

Instructions Manual

OVERVIEW

This template has been specifically designed to be easily customized with all content driven by XML which means you can update content without editing the FLA. This manual will guide you through the process of customizing this template with your own content. For those who wish to 'tweak' the flash, all FLA files are included and all code has been well commented.

GETTING STARTED

TEMPLATE LOGO AND FOOTER SETTINGS

To adjust template setting you need to edit [index.xml](#) using a simple text editing program such as Notepad on PC or TextEdit on MAC. NB It's not recommended to use Dreamweaver to edit XML as it can cause problems.

```
<settings>
  <logo X="10" Y="0">content/logo.png</logo>
  <footer><![CDATA[Text here]]></footer>
</settings>
```

Between the settings tags you will see a tag for **logo**. Here you can set the path to the image for the logo and adjust it's X and Y position. The current logo is saved in the "content" folder. In the **footer** tag you can set the footer text which appears at the bottom left of the template. This text is HTML formatted so you can change colour to text and add hyperlinks.

TEMPLATE MENU SETTINGS

Commented in blue below is a description of each of the menu settings that you can set:

```
<menu Y="20" (Menu vertical position)
MenuSpacing="25" (Horizontal spacing between main menu items)
SubMenuHeight="40" (Sub menu height)
LinkColour="#FFFFFF" (Main menu text select colour)
SubSelectColour="#FFFFFF" (Sub menu text select colour)
EasingType="Elastic" (Hover tab easing, either Regular, Strong, Bounce, Elastic)
EasingSpeed="20" (Hover tab easing speed)
>
```

To add a video module see the following options in the entry:

```
<main TopLeft="true" (Alignment, either true or false - video player must always be true)
Name="SHOWREEEL" (Name in menu and HTML page tab)
Link="video_player.swf" (Load video module)
toLoad="showreel/video.flv" (Path to video to load)
Width="840" Height="472" (Default width and height of video)
goingTo="1" (Page to go to once video has finished playing, 0 = first page, 1 = second page, 2 = third page, etc)
bgID="0" (Background to load if bg slideshow disabled 0 = first bg, 1 = second bg, 2 = third bg etc)
SWFAddressURL="Showreel" (Deepink name, NB must be a unique name ie not match any other page)
/>
```

To add a standard module, such as Slideshow, News etc see the following options in the entry:

```
<main TopLeft="false" (Alignment, either true or false - standard modules must always be true)
Name="SLIDESHOW" (Name in menu and HTML page tab)
Link="slideshow.swf" (Load module)
toLoad="slideshow/content.xml" (Path to XML to load)
bgID="0" (Background to load if bg slideshow disabled 0 = first bg, 1 = second bg, 2 = third bg etc)
SWFAddressURL="Home" (Deepink name, NB must be a unique name ie not match any other page)
/>
```

To create a submenu use the following structure in blue (values omitted for clarity)

```
<main TopLeft="" Name="" Link="" toLoad="" bgID="" SWFAddressURL="" />
<main TopLeft="" Name="" Link="" toLoad="" SWFAddressURL="" />
  <sub TopLeft="" Name="" Link="" toLoad="" bgID="" SWFAddressURL="" />
  <sub TopLeft="" Name="" Link="" toLoad="" bgID="" SWFAddressURL="" />
  <sub TopLeft="" Name="" Link="" toLoad="" bgID="" SWFAddressURL="" />
</main>
<main TopLeft="" Name="" Link="" toLoad="" bgID="" SWFAddressURL="" />
```

USING TOLOAD TO CREATE MULTIPLE INSTANCES OF A MODULE

With the toLoad option you can use multiple instances of the same module in the template. All you need to do is create a new folder with content and edit content.xml. Then link it in index.xml

```
Link="slideshow.swf" toLoad="slideshow2/content.xml"
```

NB DEEPLINKING

When you create new content pages make sure you always give a **unique name** for the SWFAddressURL, ie no other page must have that name. Otherwise the menu navigation won't function correctly. Also try not to use spaces in the name, use _ or - to separate words.

```
SWFAddressURL="My-portfolio"
```

TEMPLATE BACKGROUNDS

Below is XML the entry for the background.

```
<background>
  <bg Image="backgrounds/image1.jpg"/>
  <bg Image="backgrounds/image2.jpg"/>
  <bg Image="backgrounds/image3.jpg"/>
</background>
```

To set a background per section use **bgID** attribute in content page entries 0=first bg, 1=second bg, 2=third bg etc. See **Image** attribute to set path to load the background image.

