

## Flash Thumbnail in Tourweaver

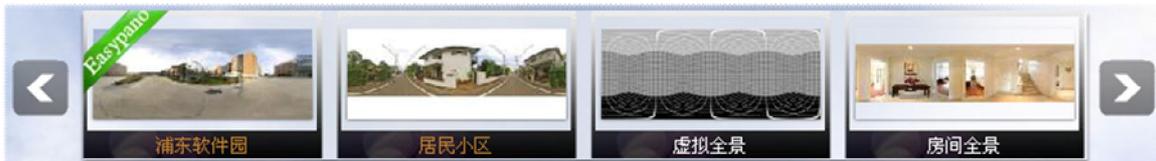
This document explains how the Flash Thumbnail component functions and how to customize it.

Readers of this document should have prior knowledge of:

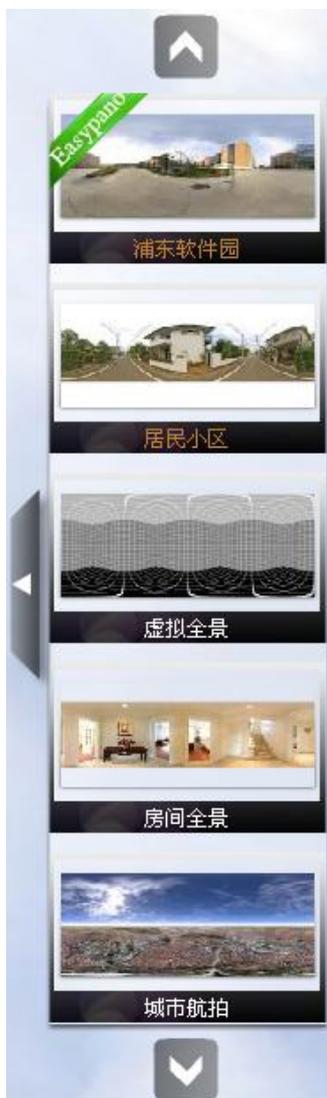
- Adobe Flash
- ActionScript3

### 1. Tourweaver provides a default Flash Thumbnail

When placed on MainWindow, the Thumbnail displays as following (all cells array horizontally)



After SceneViewer entering full screen mode, Thumbnail displays vertically (with show/hide button on the left):



### 2. How to use customized Flash Thumbnail

- a. Find *Tourweaver\_ThumbnailGallery.fla* in *resource* folder of Tourweaver's installation directory and open it with Adobe Flash to change the appearance of the thumbnail, and export as swf. Name the swf as *Thumbnail.swf* and save it in *Thumbnail\_flash* folder in Tourweaver installation directory, to replace the existing one.
  - b. When creating your tour, select  from toolbox, and add it to your tour. The Flash Thumbnail will apply your customized *Thumbnail.swf* automatically.
  - c. Or if you want to keep the default *Thumbnail.swf* provided by Easypano, you can save your own Flash thumbnail with different names, and apply the new one by selecting it in Properties panel of Flash Thumbnail.
3. Working mechanism and important notes (for *Tourweaver\_ThumbnailGallery.as*)
- d. How does Tourweaver player recognize the FlashThumbnail SWF?  
Pay attention to the "API methods 1/6" part in *Tourweaver\_ThumbnailGallery.as*, the method of *getFlashComponentType* which is used to recognize the Flash component as Flash Thumbnail. No changes are allowed to make on this method, otherwise the Flash Thumbnail will not work correctly.
  - e. After Flash Thumbnail component is loaded by Tourweaver player, how does it acquire the corresponding resources and action information of each thumbnail cell?  
After Tourweaver player loads the Thumbnail component, it calls the component type with the method of *getFlashComponentType*. When it gets the component type as Thumbnail, Tourweaver player uses *setThumbnailInfo* method to apply Thumbnail cell information to Thumbnail component. Then FlashThumbnail component will utilize the information to display whatever customized effects. The method name of *setThumbnailInfo* should not be changed, nor should its parameters. However, the returned information after applying this method can be utilized freely.
  - f. When Tourweaver player switch to another scene in SceneViewer, how does FlashThumbnail component learn about this scene currently being played?  
Whenever Tourweaver player switches scenes, it will notify Thumbnail component the name of the scene currently being played using the method of *setSlectedItem*.  
In the default *Thumbnail.swf*, this will result in an Easypano logo applied to the corresponding cell.  
The method name of *setSlectedItem* should not be changed, nor should its parameters. However, the information can be utilized freely.
  - g. Two modes, non full screen and full screen  
In non full screen mode, you can add Thumbnail wherever you want on the MainWindow.  
In full screen mode, player will place Thumbnail left middle as default.  
When player switches between the two modes, it notifies the Thumbnail component using the methods of *fullscreenIn* / *fullscreenOut*. In the default *Thumbnail.swf*, the reaction of *fullscreenIn* / *fullscreenOut* is to array the component cells vertically when entering full screen mode while go back to horizontal display after exiting full screen mode. The method names and parameters of *fullscreenIn* / *fullscreenOut* should not be changed, but can be utilized freely.
4. Others
- The above e~h list 4 important API methods which realize interaction between player and Thumbnail. No changes are allowed on methods, but you can utilize other information freely. Other functional effects are realized by Thumbnail component itself. For example:
- a. Scroll effect, and related buttons.
  - b. Add show/hide button to control the show/hide of thumbnail component under full screen mode. Even more, you can control whether to display Thumbnail under full screen.
  - c. For each Thumbnail Item, there are two types of information: cell image data and scene name.

You can customize the appearance of each Thumbnail Item. In the default Thumbnail.swf, this is a simple combination of Icon and Text block.

d. You may also refer to the notes in [Tourweaver\\_ThumbnailGallery.as](#)

## 5. Demo



Customize the appearance of selected status of ThumbnailItem (Easypano logo) with other image.

Open [Tourweaver\\_ThumbnailGallery.fla](#) with Adobe Flash, find *thumb* in *Thumbnail* folder in Library, and update it with your own image.