

Epicure XML Website Template with Deep Linking

THANKS FOR BUYING!

PREAMBLE (IMPORTANT, PLEASE READ!)

Due to licensing, this template does not contain the images, videos, music and icons from the preview.

Images:

All Images can be bought for commercial or private usage on:

<http://fotolia.com>

If you need any specific images from the preview, please let me know and I will provide you with the image link on Fotolia.

Videos:

The videos were created by VideoHive user Dorde and can be bought here:

<http://videohive.net/item/calm-and-easy/113271>

<http://videohive.net/item/full-energy/116334>

Music:

The music was created by AudioJungle user Soundroll and can be obtained here:

<http://audiojungle.net/item/circles-of-life/97517>

<http://audiojungle.net/item/be-calm/29866>

<http://audiojungle.net/item/chaka-laka/98287>

<http://audiojungle.net/item/new-heroes/92637>

<http://audiojungle.net/item/wall-of-hope/86996>

Social Icons:

The social icons used in the preview can be downloaded for free here:

<http://www.komodomedia.com/blog/2009/06/social-network-icon-pack/>

You just need to extract the archive into the social folder (16px version used in preview)

For further copyright notice please see the end of this document.

Before uploading the template files to your server you will have to configure it locally.

This template works with modules which are filled with content via XML configuration files. The main file of the template is "websitecorecore.swf" which is embedded into the index.html file.

The menu.xml file in the XML folder is generating the template structure/menu and specifies

the modules which are loaded.

I will guide you through each customization step later.

Setting up the Menu / Module Structure

Lets take a look at the structure of the **menu.xml** in the xml folder.

If you are familiar with the structure of XML you might instantly understand how it works, but for all the others I will give you a quick guide.

The menu.xml is where you tell the template what main menu and submenu buttons it has in the navigation area and what modules are associated with those buttons.

Furthermore there are a couple of customization settings you can change for each menu entry.

```
<mainmenu>
  attribute=" "
</mainmenu>

<mainmenu
  attribute=" "
>
  <submenu
    attribute=" "
  />
  <submenu
    attribute=" "
  />
</mainmenu>
```

XML works with so called "nodes". A `<mainmenu>` node represents a main menu entry and has several attributes that needs to be configured. Each `<mainmenu>` node is "closed" with a `</mainmenu>` end tag.

If you want a main menu entry to have a submenu, you can insert `<submenu>` nodes in between a `<mainmenu>` start and `</mainmenu>` end tag. Here, you also need to configure certain attributes. I will come to this now.

Available `<mainmenu>` and `<submenu>` node attributes

<code>headline="REEL"</code>	-> The name tag of this menu entry
<code>bgimage="backgrounds/bg1.jpg"</code>	-> The background image for this menu entry
<code>idlecolor="0x7a7a7a"</code>	-> The name text color in a not selected state
<code>selectcolor="0xFFFFFFFF"</code>	-> The name text color in a selected state
<code>submenucolor="0x111111"</code>	-> The color of the submenu background and main menu select background (only mainmenu node & only if applicable)
<code>module="videoplayer.swf"</code>	-> The module you want to load (refer to the example setup here or find the list of available modules below)
<code>modulexml="xml/video.xml"</code>	-> The xml config file for this module
<code>moduleorientation="center"</code>	-> Orientation of the module. Use "center" or "topleft" (only for fullsize modules like the image gallery)
<code>verticalorientation="center"</code>	-> Vertical module orientation "center" or leave blank for top orientation
<code>modulewidth="768"</code>	-> The width of the module (only for non-fullsize modules)
<code>moduleheight="432"</code>	-> The height of the module (only for non-fullsize modules)

Now you can setup your menu and module structure as you please. You should always take the provided example configs as base for modifications to minimize potential errors. You can take our or move menu nodes around to change the structure of the navigation bar.

After I show you how to configure the basic settings of the template (options & music), I will present to you the different available modules.