TEMPLATE MUSIC

Below is XML the entry for the music

```
<music DefaultVolume="100">
  <mp3 Thumb="playlist/thumb1.jpg" Artist="BRANDTZ" Title="EAVES DROP" Path="playlist/track1.mp3"/>
  <mp3 Thumb="playlist/thumb2.jpg" Artist="BRANDTZ" Title="DISTANT" Path="playlist/track2.mp3"/>
  <mp3 Thumb="playlist/thumb3.jpg" Artist="BRANDTZ" Title="MEDITARI" Path="playlist/track3.mp3"/>
  <mp3 Thumb="playlist/thumb4.jpg" Artist="BRANDTZ" Title="DISPERSE" Path="playlist/track4.mp3"/>
</music>
```

See **DefaultVolume** attribute to set default music volume. See **Thumb** attribute to set path to load the album art. See **Artist** attribute to set name of artist. See **Title** attribute to set name of title of track. See **Path** attribute to set path to load the MP3.

SOCIAL MEDIA LINKS

Below is XML the entry for the social media links

```
<social Target="" blank">
  <icon Icon="1" Title="RSS" Link="http://activeden.net"/>
  <icon Icon="2" Title="TWITTER" Link="http://activeden.net"/>
  <icon Icon="3" Title="FACEBOOK" Link="http://activeden.net"/>
  <icon Icon="4" Title="LINKDIN" Link="http://activeden.net"/>
</social>
```

See **Target** attribute to set same window or new window in the links, either " blank" or " self". See **Title** attribute to set name of link appearing in hover caption. See **Link** attribute to set URL path for each link.

SLIDESHOW MODULE

To add content, first add your images to the "slideshow" folder. Then you need to edit [content.xml](#) in the slideshow folder to set the image paths, copy text and other settings. Here is the XML structure:

```
<content
  Slideshow="true" (Set slideshow mode on/off, either "true" or "false")
  TitleSpace="1" (Spacing between titles)
  LinkColour="#00FFFF" (Hyperlink colour)
  HoverColour="#00FFFF" (Hyperlink hover colour)
  MaxThumb="9" (Maximum number of thumbnails to be displayed at a time)
  ThumbSpace="10" (Set spacing between thumbnails images)
  ThumbWidth="160" (Set thumbnail image width here)
  ThumbHeight="90" (Set thumbnail image height here)
  ThumbBgAlpha="25" (Set thumbnail background alpha here)
  ThumbBorder="10" (Set thumbnail border here)
  ThumbMenuAlpha="50" (Set thumbnail menu background alpha here)
  ImageWidth="940" (Set large image width here)
  ImageHeight="473" (Set large image height here)
  ImageY="60" (Set large image vertical position here)
  ImageBgAlpha="70" (Set image background alpha)
  ImageBorder="10" (Set image border here)
  <item Name="PROJECT 1" Thumb="slideshow/thumb1.jpg" Image="slideshow/image1.jpg" Delay="5000" Link="http://activeden.net">
    <title X="20" Y="150" Align="left">
      <text Alpha="100" Colour="#FFFFFF"><![CDATA[Text here]]></text>
      <text Alpha="80" Colour="#00FFFF"><![CDATA[Text here]]></text>
    </title>
    <copy><![CDATA[Text here]]></copy>
  </item>
</content>
```

XML SETTINGS

See above in blue text is an explanation of the various settings to customise this component via XML. If you change the size of your thumbnail images, set attributes **ThumbWidth** and **ThumbHeight**. If you change the size of your large images, set attributes **ImageWidth** and **ImageHeight**.

EDITING XML CONTENT

To set the title of each entry, see **Name** attribute in the <item> tags. See **Thumb** and **Large** attributes to set the path to the images. To set the delay between each image in slideshow mode, see **Delay** attribute (millisecond based). To add an external link on the large image, see attribute **Link** or leave blank for no link. In the <copy> tags you can set your copy which in the info panel on large image rollover. This copy is HTML formatted so you can set text colour, size and decoration and add hyperlinks using standard HTML tags.

