

# 3D Photo Wall Manual

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## About 3D Photo Wall



Transform your images into a 3D experience that will stun your users. Create an interactive moving 3D Photo Wall directly in Dreamweaver.

Zoom in to full-screen versions of images add links and even inline popups\*.

Resize your images and make thumbnails in an eyeblink with the built-in multithreaded image processor.

\*[Advanced Layer Popup](#) is required to create inline popups.

## Features in Detail

### *A 3D Experience For Your Photos*

- **Create a cool 3D Photo Wall in seconds**
  - Build an interactive moving 3D Photo Wall with fluent transitions in seconds that will amaze your audience.

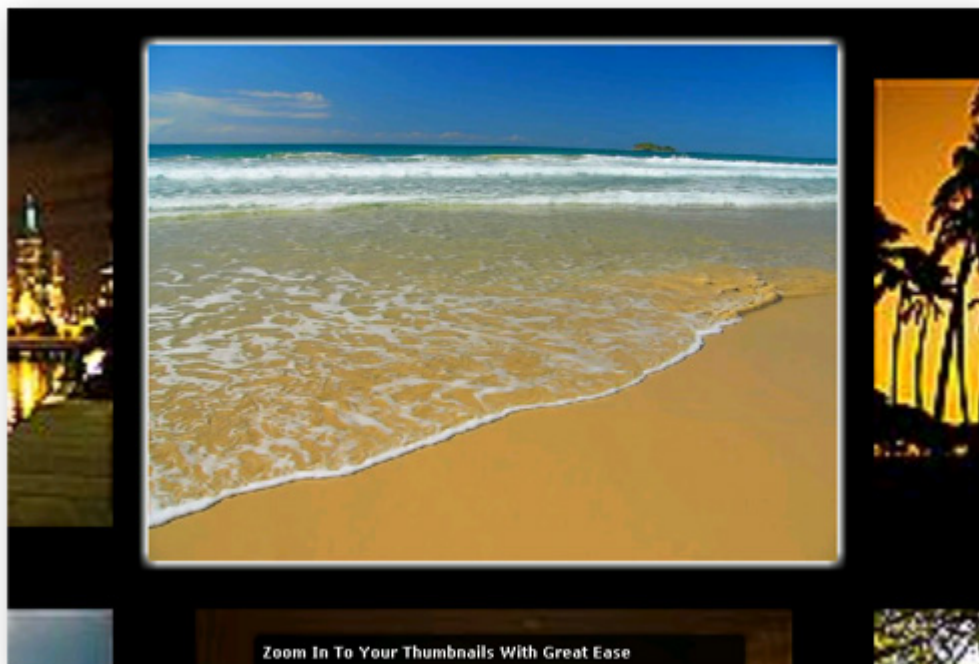


- Enjoy the smooth transitions and live reflections for the best experience
- Display large amounts of images while keeping a great overview
- Add titles to your images

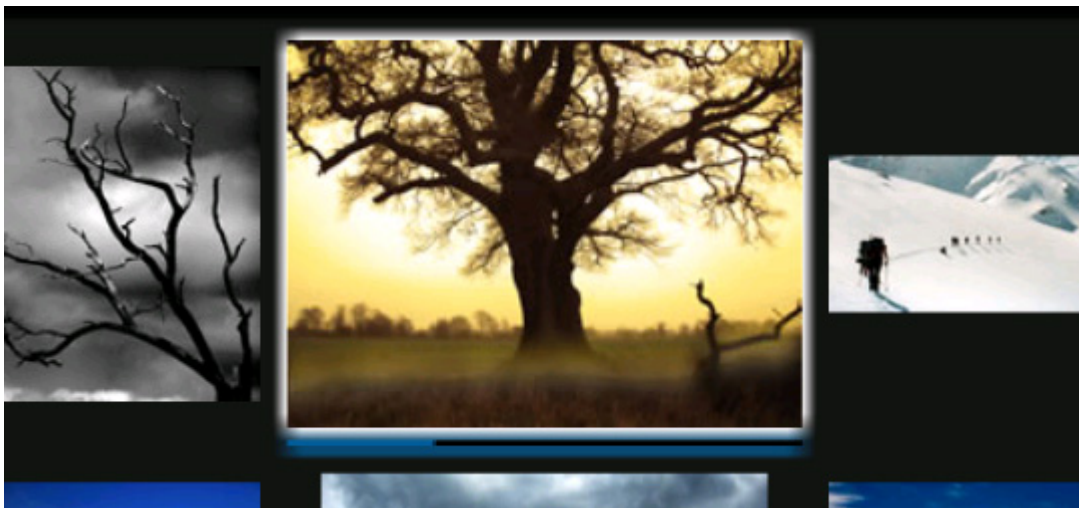
- **Get Creative With Camera Settings**  
Set your camera settings to create your unique 3D Photo Wall.



- **Interactivity**
  - Add clickable links to your 3D Photo Wall.
  - Click on the images for a full sized version with title.



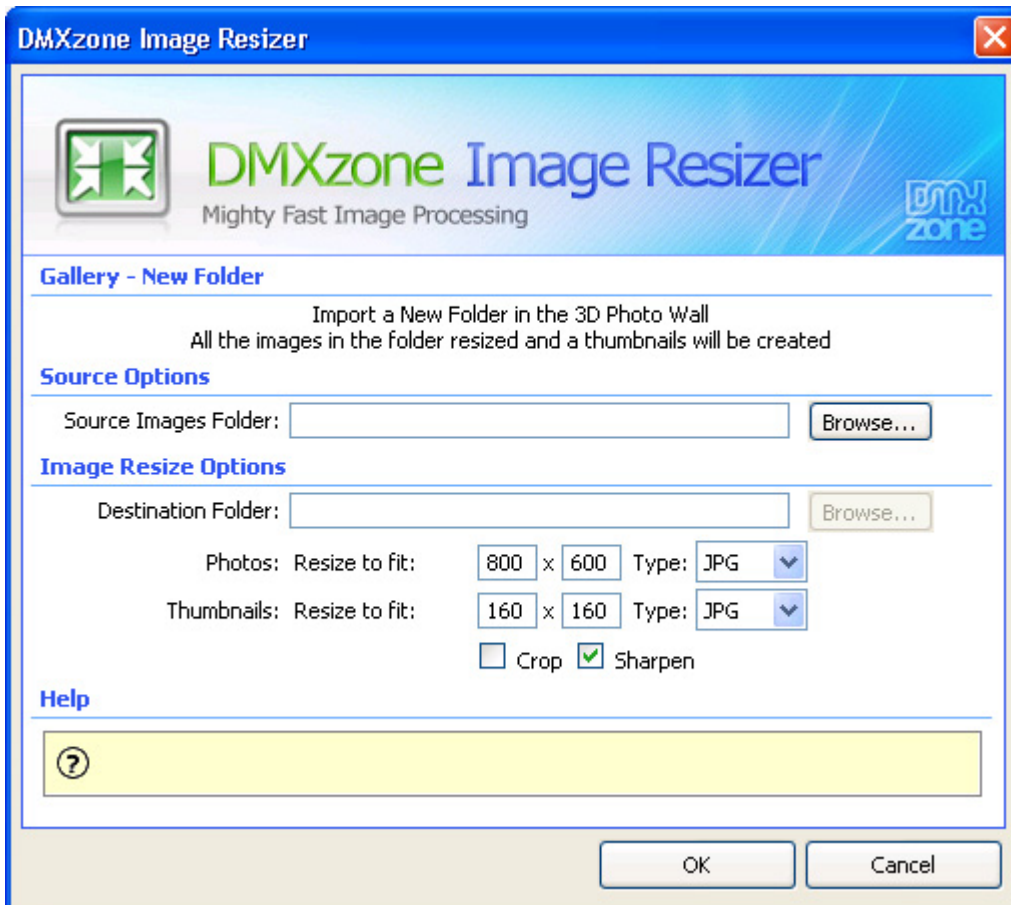
- **Great accessibility!**
  - Full keyboard navigation is at your disposal. Use the arrows to navigate through the photos, Photo Wall and enter to zoom in.
  - Use the mousewheel on your pc for the quickest and easiest navigation.
  - Use the customizable preloader to display the remaining loading time for the thumbnails wall of the gallery
  - Large images are only loaded when needed and have individual preloaders



