

Unlimited Banner Rotater

This is an xml driven banner rotater.

With the XML file (which we have "**images.xml**") you can change the:

Thumbnails,
Original Images or Animations,
Texts,
Delaying second of a slide and
Links.

(to open/edit xml file: notepad, textEdit, notepad++, editplus, dreamweaver and etc)

Here is a content from the XML file:

```
<image>
  <text><![CDATA[You can place your text here. HTML text support
available]]></text>
  <thumbnail>images/thumbnail/img1.jpg</thumbnail>
  <original>images/original/img1.jpg</original>
  <link><![CDATA[http://www.flalog.com]]></link>
  <time>5</time>
</image>
```

a) Changing the text:

```
<text><![CDATA[You can place your text here]]></text>
```

b) Changing the thumbnail path:

```
<thumbnail>images/thumbnail/img1.jpg</thumbnail>
```

write the path to your thumbnail file.

c) Changing the original file path:

```
<original>images/original/img1.jpg</original>
```

write the path to your original image or swf file.

d) Changing the link:

```
<link><![CDATA[http://www.flalog.com]]></link>
```

Link of the original image or swf file.

e) Changing the slide time:

```
<time>5</time>
```

Write the delay of the slide.

EDITING MORE:

In the **main.as** file, the following variables will help you to edit the banner :

```
//URL of the XML File
private var xmlFile:          String          = "images.xml";
//Width of a thumbnail
private          const THUMBNAIL_WIDTH: int = 70;
//Height of a thumbnail
private          const THUMBNAIL_HEIGHT:      int = 70;
//The bottom margin value for the thumbnail placement.
private          const BOTTOM_MARGIN: int = 70;
//Number of the thumbnails that showing on the screen.
private const THUMB_COUNT:          int          = 6;
//The left margin value for the thumbnail button.
private const THUMBNAILS_LEFT_MARGIN:      int = 4;
//You can enable/disable autoplay feature to setting this value to true/
false;
private var isAutoPlayOn:          Boolean = true;
//You can enable/disable auto hide feature of the bottom menu;
private var isAutoHideOn:          Boolean = true;
```

The text font is: FFF Harmony

Note: The [tweener](#) class is licensed under [MIT-License](#) .

Don't hesitate to ask any questions about the file, and please share your ideas with me.

Thanks for downloading this file,

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