For the title text you can have one or multiple titles by adding or removing title entries. **X** and **Y** attributes are for the title positioning. **Align** attributes are for alignment, either set to "left", "centre" or "right". **Alpha** attribute is for title background transparency. **Colour** attribute is for the title background colour. You can set the text colour using HTML tag between the CDATA tags.

EDITING THE FLA

If you want to change code or elements in the FLA open [slideshow fla](#) Inside movieclip "content_mc" you will see the code in the Actions layer. See comments in the code for further help.

NEWS / TEAM MODULE

To add content, first add your images to the news folder. Then you need to edit [content.xml](#) in the news OR team folder to set the image paths, copy text and other settings. Here is the XML structure:

```
<content
  ImageTop="yes" (Set article image top or side, either "yes" or "no")
  Title="NEWS" (Main title text)
  TitleColour="#FFFFFF" (News main title text colour)
  TitleYPos="40" (Title vertical positioning)
  CategoryLinkColour="#00FFFF" (Category link colour)
  CategorySelectColour="#FFFFFF" (Category select colour)
  LinkColour="#00FFFF" (Hyperlink colour)
  HoverColour="#00FFFF" (Hyperlink hover colour)
  MaxItems="3" (Maximum number of summary items to appear at a time)
  ItemSpace="10" (Spacing between summary items )
  ThumbWidth="260" (Set the width of your thumbnail image here)
  ThumbHeight="160" (Set the height of your thumbnail image here)
  ThumbBorder="10" (Border around thumbnail)
  ThumbBgAlpha="60" (Background alpha of thumbnail)
  ThumbZoomAmount="120" (Zoom amount on thumbnail image rollover)
  ThumbZoomSpeed="20" (Zoom speed amount on thumbnail image rollover)
  SummaryHeight="110" (Height of the summary text area)
  SummaryBorder="10" (Border around summary text area)
  SummaryBgAlpha="60" (Background alpha of summary text)
  PageBtnSpace="20" (Horizontal spacing of next and back buttons)
  ImageWidth="500" (Set the width of your large image here)
  ImageHeight="160" (Set the height of your large image here)
  ImageBorder="10" (Border around large image)
  ImageBgAlpha="70" (Background alpha of large image)
  ArticleHeight="300" (Height of article text area)
  ArticleBorder="10" (Border around article text)
  ArticleBgAlpha="60" (Background alpha of large image)
  ScrollBtnColour="#00FFFF" (Article scroll button colour)
  ScrollBarColour="#FFFFFF" (Article scroll bar colour)
  ScrollBarAlpha="10" (Article scroll bar alpha)
  >
  <article Thumb="content/thumb1.jpg" Large ="content/large1.jpg" LinkThumb="" LinkLarge="http://activeden.net"
  LinkBtn="READ MORE">
    <copy_intro><![CDATA[Text here]]></copy_intro>
    <copy_full><![CDATA[Text here]]></copy_full>
  </article>
  <article Thumb="content/thumb2.jpg" Large ="content/large2.jpg" LinkThumb="" LinkLarge="http://activeden.net"
  LinkBtn="READ MORE">
    <copy_intro><![CDATA[Text here]]></copy_intro>
    <copy_full><![CDATA[Text here]]></copy_full>
  </article>
  <article Thumb="content/thumb3.jpg" Large ="content/large3.jpg" LinkThumb="" LinkLarge="http://activeden.net"
  LinkBtn="READ MORE">
    <copy_intro><![CDATA[Text here]]></copy_intro>
    <copy_full><![CDATA[Text here]]></copy_full>
  </article>
  <article Thumb="content/thumb4.jpg" Large ="content/large4.jpg" LinkThumb="" LinkLarge="http://activeden.net"
  LinkBtn="READ MORE">
    <copy_intro><![CDATA[Text here]]></copy_intro>
    <copy_full><![CDATA[Text here]]></copy_full>
  </article>
  <article Thumb="content/thumb5.jpg" Large ="content/large5.jpg" LinkThumb="" LinkLarge="http://activeden.net"
  LinkBtn="READ MORE">
    <copy_intro><![CDATA[Text here]]></copy_intro>
    <copy_full><![CDATA[Text here]]></copy_full>
  </article>
</content>
```

XML SETTINGS

See above in blue text is an explanation of the various settings to customise this component via XML. If you change the size of your thumbnail images, set attributes **ThumbWidth** and **ThumbHeight**. If you change the size of your large images, set attributes **ImageWidth** and **ImageHeight**.

