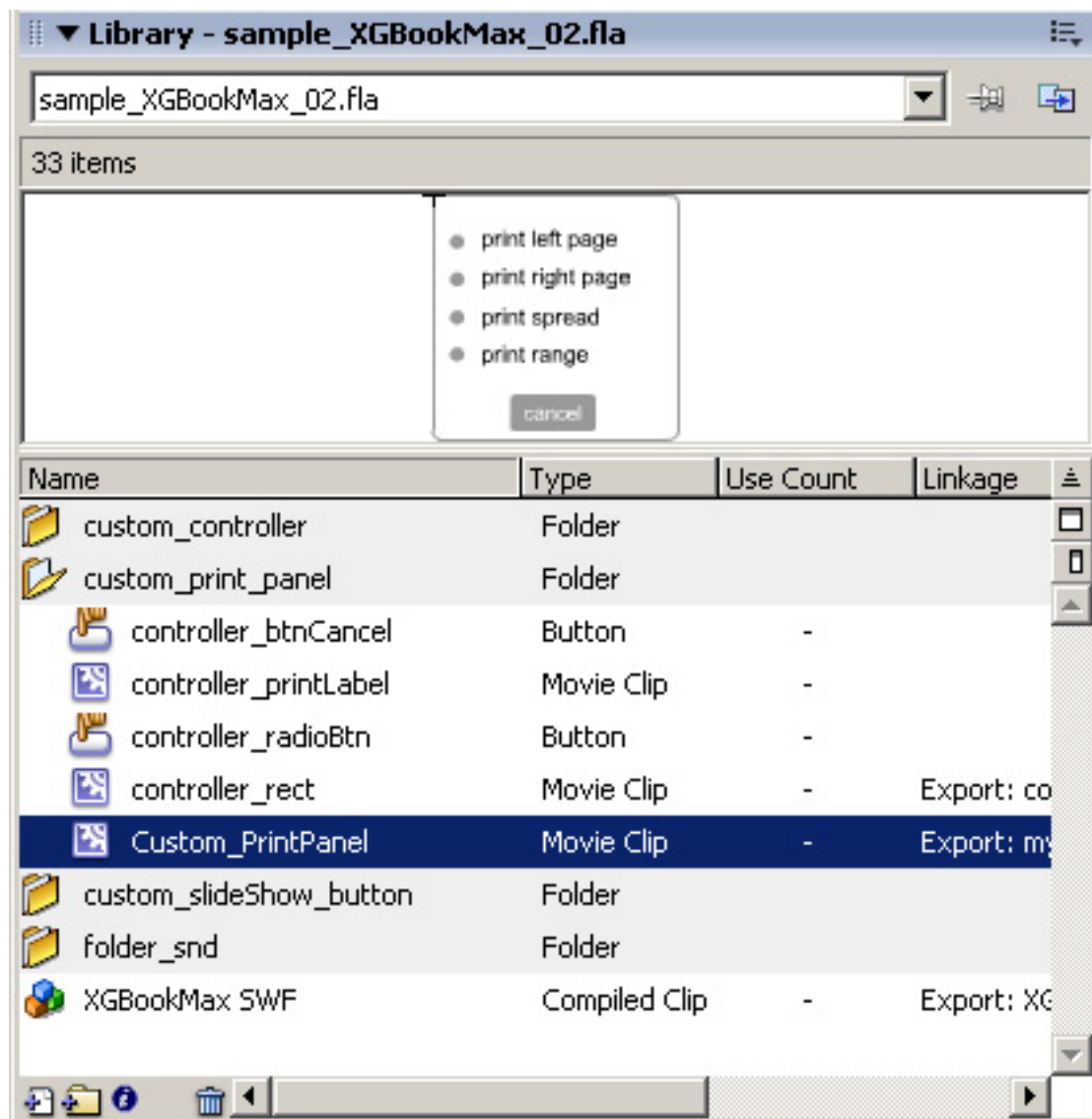

- In the xml file define the attributes "customControlPanel" in the "<Configuration_
  Controller>" node.
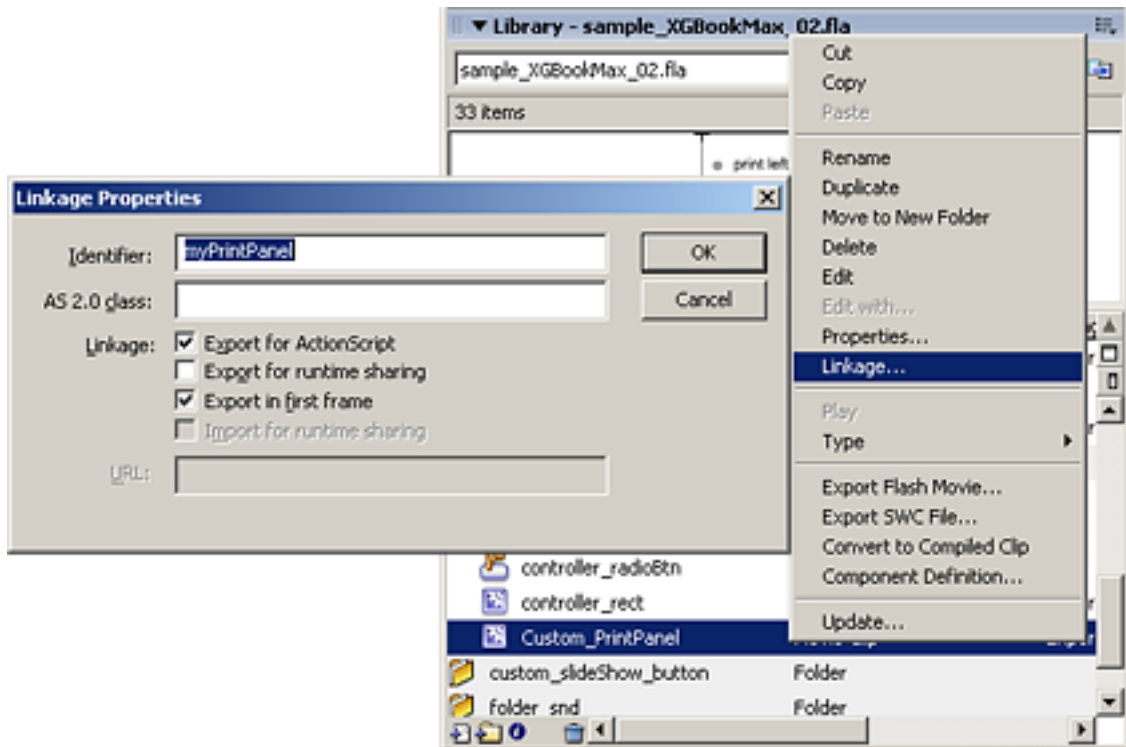 Put the same "Identifier" you defined in the "Linkage Properties" window in Flash.

- That's it. Now you are ready to test it.

2. PRINT PANEL CUSTOMIZATION

- Open the **"Custom_PrintPanel"** folder and select the **"Custom_PrintPanel"** movie clip. This is the symbol that needs to be edited. Please, remember to **always use** and edit this symbol. It has the proper instance name. **Do not** make your own movie clip and **do not** use a different instance name, it will not work.

- Modify the **"Custom_ PrintPanel"** movie clip to your liking.

- Give the **"Custom_ PrintPanel"** movie clip "Linkage Properties"
  (REMEMBER: it will not work without).

- In the xml file define the attributes "customPrintPanel" in the "<Configuration_Controller>"
  node. Put the same "Identifier" you defined in the "Linkage Properties" window in Flash.


- That's it. Now you are ready to test it.

