Flash Info Cube

User Guide

Table of contents:

List of figures:

1　INTRODUCTION

Flash Info Cube allows you to display six cube faces of text or images that will rotate based on the settings you specify. Each module of Flash Info Cube can be setup to have different sizes, different rotation speeds, and unique cube faces! Check out all of the features below:

- Define the rotation speed, cube size, and location of the cube within the module

- Optionally include a 'Details' box for each cube. The details window can be defined as to where it is located on the module, the width/height of the window, the background/foreground/border colors, and many other optional settings. Each time you click on a cube face the details for that cube can be displayed!

- Setup each cube face with different properties; easily set some cube faces to include an image, and other cube faces to include text. Optionally allow a cube to navigate to a URL/Page after clicked, display details in the details window, or just rotate! Each cube face text has additional settings for letter spacing, indention, underlined, alignment and more!

- Easily preview the module directly within admin settings to easily adjust settings

- IPORTABLE Support, easily export/import your module settings

- Initial Template - Easily start with an initial template to get started, utilize 'Quick Help' for questions while setting up the module

2 INSTALLATION PROCEDURE

Included in your download are either one (If you only purchased the PA) or two (If you purchased the PA and Source Code) zip files. One zip file is the source code to the application, and the other zip file is the module which you can upload to your site.

When you extract the files, you will notice that it extracts two zip files (**note:** only one if you just purchased the PA).

- **DataSprings_FlashInfoCube_Module.zip** - file for installing "Flash Info Cube" with your DNN

- **DataSprings_FlashInfoCube_Source.zip -** source zip file you can use in order to make any changes to the application (**note:** meant for advanced users)

In order to install your "Flash Info Cube" module, login with an account to your DNN site as a host or administrator account. Once logged in, Navigate to the Host menu item, and click on the "Module Definition".
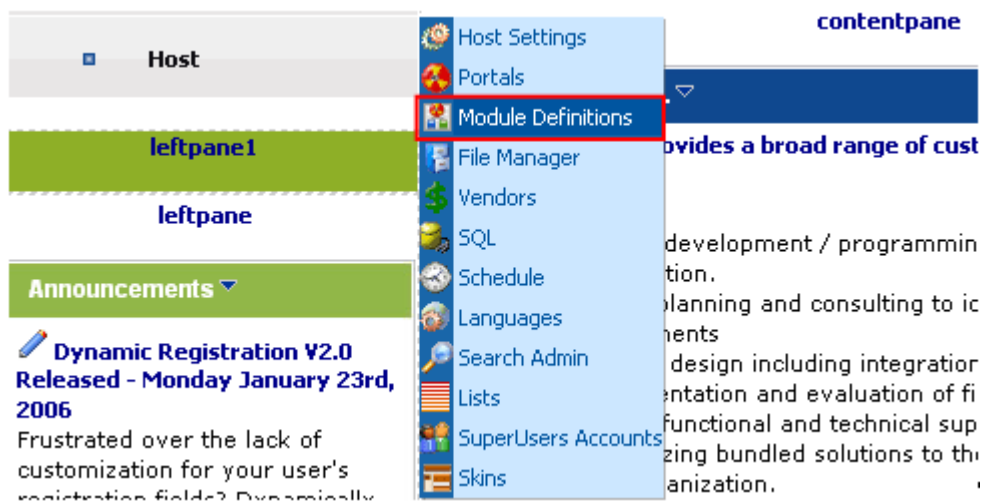
Figure 1: Installation procedure (step 1/7)
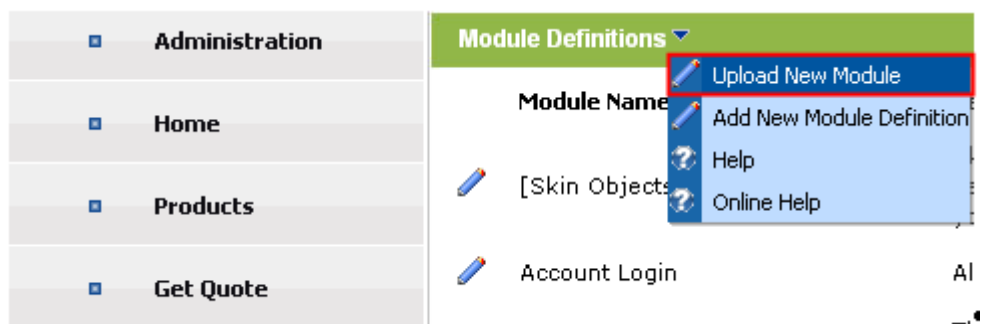
The following screen will be displayed.