EDITING XML CONTENT

For each entry see **Thumb** and **Large** attributes to set the path to the images. To add an external link on the thumbnail and by-pass the article page, see attribute **LinkThumb** OR leave blank to link to the article page. To add an external link on the large image, see attribute **LinkLarge** OR leave blank to have no link. See attribute **LinkBtn** to set the name of the button for each article. In the copy tags you can set your copy which appears above the form and map. This copy is HTML formatted so you can set text colour, size and decoration and add hyperlinks using standard HTML tags.

EDITING THE FLA

If you want to change code or elements in the FLA open [news fla](#) OR [team fla](#) Inside movieclip "content_mc" you will see the code in the Actions layer for the news items. Inside movieclip "window_mc" you will see code in the Actions layer for the article window. See comments in the code for further help.

CONTENT MODULE

To add content, first add your images to the content folder. Then you need to edit [content.xml](#) in the content folder to set the image paths, copy text and other settings. Here is the XML structure:

```
<content
  Slideshow="true" (Set slideshow mode, either true or false)
  Title="SERVICES" (Set main title)
  TitleColour="#FFFFFF" (Set title colour)
  TitleYPos="40" (Set title vertical positioning)
  LinkColour="#00FFFF" (Set hyperlink colour)
  HoverColour="#00FFFF" (Set hyperlink hover colour)
  ImageWidth="620" (Set image width)
  ImageHeight="300" (Set image height)
  ImageBorder="10" (Set border around image)
  ImageBgColour="#111111" (Set image background colour)
  ImageBgAlpha="70" (Set image background alpha)
  ArticleWidth="640" (Set width of article)
  ArticleBorder="10" (Set article border)
  ArticleBgColour="#090909" (Set article background colour)
  ArticleBgAlpha="60" (Set article background alpha)
  ScrollBtnColour="#00FFFF" (Set scroll button colour)
  ScrollBarColour="#FFFFFF" (Set scroll bar colour)
  ScrollBarAlpha="10" (Set scroll bar alpha)
  >
  <image>
    <img Large ="content/large1.jpg" LinkLarge="http://activeden.net" Delay="5000"/>
    <img Large ="content/large2.jpg" LinkLarge="http://activeden.net" Delay="5000"/>
    <img Large ="content/large3.jpg" LinkLarge="http://activeden.net" Delay="5000"/>
  </image>
  <article>
    <copy_full><![CDATA[Text here]]></copy_full>
  </article>
</content>
```

XML SETTINGS

See above in blue text is an explanation of the various settings to customise this component via XML. If you change the size of your large images, set attributes **ImageWidth** and **ImageHeight**.

EDITING XML CONTENT

For each entry see **Large** attributes to set the path to the images. To add an external link on the large image, see attribute **LinkLarge** OR leave blank to link to the article page. In the copy tags you can set your copy which appears above the form and map. This copy is HTML formatted so you can set text colour, size and decoration and add hyperlinks using standard HTML tags.

EDITING THE FLA

If you want to change code or elements in the FLA open [content fla](#) Inside movieclip "content_mc" you will see the code in the Actions layer for the news items.

