

Create Compatible Flash Skins for Panowalker

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Software Required:

- ▶ Photo editing software, like Adobe Photoshop, Fireworks or others.
- ▶ Abode Flash CS3

To create compatible skins for Panowalker, please refer to the following tutorial.

1. Make a plan.

Plan the dimension for skin, scene viewer, map viewer and buttons, and their positions on the whole skin.

2. Prepare all the source images.

Design all the source images with Photoshop or other image editing software. The following sources are mandatory:

	Function	Images Needed		Function	Images Needed
1	Background	Normal status	9	Look Right	Normal status
2	Auto Play	Normal status			Mouse Over status
		Mouse Over status	10	Hide the Map	Mouse Down status
	Mouse Down status	Normal status			
3	Stop	Normal status	10	Hide the Map	Mouse Over status
		Mouse Over status			Mouse Down status
	Mouse Down status	11	Show the Map	Normal status	
4	Forward			Normal status	Mouse Over status
		Mouse Over status	12	Radar	Mouse Down status
	Mouse Down status	Normal status			
	Disabled status	12	Radar	Mouse Over status	
5	Backward			Normal status	Mouse Down status
		Mouse Over status	13	Email Tour Button	Normal status
	Mouse Down status	Mouse Over status			
	Disabled status	14	Full Screen Button	Mouse Down status	
6	Walk Left			Normal status	Normal status
		Mouse Over status	15	Combobox	Mouse Over status
	Mouse Down status	Mouse Down status			
	Disabled status	15	Combobox	Normal status	
7	Walk Right			Normal status	Mouse Over status
		Mouse Over status	16	Play Speed Slider	Mouse Down status
	Mouse Down status	List Component Effect			
	Disabled status	16	Play Speed Slider	Focus Rect Effect	
8	Look Left			Normal status	Slider Image
		Mouse Over status	Normal status		
	Mouse Down status	Mouse Over status			

3. Design skin in Flash.

3.1. Create Flash file

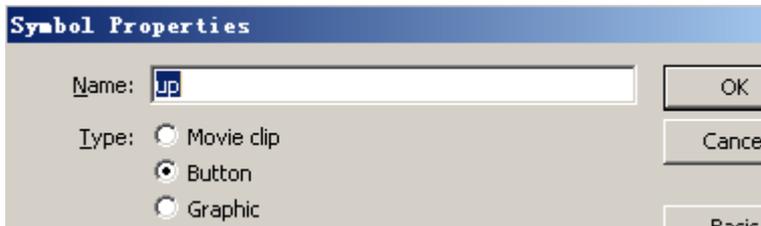
- ▶ Open Adobe Flash CS3 and select *File->New->Flash File (ActionScript 3.0)*

- ▶ Create two new folders in the *Library* panel on the right to store buttons and images separately.
- ▶ Go to *File->Import->Image to Library* and import all images needed into the *Image* folder.

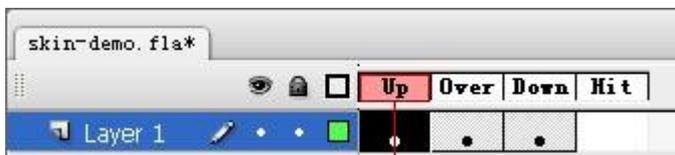
3.2. Create buttons

Take *Forward* button as an example:

- ▶ Click *New Symbol* button in *Library* panel, and *Symbol Properties* window will pop up. Name the symbol as “up” (name is not fixed) and choose type “*Button*”.



- ▶ Right click on the Frame area of *Over*, choose *Insert Keyframe*. Then do the same with *Down*. Drag the corresponding images from *Library* onto the canvas. Please set all the images at position (0,0)



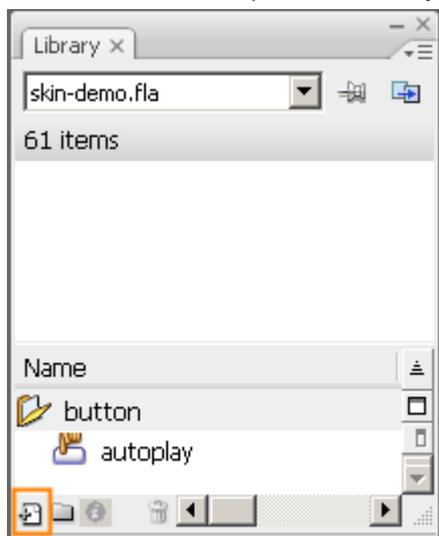
- ▶ Because Adobe Flash only offers 3 statuses, you need to create a separate button for the status of *Disabled*, and this button will have only one keyframe of *Up*.



