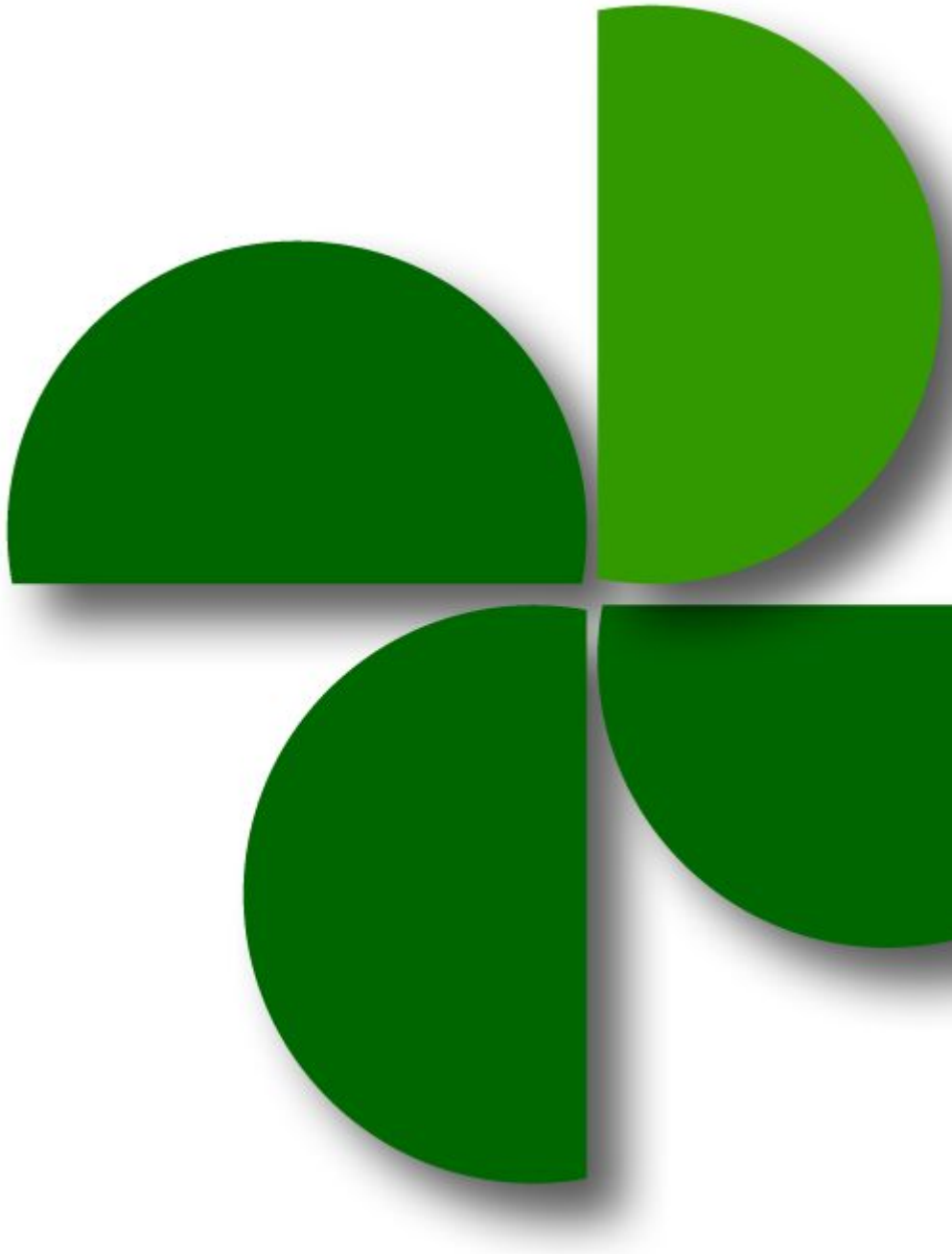
dignuke

# digScatter

## Version 1.0.0

## User Guide



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# Introduction

**digScatter** is a flash based module for displaying a set of images in a “scatter” type of animation. digScatter is based on the digDazzle display framework.

### *Base Features*

- **RSS Feeds**, easily display image albums already set up on RSS feed capable sites such as Flickr and Picasa which supports the flash security sandbox.

- **Customizable Objects** allow for the perfect image display to fit your needs. Set stage background images and object background images to display creatively complex scenes. You have power over every detail of how images are displayed.