Basic template settings options.xml and music.xml

First of all lets open up the options.xml from the xml folder and see what you can set there:

NOTE THAT NOT VALUES PRODUCE VIABLE RESULTS!

websitetitle="Epicure XML Website..."	-> The title of the Website
logourl="images/logo.png"	-> The path to the website logo
logoorientation="left"	-> The orientation of the logo "left", "center" or "right"
logoheight="60"	-> The height of the logo or swf
logopaddingx="29px"	-> horizontal logo padding
logopaddingy="25px"	-> vertical logo padding
menuorientation="right"	-> Orientation of the menu "left", "right", "center"
menuspeed="0.3"	-> Menu build speed in seconds
menuxoffset="10"	-> Menu horizontal offset
horizontalmenuspacing="0"	-> Horizontal spacing in between menu items
verticalmenuspacing="-5"	-> Vertical spacing in between menu items
buttonbgspacing="0"	-> Menu button to menu background spacing
menuheight="40"	-> Menu height
menuspacingmod="-12"	-> Horizontal menu entry width modifier
submenuheight="30"	-> Sub menu entry height
submenuspacingmod="-10"	-> Horizontal submenu entry width modifier
menubgopacity="0"	-> Menu background opacity
menubgcolor="0x1f1f1f"	-> Menu background color
backgroundtile=" tile2.jpg"	-> Template background tile image
headerminheight="50"	-> Minimum header height
headermaxheight="160"	-> Maximum header height
headerbgopacity="100"	-> Header background opacity
headerbgcolor="0x1f1f1f"	-> Header background color
bodybgoffset="20"	-> Vertical template offset (where the template starts from the top)
bodybgcolor="0x1f1f1f"	-> Body background color
bodybgopacity="90"	-> Body background opacity
footerheight="30"	-> Footer height
footerbgopacity="10"	-> Footer background opacity
footerbgcolor="0x000000"	-> Footer background color
utilidlecolor="0x333333"	-> Utility section button color (music, fullscreen)
utilselectcolor="0xFFFFF"	-> Utility section select color

In between the <options></options> tags goes the **footer HTML formattable text**:

<ft>© 2010 by Damojo Company location: 1st Street, New York, USA Telephone: 1 (800) 123-4567-1 info@yourcompany.com</ft>

In between the <sociallinks></sociallinks> tags go <link></link> nodes like seen below each resembling a footer icon with a corresponding link.
As stated in the preamble of this documentation you will need to download these icons first.

```
<sociallinks>
  <link logo="icons/facebook_16.png" link="http://www.facebook.com">Our Facebook
page</link>
  <link logo="icons/twitter_16.png" link="http://www.twitter.com">Follow us on Twitter</link>
  <link logo="icons/flickr_16.png" link="http://www.flickr.com">View our images on Flickr</link>
  <link logo="icons/wordpress_16.png" link="http://www.wordpress.com">Visit our Blog</link>
  <link logo="icons/rss_16.png" link="">Subscribe to our Blog's RSS feed</link>
</sociallinks>
```

Now lets turn to the music player config file music.xml:

```
<musicplayer
  activated="true"      -> Set to "true" or "false" to activate or deactivate the music
                        completely
  autoplay="true"      -> Music autoplay "true" or "false"
  volumecolor="0xffcd8e" -> The color of the volume slider
  startvolume="75"    -> the startup volume of the music 0-100
>
  <track urlink="mp3/soundroll_walkinginthecity.mp3">1. Soundroll - Walking in the City</track>
</musicplayer>
```

As you can see there are 3 basic settings for the music player.
The individual tracks go in between the <musicplayer></musicplayer> nodes in form of
<track></track> nodes.
You can set the track link and a title text.

This concludes the templates basic settings and now I will turn to the list of modules and the corresponding settings.

The modules

If you want to use a certain module for a particular menu button you will need to know 2 things: The .swf file and .xml config file for that .swf.

The two paths go into the corresponding attribute slots in the menu.xml, as explained before.

Sourcefiles of all modules can be found in the SOURCEFILES folder.

Welcome page

Main file: welcome.swf

Config XML: xml/welcome.xml

Content page

Main file: contentpage.swf

Config XML: xml/contentpage.xml or xml/contentpage2.xml or xml/contentpage3.xml

Client List

Main file: clientlist.swf

Config XML: xml/clientlist.xml

News

Main file: news.swf

Config XML: xml/news.xml

Image Gallery

Main file: gallery.swf
Config XML: xml/gallery.xml

Single Video Player

Main file: videoplayer.swf
Config XML: xml/video.xml

Video Gallery

Main file: videogallery.swf
Config XML: xml/video.xml

Contact Form

Main file: contact.swf
Config XML: xml/contact.xml

Module settings in detail

Welcome page (xml/welcome.xml)

<slideshow

autostart="true" -> Autostart slideshow true/false
timerbarvisible="true" -> Show timerbar true/false
buttonsvisible="true" -> Show control buttons true/false

captionbuildtime="1" -> Time in seconds for the caption text to show
captionremovetime="0.8" -> Time in seconds for the caption to disappear
slidefadetime="1" -> image slide fading time

>

</slideshow>

These are the slideshow general settings. In order to generate a slide you will have to add a <slide></slide> node like the one below.