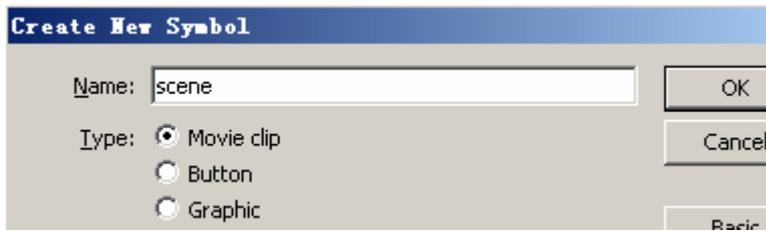
- ▶ Follow the above steps to create all other buttons, and then store all the button in *Library->Button* folder.

3.3. Create scene symbol

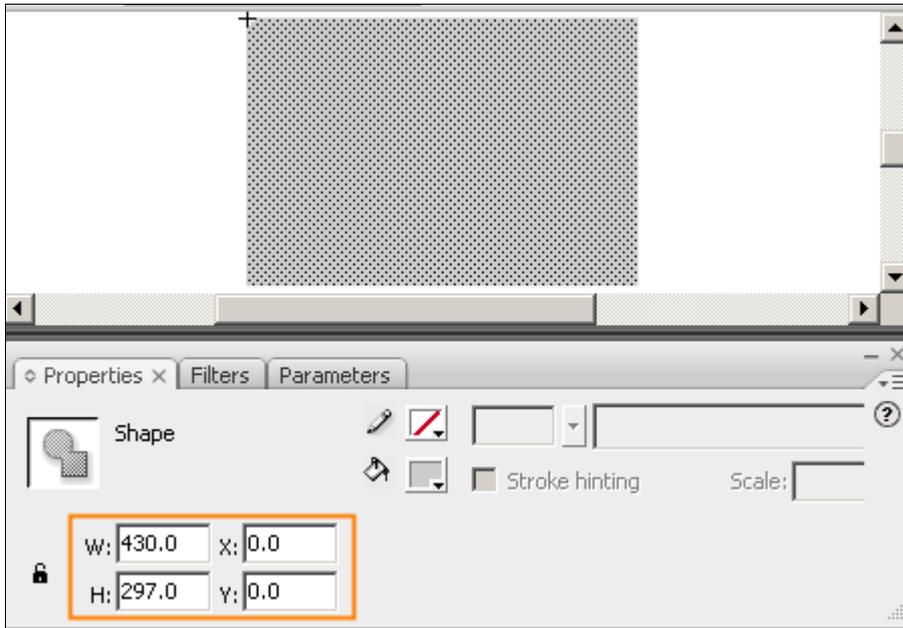
1. Create a movie clip. Click *New Symbol* button.



2. In the pop-up window write the name of “*scene*” (name is not fixed); choose type *Movie clip*.

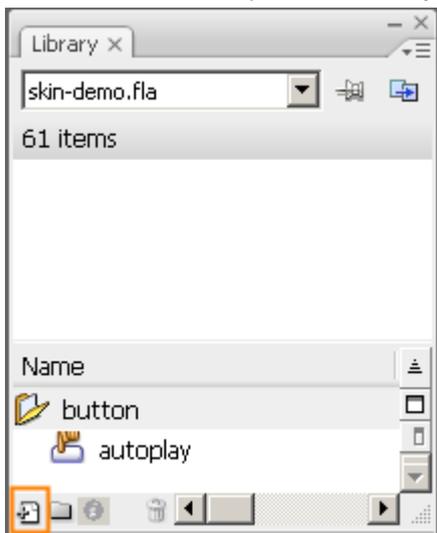


3. Use *Rectangle tool* to create an area for scene viewer. Then use *Selection Tool* to select this rectangle, set its dimension and position in the *Properties* panel. Please set the position at (0,0)