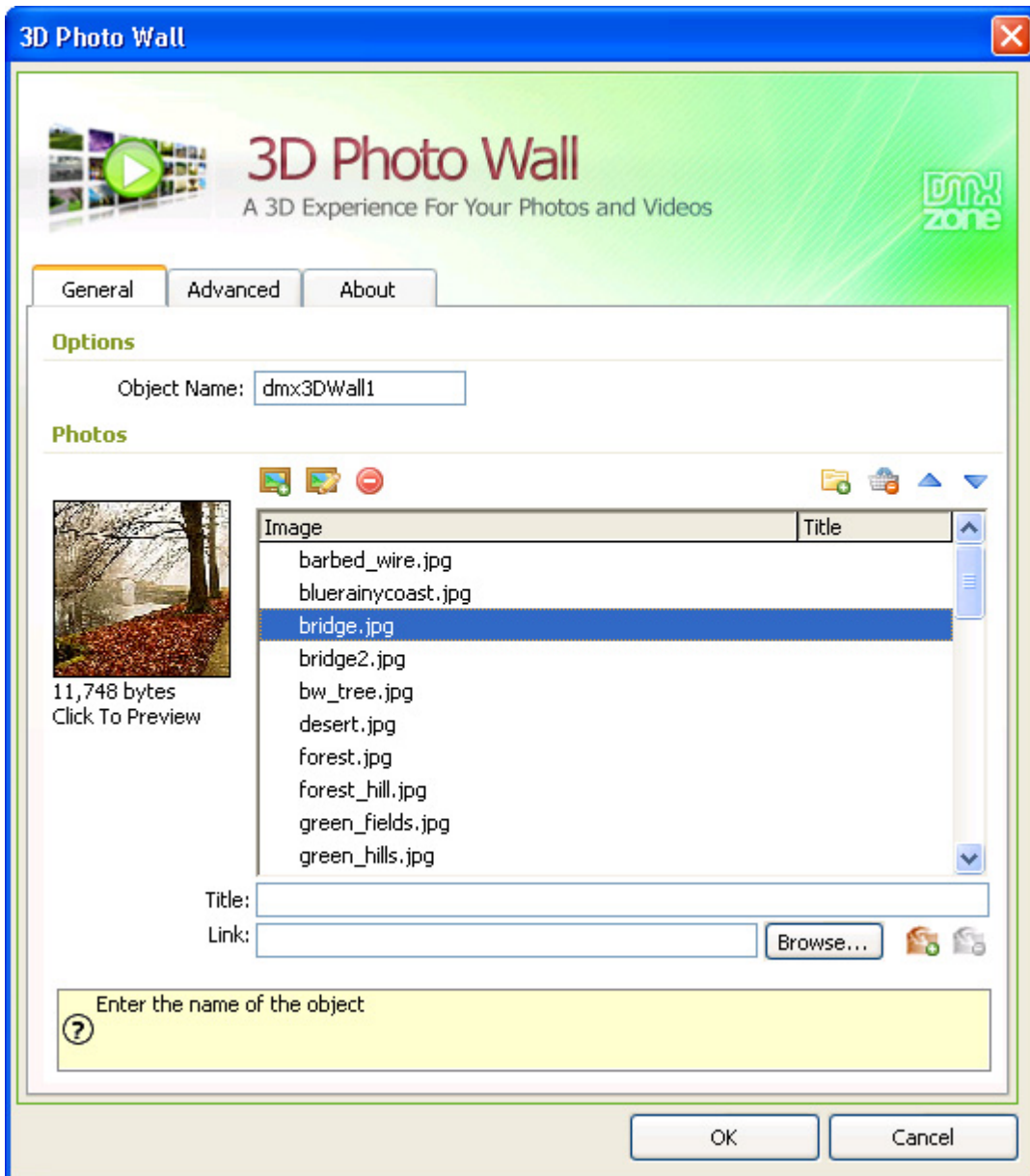
- **Fully customizable backgrounds and photo descriptions**
  - You can customize the elements in your 3D Photo Wall so they always will fit your site design.
  - Add custom description and links to each image.
- **Amazing photo display in perspective**  
Smooth transitions and fantastic reflections for the best experience.
- **Full control of your 3D Photo Wall and photos positions**  
You decide the spacing, angle and depth of the photos in your 3D Photo Wall.

- **Images are resized while constraining proportions**

The extension has a built-in super fast, multithreaded image processor in Dreamweaver, that will resize your images and make thumbnails in an eye blink. Original images can be automatically resized to fit the specified size while the proportions are maintained. Without any external applications, no more Fireworks or Photoshop needed.

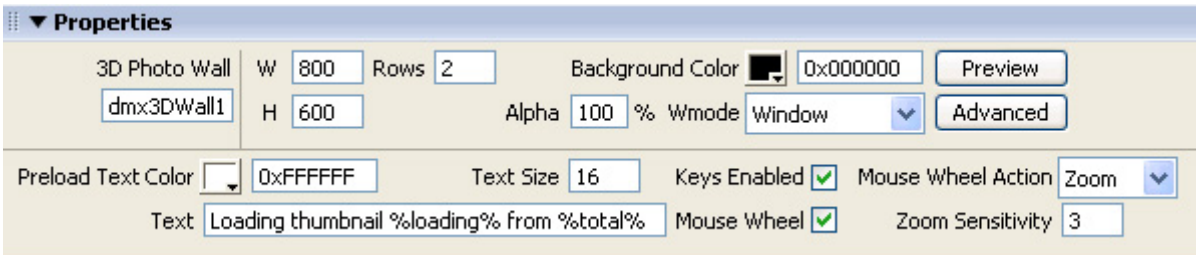


- Fully integrated in Dreamweaver



- Use the built-in photomanager to add and organise photos, titles, links and even popups in a user friendly interface. No coding is required.
- View the animated **preview** in your Dreamweaver design view to get optimal feedback of your settings.
- Fully PC and MAC (OSX and Leopard) compatible.