Figure 2: Installation procedure (step 2/7)

Click on the "Upload New Module" to continue installing "Flash Info Cube" and the following screen will be displayed.
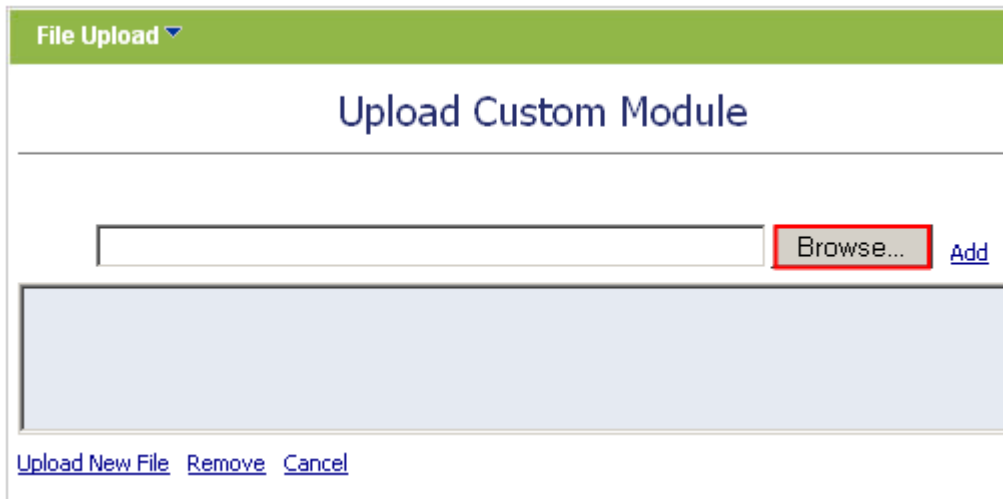
Figure 3: Installation procedure (step 3/7)

Click on the "Browse" button and the dialog window for locating the installation file "**DataSprings_FlashInfoCube_Module.zip**" will be displayed.
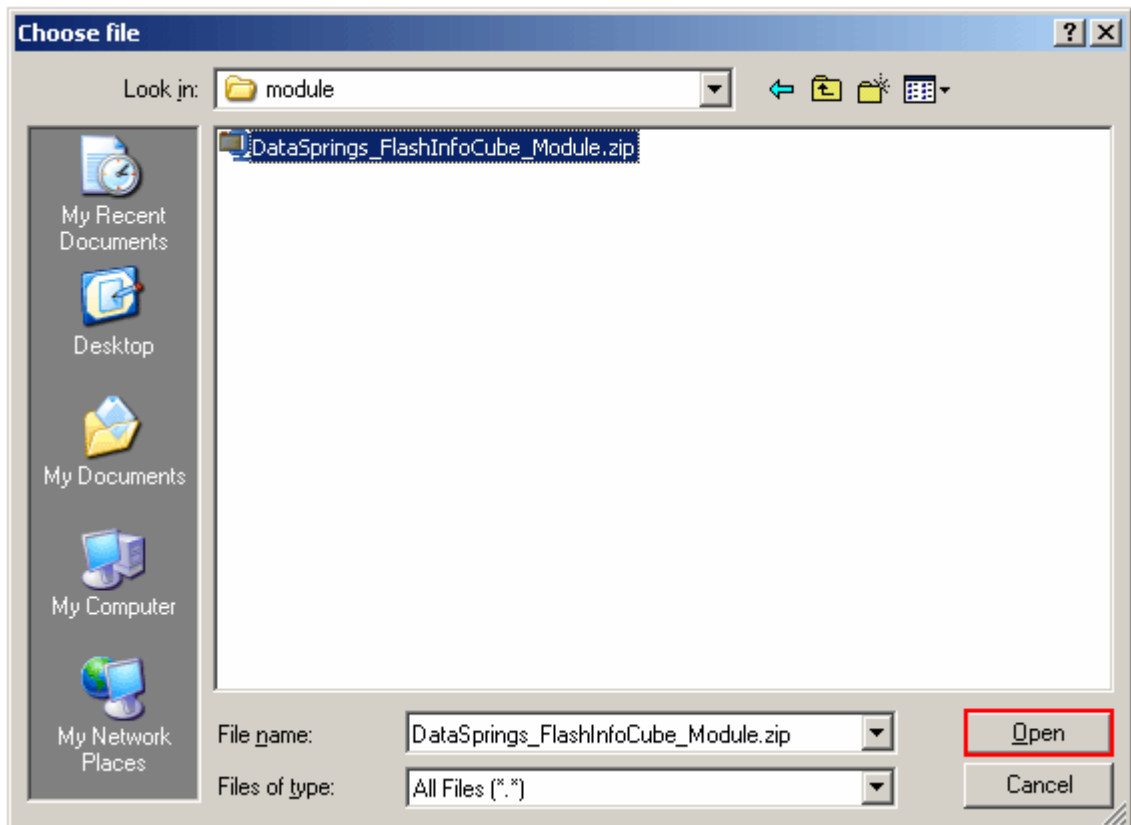

