

# Settings

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**ImageWidth**="900" - Width of every Image

**ImageHeight**="360" - Height of every Image

**LoaderColor**="0x333333" - Color of the cubes before the first image appears, also the color of the back sides of the cube, which become visible at some transition types

**InnerSideColor**="0x222222" - Color of the inner sides of the cube when sliced

**SideShadowAlpha**="0.8" - Sides get darker when moved away from the front. This is the degree of darkness - 0 == no change, 1 == 100% black

**DropShadowAlpha**="0.7" - Alpha of the drop shadow - 0 == no shadow, 1 == opaque

**DropShadowDistance**="25" - Distance of the shadow from the bottom of the image

**DropShadowScale**="0.95" - As the shadow is blurred, it appears wider than the actual image, when not resized. Thus it's a good idea to make it slightly smaller. - 1 would be no resizing at all.

**DropShadowBlurX**="40" - Blur of the drop shadow on the x-axis

**DropShadowBlurY**="4" - Blur of the drop shadow on the y-axis

**MenuDistanceX**="20" - Distance between two menu items (from center to center)

**MenuDistanceY**="50" - Distance of the menu from the bottom of the image

**MenuColor1**="0x999999" - Color of an inactive menu item

**MenuColor2**="0x333333" - Color of an active menu item

**MenuColor3**="0xFFFFFF" - Color of the inner circle of an active menu item. Should equal the background color of the whole thing.

**ControlSize**="100" - Size of the controls, which appear on rollover (play, stop, info, link)

**ControlDistance**="20" - Distance between the controls (from the borders)

**ControlColor1**="0x222222" - Background color of the controls

**ControlColor2**="0xFFFFFF" - Font color of the controls

**ControlAlpha**="0.8" - Alpha of a control, when mouse is not over

**ControlAlphaOver**="0.95" - Alpha of a control, when mouse is over

**ControlsX**="450" - X-position of the point, which aligns the controls (measured from [0,0] of the image)

**ControlsY**="280" - Y-position of the point, which aligns the controls (measured from [0,0] of the image)

**ControlsAlign="center"** - Type of alignment from the point [controlsX, controlsY] - can be "center", "left" or "right"

**TooltipHeight="31"** - Height of the tooltip surface in the menu

**TooltipColor="0x222222"** - Color of the tooltip surface in the menu

**TooltipTextY="5"** - Y-distance of the tooltip text field from the top of the tooltip

**TooltipTextStyle="P-Italic"** - The style of the tooltip text, specified in the CSS file

**TooltipTextColor="0xFFFFFFFF"** - Color of the tooltip text

**TooltipMarginLeft="5"** - Margin of the text to the left end of the tooltip

**TooltipMarginRight="7"** - Margin of the text to the right end of the tooltip

**TooltipTextSharpness="50"** - Sharpness of the tooltip text (-400 to 400) - see [http://help.adobe.com/en\\_US/FlashPlatform/reference/actionscript/3/flash/text/TextField.html#sharpness](http://help.adobe.com/en_US/FlashPlatform/reference/actionscript/3/flash/text/TextField.html#sharpness)

**TooltipTextThickness="-100"** - Thickness of the tooltip text (-400 to 400) - see [http://help.adobe.com/en\\_US/FlashPlatform/reference/actionscript/3/flash/text/TextField.html#thickness](http://help.adobe.com/en_US/FlashPlatform/reference/actionscript/3/flash/text/TextField.html#thickness)

**InfoWidth="400"** - The width of the info text field

**InfoBackground="0xFFFFFFFF"** - The background color of the info text field

**InfoBackgroundAlpha="0.95"** - The alpha of the background of the info text, the image shines through, when smaller than 1

**InfoMargin="15"** - The margin of the text field in the info section to all sides

**InfoSharpness="0"** - Sharpness of the info text (see above)

**InfoThickness="0"** - Thickness of the info text (see above)

**Autoplay="10"** - Number of seconds from one transition to another, if not stopped. Set to 0 to disable autoplay

**FieldOfView="45"** - see [http://help.adobe.com/en\\_US/FlashPlatform/reference/actionscript/3/flash/geom/PerspectiveProjection.html#fieldOfView](http://help.adobe.com/en_US/FlashPlatform/reference/actionscript/3/flash/geom/PerspectiveProjection.html#fieldOfView)

# Transition

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**Pieces**="9" - Number of pieces to which the image is sliced

**Time**="1.2" - Time for one cube to turn

**Transition**="easeInOutBack" - Transition type of the Tweeners class. see <http://hosted.zeh.com.br/tweener/docs/en-us/> and go to "Transition Types". The best results are achieved by those transition types, that have ease**InOut**Whatever.

**Delay**="0.1" - Delay between the start of one cube to the start of the next cube

**DepthOffset**="300" - The offset during transition on the z-axis. Value between 100 and 1000 are recommended. But go for experiments. :)

**CubeDistance**="30" - The distance between the cubes during transition. Values Between 5 and 50 are recommended. But go for experiments.:)