

# *Creating Custom Flash Animations*



## Creating Custom Flash Animations

Clip Flash are Flash-based clip-art animations that you can create and add to Lectora's Media Library. Clip Flash can be used to enhance interactivity in your Lectora titles. This guide describes the process of creating custom Clip Flash animations and applying them to Lectora so you can add them to your titles.

View these topics for more information:

- [Lectora and ClipFlash animations](#)
- [Updating the XML File](#)
- [Creating an Installer](#)

### Lectora and Custom Clip Flash Animations

Lectora's Media Library contains configurable Flash animations that you can add to enhance your titles. The animations contain parameters that you configure as necessary. These parameters are set at publish time using Flash's FlashVars parameter.

For details about adding and configuring Flash animations in your Lectora titles, see "Working with Flash animations" in the *Lectora Information Center*.

Custom Clip Flash animations consist of two files: an *.swf* file that delivers the animation's vector graphics, text, video and sound and associative *.xml* file needed for the animation. Details for creating and updating these files are contained in the guide.

A Nullsoft Scriptable Install System (NSIS) install script template is provided. Details for updating the install script template are also provided for generating an install file. When generated, the install file will copy the *.swf* file to the appropriate location within the Lectora Media Library with the existing Flash animations. The *.xml* file for the animation will be placed into the *plugin.xml* which is also located in the same directory within Lectora as the Flash animations.

### Updating the XML File

Follow the parameter editing guidelines below to update the Flash animation's XML file. Use the Lectora file *plugin.xml* that is installed in the *\MediaLib\ClipFlash* directory relative to where you installed the Media Library. This is typically *C:\Documents and Settings\All Users\Application Data\Trivantis\Lectora Inspire\MediaLib\ClipFlash\plugin.xml*.

Separate each animation with the `<item>` tag in the *plugin.xml* file. Include the `name=` parameter to identify the name and location of the animation *.swf* file and include the `descrip=` parameter to provide a brief description of the animation. You can also include `<keyword>/</keyword>` pairs to identify words used to locate the animation when searched. Here's an example:

```
<item name="ClipFlash/DigitalClock.swf" descrip="Digital Clock Animation">
  <keyword>Digital Clock</keyword>
</item>
```

For other examples of proper XML parameter implementation, view the Lectora file *index.xml* located in the *\MediaLib\ClipFlash* directory relative to where you installed the Media Library.

Make sure your *plugin.xml* file only contains information pertaining to the *\*.swf* files you are installing. Remove any extra tags that correspond to other unrelated *\*.swf* files.

For each custom Flash animation, use the following XML parameters to describe the animation:

Parameter	Description	Example
<b>name</b>	Name of the Flash parameter.	<code>&lt;name&gt;BorderWidth&lt;/name&gt;</code>
<b>value</b>	Value of the Flash parameter.	<code>&lt;value&gt;0&lt;/value&gt;</code>
<b>type</b>	Type of value. Possibilities include:	<code>&lt;type&gt;number&lt;/type&gt;</code>