Figure 4: Installation procedure (step 4/7)

Locate the "**DataSprings_FlashInfoCube_Module.zip**" and click on the "Open" button. The following screen will be displayed.
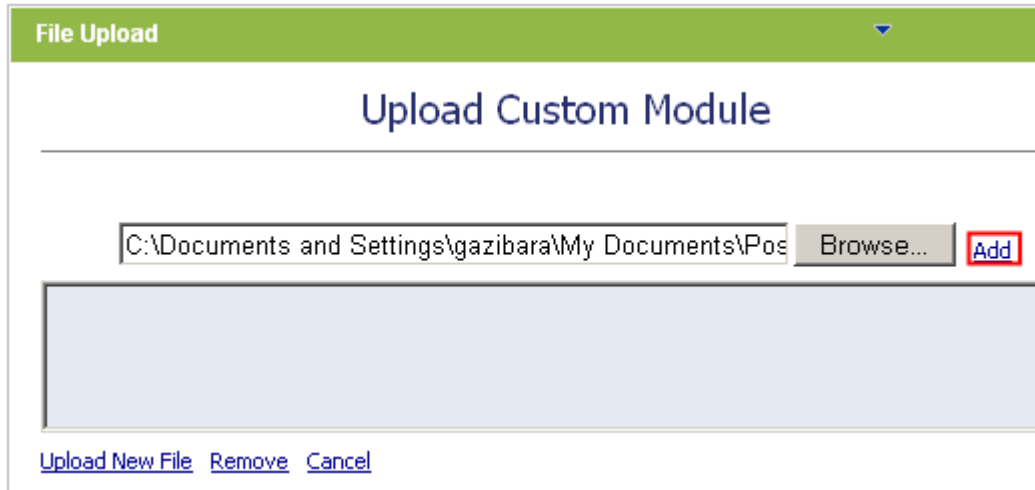
Figure 5: Installation procedure (step 5/7)

Click on the "Add" link inside this screen in order to add the module and it will be added to the list.
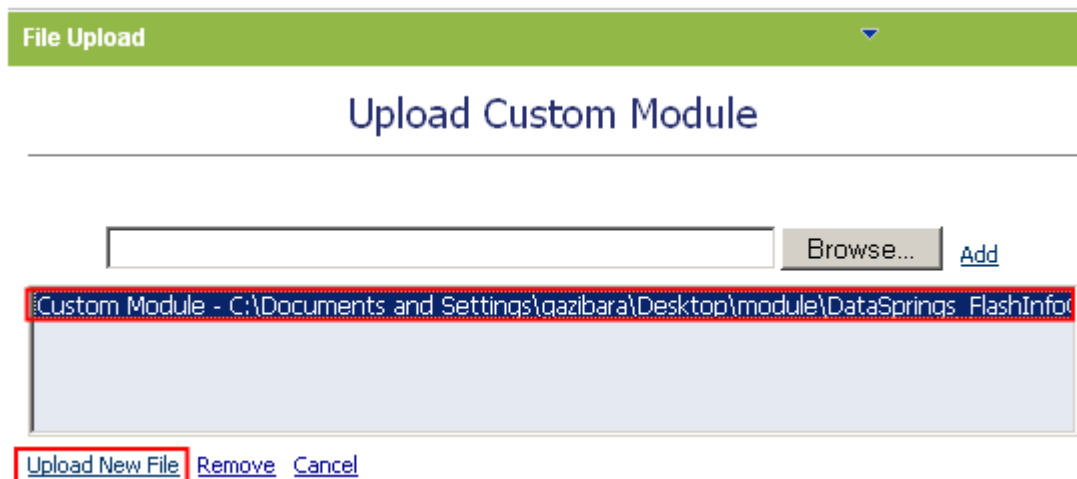
Figure 6: Installation (step 6/7)

Select the "**DataSprings_FlashInfoCube_Module.zip**" file and click on the "Upload New File" link. The installation will begin and in couple of moments the screen informing you on successful completion will be displayed.

Figure 7: Installation procedure (step 7/7)

Note: please keep track of any errors that appear during the installation. These errors can be helpful if your module has problems.

