

What is the Background TextureDisplay

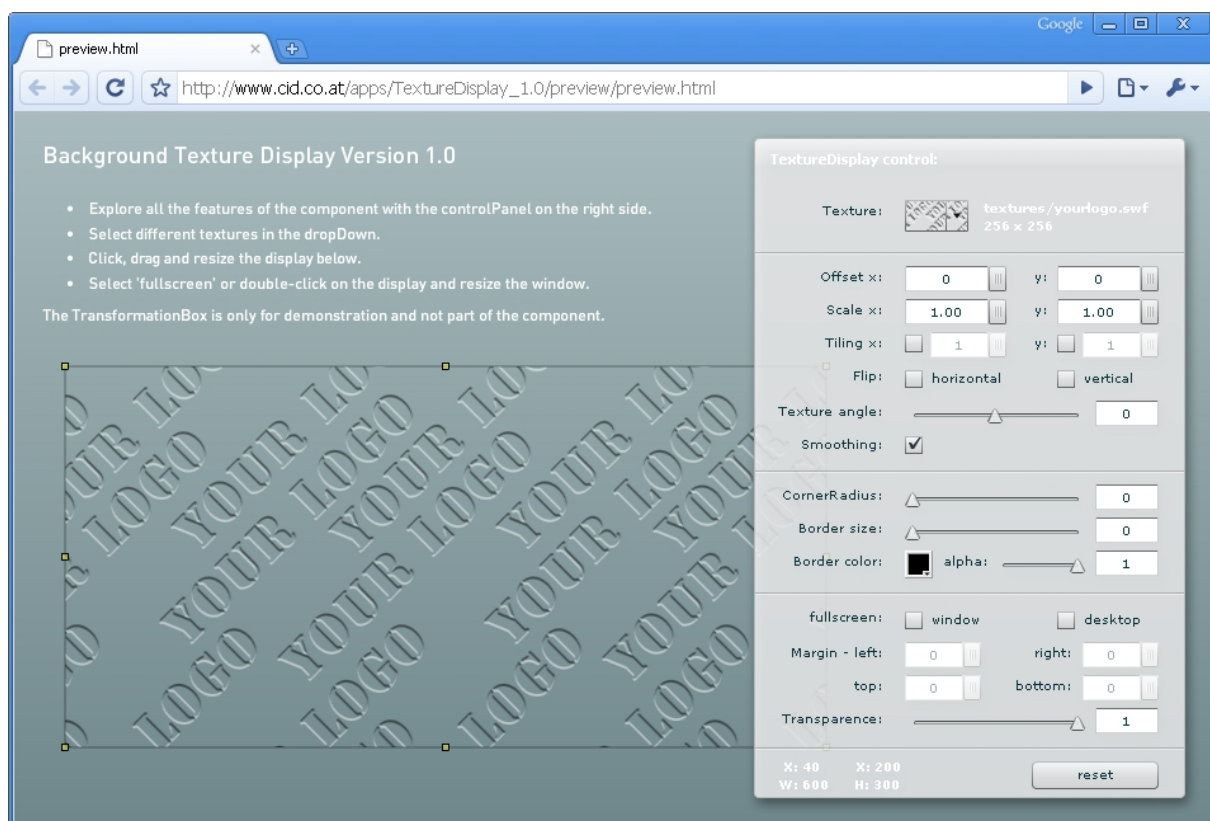
The TextureDisplay is a Flash-Component written in AS3 which can be implemented in every existing Flash-Application. With this component you can load your texture image to use as tiled background in resizable fullscreen mode or in a fixed size on your stage. The component is published for the Flash Player 9.

Features of the TextureDisplay Component

- You can use every image as repeated background image from a url, local source or from the flash library. Supported formats are: jpg, gif, png and swf.
- Simple copy and paste the TextureDisplay component in your Flash application.
- Don't need any coding to configure the component.
- All properties can load from a XML-File without any coding.
- All properties can change or animate with actionscript in the runtime.
- TextureDisplay Explorer included to learn all the features of the component.
- You can use fullscreen or a fixed size for your TextureDisplay component.
- Transform the texture with scaling, tiling, offset , rotation, flip horizontal or vertical.
- In fullscreen mode you can set the margin for left, right top and bottom.
- Set Borderstyle with corner radius, border size, color and alpha.
- 30 free Textures included.

The TextureDisplay Explorer

To see how the TextureDisplay component works, take a look at the included TextureDisplay Explorer.



The TextureDisplay Explorer shows all features of the component with some included tileable background images. You can change all parameters interactive in the control panel to get a better feeling how they affect the component.

How to implement the TextureDisplay Component in your Flash application

You can simple copy and paste the TextureDisplay component from the included TextureDisplay.fla file to your existing Flash application.