3.4. Create *map* symbol

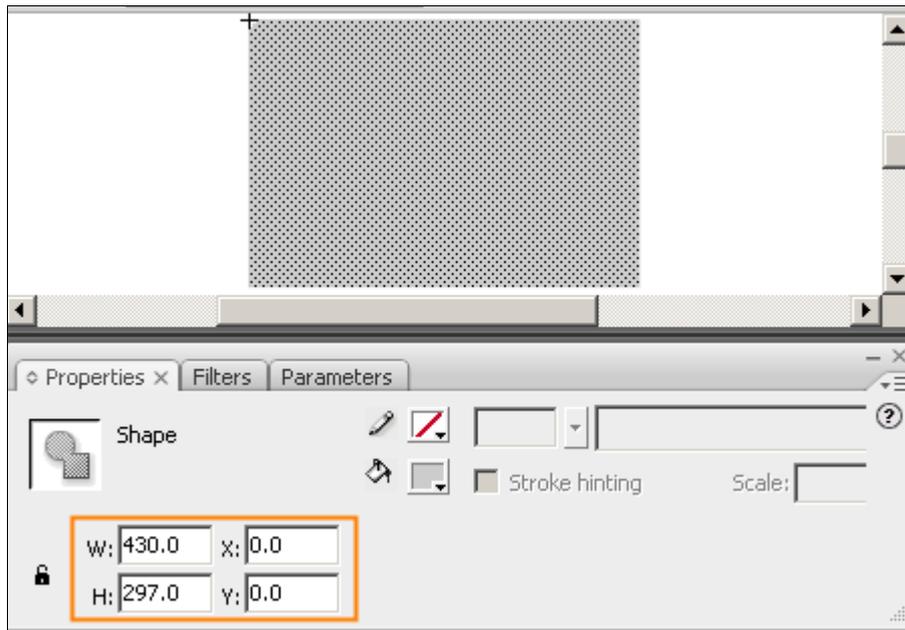
1. Create a movie clip. Click *New Symbol* button.



2. In the pop-up window write the name of "*map*" (name is not fixed); choose type *Movie clip*.



3. Use *Rectangle tool* to create an area for scene viewer. Then use *Selection Tool* to select this rectangle, set its dimension and position in the *Properties* panel. Please set the position at (0,0)



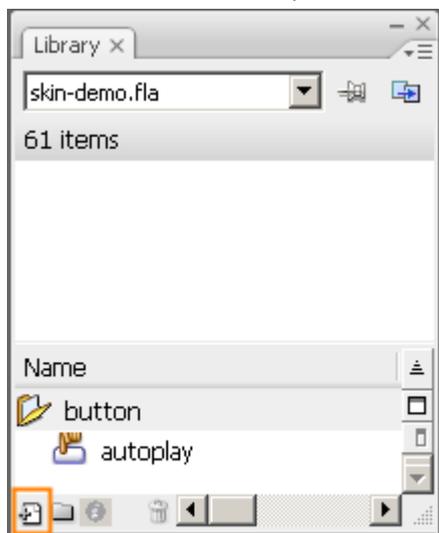
3.4.1. Use mask to deal with map display area

When to use mask?

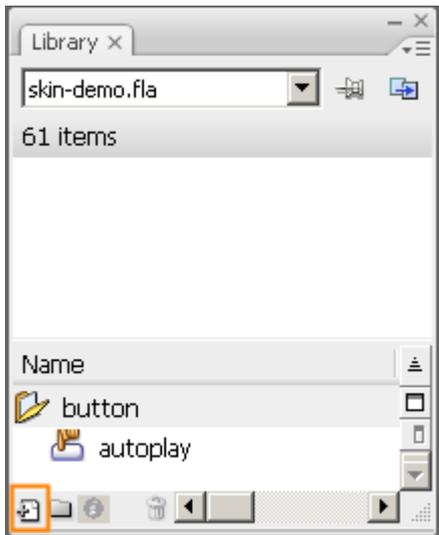
1. When the display area of map is irregularly shaped
2. Or if you want the display area of map to float over the scene area
3. Or if you don't want the display area to be occupied by scene area after map is hidden.

How to create a mask?