- **Accessible property inspector for easy editing**  
The property inspector enables you to change several options directly.



- **Live preview of the total 3D Photo Wall in Dreamweaver**  
With a single click on the preview button you can see a preview of your complete 3D Photo Wall.





## Before you begin

Make sure to setup your site in Dreamweaver first before creating a page, if you don't know how to do that please [read this](#).

## Installing the extension

Read the tutorial at <http://www.dmxzone.com/ShowDetail.asp?NewsId=4671>

Login, download the product, and lookup your serial at <http://www.dmxzone.com/myZone.asp?Section=purchases>

Get the latest extension manager from Adobe at [http://www.adobe.com/exchange/em\\_download/](http://www.adobe.com/exchange/em_download/)

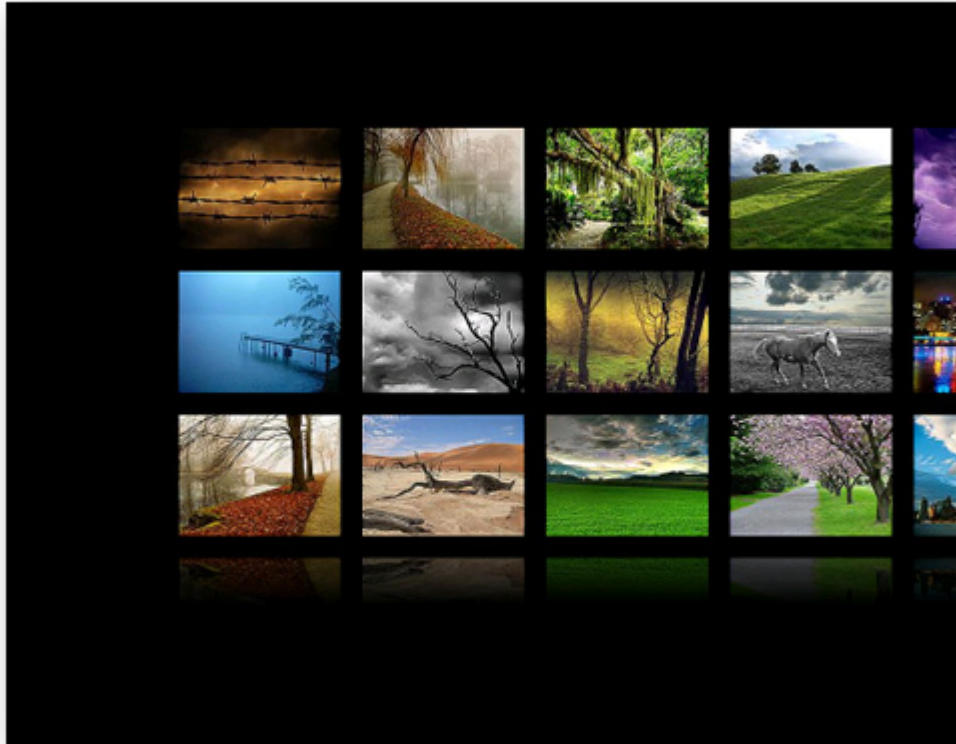
Open the .mxp file (the extension manager should start-up) and install the extension.

If you experience problems please read the FAQ at <http://www.dmxzone.com/index.asp?Typeld=7&CatId=687> before contacting support.

## Creating A Basic 3D Photo Wall

### *Introduction*

In this tutorial we're going to show you how easy it is to insert a 3D Photo Wall on to your page, below is an example of the end result.



The 3D Photo Wall on your page.

## Building the 3D Photo Wall

1. **Create a new page**

Create a new or open an existing PHP or ASP page and save the page.

2. **Applying the extension**

Choose the  icon from the DMXzone object bar to apply the extension. The following popup appears:



### 3. Setting the 3D Photo Wall Options

The **Object Name** gives the 3D Photo Wall a unique ID that can be used to identify it, we leave it at its default value.

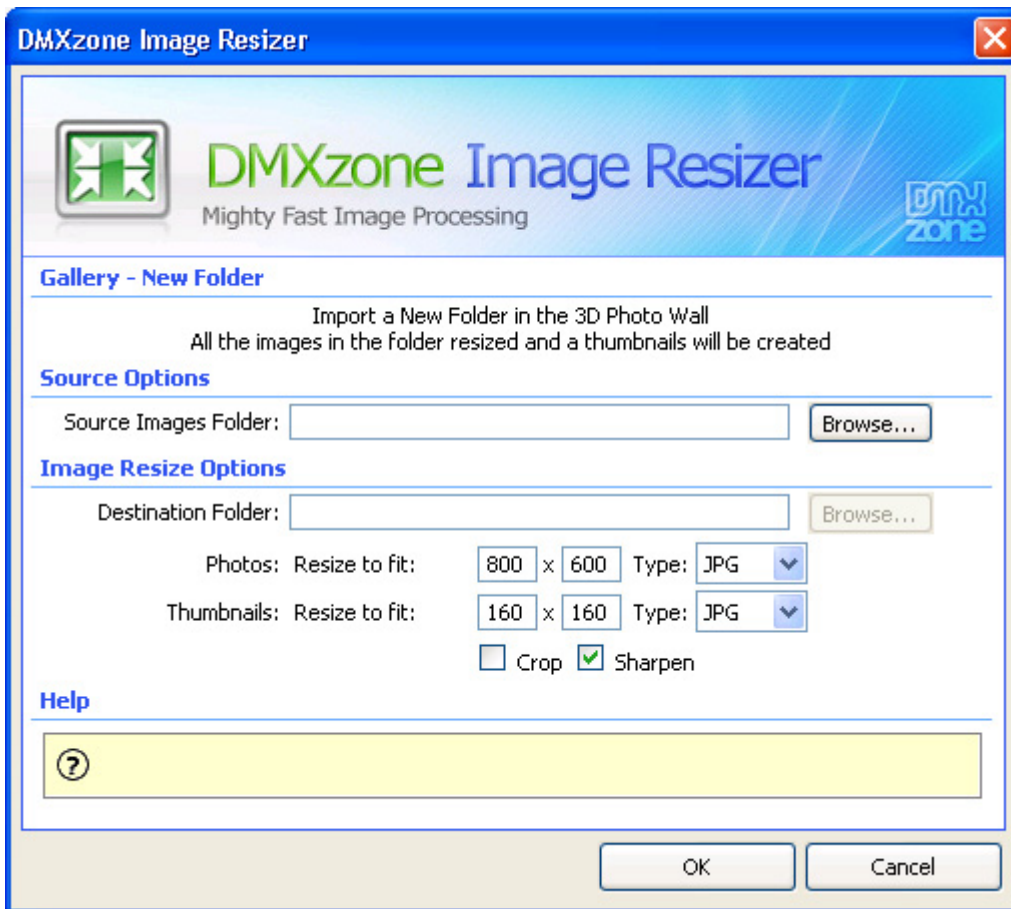


### 4. Adding your images to the 3D Photo Wall

Select the **Images** tab and select the  icon to add a complete folder of images.