- **Auto Mode**, for quick and easy setup of images not needing custom backgrounds.

- **Embeddable Sound** for playing the perfect sound track to complement your photo show.

- **Multiple Content Views**, chose between having “image only”, “content only” or “image and content” displayed in your choice of lightbox pop up or in line as an animated object. You can mix and match these settings per each digScatter object or set global settings for every digScatter object to use.

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# digScatter Basics

## *Display Methods*

digScatter has two basic display types when placing digScatter objects on the flash stage.

- Scatter method
- Wall method

**Scatter Method**

This method will display your images with a random x,y and rotation value to give a “scattered” or “strewn” feel to the final position of the images. You can control the amount of randomness applied to each of your objects using the Scatter Jitter setting. You can also control if you want your images to appear to “run off” the stage or stay in side the viewable space.

**Wall Method**

This method will display your images placed in an automatically spaced “Wall” grid. There is no rotation applied to the images. A row / column display is applied when using this method.

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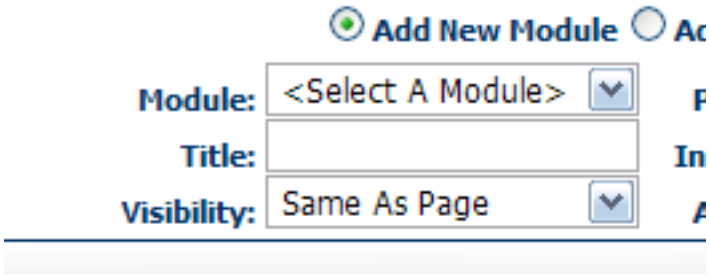
# Installation

digScatter is part of the digDazzle framework.  You will have 2 modules you need to install, digScatter and digDazzle.

1. Login as host to your DotNetNuke portal.
2. Go to Host > Module Definitions
3. From the Module menu, select **Upload New Module**
4. Browse and upload the digDazzle .zip file you received.
5. Browse and upload the digScatter .zip file you received.

After the install, the digScatter will be available in the Modules drop down in the control panel at the top of your portal.  **Do not select the digDazzle module.**




Then just add the module to any page you want.

# Uninstalling

1. Login as host to your DotNetNuke portal.
2. Go to Host > Module Definitions
3. Edit the digScatter module by clicking the edit icon.
4. Click **Uninstall** to uninstall digScatter.
5. If you have other modules based on the digDazzle framework, do NOT uninstall digDazzle and stop NOW.
6. Edit the digDazzle module by clicking the edit icon.
7. Click **Uninstall** to uninstall digDazzle.

# Setup

The digScatter admin consists of four sections.

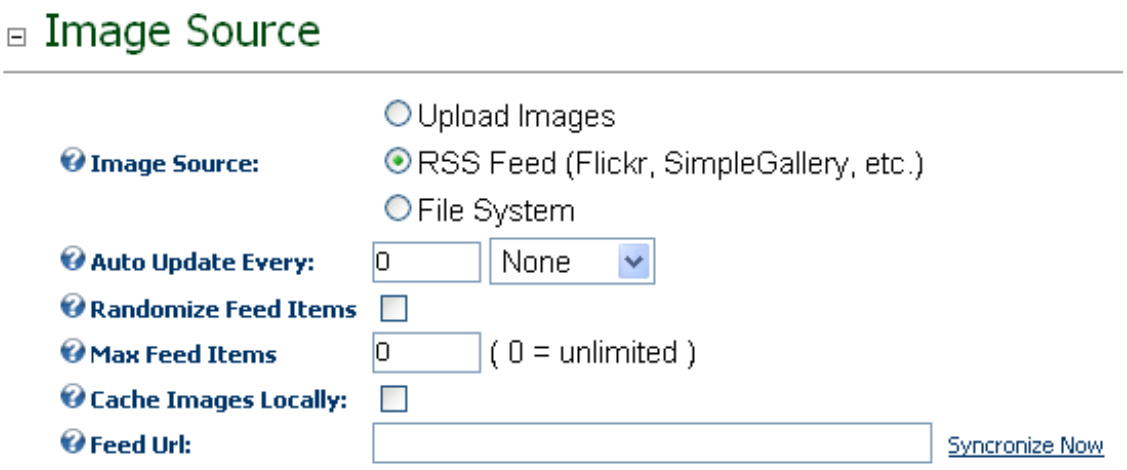
## *1. Main Settings*

Any module released under the digDazzle framework ( including digScatter ) is controllable from the digDazzle admin.