3. SLIDE SHOW BUTTON CUSTOMIZATION

- Open the **"Custom_SlideShowButton"** folder and select the "btn_slide_play" and **"btn_slide_stop"** movie clips. These are the symbols that need to be edited. Please, remember to **always use** and **edit** these symbol. They have the proper instance name. **Do not** make your own movie clips and **do not** use different instance names, they will not work.
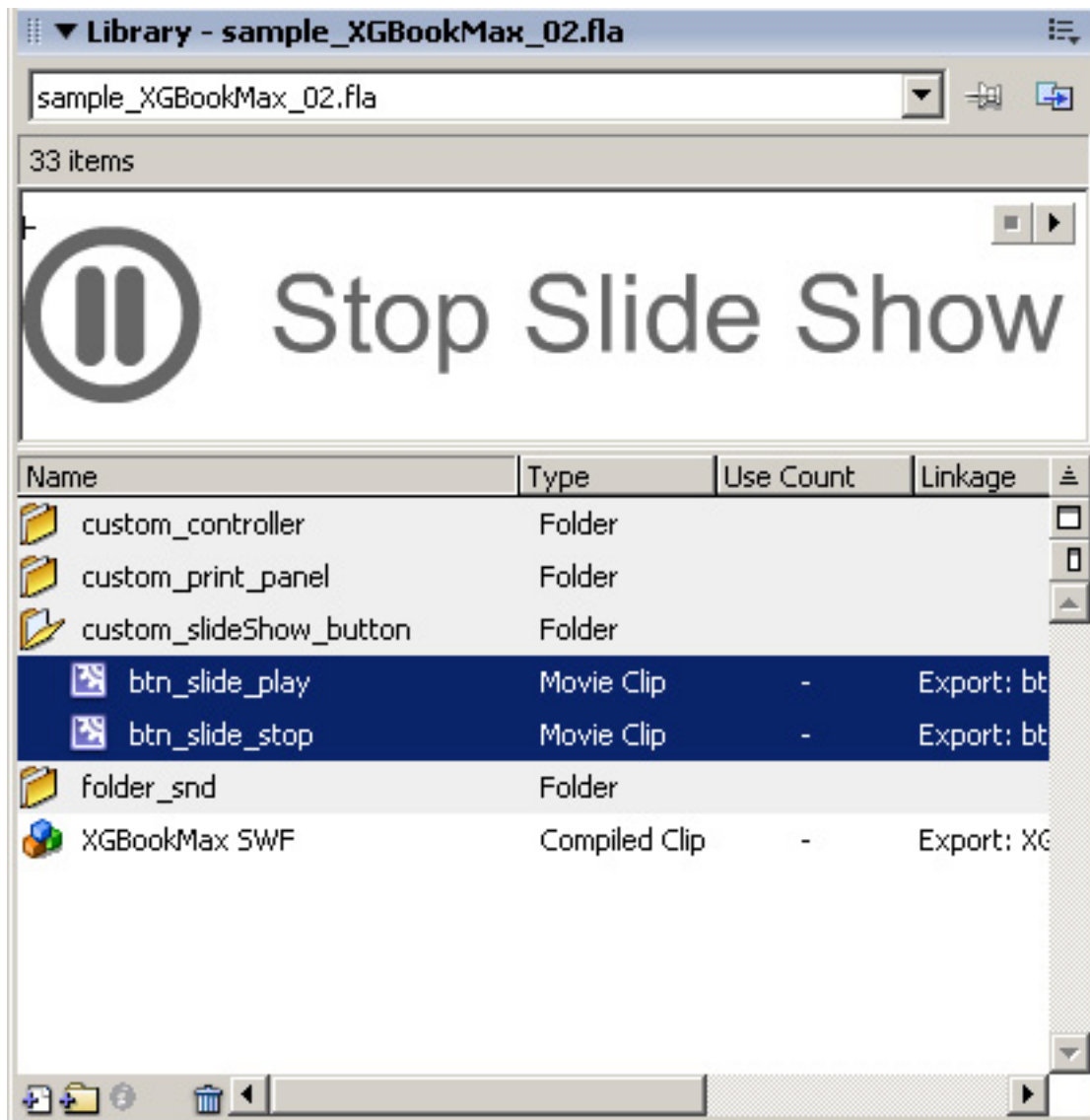
- Modify the **"btn_slide_play"** and **"btn_slide_stop"** movie clips to your liking.