A new popup appears:



## 5. Setting the Source Options

We click the **Browse...** button in our **Source Images Folder** to select the folder that contains the images that we want to use for our wall. The folder can be anywhere on your PC or Mac.

**Source Options**

Source Images Folder:  **Browse...**

**Image Resize Options**

Destination Folder:  **Browse...**

Photos: Resize to fit:  x  Type:  ▾

Thumbnails: Resize to fit:  x  Type:  ▾

Crop  Sharpen

## 6. Defining the Image Resize Options

After that we click the **Browse...** button next to the **Destination Folder** to define where our images should be saved. We'll upload 40 images. This is the folder where all the resized images will be stored - it must be in the Dreamweaver site you defined. Don't forget to upload the images to your server.

**Source Options**

Source Images Folder:  **Browse...**

**Image Resize Options**

Destination Folder:  **Browse...**

Photos: Resize to fit:  x  Type:  ▾

Thumbnails: Resize to fit:  x  Type:  ▾

Crop  Sharpen

We specify the **Resize to fit** options for our **Photos** to **800** and **600** and leave the **Type** at **JPG**. These values determine the width, height and file format of our zoomed in images that are shown when a user selects an image from the wall.

**Source Options**

Source Images Folder:  **Browse...**

**Image Resize Options**

Destination Folder:  **Browse...**

Photos: Resize to fit:  x  Type:  ▾

Thumbnails: Resize to fit:  x  Type:  ▾

Crop  Sharpen

We leave the **Resize to fit** options for our **Thumbnails** to **160** and **160** and leave the **Type** at **JPG**. These values determine the width, height and file format of the smaller images (thumbnails) that are shown when the wall is loaded.

**Source Options**

Source Images Folder:

**Image Resize Options**

Destination Folder:

Photos: Resize to fit:  x  Type:

Thumbnails: Resize to fit:  x  Type:

Crop  Sharpen

We disable the **Crop** option to make sure that all our thumbnails have exactly the same size. If you disable this option, the thumbnails will be scaled proportionally to the maximum specified dimensions.

**Source Options**

Source Images Folder:

**Image Resize Options**

Destination Folder:

Photos: Resize to fit:  x  Type:

Thumbnails: Resize to fit:  x  Type:

Crop  Sharpen

We enable the **Sharpen** option to apply a sharpening filter to our thumbnails and we press **OK** to resize our images and generate our thumbnails. This produces the best thumbnail quality.

**Source Options**

Source Images Folder:






**Image Resize Options**

Destination Folder:

Photos: Resize to fit:  x  Type:

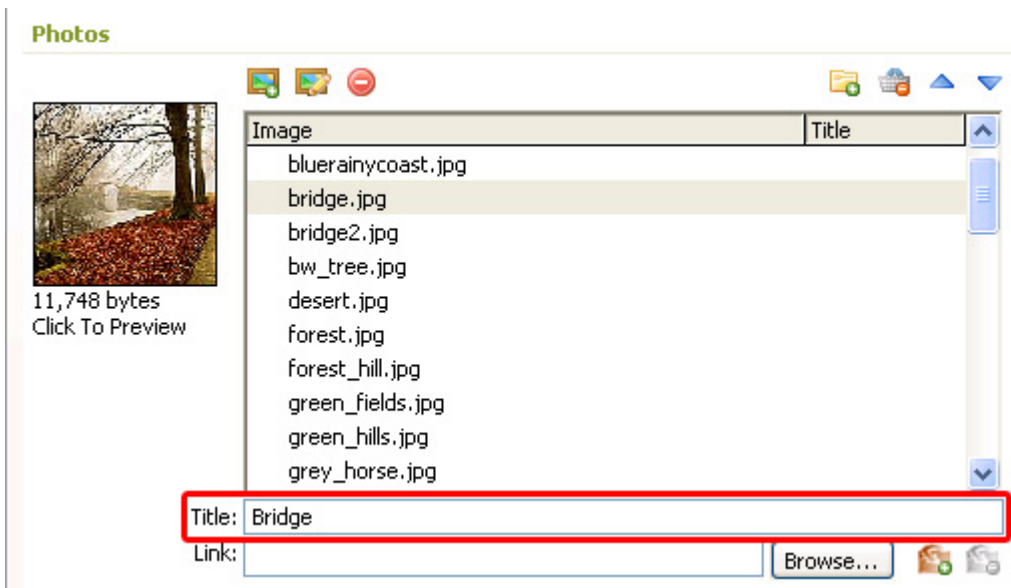
Thumbnails: Resize to fit:  x  Type:

Crop  Sharpen

Use the  icon to insert additional images one by one or the  to edit an image. The procedure for selecting images, resizing them and generating thumbnails is the same as with adding a folder. You can arrange the order of your images with the  and  buttons and delete images from the 3D Photo Wall with the  button.



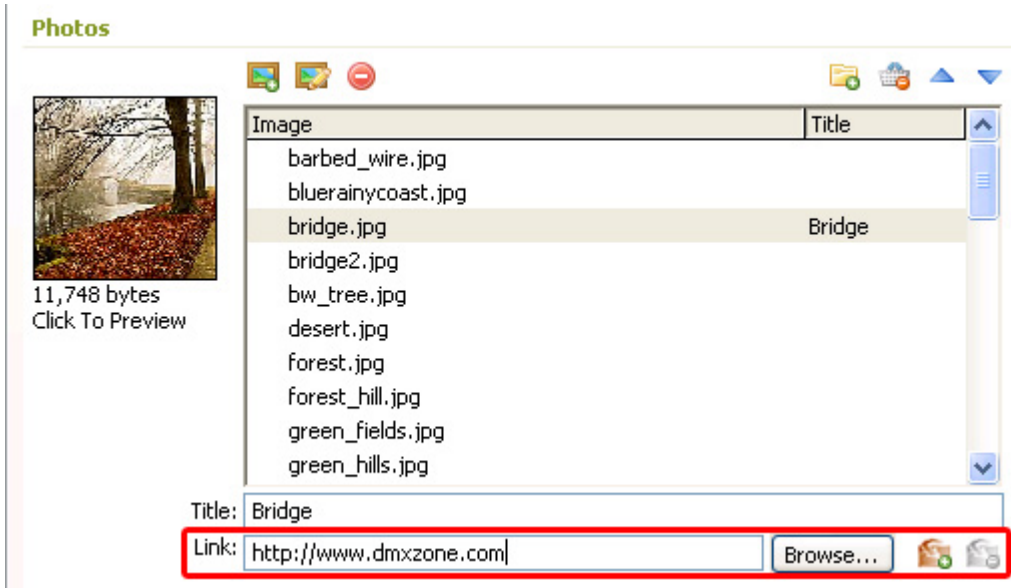
We add a description to the image by selecting it and entering a text in the **Title** field.