3   ADDING FLASH INFO CUBE MODULE TO A PAGE

In order to add "Flash Info Cube" module to a desired page follow these steps:

1. Select the "Add New Module" radio button

2. Choose "Flash Info Cube" from the "Module" pull down menu

3. Click on the "Add" link (or the arrow icon ⬇).

Figure 8: Adding a module to a page

The "Flash Info Cube" module will be added to the page. Click on the arrow next to the title of the module in order to open the main menu.

Figure 9: Opening the module main menu

Note: see section 4 for further information on main menu options.

4 FLASH INFO CUBE MAIN MENU

This section of the document will give the definition of the "Flash Info Cube" main menu options. In order to start using the main menu, click on the arrow next to the title "Flash Info Cube".
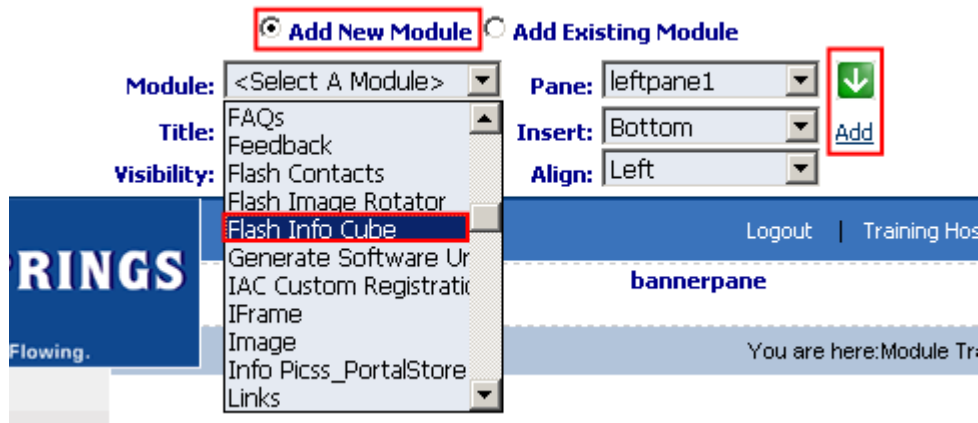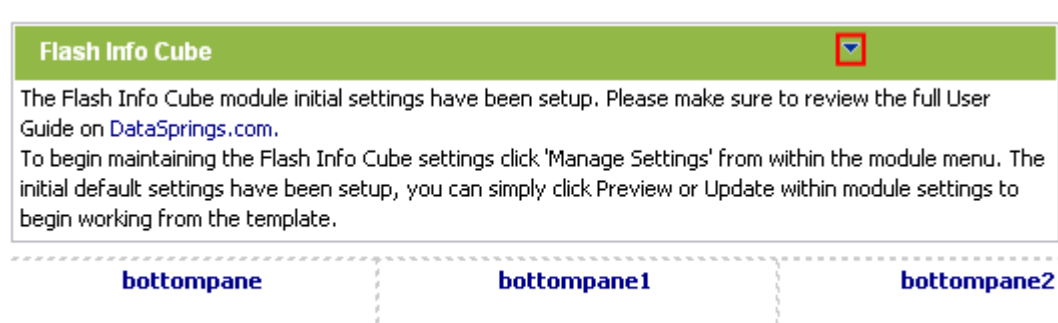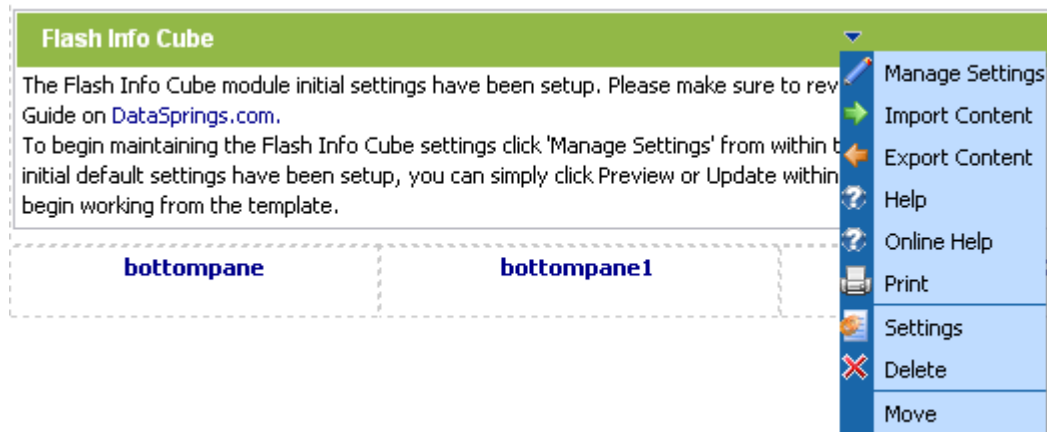