MEDIA GALLERY MODULE

To add content, first add your images to the media_gallery folder. Then you need to edit [content.xml](#) in the media_gallery folder to set the image paths, copy text and other settings. Here is the XML structure:

```
<content
  Title="MEDIA GALLERY" (Set main title)
  TitleColour="#FFFFFF" (Set title colour)
  CategoryLinkColour="#00FFFF" (Set category link colour)
  CategorySelectColour="#FFFFFF" (Set category select colour)
  LinkColour="#00FFFF" (Set hyperlink colour)
  HoverColour="#00FFFF" (Set hover hyperlink colour)
  MaxRows="3" (Set max number of thumbnail rows)
  MaxColumns="4" (Set max number of thumbnail columns)
  ItemSpace="13" (Set spacing between thumbs)
  ThumbWidth="190" (Set thumbnail width)
  ThumbHeight="107" (Set thumbnail height)
  ThumbBorder="5" (Set thumbnail border)
  ThumbBgAlpha="100" (Set thumbnail background transparency)
  ThumbZoomAmount="120" (Set the amount thumb scales on rollover)
  ThumbZoomSpeed="20" (Set the speed thumb scales on rollover)
  SummaryHeight="30" (Set summary height below thumbnail)
  SummaryBorder="10" (Set summary border size)
  SummaryBorderColour="#000000" (Set summary border colour)
  SummaryBgAlpha="60" (Set summary transparency)
  PageBtnSpace="30" (Set page button spacing)
  InfoWidth="500" (Set default width of info window)
  InfoHeight="300" (Set default height of info window)
  InfoBorder="10" (Set info window border size)
  InfoBgColour="0x111111" (Set info window background colour)
  InfoBgAlpha="90" (Set info window background alpha)
  ScrollBtnColour="0x00FFFF" (Set scroll button colour)
  ScrollBarColour="0x00FFFF" (Set scroll bar colour)
  ScrollBarAlpha="10" (Set scroll button transparency)
  >
  <category Title="IMAGE">
    <item Title="IMAGE 1" Thumb="media_gallery/image/thumb1.jpg" LinkThumb=""
    Content="media_gallery/image/image1.jpg">
      <copy><![CDATA[Text here]]></copy>
    </item>
  </category>
  <category Title="AUDIO">
    <item Title="AUDIO 1" Artist="ARTIST 1" Thumb="media_gallery/audio/thumb1.jpg"
    AlbumArt="media_gallery/audio/image1.jpg" LinkThumb="" Content="media_gallery/track1.mp3">
      <copy><![CDATA[Text here]]></copy>
    </item>
  </category>
  <category Title="VIDEO">
    <item Title="4:3 VIDEO" Thumb="media_gallery/video/thumb1.jpg" LinkThumb=""
    Content="media_gallery/video/video1.flv" Width="600" Height="450">
      <copy><![CDATA[Text here]]></copy>
    </item>
  </category>
  <category Title="SWF">
    <item Title="FLASH SWF 1" Thumb="media_gallery/swf/thumb1.jpg" LinkThumb=""
    Content="media_gallery/swf/flash1.swf" Width="590" Height="300">
      <copy><![CDATA[Text here]]></copy>
    </item>
  </category>
</content>
```

XML SETTINGS

See above in blue text is an explanation of the various settings to customise this component via XML. If you change the size of your thumbnail images, set attributes **ThumbWidth** and **ThumbHeight**.

ADDING IMAGES (JPG, PNG, GIF)

To set **Title** attribute to set name of each entry. See **Thumb** and **Content** attributes to set the path to thumb and large images. To add an external link on the thumbnail and by-pass the content page, see attribute **LinkThumb** OR leave blank to link to the article page. In the copy tags you can set your copy which appears above the form and map. This copy is HTML formatted so you can set text colour, size and decoration and add hyperlinks using standard HTML tags.

ADDING AUDIO (MP3, WAV)

To set **Artist** attribute to set artist of the track. See **Title** attribute to set title of track. See **Thumb** attribute to set the path to thumb. To add an external link on the thumbnail and by-pass the content page, see attribute **LinkThumb** OR leave blank to link to the article page. See **AlbumArt** attribute to set the path to album art. See **Content** attribute to set the path to load the music file. In the copy tags you can set your copy which appears above the form and map. This copy is HTML formatted so you can set text colour, size and decoration and add hyperlinks using standard HTML tags.

ADDING AUDIO (FLV, F4V, MP4, MOV)

See **Title** attribute to set title of the video. See **Thumb** attribute to set the path to thumb. To add an external link on the thumbnail and by-pass the content page, see attribute **LinkThumb** OR leave blank to link to the article page. See **Content** attribute to set the path to load the video file. See **Width** and **Height** attributes to set the default size of the video. In the copy tags you can set your copy which appears above the form and map. This copy is HTML formatted so you can set text colour, size and decoration and add hyperlinks using standard HTML tags.

ADDING FLASH (SWF)

See **Title** attribute to set title of the Flash file. See **Thumb** attribute to set the path to thumb. To add an external link on the thumbnail and by-pass the content page, see attribute **LinkThumb** OR leave blank to link to the article page. See **Content** attribute to set the path to load the flash file. See **Width** and **Height** attributes to set the size of the flash file. In the copy tags you can set your copy which appears above the form and map. This copy is HTML formatted so you can set text colour, size and decoration and add hyperlinks using standard HTML tags.