Add links to your images using the **Link** field. Select the **Link Target** to choose the target window. We

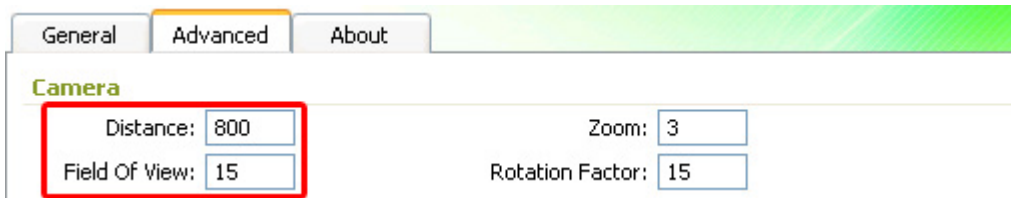


won't add any links now.

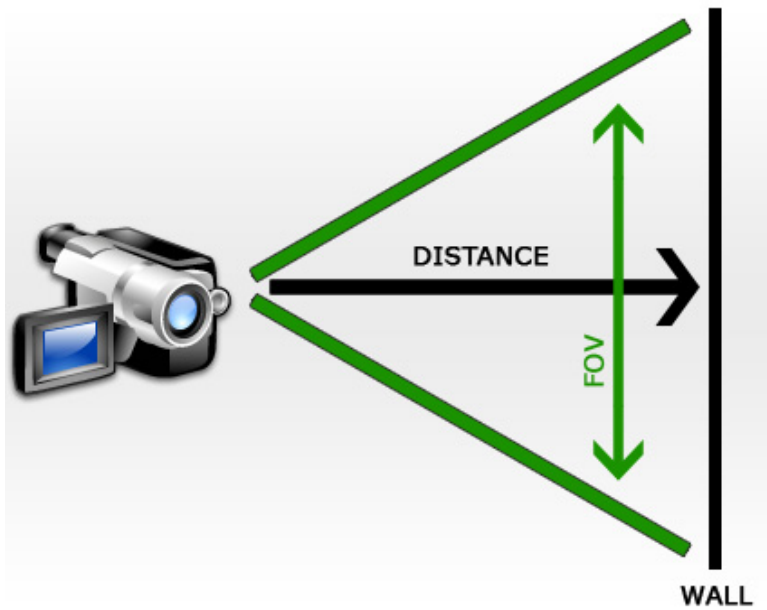


7. **Setting the Camera options**

Switch to the **Advanced** tab to set the camera options. Set the **Distance** to **800** to increase the space between the photo wall and the camera. We leave the **Field Of View** to **15**.



Check out the screenshot below to see how these settings work.



We leave the **Zoom** at **3** so we can maintain the same zoom factor.

We'll set the **Rotation Factor** to **20** to increase how much the camera rotates when the wall moves to the left or the right.

General Advanced About

**Camera**

Distance: 800 Zoom: 3

Field Of View: 15 Rotation Factor: 20

#### 8. Setting the Large Images Options

The **Movie Distance** sets how far the thumbnail will move forward after the user has clicked on it. We'll leave it at **100**. **Time** sets the number of seconds it will take to move the image towards the camera. We'll keep it at **1**.

**Large Images**

Move Distance: 100 Time: 1

Easing: Ease In Out Quad

Interface Color: 0x000000 Text Color: 0xFFFFFFFF

Smoothing:  Segments: 1

**Easing** determines the camera movement behaviour when a user clicks an image. Download [this file](#) to see the available settings. We leave it to **Ease In Out Quad**.