Figure 10: Opening the main menu

The following options are available inside this screen:

- **Manage Settings** – option for viewing your listing (see section 5)
- **Import Content** – option for importing content (see section 6)
- **Export Content** – option for exporting content (see section 6.1)
- **Help** – this user guide
- **Online Help** - this user guide
- **Print** – option for printing the contents of the page
- **Settings** – option for managing settings (see section 7)
- **Delete** – option for deleting a module (see section 8)
- **Move** – option for placing the module in the desired part of the page:
  - o Move To leftpane
  - o Move To bannerpane
  - o Move To contentpane
  - o Move To rightpane
  - o Move To bottompane
  - o Move To bottompane1
  - o Move To bottompane2

5 MANAGING SETTINGS

In order to start managing settings, choose option "Manage Settings" from the main menu.
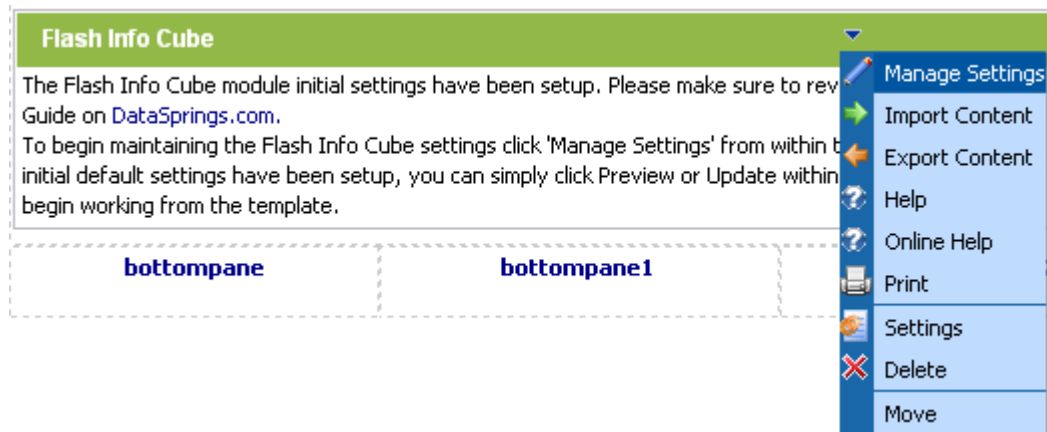
Figure 11: Choosing option "Manage Settings"

The following screen will be displayed.
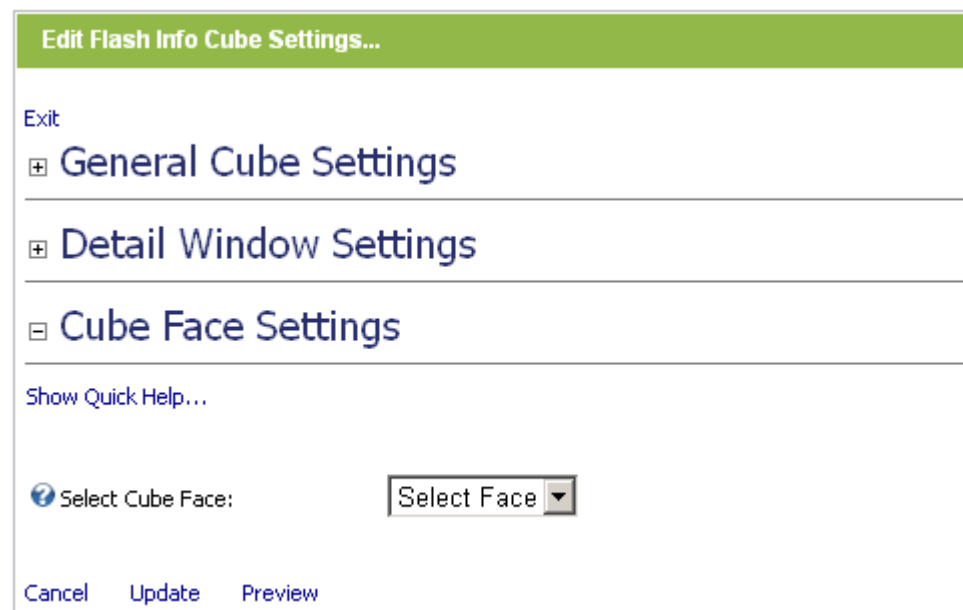
Figure 12: Managing Questions/Settings

The following options are available inside this screen:

- **General Cube Settings** – see section 5.1
- **Detail Window Settings** – see section
- **Cube Face Settings**– see section

5.1 Managing General Cube Settings

The general cube settings are used to define the basic information for your "Flash Info Cube". These settings include the background color for the object, width/height, cube size, and several other additional features.

