

# ITEC447

# Web Projects

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CHAPTER 10 – FLASH & SILVERLIGHT

# Working with Flash and Other Embeddable Content

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- One of the major turning points in the evolution of web design was the introduction of Flash.
- By designing interactive components in this new animation platform, designers were no longer restricted by simple rollovers and straight page changes.
- All of a sudden, there was a way to make incredibly advanced animated buttons, sliding screens, and whatever else the designer could come up with.
- The introduction of HTML5 combined with the proliferation of new devices such as smartphones and tablets has led to a sudden and fundamental shift in how advanced content such as videos and photo galleries is published and shared on the Web.
- As a result, Flash is being sidestepped in favor of standards-based and web-native HTML5 solutions that rely on new video codecs and JavaScript to do the heavy lifting.

# Flash: An Introduction

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- When you encounter Flash content in a web page, what you see is actually an external file called a Flash movie.
- A Flash movie is a file with the suffix *.swf*, and it plays through the Flash Player.
- A Flash movie can be anything from a simple button with a hyperlink to a complete web experience with buttons, pages, videos, audio, dynamic content, and links to internal and external pages.
- All Flash movies are created using the Adobe Flash application, and they cannot be altered after they are compiled into an SWF file.

# Flash: An Introduction Cont.

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- Flash movies are not native web content and require a special plug-in to play.
- As a result, including Flash movies in your web pages requires the use of special code.
- The Flash movies are inserted by placing them inside special tags.
- There are actually two such tags: `<object>` and `<embed>`.
- In the past, the `<object>` tag worked in Internet Explorer, whereas other browsers used the `<embed>` tag.
- Both tags work in newer browsers, but because not every visitor has a newer browser, the norm is to use both tags by placing the `<embed>` tag inside the `<object>` tag.
- Expression Web 4 inserts only the `<object>` tag, so you have to insert the `<embed>` tag manually if you want to use both.

# Publish a Flash Photo Gallery

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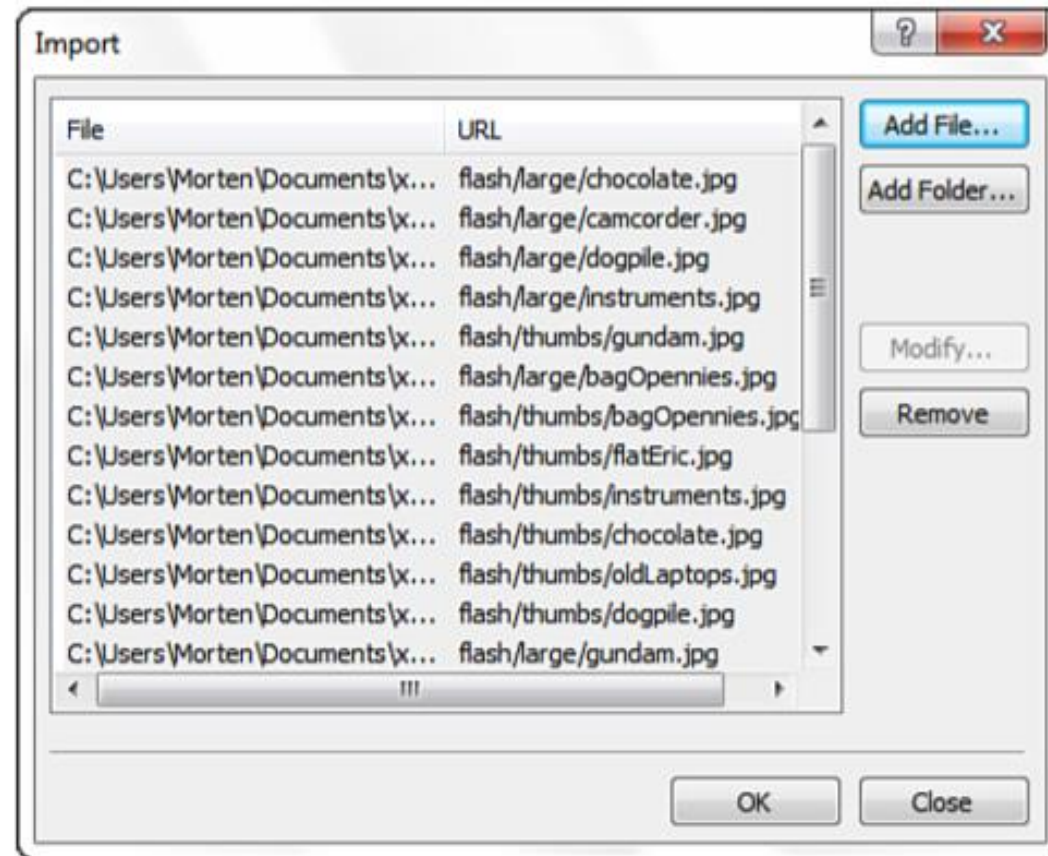
- To give you an idea of how Flash movies can work with external content and to provide you with a component you can use in your design projects, the lesson files for this hour (hour 21) contain a simple Flash-based photo gallery that is controlled by an external data file and that sources images from external folders.