<b>ani_resource</b>	Animation resource	
<b>img_resource</b>	Image resource	
<b>snd_resource</b>	Sound resource	
<b>img_ani_resource</b>	Images and animations as resources. Displays a drop-down menu that lists the images and animations that are resources to the title, along with the ability to import images and animations.	
<b>rgb</b>	Color	
<b>bool</b>	Boolean (True or False)	
<b>text</b>	Text	
<b>optlist</b>	Option list. Must include <code>name=</code> and <code>value=</code> combinations where <code>name=</code> identifies associative text that describes the option list and <code>value=</code> identifies the expected parameter value.	
<b>imgfilelist</b>	List of image files	
<b>number</b>	Numbers	
<b>multiversion</b>	Allows switching between other Flash .swf files that contain the exact same parameters. The value is a path to another .swf file. Refer to the Character Animations with an Audio Explanation item in the Lectora index.xml file for an example of the implementation of the multiversion type. In this implementation, the user can select different looking animations that have the same parameters.	
<b>title</b>	Text to display in the title bar.	<code>&lt;title&gt;Border Width&lt;/title&gt;</code>
<b>desc</b>	Short description to display.	<code>&lt;desc&gt;Width of the border&lt;/desc&gt;</code>
<b>min</b>	For number type only. This describes the minimum number value that can be entered.	<code>&lt;min&gt;0&lt;/min&gt;</code>
<b>max</b>	For number type only. This describes the maximum number value that can be entered.	<code>&lt;max&gt;100&lt;/max&gt;</code>
<b>record</b>	For <code>snd_resource</code> type only. This allows users to enter sound for the value.	<code>&lt;record /&gt;</code>
<b>groupbegin/ groupend/ groupdesc</b>	Allows parameters to be grouped. Use the <code>&lt;groupdesc&gt;</code> parameter to provide a description regarding the grouping. Grouping items allows users to skip the remaining grouped parameters by leaving the input field blank. View the Million Dollar Question Game item in the Lectora index.xml file for an example of implementation of the <code>&lt;groupbegin&gt;</code> , <code>&lt;groupend&gt;</code> , and <code>&lt;groupdesc&gt;</code> parameters.	<code>&lt;groupbegin /&gt;</code> <code>&lt;groupdesc&gt;When you are done entering questions, leave the entry field blank to skip past the remaining question pages.&lt;/groupdesc&gt;</code> <code>&lt;groupend /&gt;</code>
<b>option</b>	For types <code>optlist</code> and <code>multiversion</code> , this allows adding sets of <code>name</code> and <code>value</code> pairs. Use <code>name=</code> for text that is visible to the user and <code>value=</code> for Flash parameter values.	
<b>imgfile</b>	For <code>imgfilelist</code> type, this allows adding a large set of images with captions as parameters to Flash. The <code>imgfile</code> has two <code>&lt;imgparam&gt;</code> tags: <code>type=</code> and <code>typetext=</code> . Refer to the Animated Photo Viewer item in the Lectora index.xml file for an example.	

## Translation considerations

Translate the text from the following tags:

<value>\*

<desc>

<title>

<name>\*\*

\* Do not translate text associated with the <value> tag when it is embedded in an <option> tag.

\*\* Translate text only when <name> is embedded in an <option> tag.

emplate to demonstrate the use of Page Layouts in print outputs.

## Creating the Installer

This section describes the steps for creating an installer that places your clip flash into the corresponding location within Lectora. You use the installer to download and install the NSIS environment that is needed for installing your custom animation. After you install NSIS, your computer will be ready to build the installer.

Follow these steps for creating the Lectora ClipFlash installer:

1. Download and install the NSIS at <http://nsis.sourceforge.net/Download>. View the *Release Notes* for additional information about downloading and installing NSIS.
2. The Zip file contains two sample *.swf* files. Replace the two *.swf* files with your animation *.swf* file in the extracted directory.
3. Edit the file *ClipFlashPlugininstall.nsi* in a text editor like Notepad and change the *Sample1.swf* and *Sample2.swf* references in the Installer Sections of the *ClipFlashPlugininstall.nsi* file with the names of your *.swf* files. You must have one *.swf* file for each animation. For example, if your animation files are named *MyCalculator.swf* and *MyChalkboard.swf*, you would change the lines as follows:

From:

```
File ".\Sample1.swf" ;You should change this to handle your new clip flash files!!
```

```
File ".\Sample2.swf" ;You should change this to handle your new clip flash files!!
```

To:

```
File ".\MyCalculator.swf" ;You should change this to handle your new clip flash files!!
```

```
File ".\MyChalkboard.swf" ;You should change this to handle your new clip flash files!!
```

4. Replace the *plugin.xml* file in the extracted directory with the *plugin.xml* file that you created from following the details in [Updating the XML File](#).
5. Compile the NSIS file and create a *setup.exe* install file. To do so, right-click the *ClipFlashPluginInstall.nsi* file in Windows Explorer and select **Compile NSIS Script** from the right-click menu.
6. Double-click the newly created *setup.exe* file in Windows Explorer and follow the instructions on the screen.