<slide

piclink="images/welcome1.jpg" -> slide image link
showtime="8" -> show time for this slide
captionxoffset="70" -> caption text x position
captionyoffset="100" -> caption text y position
urlink="http://activeden.net" -> URL link for slide press (leave blank to turn it off)
urltarget="_blank" -> target of the URL link (if applicable)

>

<text fontsize="26" fontcolor="0xFFFFF" bgcolor="0xc8965b" bgopacity="85">Welcome to
the Fine and Stylish</text>
<text fontsize="58" fontcolor="0xfffff" bgcolor="0x1f1f1f" bgopacity="50">Extravaganza!
</text>

</slide>

In between the <slide></slide> nodes you will have to put <text></text> nodes for each line of text you want to display. The attributes for the text node are: fontsize (size of font), fontcolor (color of font), bgcolor (color of the background) and bgopacity (opacity of the background).

Within the <teasers></teasers> node go the teaser entries.

<teasers

highlightcolor="0x380c04" -> The overlay and button background color of the selector

>

This here is one of the teaser entries:

```
<teaser
  iconlink="images/service1.jpg"           → link to image
  urllink="index.html#/ABOUT-US-02-01/"  → url link on press
  urltarget="_top"                         → url target on press
>This is a Teaser Caption which can be easily formatted. When pressed the Teaser can link to
any section of the Template.</teaser>    → text in between nodes
```

You can add and remove teaser entries as you please.

Content page (xml/contentpage.xml)

Here is the XML structure of the content page:

```
<project
  bgopacity="80"                           → background overlay opacity 0-100
>
  <projecttext
    texton="true"                           → texton true/false activate text
  >TEXT HERE</projecttext>                 → html/css formatted content text
  <slideshow
    height="200"                             → slideshow height
    slideshowtype="banner.swf"               → slideshow type
    slideshowxml="xml/banner1.xml"          → slideshow xml file
  />
</project>
```

You will have 3 main choices when configuring a content page:

First: Split content page with slideshow on top and scrollable text below.

For this type you will have to configure the contentpage.xml as seen above.

The slideshow parameters need to be set and the corresponding banner.xml also needs to be edited to configure the slideshow. The structure of the banner.xml is the same like the one in the welcome.xml.

“texton” needs to be set to true!

Don't forget to set the correct height of the slideshow in the contentpage and banner xml file!

Second: Slideshow only with no text.

“texton” needs to be set to false!

Third: No slideshow, text only

For this one, just remove the <slideshow/> node all together to only have a scrollable text page.

texton” needs to be set to true!

News Module (xml/news.xml)

This module can be used nicely for news or for showcasing staff members as well.

```
<staff
  width="920"                               -> width of the news
```

height="450"	-> height of the news
entryheight="80"	-> height of a news entry
scrollamount="30"	-> scrollamount value when scrolling with the mouse wheel
staffnamecolor="0xffcd8e"	-> Color of the headline
staffpositioncolor="0xfffff"	-> Color of the date

>

```

<staffentry
  staffthumb="thumbs/news1.jpg"           -> image link to thumbnail
  staffimage="images/news1.jpg"          -> link to main detail view image
  staffname="February 16, 2010"          -> news date
  staffposition=" "                       -> news headline
  <teaser>TEASER TEXT</teaser>           -> news teaser text
  <stafftext>MAIN TEXT HERE</stafftext>   -> news main text
</staffentry>

```

</staff>

Within the <staff> node on top you can find the general options for the news module.

For each news entry you need to duplicate a <staffentry></staffentry> node with the corresponding attributes filled out.