**Large Images**

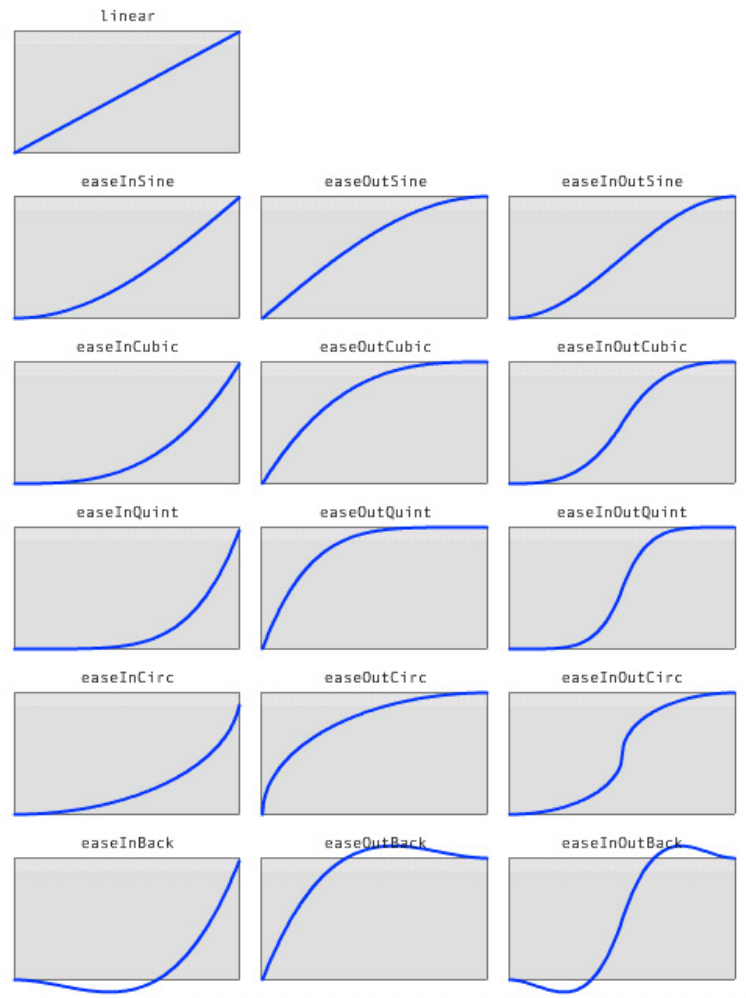
Move Distance: 100 Time: 1

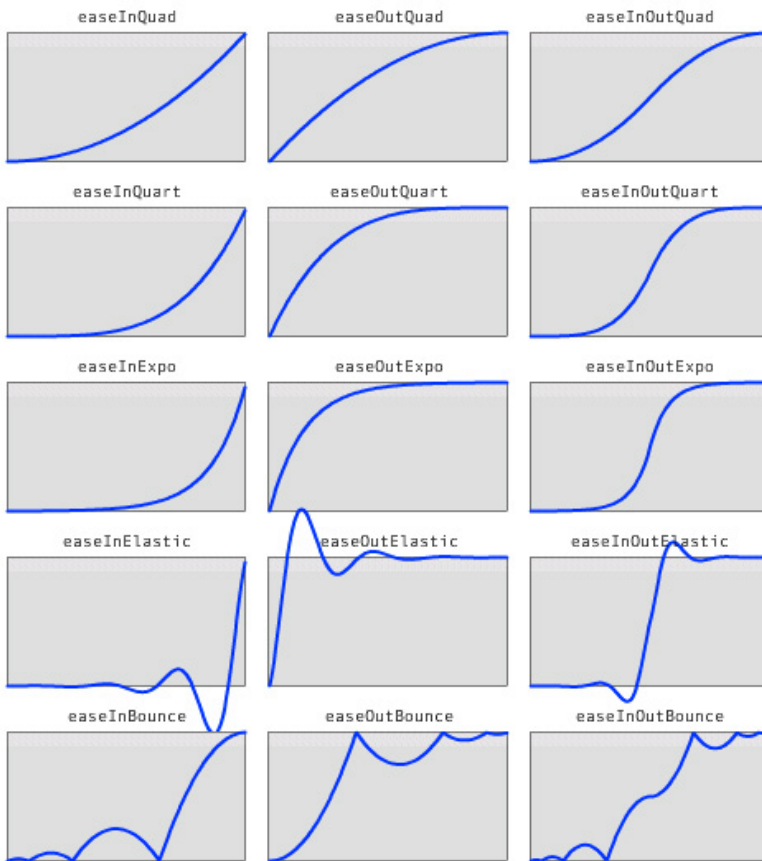
Easing: Ease In Out Quad

Interface Color: 0x000000 Text Color: 0xFFFFFFFF

Smoothing:  Segments: 1

You can choose from the following easing settings:





We leave the **Interface Color** to black. This sets the color of the bar that is displayed on the bottom when an image is zoomed in.

**Large Images**

Move Distance:  Time:  Easing:    
**Interface Color:**   Text Color:   
 Smoothing:  Segments:

We set the **Text Color** to 0xCCCCCC to create a nice blue title text.

**Large Images**  
 Move Distance:  Time:  Easing:    
 Interface Color:   **Text Color:**    
 Smoothing:  Segments:

We leave the **Smoothing** at disabled as we want to keep the image as sharp as possible.

**Large Images**  
 Move Distance:  Time:  Easing:    
 Interface Color:   Text Color:    
**Smoothing:**  Segments:

**Segments** set the quality of the images of the wall, the higher the number of **Segments**, the lower the deformation.

**Large Images**

Move Distance:  Time:  Easing:

Interface Color:  Text Color:

Smoothing:  **Segments:**

9. **Setting the glow options**

We leave the **SelectedColor** and the **Loading Color** at their default values. And we set the size to **14** to make the glow a little bit smaller.

**Glow**

**Selected Color:  Loading Color:  Size:**

10. **Defining the thumbnail options**

We set the **Size** of our thumbnails to **140** by **140** to make the maximum dimensions a little bit smaller. Then we set the **Spacing Hor** and **Ver** to **22** to increase the spacing between our thumbnails a little bit. We apply **Smoothing** to make our thumbnails less jaggy, it means you lose a little bit sharpness but since the thumbnails are small it will often give better results.

**Thumbnails**

Size:  x  Spacing Hor:  Ver:

Smoothing:  Segments:

**Segments** set the quality of the thumbnails of the wall, the higher the number of **Segments**, the lower the deformation. We leave it at its default value.

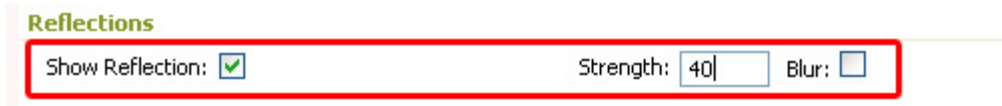
**Thumbnails**

Size:  x  Spacing Hor:  Ver:

Smoothing:  **Segments:**

### 11. Setting the Reflection Options

We enable the **Show Reflection** to apply the reflections. We set the **Strength** to **40**, to make it a little bit less strong. We won't apply the **Blur** option because we want our reflections to be sharp.



Press **OK** to generate the gallery. A new popup appears that states which files have been copied to your **ScriptLibrary** folder.

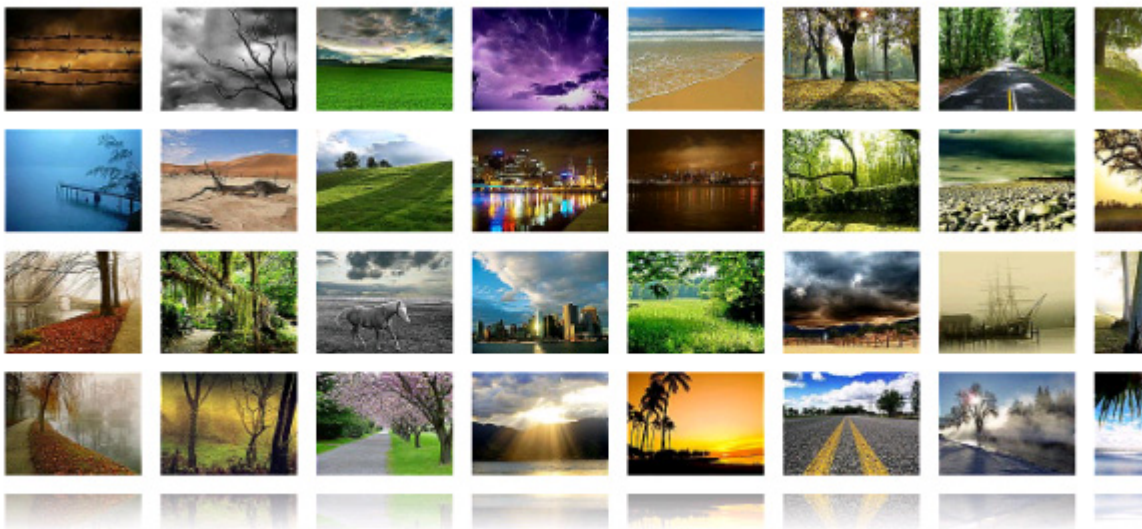


# Editing the 3D Photo Wall with the Property Inspector

## Introduction

In this chapter we're going to edit the properties of the 3D Photo Wall using the property inspector of Dreamweaver. Click on the preview of the 3D Photo Wall in the design view to display its properties. Below is a screenshot of the property inspector and a screenshot of the final result.

▼ Properties							
3D Photo Wall	W	800	Rows	4	Background Color	0xFFFFFFFF	Preview
dmx3DWall1	H	450	Alpha	100 %	Wmode	Window	Advanced
Preload Text Color	0xFFFFFFFF	Text Size	16	Keys Enabled	<input checked="" type="checkbox"/>	Mouse Wheel Action	Zoom
Text	Loading thumbnail %loading% from %total%		Mouse Wheel	<input checked="" type="checkbox"/>	Zoom Sensitivity	3	



## Editing the Slide options

### Editing the 3D Photo Wall Properties

**3D Photo Wall** sets the ID of the 3D Photo Wall. This is useful when you use more than one 3D Photo Wall, that way the different galleries can be identified. We leave it to its default value.

