

# 3D INTERACTIVE BEACH BALL



## DESCRIPTION

---

Add your own custom logo to a 3D interactive beach ball!

This 3D beach ball offers the following features:

- Your own custom logo easily controlled through XML
- Interactive Spin – just click and drag it or release quickly to spin it
- Hyperlink – use it as a button to link to another URL (double click only)

The beach ball is driven by an easy-to-modify XML file. Simply open the XML in your preferred text editor and change settings as desired. Following is a list of settings that can be customized by modifying the XML:

- Ball radius (size)
- Custom logo image
- URL link (on double click) and link target type

The beach ball is fully-contained in its own movieclip. Just drag-and-drop into your Flash project and move it around the stage at will. (Try using a tweening engine to move it or bounce it.)

(FLA file in CS3 format, ActionScript 3.0 code, uses Papervision3D engine, runs in Flash Player 9 or higher.)

## INCLUDED FILES

---

BeachBall.fla	(Flash CS3 document file)
BeachBall.swf	(Published SWF file)
Instructions.pdf	(These Instructions)

/img subfolder

This subfolder contains an example custom logo image

/org subfolder

This subfolder contains the ActionScript 3.0 classes for the Papervision3D engine

/xml subfolder

This subfolder contains the XML text file with your settings

# 3D INTERACTIVE BEACH BALL



## INSTRUCTIONS FOR USING THE BEACH BALL IN A FLASH PROJECT

---

- 1) Copy the “org” and “xml” subfolders and paste them into the same directory as YOUR Flash project so that Flash can find them when you publish your project.
- 2) Open the BeachBall.FLA file in Flash. In the library panel, copy the beach ball movieclip and its associated “assets” folder and paste them both into the library of your Flash project. (Do not put anything on the stage yet. If movieclips are automatically dumped to the stage when you paste them into your library, be sure to delete them from the stage.)
- 3) In your Flash project, drag-and-drop a copy of the beach ball movieclip onto the stage (on your desired layer and/or frame). Note: The movieclip marker on the stage represents the center of the beach ball.
- 4) Design your custom logo with your preferred graphic design software. See page 4 of these instructions for recommended guidelines for custom logo design.
- 5) In the “xml” subfolder, open the beachball.XML file in your preferred text editor and customize the settings as desired. Additional instructions for modifying the XML settings are included in the first part of the XML file.
- 6) Publish your Flash project.
- 7) When uploading files to your web server, be sure to upload your published SWF project file, the “xml” subfolder, and your custom logo image.

# 3D INTERACTIVE BEACH BALL



## INSTRUCTIONS FOR EMBEDDING THE BEACH BALL IN A WEB PAGE

---

The pre-published SWF file has been provided for direct embedment into a web page. The dimensions of the SWF are 260 pixels wide by 260 pixels high.

- 1) Design your custom logo with your preferred graphic design software. See page 4 of these instructions for recommended guidelines for custom logo design.
- 2) Copy the SWF file, the “xml” subfolder and your custom logo image and paste them all into the same directory as your web page document where the beach ball will be embedded.
- 3) Embed the beach ball SWF into your web page using your preferred embedment method. (Embedment using swfobject is recommended. See <http://code.google.com/p/swfobject/> for additional information.)
- 4) If desired, in your embedment code, specify a parameter for the initial background color of the SWF, or make it transparent. The use of parameters “bgcolor” or “wmode” may be appropriate as part of your embedment code. (See [http://kb2.adobe.com/cps/142/tn\\_14201.html](http://kb2.adobe.com/cps/142/tn_14201.html) for additional information on making SWF backgrounds transparent.)
- 5) In the “xml” subfolder, open the beachball.XML file in your preferred text editor and customize the settings as desired. Additional instructions for modifying the XML settings are included in the first part of the XML file.
- 6) When uploading files to your web server, be sure to upload the SWF file, the “xml” subfolder, and your custom logo image.



## RECOMMENDED GUIDELINES FOR CUSTOM LOGO DESIGN

---

Following are some recommendations to consider when designing your custom logo...

- 1) Custom logo images are automatically re-sized to fit a bounding box of 190 pixels wide by 190 pixels high. This means that you can design your logo to any size and it will be automatically scaled to fit the beach ball. However, to minimize pixelation that can occur when scaling an image larger, you should aim to create a logo that is at least 190 pixels wide by 190 pixels high (or larger).
- 2) Custom logo images with transparent backgrounds generally look best. Save your custom logo image as a PNG or GIF with alpha transparency.
- 3) Although a SWF can be imported as the custom logo, SWFs generally do not work well as they will be seen on the beach ball as a rectangular area with an opaque background.

## A FINAL NOTE ABOUT CLEANING UP

---

If you have used this beach ball early in a Flash project and it is no longer needed, you should consider taking some steps to clean up and remove it from the display list and from memory. Otherwise, you may notice a continued strain on your CPU. Here is some recommended ActionScript 3.0 code to accomplish this. (Substitute the name of your beach ball movieclip for “[mcBeachBall](#)” below.)

```
// Remove the heavy “onFrame” event listener  
mcBeachBall.removeEventListener(Event.ENTER_FRAME, mcBeachBall.onFrame);
```

```
// Remove the beach ball from the stage/display list  
removeChild(mcBeachBall);
```

```
// Clear the beach ball from memory  
mcBeachBall = null;
```