# Publish a Flash Photo Gallery Cont.

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- In the *MyKipple* website, create a new folder called *Gallery*.
- Open the *Import* dialog by selecting *File, Import, File* on the menu bar.
- Click the *Add Folder* button in the dialog and select the *Flash* folder found in the lesson files for this hour.
- When you click *Open*, the *Import* dialog lists all the files with their current and new location.
- Click *OK* and make sure the new *Flash* folder ends up in the *Gallery* folder.
- If not, drag and drop it into the *Gallery* folder.

# Publish a Flash Photo Gallery Cont.



# Publish a Flash Photo Gallery Cont.

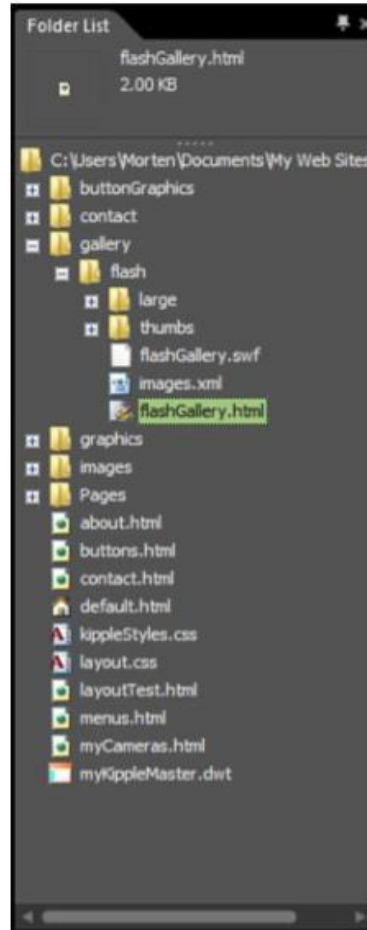
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- With the Flash folder selected in the *Folder List* panel or the *Web Site* view, create a new HTML page from the *myKippleMaster.dwt* template by selecting *File, New, Create from Dynamic Web Template* on the menu bar.
- Select *File, Save As* on the menu bar and give the new page the name *flashGallery.html* and save it under the *Flash* folder.



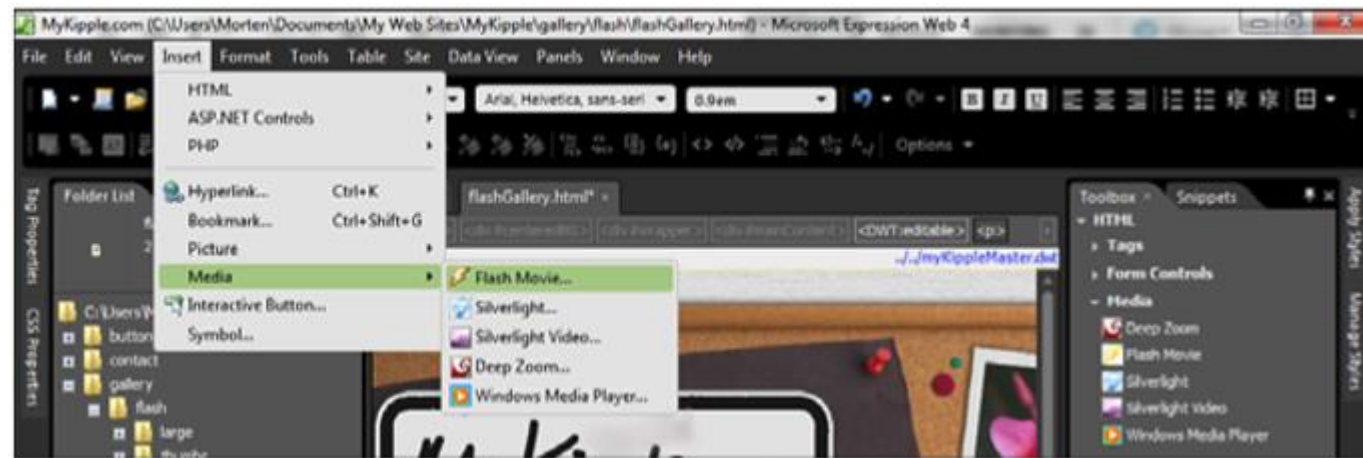
# Publish a Flash Photo Gallery Cont.