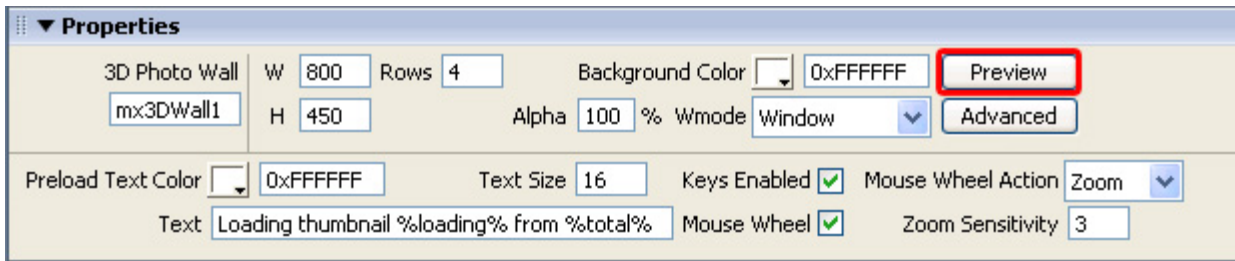
**W** sets the width of the 3D Photo Wall. We'll set it to **800** (pixels). **H** sets the height of the 3D Photo Wall. We'll set it to **450** (pixels).

**Rows** sets the number of thumbnail rows on your wall. We'll set it to **4**.

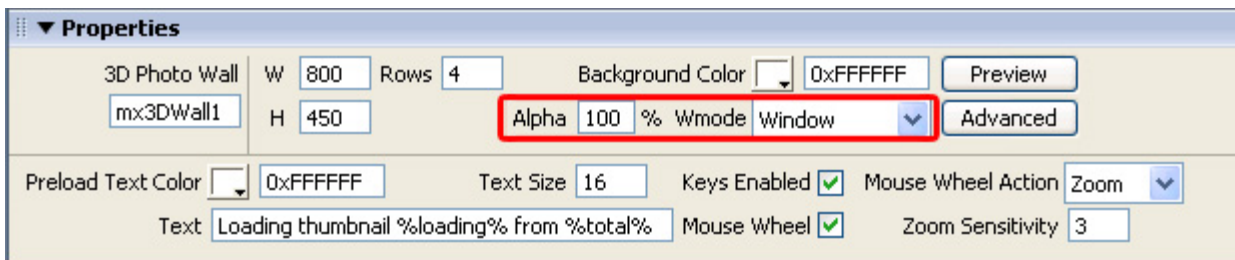
We leave the **Background Color** of the 3D Wall to **white**.



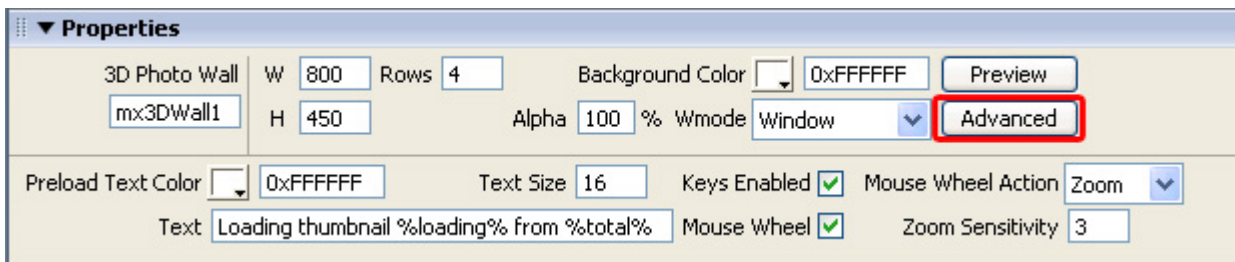
The **Preview** button allows you to view your 3D Photo Wall in the design view of Dreamweaver.



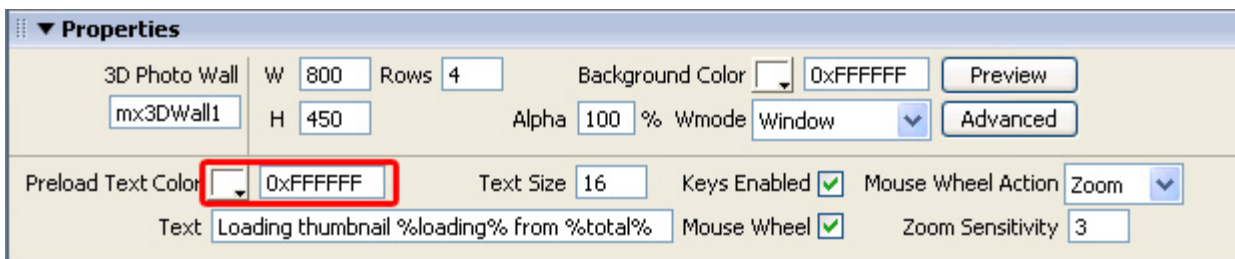
We set the **Alpha** to 100%, this determines the transparency of the background. **Wmode** sets the type of transparency. The default value is **Window**. **Opaque** sets your flash object to act like any other page element, so you can float DHTML and javascript layers over it without the flash movie showing through and **Transparent** makes the background of the page, or the DHTML layer underneath the Flash movie or layer, to show through all the transparent portions of the movie.



The **Advanced** button allows you to change your image and thumbnail settings using the 3D Photo Wall popup.



The **Preload Text Color** sets the text color of the **Preloader**, we'll leave it to white.



**Text Size** allows you to change the font size of the preloader. We set it to **16**.

The screenshot shows the 'Properties' panel for a 3D Photo Wall. The 'Text Size' field is highlighted with a red box and contains the value '16'. Other visible settings include: 3D Photo Wall (mx3DWall1), W: 800, Rows: 4, Background Color: 0xFFFFFFFF, Alpha: 100%, Wmode: Window, Preload Text Color: 0xFFFFFFFF, Text: 'Loading thumbnail %loading% from %total%', Mouse Wheel: checked, and Zoom Sensitivity: 3.

Enable the **Keys Enabled** option to allow navigation with the keyboard (the arrow keys and the enter key).

The screenshot shows the 'Properties' panel with the 'Keys Enabled' checkbox checked and highlighted with a red box. The 'Text Size' field remains at '16'. Other settings are consistent with the previous screenshot.

Enable the **Mouse Wheel** to allow the user to use the scrollwheel to zoom in and out or to go left and right with the mousewheel. Set the **Mouse Wheel Action** to **Zoom** or **Position** to specify the use of the scrollwheel. **Zoom Sensitivity** determines how fast the zoom goes if you set the **Mouse Wheel Action** to **Zoom**. We leave them at their default values.