Image Gallery (xml/gallery.xml)

Next I will show you how to setup the image gallery module.

```

<gallery
  xoffset="20"           -> gallery x offset position
  yoffset="10"          -> gallery y offset position
  menuspacing="10"      -> horizontal menu spacing
  menuthumbspacing="0"  -> menu to thumbnail spacing
  thumbdimensions="200" -> thumbnail dimensions (max height and max width)
  thumbxspacing="25"    -> horizontal thumbnail spacing
  thumbyspacing="-35"   -> vertical thumbnail spacing

```

>

```

<category
  headline="Various pictures category" -> category headline text

```

>

```

  <entry
    piclink="images/p1.jpg"           -> big image link
    thumblink="thumbs/p1.jpg"         -> thumb link
    imagetitle="IMAGE HOVER TEXT"     -> imagetitle on hover (no htmltext)
  >CAPTION TEXT</entry>             -> caption text (html/css formatted)

```

</category>

</gallery>

The <gallery> node holds all general attributes of the gallery same as we know it from other modules.

Each category you want to create has to be initialized by creating a <category></category> node within the <gallery></gallery> node.

Within each category you can now add <entry></entry> nodes, each resembling an image.

In that way its possible to create multiple categories, the number only being limited by the width of the buttons. In case you need more gallery categories: Simply create another gallery module as a submenu entry! The FAQ of this documentation will explain this in detail if you are lost.

Single Video Player (xml/video.xml)

The xml setup of a single video player module is very straight forward:

```
<videoplayer
  videourl="video/romeo.mp4"           -> URL link to your video
  previewimage="previewimage/romeopreview.jpg" -> video preview image
  width="768"                          -> video width
  height="432"                          -> video height
  scalemode="fit"                       -> video scale mode "fit" or "stretch"
  buffertime="0.1"                      -> video buffer time
  autostart="false"                     -> video autostart true/false
  videobgcolor="0x333333"               -> video background color
  highlightcolor="0xffcd8e"             -> video highlight color
  controlshidetime="5"                  -> time until controls hide
  startingvolume="7"                    -> the starting volume (0-10)
  textheight="55"                       -> height of text area
  textbalpha="50"                       -> opacity of text background
>TEXT HERE</videoplayer>             -> video description in between nodes
```

NOTE:

Its very important that you encode meta data into your video containing width, height and duration (most converters do this anyways so don't worry).
.mov with a h264 codec works best!

Video Gallery (xml/videogal.xml)

The video gallery module basically works the same as the single video player with the difference that multiple video can be selected from.

```
<videogallery
  videowidth="662"                      -> your video width
  videoheight="372"                     -> video height
  thumbwidth="220"                       -> thumbnail width
  thumbheight="124"                      -> thumbnail height
  scalemode="fit"                         -> video scale mode "fit" or "stretch"
  buffertime="0.1"                       -> video buffer time
  autostart="false"                      -> video autostart true/false
  videobgcolor="0x333333"                 -> video background color
  highlightcolor="0xffcd8e"               -> video highlight color
  controlshidetime="4"                   -> time until controls hide
  startingvolume="7"                     -> the starting volume (0-10)
  captionfontcolor="0xbbbbbb"             -> font color of the hover captions
>
  <video
    videourl="video/romeo.mp4"             -> the link to your video
    previewimage="previewimage/romeopreview.jpg" -> the video image
  >HOVER TEXT HERE</video>               -> the hover caption text
```

</videogallery>

Again, this module works similar to all other ones.

For each video you want to have, add a <video></video> node with all parameters setup.

NOTE: The width of the whole video gallery is videowidth + thumbwidth as the thumbs are next to the video area. Make sure to set this correctly in the menu.xml where you assign the videogallery module.

Contact Form (xml/contact.xml)

Here are the available settings for the templates contact form:

```
<contactform
  imageurl="images/findus.jpg"           -> contact form image
  mailurl="mail.php"                    -> path to mail.php
>
  <infotext>YOUR TEXT</infotext>       -> info text html/css
                                       formatted
  <name>Name</name>
  <email>Email address</email>
  <message>Your message to us</message>
  <sendmail>SUBMIT</sendmail>
  <errorname>Please enter your name!<br/></errorname>
  <erroremail>Please enter a valid email address!<br/></erroremail>
  <errorfield>Please enter a message!<br/></errorfield>
  <finished>Thank you the Email has been send!<br/></finished>
  <notfinished>Error sending the Email!<br/></notfinished>
</contactform>
```

NOTE: Your server needs to support PHP and must be configured properly in order to be able to send emails.