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# Publish a Flash Photo Gallery Cont.

- With the new page open in *Split* view, give it the heading *Flash Gallery*.
- To insert a *Flash movie* into the page, you need to use the built-in media functions in Expression Web 4 that you can find in the *Media* submenu under *Insert* on the menu bar and in the *Toolbox* panel under *Media*.



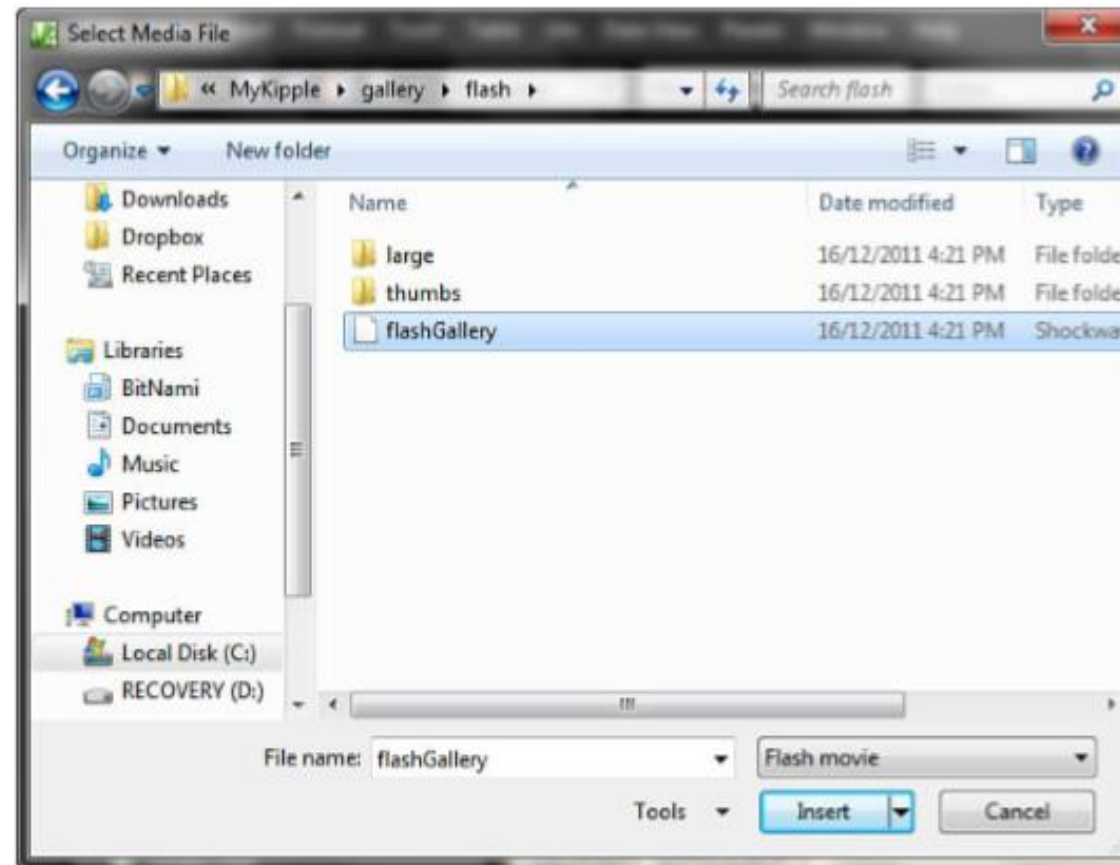
# Publish a Flash Photo Gallery Cont.