In order to start managing general cube settings click on the "+" symbol next to the "General Cube Settings" label.

Figure 13: Managing General Cube Settings

The following parameters are available inside this screen:

- **BackGround** - background setting should be a HTML color, for example "000000" would be black and "FFFFFF" would be white.

- **Rotation Slowness Impact** - the rotation slowness impact sets the speed of the cube; the higher the number the slower the cube will rotate;.most typical settings would be from 10-25 depending on how fast/slow you would like the cube to rotate

- **Cube Size** - the cube size must be between 0 and 100, 100 being the largest cube size; most typical cube sizes would be around 75 to 100

- **X Offset** - the "X Offset" sets the horizontal location offset of the cube; this setting helps identify where the cube is at within the entire flash object width horizontally

- **Y Offset** - the "Y Offset" sets the vertical location offset of the cube; this setting helps identify where the cube is at within the entire flash object height vertically

- **Show Progress** - the progress percentage is displayed within each cube face if the entire cube is not loaded and is in the process of being loaded; the progress bar is most utilized for cubes with multiple images; if the progress percentage is not displayed the cube will load faster but will have more of a 'Building' affect as each cube is built and displayed

- **Start Face** - the start face is the cube face you want to initially be displayed; although the info cube will not start with one cube directly and start by showing the cube at an angle, this setting can help identify the initial rotation of the cubes

- **Cube Height / Width** - the cube height/width will set the properties for the entire flash object height/width

- **Flash File Location** - the flash file location is an advanced feature which should only be changed if necessary; typically this setting is never changed and similar to http://www.yoursite.com/desktop modules/flash info cube/datasprings_flashinfocube.swf

however sometimes changes are necessary depending on your web site URL, if your web site is a child portal, etc

o **Note**: If you have any problems with the settings click 'restore default'.

5.2 Managing Detail Window Settings

The detail window is an optional feature and is not required within the info cube module. If the detail window is displayed an initial message is displayed within the window upon initial rendering of the module.

When each cube face is clicked the info cube will display the cubes detail message within the detail window.

In order to start managing detail window settings click on the "+" symbol next to the "Detail Window Settings" label.

Figure 14: Managing Detail Window Settings

- **Display Window** - select if you would like the info cube module to display the 'Detail Window'

- **Window Background, Border, Text Colors** - the detail window colors must be a hexadecimal value for HTML color (**for example**: 000000 for black or FFFFFF for white)

- **Font / Font Size** - the font is the standard font that will be used for the detail window (**for example**: Verdana or Verdana Bold); the font size represents how large/small the detail text should be

- **Window Text** - the window text will be the default text that will be displayed upon initially rendering the info cube

- **Align** - The alignment setting will set the text alignment for the welcome and detail window text (i.e. Left, or Centered).

- **Left / Right Margin** - the margin setting will set the left/right margin for the detail window text, setting this feature can help 'center' the text within the detail window

- **X Offset** - the X Offset sets the horizontal location offset of the detail window; this setting helps identify where the cube is located within the entire flash object width horizontally

- **Y Offset** - the Y Offset sets the vertical location offset of the detail window; this setting helps identify where the cube is located within the entire flash object height vertically

- **Detail Window Height / Width** - the detail window height/width will set the size of the detail window within the module

5.3   Managing Cube Face Settings

Each Flash Info Cube module will include a cube with six different faces on it. Cube faces can be between defined with a background color or image, text, details text that will be displayed when the cube is clicked and optional features such as popping up a link once a cube is clicked.

In order to start managing cube face settings click on the "+" symbol next to the "Cube Face Settings" label and choose the desired face from the pull down menu.

Figure 15: Managing Cube Face Settings

The following parameters are available inside this screen:

- **Cube Text** – the cube text is the message that will be displayed within each cube face
  - o **Note:** use &icnl to include a line break between words within the cubes
- **Left / Top Displacement** - setting the left and top displacement is used to help center text within the cube face; additional numbers for the left displacement will move the text further to the right; an increase in numbers from the top displacement will move the text further down within the cube face
- **Background** - the background can either be a hexadecimal value for HTML color (i.e. 000000 for black or FFFFFF for white) or a background image
  - o **Note:** in order for the cube to load the image correctly the image must be the exact same size as the cube (**for example:** if your cube size is 75 pixels, then your image should be approx 75 width by 75 height.
- **URL / Target** - setting the URL within the cube will automatically navigate to a particular page when the user clicks on the cube face; this is an optional feature, if you do select a URL you must also select a Target for that URL.
  - o **For example** _Blank will pop the page in a new window when the cube face is clicked.
- **Text Color** - this setting represents the color of the text within the cube face; the setting must be a hexadecimal value for HTML color (**for example**: 000000 for black or FFFFFF for white)
- **Font/Font Size** - the font is the standard font that will be used for the detail window (**for example:** Verdana or Verdana Bold); the font size represents how large/small the detail text should be
- **Align** - the alignment setting will set the text alignment for the text within the cube face (i.e. Left, or Centered)
- **Indent** - the underline setting will set the property to underline the text within the cube face
- **Underline** - the underline setting will set the property to underline the text within the cube face
- **Indent / Line Spacing** - the setting specifies if the text should indented initially; the line spacing setting sets the amount of space between each line within the cube face text
- **Left / Right Margin** - the margin setting will set the left/right margin for the detail window text, setting this feature can help 'center' the text within the detail window
- **Details Text** - the details text is the text that will be displayed within the details window once the cube face is clicked