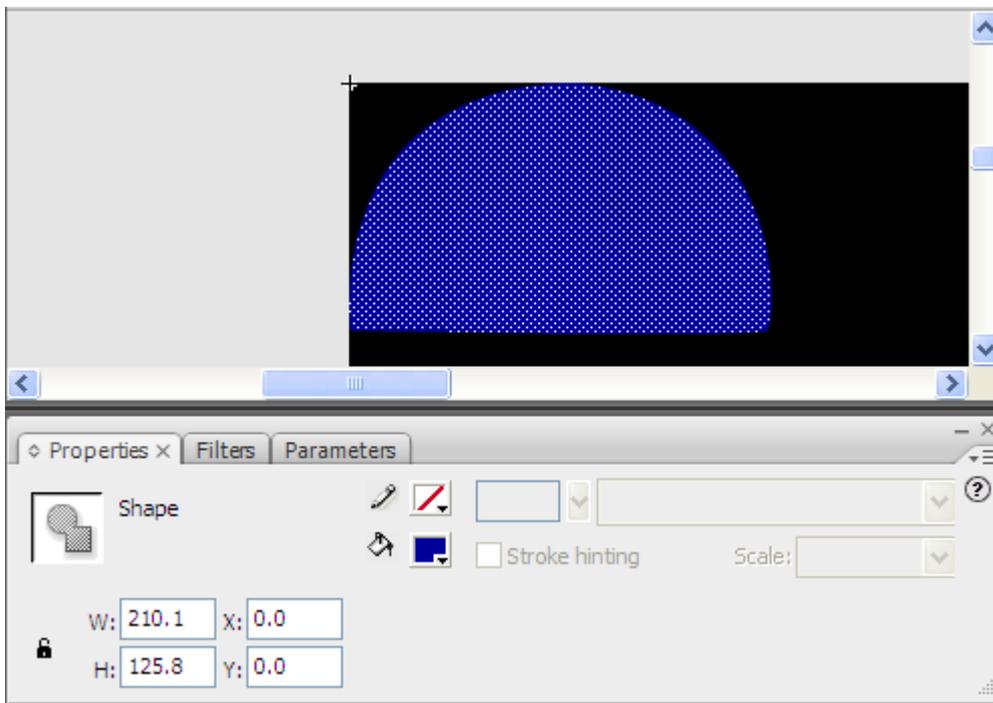
1. Create a movie clip. Click *New Symbol* button.



2. In the pop-up window write the name of "*map_mask*" (name is not fixed); choose type *Movie clip*.



3. Use tracer to draw a area of mask in canvas or import an image. Then use *Selection Tool* to select it and set its dimension and position (the size of map mask should be smaller or equals that of map). Please set the position at (0,0)



Note: If you want to add a frame to map, a new map_frame is needed. Create it as the same way described above.

3.5. Other components

As to loadingBar, speed controller and ComboBox, you may use components provided by template or customize the appearance and action of these components. To customize these components, *Movie Clips* need to be created and pay attention to the interface protocol when writing scripts. See below:

Component	Interface Protocol
Loading Bar (loadingBar)	showProcess(v:Number):void, the scope of v is 0-1.
	Instance Name is loadingBar
Speed Controlling component (speed ctrl)	setMinMax(min:Number, max:Number):void—Set the min. and max. speed.
	setCurValue(v:int):void—set current speed

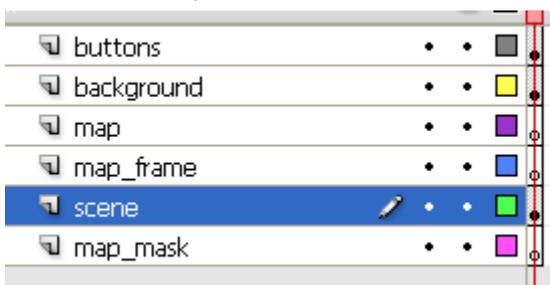
	get curValue():int—get current speed
	Instance Name is speed ctrl.
ComboBox (path comb)	addItem(item:Object):void—add displayed items
	Get selectedItem():Object—get the selected Item.
	Get length():int—get number of items
	getItemAt(i:int):Object—get the selected item with specified index
	set selectedIndex(i:int):void—set the selected items
	Instance Name is path comb

3.6. Assemble the Skin

1. Click *New Symbol* button, and Name the symbol as “skin” (name is not fixed); choose type “*Movie Clip*”.



2. Create new layers in Skin like below:



Note: The order of layers should be like that listed in the above image.

3. drag the movie clips like map_mask, scene, map_frame and map into the correspondent layers and set position and Instance Name. If you don't need map_mask and map_frame, don't drag any component into the correspondent layers.

