

FLASH AND IMAGEMAP

CONTENT MANAGEMENT

GX WEBMANAGER 9

Date

February 26, 2008

Target Audience

Casual User

Editor

Application Manager

Target GX WebManager version

GX WebManager 9.3.0 and higher

Document ID and version

GXD0014_en, version 1.01

SUMMARY

With this license component it is possible to use Flash animations and Image Maps. A Flash animation may consist of moving or changing text, media items, images, links and movies. An image map is a picture containing certain areas on which visitors can click.

PREREQUISITES

Content Management

- Basic Content Management
- Extended Content Management

RELATED TOPICS

Content Management

- Basic Content Management
- Extended Content Management

VERSION CONTROL

Version	Date	Description
1.0	February 4, 2008	Initial version
1.01	February 26, 2008	Added document ID on title page

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1 FLASH ELEMENT

1.1 Tailored animation in GX WebManager

The content element Flash permits the editor to put animations on a page. An animation may consist of moving or changing text, media items, images, links and movies. For this purpose, the content element uses software written in Adobe Flash (formerly Macromedia Flash). This animation software is contained in a file of the type '.swf' (Shock Wave Flash) and is referred to as 'flash file' here as well. A Flash animation is made by a software developer - usually in cooperation with a graphical designer.

By means of a special interface, these Flash animations can access data that is available within GX WebManager.

The editor can preset the animation with parameters. So the editor can indicate which text, media items, images and links the animation has to show. The number of parameters and the types of the parameters are specific for a certain Flash program. Parameters are not mandatory, but without parameters the editor cannot affect the animation.

1.2 Creating and editing a Flash content element

1.2.1 Necessities

- The Flash file ('.swf'), stored on your local hard drive or in the ObjectManager.
- Information about the parameters of the Flash file.
- Information in which format (in pixels) the animation must be shown.

1.2.2 Creating a Flash content element

- ⇒ In edit mode, go to the page on which the content element Flash is to be placed.
- ⇒ Select menu `Insert > Flash`. An empty content element Flash appears.

1.2.3 Editing a Flash content element

- ⇒ Select the Flash file with the button `[Browse]` or `[Select from ObjectManager]`.
- ⇒ Give the width and height of the animation.
- ⇒ Add the parameters:
 - Choose the type of parameter with the pull down 'Parameters' (Text, Media-item, Image or Link).
 - Give the name of the parameter in the input field of 'Parameters'.

- Press the button [Add]. The parameter appears underneath with the given name.
 - Assign a value to the parameter. The input depends on the type of the parameter. Images can be of the type '.jpg', '.gif' or '.png'.
- ⇒ Press the button [Generate configuration file].
- ⇒ Save the page.

The example below shows one parameter of each type. After saving the value of an image type parameter, the selected path and file name disappear and the assigned image is actually shown. With the link type, the value is actually shown as a link. And with the media item type the title of the media item is shown together with a possible image out of the lead of the media item.

Flash
⌵ ⌵ ⌵ ⌵

Presentation: GX Flash element ⌵



Flash file: Browse...

Select from ObjectManager
Save to ObjectManager

Preview: myTest.swf

Width: 400 Height: 400

Parameters: Text ⌵ Add

Parameter name	Value
image1 (<i>Image</i>)	<input type="text"/> Browse... <input type="checkbox"/> Delete 
link1 (<i>Link</i>)	Search http://www.gx.nl <input type="checkbox"/> Delete
mediaitem1 (<i>Media item</i>)	Search Health care <input type="checkbox"/> Delete 
textinput1 (<i>Text</i>)	<input style="width: 100%;" type="text" value="My example text. And some n"/> <input type="checkbox"/> Delete

Generate configuration file

The result on the web site of the above example, is given below. The result shows the data the Flash animation read in from the GX WebManager through the parameters:

- For the *parameter 'image1'* the table shows the path and file name of the given image. The image (GX-logo) is also shown at the top side.
- For the *parameter 'link1'* the table shows the given URL.
- For the *parameter 'mediaitem1'* the table not only shows the given title, but also other data out of the media item. So, through the given title the Flash animation does have access to the whole media item.
- For the *parameter 'textinput1'* the table shows the given text.