6   EXPORTING AND IMPORTING CONTENT

The purpose of the export and import options is to allow you to place an already created Flash Info Cube on some other page within the website.

The first step is to export the content i.e. export the already created cube. Once the content has been exported, you can add the "Flash Info Cube" module to a different page on the website and use the "Import Content" option to add the created cube to this page.

6.1   Exporting Content

In order to export the content, choose option "Export Content" from the main menu.

Figure 16: Exporting content (step 1/2)
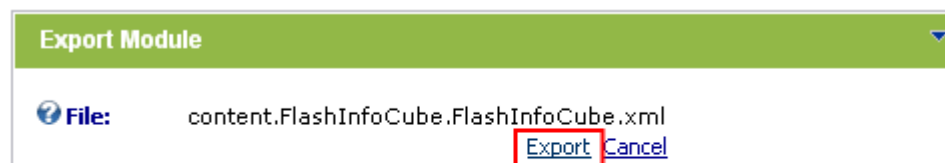
The following screen will be displayed.

Figure 17: Exporting content (step 2/2)

Click on the "Export" link and the information about the created cube will be exported. The next step is importing the content i.e. cube into the desired page (see section 6.2).

6.2   Importing Content

Notes:

- Before you import the content, use the "Export Content" option to export the cube first

- After exporting the content, add the "Flash Info Cube" module to a desired page and use the "Import Content" option to add the created cube to that page

In order to import the content, i.e. add an already created cube to a different page on the website choose option "Import Content" from the main menu.
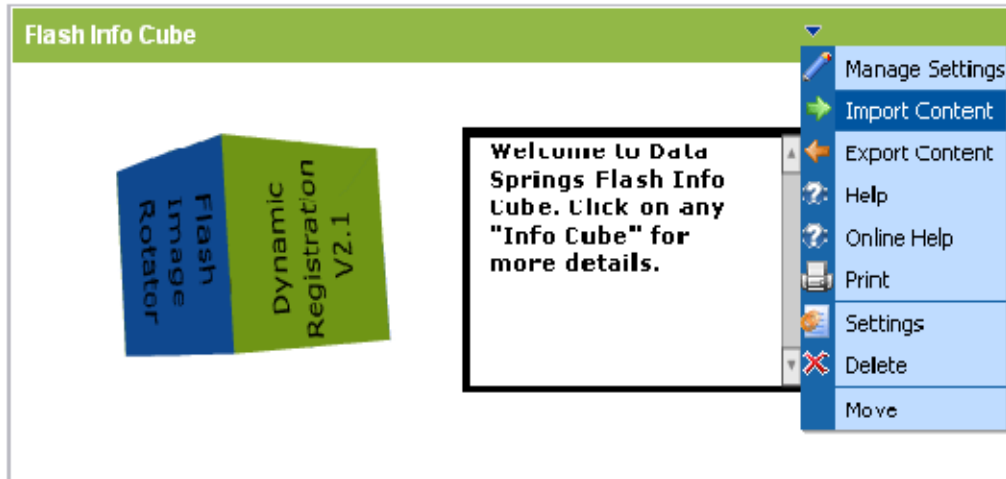
Figure 18: Importing content (step 1/2)
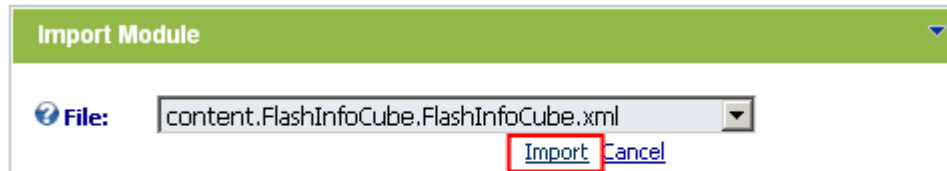
The following screen will be displayed.