The settings section shows you a list of digDazzle modules installed and allows you to jump between configuration of these modules. You can use the “Get More Dazzle” link to find out about our other digDazzle framework modules. Make sure “Scatter” is selected to continue setting up your digScatter module.

## *Image Source*

digScatter allows you to select between three image source options




## Upload Images

This option indicates you wish to upload images for use in your display. These images are uploaded under the “Images” section. We will go over this section later.

## RSS Feed

Use this option to pull images from a feed URL such as www.flickr.com.

**Auto Update Every.** Frequency the feed information is updated. See the *Scheduling RSS and File System Updates* section for further detail.

**Randomize Feed Items.** Randomize the order which the feed items are read.

**Max Feed Items.** Maximum number of feed items to import.

**Cache Images Locally**. Use this feature if you want digScatter to load images from your feed and save them to your server.

If you cache the images locally, you will get better performance because digScatter can dynamically resize the images, and you will get more popup options because digScatter can better manipulate the image.

**Feed Url.** The url of the RSS feed to use. digScatter has been tested with Flickr, Picasa, and Simple Gallery. It should work with any feed that puts the image in the RSS Enclosure. If digScatter can't find an image, it will try to pull the first image out of the RSS description.

### File System

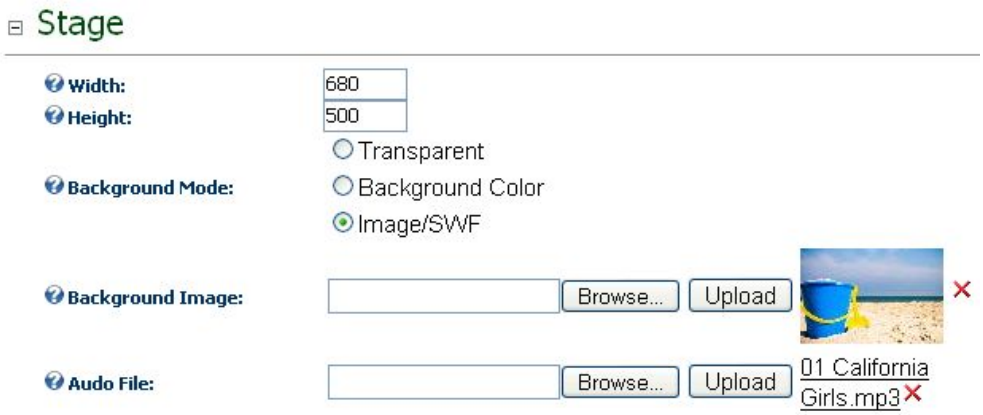
Pulls the images from your local DNN server

**Auto Update Every.** Frequency the local file information is update. See the *Scheduling RSS and File System Updates* section for further detail.

**Local Path.** The path to the local source of images to use.

## *2. Display Settings*

digScatter display setting consists of three sections: Stage, Object, and Scatter Settings.




## *Stage*

**Width**

The width of the stage.

**Height**

The height of the stage.

**Background Mode**

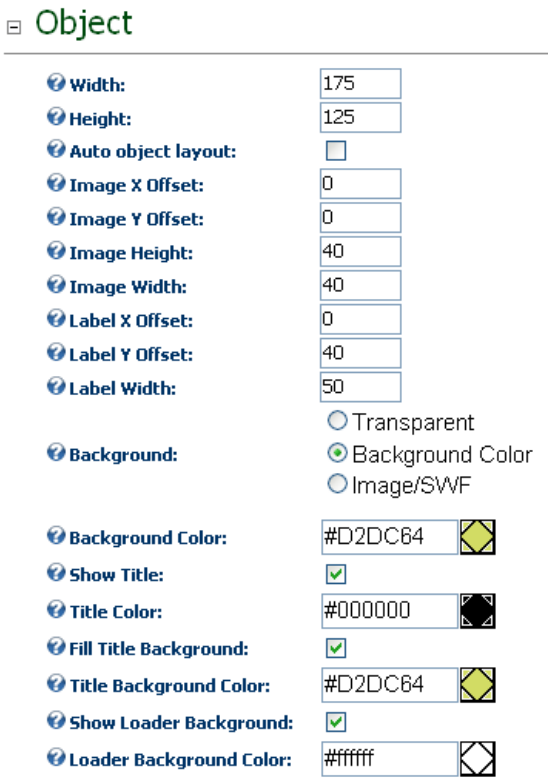
**Transparent** – No color or image

**Background Color** - The background color of the stage.

**Background Image** - Any custom background image you would like to apply. This image will be centered on the stage. You can also use a SWF as your background.