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- The same process can be initiated by clicking the *+* sign next to *Media* in the *Toolbox* panel to open the media options.
- Click and drag the *Flash Movie* option into the content section of the page.
- The *Select Media File* dialog opens to ask you to specify what *Flash* movie you are inserting.
- Select the *flashGallery.swf* file in the *gallery/flash* folder and click *Insert*.

# Publish a Flash Photo Gallery Cont.

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# Publish a Flash Photo Gallery Cont.

- A new gray box appears in *Design* view with a lightning logo and the name of the Flash movie file you just inserted.
- To play the Flash movie in *Design* view, right-click the movie and select *Play Movie in Flash Format* from the context menu.
- Now, you should see a small image gallery playing inside the box you just inserted.

Now that the Flash movie is inserted into the page, you can start working with it to make it look the way you want. Unless otherwise specified, Flash movies resize to fit whatever area you insert them into. Note that even though Flash movies contain information about their intended size, Expression Web 4 insists on setting the width and height of all inserted Flash movies to 200 by 200 pixels and scaling the content accordingly.



# Customize the Appearance of the Flash Movie

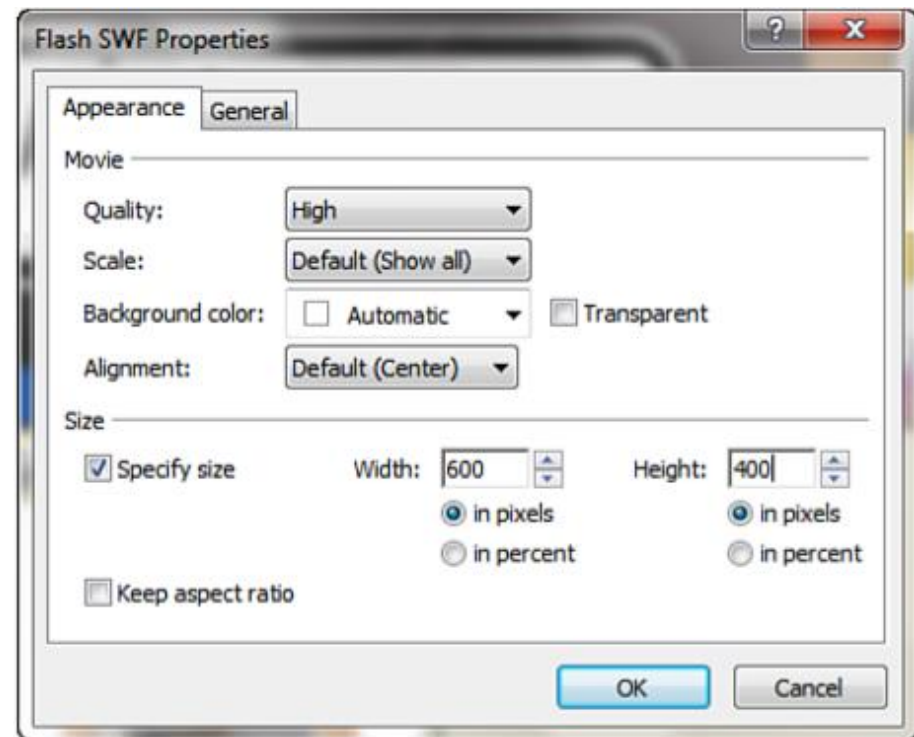
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- Right now, the photo gallery is small and off to the left side of the page.
- To make it more appealing, you need to resize it to the intended size and center it on the page.
- To do this, you use the Flash properties and some Cascading Style Sheets (CSS) styling.
- When Expression Web 4 inserted the Flash movie for you, it defaulted the width and height to 200 by 200 pixels and the photo gallery scaled itself accordingly.
- The Flash movie is actually 600 pixels wide and 400 pixels in height.
- To change the current settings, open the *Flash SWF Properties* dialog either by right-clicking the Flash movie and selecting *Flash SWF Properties* or simply by double-clicking the Flash movie.

# Customize the Appearance of the Flash Movie Cont.

- From the *Flash SWF Properties* dialog, you can make changes to many different settings.
- For most purposes, the default settings (sans the sizing) are what you want.
- Make sure the *Keep Aspect Ratio* box is unchecked and change the *width* to *600px* and the *height* to *400px*.
- Click *OK* to apply the changes.

The Flash movie now has the correct size, but as you can see in *Design* view, it is positioned to the left of the page. To make it more visually pleasing, it should be positioned in the center.



