

What is the FlipDisplay Component?

The FlipDisplay Component is a full customizable eye-catcher for your movie clip, image, banner, logo, photo, label, teaser, sticker, or every other Flash-object you want to animate with a flip-effect.

The FlipDisplay is an ActionScript 3 Flash-Component you can implement into any existing Flash- or Flex-application.



Take a look at the preview examples to see how the FlipDisplay Component works.

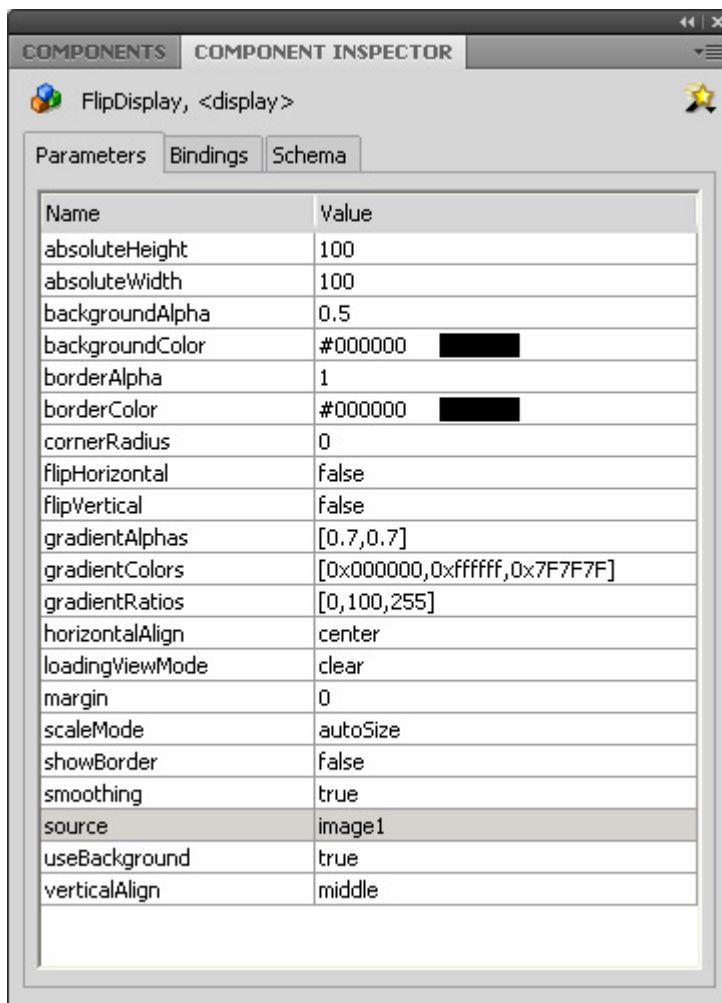
Features of the FlipDisplay Component:

- Supported media formats are jpg, png, swf, from url ore library object.
- Play MovieClips from library with animated or static content.
- Use every size you want with many types of alignements (see the list of all editable properties below).
- Simple copy and paste the FlipDisplay Component to your existing Flash application
- Full customizable with the Flash component inspector or ActionScript (see the list below for all parameters)
- All properties can changed and animated interactive with ActionScript (many examples with source code are included in the application package)
- Animated flip-in- and/or flip-out-effect or still flipped position with no animation.

How to implement the FlipDisplay Component in your existing Flash application:

To use the component in your project file simple copy the FlipDisplay Component from the library in the file FlipDisplay_component_CS3.fla of this package in the library of your own Flash project file.

Drag the component from the library to your stage. When you open the Flash Component Inspector you see the screen below.



Here you can set all properties of the FlipDisplay Component on the stage.

You can also configure the component with ActionScript 3.

List of all editable properties of the FlipDisplay Component:

Source properties:

`source` Set the url of the media file, movie clip or linked library class name.

Flip properties:

`position` Value between 0 and 1 for the flip amount. A value of 0 is a complete turned display and it's normally the start position for a flipIn-animation. A value of 1 is the final display position when the front side is completely visible.

`angle` The current angle of the flip page. Values between 180 and -180 are allowed. A value of 0 will flip the display from the left side.

`gradientColors` Array of color values for the gradient on the flip-edge. This makes a more realistic look of light reflection on the folded edge.

`gradientAlphas` Array of alpha values between 0 and 1 for the edge gradient.

`gradientRatios` Array with position-values between 0 and 1 for the edge gradient.

Scaling properties

`scaleMode` Use one of the following values for the scaleMode of the content: none, fit, autoSize, autoWidth, autoHeight, letterBox, panScan

`horizontalAlign` Set the horizontal align of the content to: left, center, or right

`verticalAlign` Set the vertical align of the content to: top, middle, or bottom

`margin` You can set a margin around the edges for a fix distance to the content.

Style properties

`useBackground` Set true or false to show a colored background shape if your content is transparent or not loaded.

`backgroundColor` The color value of the background shape if it's used.

`backgroundAlpha` The alpha value between 0 and 1 for the background shape.

`showBorder` Set true or false if you want to show a border line around the FlipDisplay Component.

`borderSize` The size value of the border if it's used.

borderColor	Set the color of the border line.
borderAlpha	The alpha value between 0 and 1 for the border.
cornerRadius	Use a value greater 0 to round up the corners.

How to use the FlipDisplay Component with ActionScript 3:

```

//actionScript3 code examples:
import com.ali.flash.controls.FlipDisplay;

// create an instance of the flipDisplay component
var fd:FlipDisplay is new FlipDisplay;

addChild(fd); //add the component to your stage

//fd.source = "media/imagel.jpg"; //set a local picture as source
fd.source = photol; //set a linked library object as source

//---example 1: simple flipIn animation
fd.flipIn();

//---example 2
// flipIn animation (2 sec. duration, 1sec. start delay)
// + flipOut (1 sec. duration, 2sec. start delay)
fd.flipIn(2,1);
fd.flipOut(1,2);

//---example 3
// resized display with a 60% flipped position from the top-left corner
// and no animation
fd.scaleMode = "panScan";
fd.horizontalAlign="center";
fd.verticalAlign = "middle";
fd.position = 0.7;
fd.angle = -160;

```

You can find many other examples in the FlipDisplay_examples_CS3.as file of this package.

Files included in the package of the FlipDisplay Component:

file	description
FlipDisplay_component_CS3.*	source files with embedded FlipDisplay Component
FlipDisplay_examples_CS3.*	source files with all examples shown on the ActiveDen preview page.

Enjoy and have fun, cid ;)