**Audio File**

Any AIFF, WAV or MP3 file you wish to play as background music in digScatter




## *Object*

**Width**

The width of the image object being placed on the stage.

**Height**

The height of the image object being placed on the stage.

**Auto object layout**

If selected the image objects will be placed on the stage with a 5 pixel border around them and their image thumbs centered. This give a Polaroid effect.

If not selected the following subset of options need to be completed.

**Image Area X** The X position of the image thumb inside the digScatter object

**Image Area Y** The Y position of the image thumb inside the digScatter object

**Image Area Height** The height of the image thumb inside the digScatter object.

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**Image Area Width** The width of the image thumb inside the digScatter object.

**Label X Offset** The X position of the label. This is only used if “Show Title” is selected.

**Label Y Offset** The Y position of the label. This is only used if “Show Title” is selected.

**Label Width** The width of the label. This is only used if “Show Title” is selected.

**Background Mode**

**Transparent** – No color or image

**Background Color** - The background color of the object.

**Background Image** - Any custom background image you would like to apply. This image will be centered on the stage. You can also use a SWF as your background.

If you would like to use a Transparent GIF, you need to make the gif size the exact size of the object because digScatter can't resize transparent GIF's

**Text Color**

The color of the title text if “Show Title” is selected.

**Show Title**

Indicates if title text should be displayed. The title will appear centered and at the bottom of the image object when using “Auto object layout”.

**Fill Title Background**

This option will fill the background of any text to be displayed with the digScatter object's selected “Background Color”.

**Title Background Color**

The color of the title background.

**Show Loader Background**

Show the loader background color. It will be the same size of the object image area.

**Loader Background Color**

The color of the loader screen background, not the loader animation. Set this color to match the digScatter object's selected “Background Color” if you don't wish to see a loader screen background.

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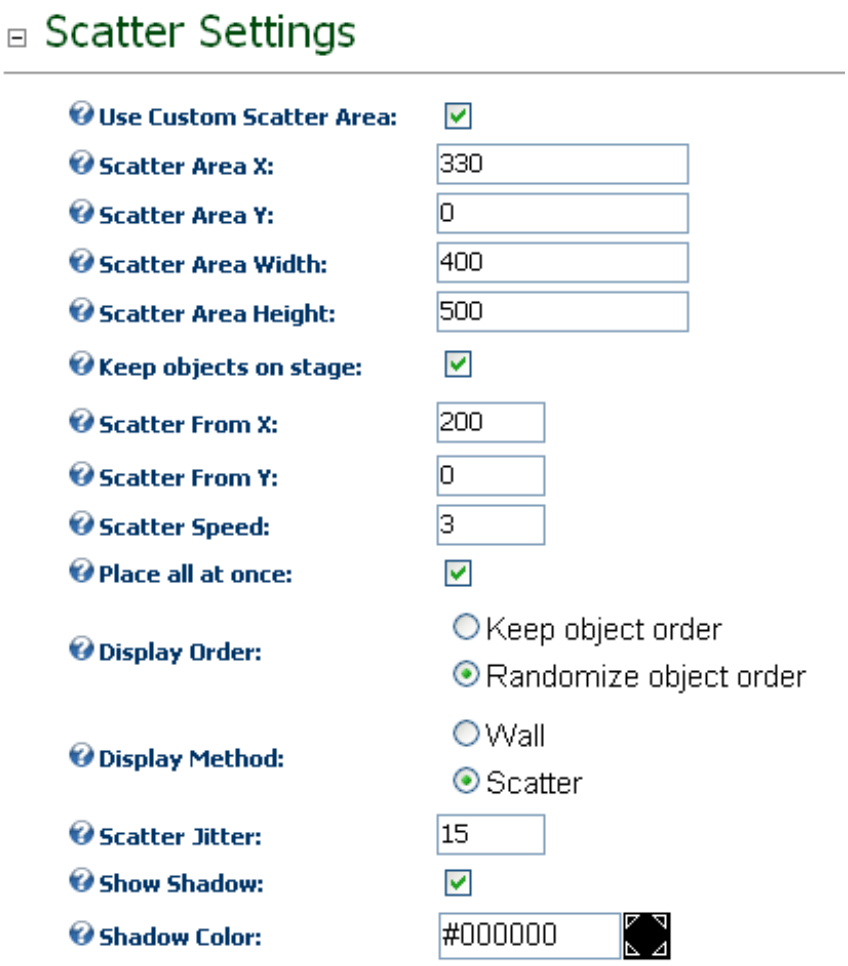


## *Scatter Settings*

**Use Custom Scatter Area**

By default, digScatter will use the entire stage for scattering images. You can change this to only scatter in a certain area of the stage.