# Customize the Appearance of the Flash Movie Cont.

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- To position the Flash movie in the center of the page, click anywhere inside the Flash movie in *Design* view to select the `<object>` tag and apply the `.alignCenter` class from the *Apply Styles* panel by clicking it.
- Because Flash movies are always contained in an `<object>` tag, you can apply regular styles, classes, and IDs to this tag to further style the content.
- When applying styles, it might be easier to imagine the Flash movie as a simple image and apply your styles to it that way.
- Using CSS to position Flash content is one good example.
- Another is using CSS to give the Flash movie margins so that it doesn't bump up right next to the other content.



# Adding the `<embed>` Tag for Full Cross-Browser Compatibility

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- As you learned earlier in this hour, two tags are used to place Flash content in a page, and some older browsers (more specifically Internet Explorer 6 and lower) use only one or the other. Even though most new browsers don't have this problem, it is always a good idea to include both tags to ensure full cross-browser compatibility so that everyone can see your Flash content.
- Because Expression Web 4 inserts only the `<object>` tag for Flash movies, you need to insert the `<embed>` tag manually in *Code* view.
- For a Flash movie, the `<embed>` tag syntax is simple to remember:

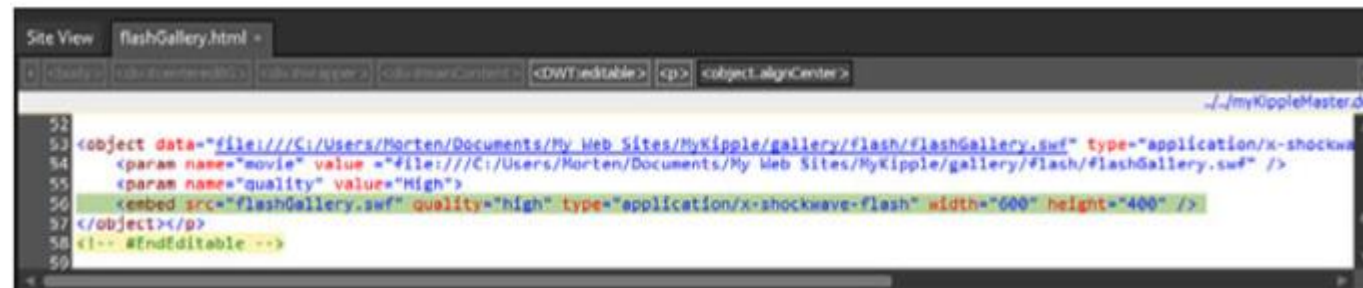
```
<embed src="flashMovie.swf" quality="high" type="application/x-shockwave-flash" width="size in pixels" height="size in pixels" />
```

- In the current case, the embed code would therefore be this:

```
<embed src="flashGallery.swf" quality="high" type="application/x-shockwave-flash" width="600" height="400" />
```

# Adding the <embed> Tag for Full Cross-Browser Compatibility Cont.

- To prevent the browser from displaying two copies of the same Flash movie, always place the <embed> tag at the end of the <object> tag on the line above the </object> end tag.



```
52  
53 <object data="file:///C:/Users/Morten/Documents/My Web Sites/MyKipple/gallery/flash/flashGallery.swf" type="application/x-shockwa  
54 <param name="movie" value = "file:///C:/Users/Morten/Documents/My Web Sites/MyKipple/gallery/flash/flashGallery.swf" />  
55 <param name="quality" value="High">  
56 <embed src="flashGallery.swf" quality="high" type="application/x-shockwave-flash" width="600" height="400" />  
57 </object></p>  
58 <!-- #EndEditable -->  
59
```

