

We produce and sell interactive flash maps FLA-files



simple installaion

Welcome to the Map Tutorial that will guide you through the process of simple map installation.

File Definitions

- *yourmap fla* – a source Flash file that contains all animated and graphic objects of the map. To manage this file you should have Adobe Flash5 or higher installed on your computer.
- *yourmap swf* – web-ready flash file of the map (the flash movie)
- *yourmap html* – an HTML template document that activates the *yourmap.swf* and contains *mapcode.htm*
- *yourwebpage.htm* – your webpage containing flash map (htm, html, php, asp, jsp or any other type of the web page)
- *mapcode* - html code to display the map on a webpage

Publishing SWF

You've completed the customization of your map. For the finishing touch, you will use the Publish command to create a Web-compatible version, with the SWF extension - *yourmap.swf*:

- Save your movie and choose *File > Publish*.

Flash publishes your movie by creating a *yourmap.swf* file, based on the attributes in the Publish Settings dialog box. A *Yourmap fla* file has the Publish command with the default settings. You'll find the published *yourmap.swf* file in your working folder.

Publishing HTML

Playing a *yourmap.swf* movie in a Web browser requires an HTML document that activates the movie and specifies browser settings. This document is generated automatically by the Publish command, from HTML parameters in a *yourmap.html*.

HTML parameters determine where the *yourmap.swf* movie appears in the window, the background color, the size of the movie, and so on, and set attributes for the OBJECT and EMBED tags. You can change these and other settings in the HTML panel of the Publish Settings dialog box. Changing these settings overrides options you've set in your movie.

Your settings should be inserted in a *yourwebpage.htm* file. This file can be any web file for special interpreters such as ColdFusion or Active Server Pages that includes *mapcode*, or a *yourmap.html*.

You can also customize a *yourmap.html* file and manually enter HTML parameters for *mapcode* using any HTML editor.

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Installation

Step 1.

Open the *yourmap.html* file with any text/html editor. Select and copy the following *mapcode*:

```
<OBJECT classid="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000"  
codebase="http://download.macromedia.com/pub/shockwave/cabs/flash/swflash.cab#version=5,0,0,0" WIDTH=550 HEIGHT=370>  
<PARAM NAME=movie VALUE="yourmap.swf">  
<PARAM NAME=loop VALUE=false>  
<PARAM NAME=menu VALUE=false>  
<PARAM NAME=quality VALUE=best>  
<PARAM NAME=wmode VALUE=transparent>  
<PARAM NAME=bgcolor VALUE=#FFFFFF>  
<EMBED src="yourmap.swf" loop=false menu=false quality=best wmode=transparent bgcolor=#FFFFFF  
WIDTH=550 HEIGHT=370 TYPE="application/x-shockwave-flash"  
PLUGINSPAGE="http://www.macromedia.com/shockwave/download/index.cgi?P1_Prod_Version=ShockwaveFlash">  
</EMBED>  
</OBJECT>
```

Step 2.

Paste the copied *mapcode* into the html code of your webpage (in the area where you want the map to appear) *yourwebpage.htm*.

Step 3.

Upload/publish *yourmap.swf*, *yourwebpage.htm* to your webserver/FTP.

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- General Inquiries: mapisland@mapisland.com
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