- Give the **"btn_slide_play"** and **"btn_slide_stop"** movie clips "Linkage Properties" (REMEMBER: they will not work without).
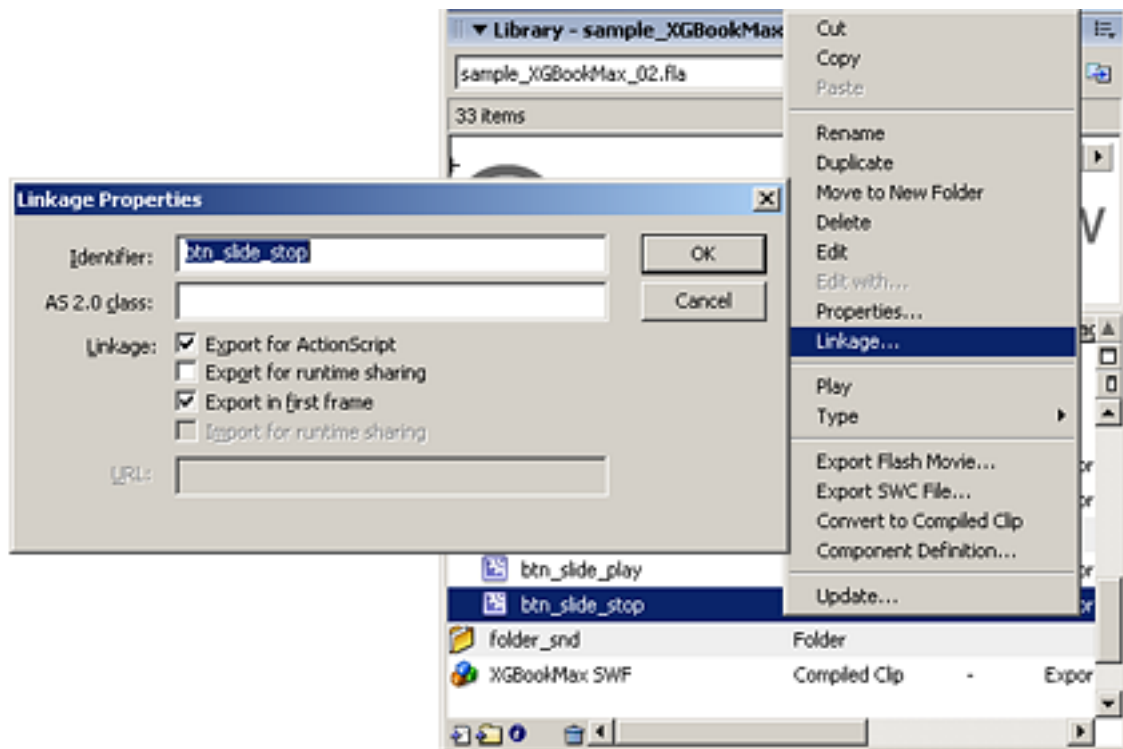
- In the xml file define the attributes "customPlayButton" and "customStopButton "in the "<Configuration_Slide >" node. Put the same "Identifiers" you defined in the "Linkage Properties" window in Flash.

- That's it. Now you are ready to test it.

4. THUMBNAIL PANEL BUTTONS CUSTOMIZATION

(there are no sample images for this Customization. Please, do the same as for the previous Customizations)

- Open the **"Custom_ThumbnailPanelButtons"** folder and select the **"customButtons"** movie clip. These are the symbols that need to be edited. Please, remember to **always use** and **edit** these symbol. They have the proper instance name. **Do not** make your own movie clips and **do not** use different instance names, they will not work.

- Modify the **"customButtons"** movie clip to your liking.

- Give the **"customButtons"** movie clip "Linkage Properties"
  (REMEMBER: they will not work without it).

- In the xml file define the attributes "customButtonS" in the "<Configuration_Thumbnail>" node. Put the same "Identifiers" you defined in the "Linkage Properties" window in Flash.

- That's it. Now you are ready to test it.