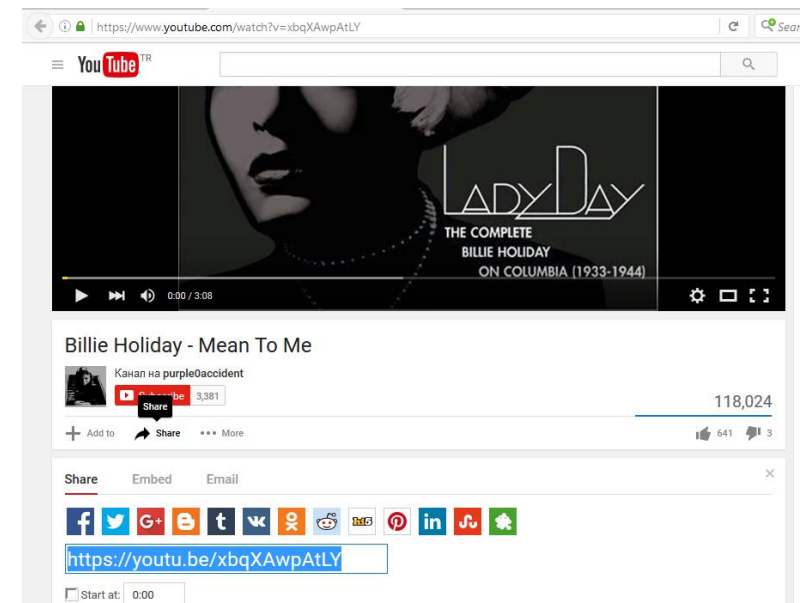
# Embedding YouTube and Other HTML5 Content

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- The introduction of HTML5 and a host of new devices has completely changed the landscape where embeddable content is concerned.
- Nowhere is this more apparent than when you embed videos from YouTube, Vimeo, and other video-sharing services in your site.
- Whereas before you used a Flash-filled `<object>` tag to share your favorite videos with the world, today you use an `iFrame` that dynamically detects the type of browser currently being used and serves up the correct video format for this browser.

# Embed a YouTube Video in Your Page Using HTML5

- In Expression Web 4, create a new HTML page from the DWT and call it *video-embed.html*.
- Change the heading to the name of the video you want to embed.
- Open the related video link “ <https://www.youtube.com/watch?v=xbqXAwPAtLY> ” (You can pick any video you like from YouTube.)
- Find the video on *YouTube.com* and scroll down past the video to the *Share* button.
- Click the *Share* button to open the *Share* dialog.

