

Thank you for downloading " The PDF Launcher " A Cracker Jack production

## Included Files:

- CS3 Flash File
- Actionscript Classes
- TweenMax classes
- SWF File
- HTML File
- XML file

## Fonts used

- Verdana

## Preview Fonts available for download:

- Media Gothic - <http://www.dafont.com/theme.php?cat=501&page=9>
- Petita - <http://www.dafont.com/theme.php?cat=501&page=7>

# Adjusting Fonts

To add your custom fonts, open one of the example fla files. In the library you'll see a folder named "**Fonts**".

### ✓ **Folder Title Text**

- Inside the "Fonts" folder there is a font symbol called "**TitleFont**". Right-click this symbol and select properties to adjust the font. *This **only** adjusts the font type. Font size and color for folder title text is declared in the xml file.*

### ✓ **Sub Item Text**

- Inside the "Fonts" folder there is a MovieClip named "**SubText**". Double click this and you'll find a text field with an instance name of "**textSub**". There is no need to adjust the width, height, x or y properties of the text field. Just adjust the default font properties in the properties panel (*size and colors can be adjusted in the xml file using html*).

# Changing the width and height of the file

- ✓ **Flash CS3 is not needed to use this file.** When using the file as a **standalone swf**, adjust the following:
  - Change the width and height in the xml file.
  - Change the width and height in the html file.
  - Set "**scale**" in the html file to "**noscale**".
  - Set "**salign**" in the html file to "**tl**".
- ✓ When **importing into your AS3 projects** you only need to adjust the width and height in the xml file.

# Changing Folder Icons

To add your custom fonts, open one of the example fla files. In the library you'll see a folder named "**Icons**". Inside this folder you'll find MovieClips for each icon. Double-click a MovieClip here to insert your own icon. When inserting your own icons, make sure to keep the x and y positions of the graphic at zero.

## XML Options (*xml file also heavily commented*)

### module

- **width** = tree width
- **height** = tree height
- **rowHeight** = the height of your rows
- **openFirstFolder** = true or false, case sensitive

### titles

- **indent** = the folder row indent
- **yBuffer** = allows you to slightly adjust the y position of the folder text (*because some fonts don't position perfectly*)
- **bgAlpha** = set this to "0" if you'd like to disable folder row colors
- **size** = the font size of the folder row text
- **rowOpenedBuffer** = a pixel buffer option to add to the bottom of each opened row
- **gradientStart** = the first color of the linear gradient for the folder row's bg color
- **gradientEnd** = the second color of the linear gradient for the folder row's bg color
- **activeTextColor** = the default color of the text for folder rows
- **inactiveTextColor** = the color of the text for folder rows that are opened
- **rollOverTextColor** = the mouse over color of the text for folder rows

### subText

- **indent** = the item row indent
- **yBuffer** = allows you to slightly adjust the y position of the item text (*because some fonts don't position perfectly*)
- **bgAlpha** = set this to "0" if you'd like to disable item row colors
- **gradientStart** = the first color of the linear gradient for the item row's bg color
- **gradientEnd** = the second color of the linear gradient for the item row's bg color

### scrollBar

- **trackColor** = the color of the scrollbar track
- **gradientStart** = the first color of the horizontal gradient for the scrollbar
- **gradientEnd** = the second color of the horizontal gradient for the scrollbar
- **ridgesColor** = the color of scrollbar ridges/lines

### folder

- **label** = is the title of each folder row

### pdf

- **link** - accepts three options:
  1. **A url** that will make it an active clickable row
  2. **"null"** which will make it a non-clickable row. Use this option when creating your own html links
  3. **function:anyFunctionName** - the keyword **"function:"** followed by the name of your timeline function
- **target** = This is the **url window target**, *only applicable when option #1 above is used*

## Copyright Information

This file includes GreenSock's wonderful TweenMax engine for maximum performance. Please visit the link below to read about important GreenSock copyright information: <http://blog.greensock.com/tweenmaxas3/>

After visiting this link, click "Download AS3" to read the Copyright Agreement. After reading, no need to continue with the download as the files have already been included with your purchase.

**GOOD LUCK USING THE FILE IN YOUR PROJECTS!**

**Some other CrackerJack files**