**Scatter Area X** – X coordinate where the scatter area begins

**Scatter Area Y** – Y coordinate where the scatter area begins.

**Scatter Area Width** – Width of the scatter area.

**Scatter Area Height** – Height of the scatter area.

**Keep Objects on stage**

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This feature will keep any images placed on the stage using the “Scatter” display method inside the viewable area. This options is not applicable to the “Wall” display method.

**Scatter From X**

The X point of origin for the digScatter image objects.

**Scatter From Y**

The Y point of origin for the digScatter image objects.

**Scatter Speed**

The speed in which the digScatter image objects are placed on the stage.

**Place all at once**

This option will send all object to the stage at the same time. This would give the effect of someone tossing a bucket of images on a table. When turned off, the objects are placed one at a time.

**Display Order**

Objects can be placed  on the stage in order from left to right top to bottom or randomly to any available point.

**Display Method**

Selects the type of digScatter display method to use. *[See digScatter Basics for more info]*

**Scatter Jitter**

This setting adjust the amount of random “scatter” applied to the image objects. The higher the number, the more scattered and chaotic the objects appear to be.

**Show Shadow**

Indicates if a drop shadow should be applied to the image object

**Shadow Color**

Sets the shadow color of the image object's drop shadow if “Show Shadow” is selected.

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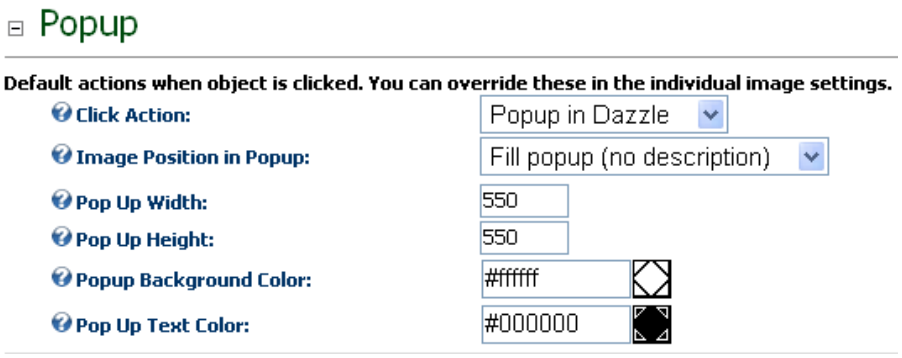



## 3. Popup Settings

This section determines what occurs when the image object is clicked. These settings can be overridden on the individual digScatter image objects under the “Images” section of the admin.

**Click Action**

**None** – Nothing occurs when the user clicks the image

**Link to URL**

**Link Target** - The target of the link (_self, _blank, _someFrame, etc....)

**Popup in Dazzle** - Opens object content inside digScatter

**Popup in LightBox –** Open object content in an external lightbox window

*[The following configuation options are only visible if using “Popup in Dazzle” or “Popup in LightBox” AND if you are using RSS and cache images locally]*

**Image Position in Popup**

*This setting configures how content is displayed inside the popup window.*

**Top** - Image is shown at the top of the popup and content at the bottom.

**Bottom** - Image is shown at the bottom of the popup and content at the top.

**Left** - Image is shown on the left of the popup and content on the right.

**Right** - Image is shown on the right of the popup and content on the left.

**Fill popup** - If you wish to only display the image without content.

**No Image** – If you only want to show content without the image.

*[Image Row Size is only visible if “Top”,”Bottom”,”Left”, or “Right” is selected as the Image Position]*