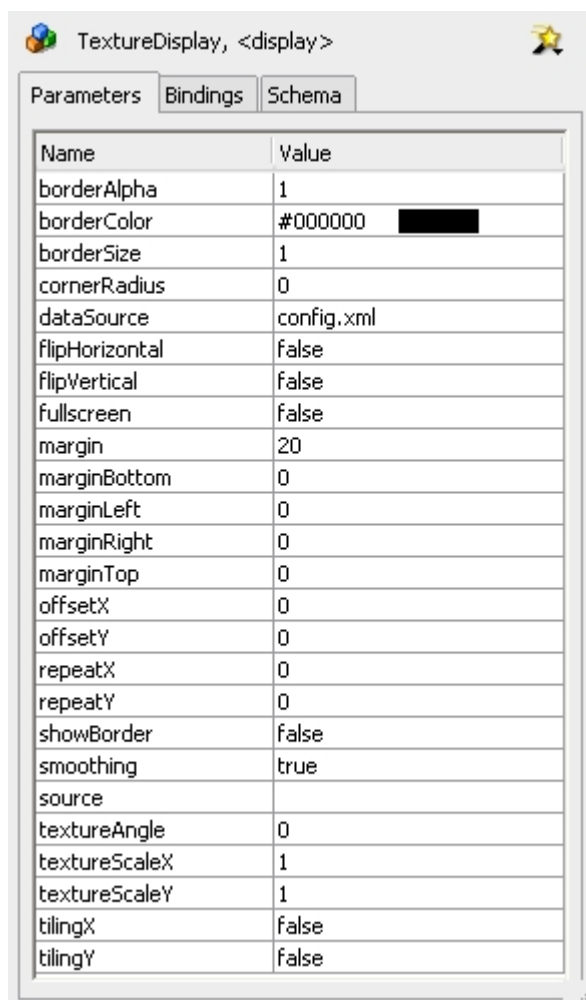
Configure the TextureDisplay Component

You have different solutions to configure your component:

- Set the properties with the component-inspector of flash (see below) without any coding.
- Load the properties from xml-file of any url defined at the dataSource-value of the component.
- Set the properties with actionscript. Take a look at the first frame of the included TextureDisplay_script.fla. There are some code examples how you can set the properties of the component.

Set the properties with the component-inspector

Drag and Drop the TextureDisplay component from the library in your Flash application. Open the component-inspector and you will see the list below where you can change the properties. Use the source-value for the image-url or the class name of your library object.



Load the properties from xml-file

When you want to load the properties from a xml-file, you have to set the dataSource-value with the url of your xml-file (e.g. config.xml). The xml-file should look like this:

config.xml

```
<?xml version="1.0" encoding="utf-8"?>
<config
  source="textures/yourlogo.swf "
  fullscreen="false"
  x="40"
  y="40"
  width="400"
  height="300"
  textureScaleX="1"
  textureScaleY="1"
  textureAngle="0"
  offsetX="0"
  offsetY="0"
  tilingX="false"
  tilingY="false"
  repeatX="1"
  repeatY="1"
  flipHorizontal="false"
  flipVertical="false"
  marginLeft="0"
  marginRight="0"
  marginTop="0"
  marginBottom="0"
  smoothing="true"
/>
```

It's not necessary to set all properties in the xml-file, you can also combine the setting with the component-inspector. But all settings from the xml-file will overwrite the values defined by the component-inspector.

For example you can only set the source-value in the config.xml and all other settings in the component-inspector. So you can change the source-value in the xml-file every time without recompiling your Flash application.

Set the properties with actionscript (AS3)

You can also set all the properties with actionscript (AS3) and you can change or animate them whenever you want. Open the file TextureDisplay_script.fla to see some script examples.

Actionscript example:

```
import com.ali.flash.controls.media.TextureDisplay;

//Creating a new TextureDisplay object and add it to your stage:
var display:TextureDisplay = new TextureDisplay();
addChild(display);

//---using a MovieClip from library as source
//display.source = symbol1;

//---set new class instance from library
//display.source = new symbol1();

//---image from library as bitmapAsset for source
//display.source = hearts;

//---new Bitmap from library object
//display.source = new stars(0,0);

//---using xml string as dataSource
/* display.dataSource = <config
    source="textures/yourlogo.swf"
    fullscreen="true"
  /> */

//---using an external xml file as dataSource
display.dataSource = "config.xml";
```

Included File-Structure for the TextureDisplay:

explorer	Contains the Background TextureDisplay Explorer to demonstrate the functionality of the component. The demo.xml includes the properties for the example component in the explorer. The texturelist.xml is the dataProvider for the image-list in the TextureDisplay control on the right side.
/ textures	Includes the 30 free Textures you can implement in your application.
source	Flash source files with the TextureDisplay component included. The config.xml is the sample file to set the properties when you use it as dataSource-value.
/ textures	Here you find an example flash-movieclip to use for repeated textures (yourlogo fla).
/com	Class path needed by the TextureDisplay fla with the uncompiled component.
doku	This document.

Enjoy and have fun with this product, cid.