You can also adjust the path to the mail.php to an absolute path on your server if you have troubles sending emails!

Change "YOUR EMAIL ADDRESS HERE " in the mail.php file to the email address you want the emails from the contact form to be send to.

STEP 2: Uploading the Template to your Server

Once you are done configuring and customizing the template you are all set to put it up on the web!

What you basically need to do:

Copy all files and folders you received in the download to your webserver's html directory except for the SOURCEFILES and DOCUMENTATION folders.

For that matter you need a FTP client to access your server and copy the template files. I would recommend the free "Filezilla" from <http://sourceforge.net/projects/filezilla/> but any other ftp client will do just fine.

Your web hosting company will help you get your ftp-client access data and password.

That's it!

Always remember to clear the browser cache after making a change to the template files otherwise the changes might not show up.

I hope you have fun customizing this template!

LAST NOTE: Please always use the existing XML config files as a base for your customization. Also watch out for syntax errors that might stop the template from working properly.

Have a good day,

Damojo

FAQ:

How can I create an HTML link within the template that links to another page of the template (Deeplinking)?

IF TEMPLATE IS IN AN ONLINE ENVIRONMENT ONLY:

This is one is quite easy:

- 1. Setup your menu and module structure in any way you want
- 2. Manually open the page you want to target (click on the corresponding menu button)
- 3. Copy the Deeplink from your URL bar (e.g. ... index.html#/Our-Services-02-01/)
- 4. Set up an HTML link in a text area of the template (or slideshow link) using the deeplink you just copied. (e.g.:

```
<a href="index.html#/Our-Services-02-01/" target="_top">> READ MORE</a>
```

)

Clicking the link will select the menu entry you specified and load the corresponding module. You can use the service teaser links on the welcome page as an example.

CONSTRUCT DEEP LINKS MANUALLY:

You can also setup deep links locally by understanding the structure of the template.

Example:

```
#/ABOUT-US-02-01/
```

ABOUT is the title on the menu entry. 02 means its the second main menu entry and 01 says its the first submenu entry.

If you wanted to select a main menu entry with no submenu, here is an example:

```
#/NEWS-04-00/
```

This selects the fourth main menu item.

I want to have another image gallery/content page/etc... within the template. How to? delete

You can easily reuse all modules throughout the template by just using XML . Here is a quick guide on how to do it:

Lets say you want to add another text page with a banner rotator to the "Our Services" section.

1. First you need to copy a config xml file for this type of module. Go to the xml folder and make a copy of the contentpage.xml. Now rename it to any name (e.g. contentpage_aboutus.xml)
2. Configure the newly copied xml file like explained in the documentation for this module.
3. Open the menu.xml. Now we will specify where this xml file is used and where we want our new module. Find the node with the headline "Our Services" and duplicate one of the nodes including all parameters at the end (or in any position).
4. Now set the new headline for this menu entry (e.g. "About Us"). Where it says modulexml you need to put in the path to the xml file you created before ("xml/contentpage_aboutus.xml"). You may also choose to select a different background image for this module.

The whole process only took a few minutes and you now have extended the templates menu and content. This works for every module that comes with the template (see documentation for more info).

Where do I add the receiving email address to the contact form? delete

Change "YOUR EMAIL ADDRESS HERE " in the mail.php file to the email address you want the emails from the contact form to be send to.

SOME CREDITS AND LICENSE INFORMATION:

Tweener License

<http://code.google.com/p/tweener/>

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SWF Object

<http://code.google.com/p/swfobject/>

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SWF Address

<http://www.asual.com/swfaddress/>

Activeden Preview Images:

<http://us.fotolia.com/>

http://us.fotolia.com/Contract/Download/Subscription_L

Social Network Icon Pack by Komomedia

<http://www.komodedia.com/blog/2009/06/social-network-icon-pack/>

The author allowed me to use his social network icons in the preview of the template.

Colaborate font

<http://www.fontsquirrel.com/fonts/Colaborate>

Bebas font

<http://www.dafont.com/bebas.font>

PF Ronda seven font

<http://www.dafont.com/pf-ronda-seven.font>

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<http://audiojungle.net/item/new-heroes/92637>

<http://audiojungle.net/item/wall-of-hope/86996>

Smooth image loader function

<http://www.frontend-multimedia.com/smoothImageLoader/>

Swffit

<http://swffit.millermedeiros.com/>

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