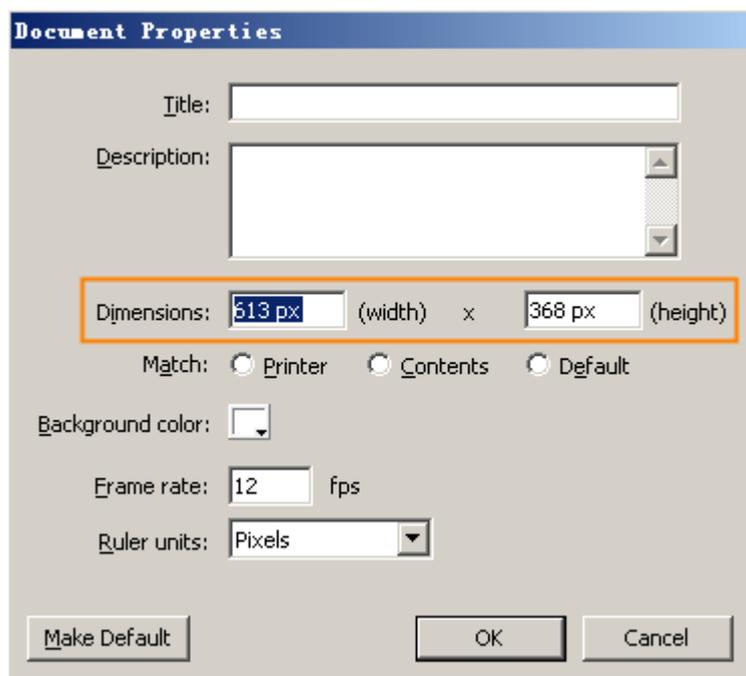
4. Drag the background image from *Library->Image* folder onto the canvas. Select this image and set its position at (0,0).

5. Drag all buttons and other components into buttons layer. Set their positions and set its *Instance Name*.

6. Click *Scene*, and drag *skin* symbol from Library onto the canvas, set its position at (0,0) and then set its *Instance Name*.



7. Modify size of Document, the same with skin component. (Menu: modify>Document...)



Note: You can only enter instance names exactly as the following. Otherwise, Panowalker will not recognize the skin.

Buttons in the Library	#	Button Name	Instance Name
buttons	1	autoplay	autoPlay_but
autoplay	2	autoplay_stop	autoPlay_seled_but
autoplay_stop	3	down	down_but
down	4	down_disable	down_fb_but
down_disable	5	email	email_but
email	6	fullscreen	fullscreen_but
fullscreen	7	left	left_but
left	8	left_disable	left_fb_but
left_disable	9	map_hide	maphide_but
map_hide	10	map_radar	map_radar
map_radar	11	map_show	mapshow_but
map_show	12	right	right_but
right	13	right_disable	right_fb_but
right_disable	14	u_left	u_left_but
u_left	15	u_right	u_right_but
u_right	16	up	up_but
up	17	up_disable	up_fb_but
up_disable	18	loadingbar	loadingBar
loadingbar	19	map	map
map	20	map_frame	map_frame
map_frame	21	map_mask	map_mask
map_mask	22	path_comb	path_comb
path_comb	23	scene	scene
scene	24	skin	skin
skin	25	speed_ctrl	speed_ctrl
speed_ctrl			

4. Export the SWF and JPG file.

1. Before exporting, please take down the dimensions of the two symbols.

Dimension of *skin* symbol (613, 368)

Dimension of *scene* symbol (430, 297)

2. Export SWF.

File -> Export -> Export Movie. Save as type: . Name it as *skin-demo* (name is not fixed).

3. Export JPG

File -> Export -> Export Image. Save as type: . Name it as *skin-demo* (name is not fixed).

5. Create skin files that are compatible with Panowalker.

We need to transfer related parameters to the program, so that the program can recognize the skin and apply the parameters.

1. Create a new folder, and name it as *skin-demo.skin*.

2. Copy *skin-demo.swf* and *skin-demo.png* to the new folder *skin-demo.skin*.

3. Change the name of *skin-demo.png* to be *_PREVIEW.SKP*

4. Create a text document and write the below content:

```
<?xml version="1.0" encoding="UTF-8"?>
<Panowalker version="2.0">
  <MovieUI>
    <MainWindow name="skindex" width="613" height="368" >
      <SceneViewer index="0" name="" width="430" height="297"/>
    <SkinDescription> Supports speed adjustment.</SkinDescription>
  </MainWindow>
</MovieUI>
</Panowalker>
```

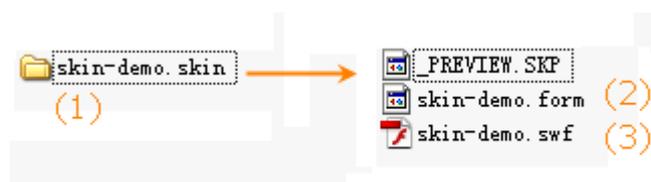
In which,

Replace the red parts with correct skin name (*skin-demo*) and the parameters you have taken down previously.

5. Change the name of the above text document to *skin-demo.form*.

6. Place the whole folder of *skin-demo.skin* in the directory of *..\Easypano\Panowalker 1.00\Skin*.

Note: The structure of all the files should be:



Please note that the prefix of the names --- (1), (2), (3) should be the same.