Figure 19: Importing content (step 2/2)

Choose the cube from the pull down menu and click on the "Import" button. The cube will be added to the page.

7 MANAGING SETTINGS

In order to start managing settings choose option "Settings" from the main menu.

Figure 20: Choosing option "Settings"
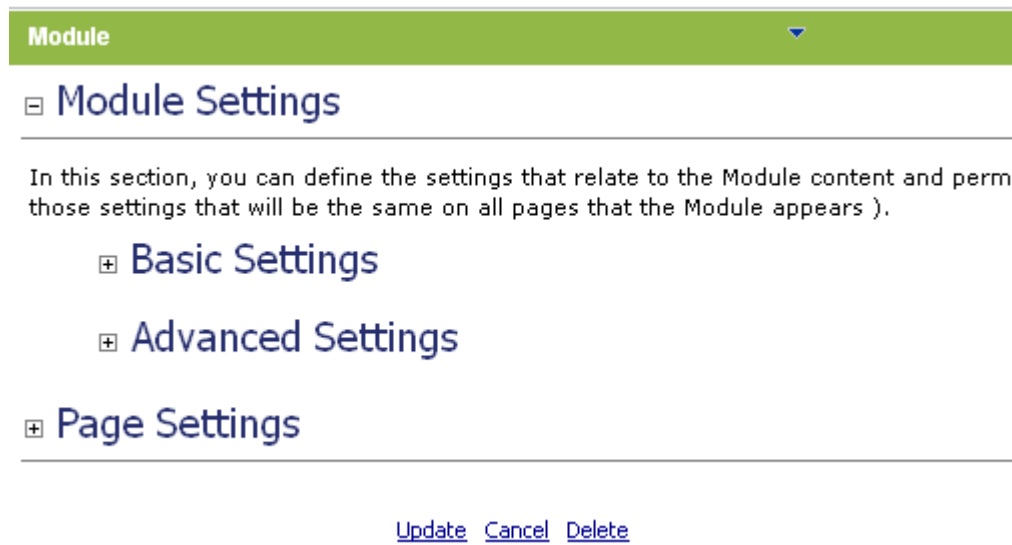
The following screen will be displayed.

Figure 21: Managing settings

8 DELETING FLASH INFO CUBE MODULE

In order to delete "Flash Info Cube" module, choose option "Delete" from the main menu.
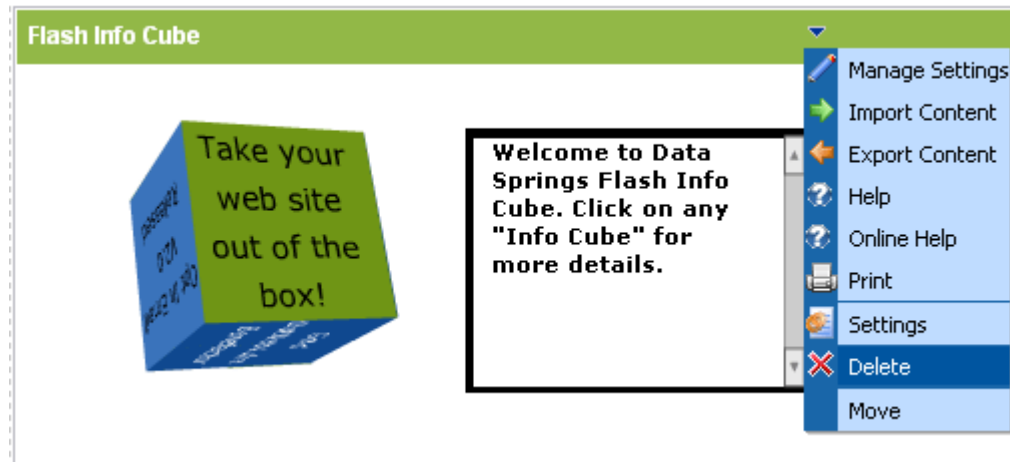

Figure 22: Deleting Flash Info Cube Module (step 1/2)
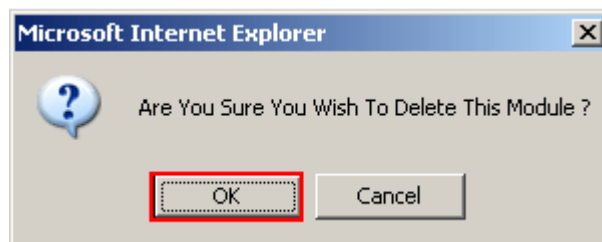
The following screen will be displayed.

Figure 23: Deleting Flash Info Cube Module (step 2/2)

Click on the "OK" button and the module will be deleted.