The screenshot shows the 'Properties' panel with the 'Mouse Wheel' checkbox checked and the 'Mouse Wheel Action' dropdown set to 'Zoom', both highlighted with a red box. The 'Text Size' field is still '16'.

The **Text** field allows you to enter the preloader text. The following variables can be used:

- %loading% - the number of the current thumbnail that is loading
- %loaded% - the number of thumbnails that has been loaded
- %total% - the total number of thumbnails that must be loaded.

We leave it at its default value.

The screenshot shows the 'Properties' panel with the 'Text' field highlighted by a red box. The text inside the field is 'Loading thumbnail %loading% from %total%'. Other settings remain the same.


## Using 3D Photo Wall to interact with the Advanced Layer Popup

### Introduction

In this tutorial we're going to show you how to add popups from Advanced Layer Popup in 3D Photo Wall using the Behaviors Connector. At the end of the tutorial you will have a 3D Photo Wall that plays a new song when a new image is displayed.

**Note:** This tutorial requires [Advanced Layer Popup](#)

### How to do it

1. **Create your 3D Photo Wall.**  
Create a new or open an existing HTML page and save it. Insert the 3D Photo Wall.
2. **Select The 3D Photo Wall Image That Should Initiate The Behavior**  
Press the  icon to open the 3D Photo Wall in your browser and select the **Images** tab in your property inspector or press the advanced button of your property inspector when using an existing gallery.




Choose an image that you want to apply the behavior to and press the advanced layer popup icon .

General   Advanced   About



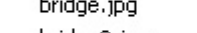
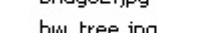
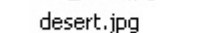
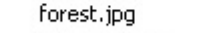
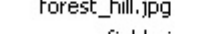
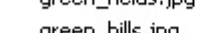


**Options**

Object Name:


**Photos**



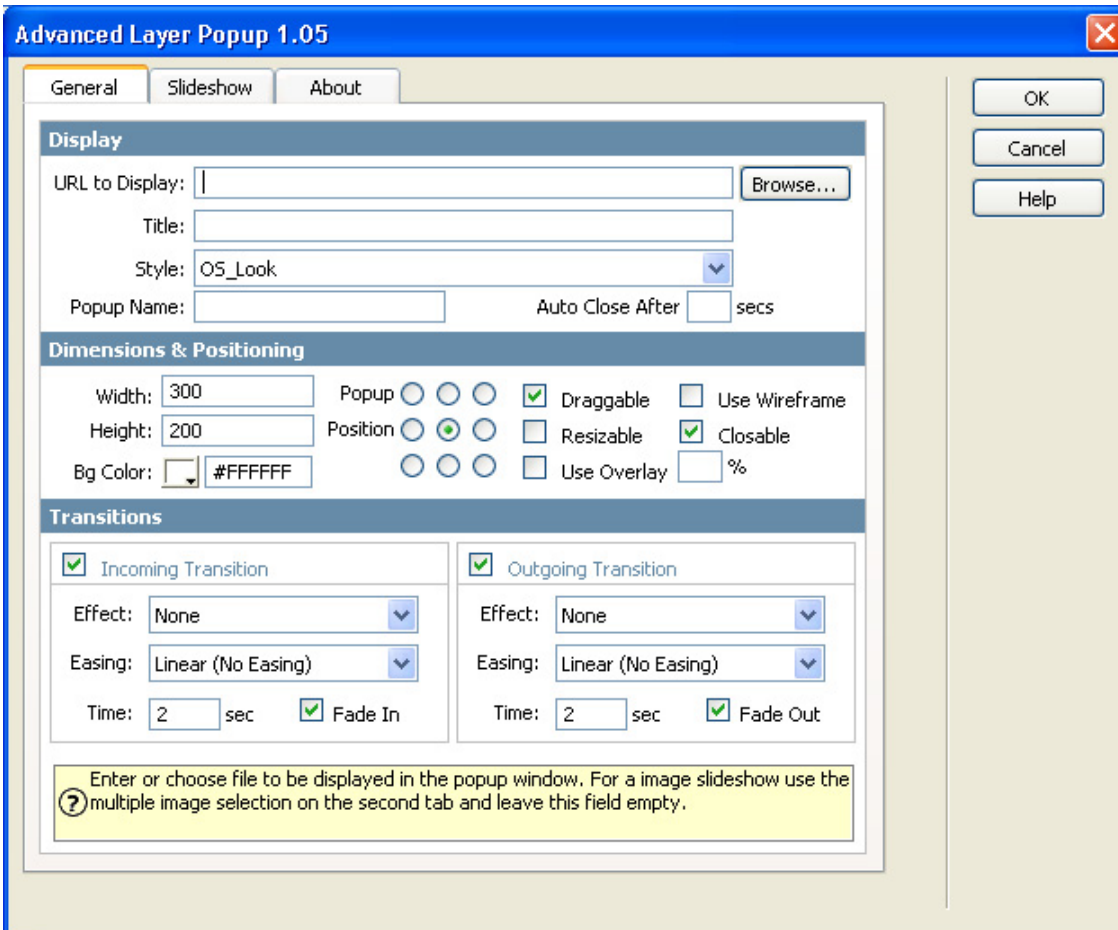
4,294 bytes  
Click To Preview

Image	Title
	barbed_wire.jpg
	bluerainycoast.jpg
	bridge.jpg
	bridge2.jpg
	bw_tree.jpg
	desert.jpg
	forest.jpg
	forest_hill.jpg
	green_fields.jpg
	green_hills.jpg

Title:

Link:   

Click on the  icon and the DMXzone Advanced Layer Popup Window appears:



Add an image URL and the additional options (consult the [Advanced Layer Popup manual](#) if you need to).

**Note:** Make sure that you set the Wmode to **Transparent** in your property inspector.

### 3. Final steps

Save your files and upload them to your server.

Here is an example of an applied popup:



## FAQ

**Q: 3D Photo Wall does not work. What should I do?**

A: Make sure that you have uploaded all the files required by the extension. These are ScriptLibrary/dmx3DPhotoWall.swf, the dmx3DWall\_xx.xml in your current folder and the destination folder with all your images.

**Note:** If you use the Firefox browser, you could try the Firebug Add-on to check if all required files are available. See the "Net" tab if you have there a red 404 line then you are missing this file.

**Q: The mousewheel does not work**

A: The Flash player on the MAC doesn't support the mousewheel, on the PC there are known problems in Mozilla browsers, a workaround for the PC is to not use a transparent background in Flash.

**Q: The Browser Property Inspector from my site doesn't work**

A: If this problem occurs please follow the steps below:

1. Make sure that you have installed the latest version of the [3D Photo Wall](#). You can check this by comparing the current version you have in your Extension Manager and the one on the [3D Photo Wall page](#). If you have an older version, download the latest from the site and install as usual. You can open the extension manager from the Commands menu in your Dreamweaver.