In this example, the text 'Open for business' is fixed and not read in through a parameter.



Name	Value
image1	/upload/59e7f721-2c79-4115-a282-f42a44fdd75d_logo_gx.gif
link1	http://www.gx.nl
mediaitem1	
.wm_title	Health care
.wm_publicationdate	10/10/2007
.wm_publicationtime	15:02
.wm_leadimage	/upload_mmm/8/e/e/sun_glasses.jpg
.wm_lead	Sun safety prevents health problems
.wm_link	/web/show/id=67122/frameMode=body/langid=43/contentid=41
textinput1	My example text. And some more.



2 IMAGE MAP ELEMENT

2.1 Image with clickable areas

The content element 'Image map' permits the editor to place an image map. An image map is a picture containing certain areas on which visitors can click. In this description, by way of example, a picture is used consisting of four areas with photographs from the countries Hungary, Ireland, Austria and Russia. In this way, a visitor can navigate to the page of the desired country.

2.2 Creating and editing an Image Map content element

2.2.1 Necessities

- Image map of type '.jpg', '.gif' or '.png', stored as a file on your hard drive or under control of the ObjectManager.
- Information how to arrange the clickable areas of the image map. If these areas have a complicated shape, an external program like Dreamweaver is desirable.

2.2.2 Creating an Image Map content element

- ⇒ In edit mode, go to the page on which the content element Image Map is to be placed.
- ⇒ Select menu `Insert > Image map`. An empty content element Image Map appears.
- ⇒ Save the page.

2.2.3 Editing an Image Map content element

- ⇒ Select the image map ('.jpg', '.gif' or '.png') with the button `[Browse]` or `[Select from ObjectManager]`.
- ⇒ Save the page. The image of the image map appears in the content element.
- ⇒ Give the other parameters (see the description below) and save the page.
- ⇒ Add the links by menu `Insert > Links` (see the document 'Basic Content Management').

An image map can be given a caption by typing text into 'Alternative text' and checking the box 'Use as caption'. The 'Alternative text' will always be displayed if the image itself cannot be displayed or when the cursor is placed over the image. It's advisable to use the alternative text at all times in terms of satisfying the Web Accessibility Check requirements (see <http://ec.europa.eu/ipg/>).

The field 'Map coordinates' defines the areas in the picture on which the visitor can click. Other functionality is similar to the content element Image.

Example of an image map element and related links:

Imagemap: Choose your trip

Location: Browse...

Select from ObjectManager

Save to ObjectManager

Alternative text: Position:

Use as caption

Map coordinates:

```
<area<L CODE="C01"></L>shape="rect"coords="0, 0, 100, 100">
<area<L CODE="C02"></L>shape="rect"coords="0, 101, 101, 200">
<area<L CODE="C03"></L>shape="rect"coords="101, 0, 200, 100">
<area<L CODE="C04"></L>shape="rect"coords="101, 101, 200, 200">
```

Link code	Edit	Link target	Link model	Delete
C01	...	http://www.hungary.com/	norm	<input type="checkbox"/>
C02	...	http://www.ireland.ie/	norm	<input type="checkbox"/>
C03	...	http://www.austria.info/	norm	<input type="checkbox"/>
C04	...	http://www.russia.com/	norm	<input type="checkbox"/>

Explanation of 'Map coordinates':

```
<area<L CODE="C02"></L>shape="rect"coords="0, 101, 101, 200">>
```

- `<L CODE="C01"></L>` refers to the link that will be followed when the visitor clicks in this area.
- `shape="rect"` stands for the shape of the area. In this case a rectangle.
- `coords="0, 101, 101, 200"` are the X and Y coordinates (pixels) of the left-top corner (0, 101) and the right-bottom corner (101, 200). The X and Y axis start at the left-top corner of the picture and go from left to right and from top to bottom.

If areas have a more complicated shape, these areas can be defined by an external program like Dreamweaver. Then from Dreamweaver, copy the lines starting with '`<area`'. Each copied line contains the text `href="..."`. Replace this by an internal link, for instance `<L CODE="C01"></L>`.

On the web site, the result of the example with four countries is as follows:



Choose your trip