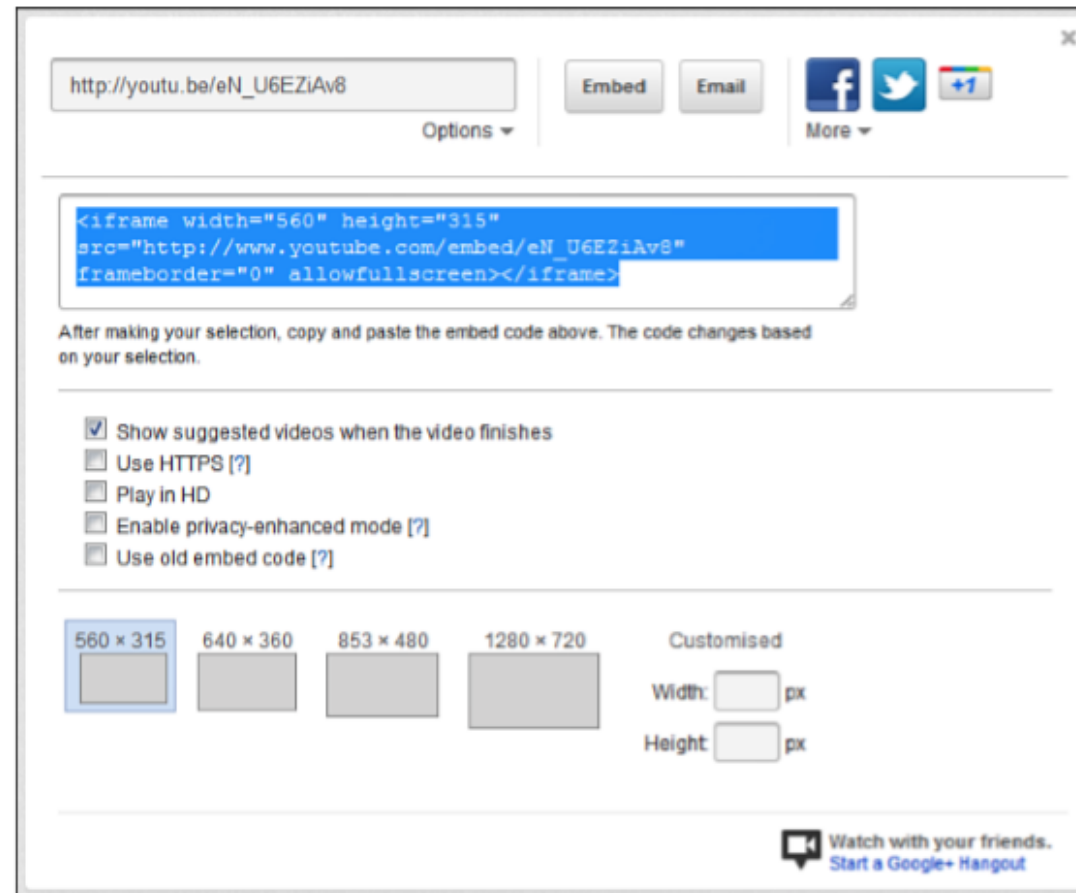


# Embed a YouTube Video in Your Page Using HTML5 Cont.

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- To get the embed code, click the *Embed* button.
- This opens the embed section of the *Share* dialog.
- From here you get a default iFrame embed code and a series of options, including player behavior and size.
- Because the new iFrame HTML5 embed code does not directly call the video but rather cuts a hole in the page in which the video will be displayed, you now have more options than previously.
- If for some reason you need to use the old `<object>`-based embed code, you can get this as well by checking the *Use Old Embed Code* box.

# Embed a YouTube Video in Your Page Using HTML5 Cont.



The screenshot shows the YouTube embed interface. At the top, there is a text input field containing the URL `http://youtu.be/eN_U6EZiAv8`. To the right of the input field are buttons for "Embed" and "Email", and social media sharing icons for Facebook, Twitter, and a "+1" button. Below the input field is a text area containing the HTML5 embed code:

```
<iframe width="560" height="315"
src="http://www.youtube.com/embed/eN_U6EZiAv8"
frameborder="0" allowfullscreen></iframe>
```

Below the code area, there is a note: "After making your selection, copy and paste the embed code above. The code changes based on your selection." Below this note are several checkboxes for options:

- Show suggested videos when the video finishes
- Use HTTPS [?]
- Play in HD
- Enable privacy-enhanced mode [?]
- Use old embed code [?]

At the bottom, there are four size selection buttons: "560 x 315", "640 x 360", "853 x 480", and "1280 x 720". The "560 x 315" button is selected. To the right of these buttons is a "Customised" section with input fields for "Width: px" and "Height: px". At the bottom right, there is a "Watch with your friends. Start a Google+ Hangout" button.

# Embed a YouTube Video in Your Page Using HTML5 Cont.

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- Change the settings to what you want (in most cases, I just use the default settings), highlight the code, and copy the embed code in the top box by pressing *Ctrl+C* or right-clicking and selecting *Copy*.
- Back in Expression Web 4, go to Code view and place your cursor between the `<p>` and `</p>` tags.
- Paste in the embed code by pressing *Ctrl+V* on your keyboard or right-clicking and selecting *Paste*.
- Save and preview the page in your browser and you'll see the video playing in the page.

# Embed a YouTube Video in Your Page Using HTML5 Cont.

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- Because the embedded YouTube video is contained in a simple iFrame, you can easily control its positioning and size.
- Just like with the `<object>` tag, you can add IDs and classes to the `<iframe>` tag.
- Therefore, for example, if you want to center the video, you can apply the `.alignCenter` class to the iFrame.
- To change the size of the video, you simply change the size of the iFrame in *Code* view and the video will automatically resize.



# Making the Flash Gallery Your Own

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- You can customize the Flash gallery introduced in this hour with your own images and descriptions.
- All the images are placed under the *Flash* folder: *thumbnails* in the *thumbs* folder, and the *full images* in the *large* folder.
- The gallery uses an XML file to define the image locations, titles, and descriptions.
- You can change this XML file using Expression Web 4 and make the gallery feature your own images.
- The Flash image gallery is controlled by the *images.xml* file found in the *Flash* folder.

# Making the Flash Gallery Your Own Cont.

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- The syntax of that file is simple:

```
<album  
  title="Random Kipple"  
  description="Some random photos of my kipple"  
  lgPath="large/"  
  tnPath="thumbs/"  
  tn="thumbs/bagOpennies.jpg">  
      
  </album>
```

# Making the Flash Gallery Your Own Cont.

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- To add another image, all you need to do is add another `<img>` tag with the *src*, *title*, and *caption* attributes defined.
- To add another album, just create a new `<album>` tag and insert the new information. To add more images, simply place the large version in the *large* folder and the thumbnail in the *thumbs* folder.
- The *images.xml* file and image folders need to stay in the same folder as the Flash movie.
- Otherwise, the movie will not work.