**Image Row Size**

- The percentage of the popup which the image should fill

**Popup Width**

- The width of the popup window

**Popup Height**

- The height of the popup window

**Popup Background Color**

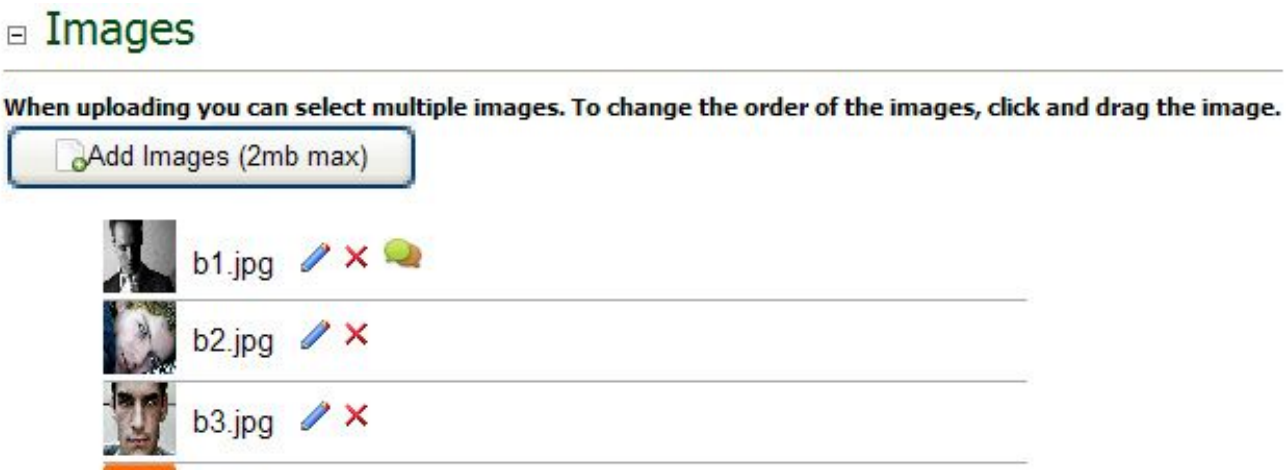
- The color displayed behind the image or content if the image and content don't take up the entire viewable area.

**Pop Up Text Color**

- The color of the text if content is used inside the popup.

## *4. Image Settings*

This is where the image level settings such as content and image title are configured. You will see an “Add Images” button if “Upload Images” is selected under the “Main Settings” section. Click this button to bring up a file browser for selecting images to upload to your server for use in the digScatter display. Any available images will appear in rows underneath the “Images” heading as soon as they are available.




Use the blue pencil icon beside each image to open up the image settings. Use the red x to delete the selected image. A green and orange balloon on the far right of an image row indicates that image has override setting configured.

*Image Settings Editor – If images are from RSS feed, you can't change certain settings.*

**Title**

The title to use if displaying titles. The field will be non editable if image if being passed from a local folder feed.

**Image**

A thumbnail of the image being used.

**Description Text**

Any content text you wish to display. This can include HTML. Please see warning below if using the digDazzle popup.

Flash on supports a subset of HTML tags

Supported tags are: <a> Anchor, <b> Bold, <br> Break, <font> Font, <img> Image, <i> Italic,<li> List Item, <p> Paragraph,  Span, <textformat>TextFormat (flash specific), <u>Underline.

**Override Popup Settings**

Select this option if you wish to set up different actions or popup settings.
*[See "Popup Settings" for more info on these settings.]*

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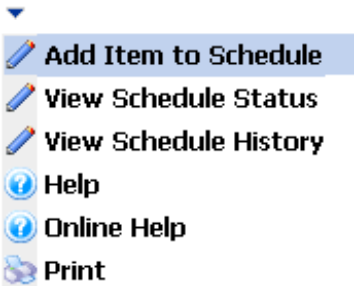
# Scheduling RSS and File System Updates

digScatter will automatically update your RSS feeds if you chose the feed to update in the digScatter settings. For this to work, you need to have Host access to create a scheduled event.

1. Go to Host > Schedule
2. Select Add Item To Schedule from the drop down menu.




3. For Full Class Name and Assembly, enter the following:
   **DigNuke.DNN.Modules.DigDazzle.DazzleScheduler, DigNuke.DNN.Modules.DigDazzle**
4. Setup the schedule per your needs, if you setup your digScatter modules to refresh every hour, then have your scheduled event run every hour.

> Syncing can be an intensive process, try not to sync in intervals less than 15 minutes.

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# Support

Forums: www.dignuke.com

Email: support@dignuke.com

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