EDITING THE FLA

If you want to change code or elements in the FLA open [media_gallery fla](#) Inside movieclip "content_mc" you will see the code in the Actions layer for the form. Inside movieclip "map_mc" you will see code in the Actions layer for the map. There are some settings you can change in the initial settings. See comments in the code for further help.

CONTACT MODULE

To add content, first add your map image the to "contact" folder. Then you need to edit [content.xml](#) to set the map image path, copy text and other settings. Here is the XML structure:

```
<content FormName="Contact Us" MapName="Find Us" LinkColour="#00FFFF" HoverColour="#00FFFF">
  <copy><![CDATA[Text here]]></copy>
  <copy><![CDATA[Text here]]></copy>
  <map Image="contact/map.jpg"/>
  <email SendTo="yourcompany@domain.com"/>
</content>
```

XML SETTINGS

To set the form title, see attribute **FormName** To set the map title, see attribute **MapName** To set the hyperlink colour, see attribute **LinkColour** To set the hyperlink hover colour, see attribute **HoverColour**

EDITING XML CONTENT

In the copy tags you can set your copy which appears above the form and map. This copy is HTML formatted so you can set text colour, size and decoration and add hyperlinks using standard HTML tags. In the map tag you can set the path to the map image, see attribute **Image** In the email tag you can set the email address the form submits to, see attribute **SendTo**

EDITING THE FLA

If you want to change code or elements in the FLA open [media_gallery fla](#) Inside movieclip "content_mc" you will see code in the Actions layer for the form. Inside movieclip "map_mc" you will see code in the Actions layer for the map. There are some settings you can change in the initial settings. See comments in the code for further help.

TROUBLESHOOTING: PHP FORM DOES NOT SEND MESSAGE TO MY EMAIL

This might be because your server does not support PHP scripts or it has not been enabled or configured correctly. To check if your server supports PHP scripts, go to the contact folder in the supplied files upload "phpinfo.php" to your server. If PHP is enabled and working correctly you should see your server's PHP information when you access "phpinfo.php" on your server. If you get an error you'll need to contact your hosting provider to enable PHP before your flash PHP contact form will work.

Also double check that your email address is correct in your XML.

FLASH DOES NOT DISPLAY CONTENT AFTER EDITING THE XML

Most likely there is an error in your XML file after editing. To debug errors, an easy way is to open the XML in a browser window. If there is an error it will tell you. Fix the error in the XML, save and reopen the XML in the browser window again to see if there are any more errors. Once all the errors have been fixed you should see the XML tree in the browser window. When you save the XML always choose 'save as' and set the encoding type to UTF-8 before saving the XML.

GENERAL FILE FAQ

For solutions to common issues please read my General File FAQ on the link below:

<http://activeden.net/user/digitalscience>

To add your own swf to the template, open index.xml and the XML entry will be as follows:

```
<main TopLeft="false" Name="OWN SWF" Link="home.swf" bgID="0" SWFAddressURL="HOME"/>
```

If you SWF uses "TL" alignment, make sure to set TopLeft="true" otherwise set it to false.

INTERNAL LINKS

To add an internal link on a button from your SWF to navigate to a page in your template, call the following function

```
_global.internalLink("4"); (This will go to the 5th page in the menu)
```

```
_global.internalLink("5-3"); (This will go to the 4th submenu in the 6th section)
```

EXTERNAL LINKS

To add an external link in the main menu, open index.xml and the XML entry will be as follows:

```
<main TopLeft="true" Name="LINK" Link="http://www.flashden.net" bgID="1" SWFAddressURL="EMPTY"/>
```

NB Make sure SWFAddressURL="EMPTY" otherwise it will cause issues.

TOGGELING PLAYLIST MUSIC MUTE ON/OFF

If you are adding content which has audio you can mute the music volume by calling the following global command:

```
_global.muteVolume();
```

```
_global.unmuteVolume();
```

HYPERLINK INTERNAL LINKS

Below is an example of how to insert a hyperlink in the XML text to link to an internal content page which does not use the toLoad variable in the XML text:

```
<a href="asfunction:_global.internalLink,4">Internal Link</a>
```

To add an internal link to a sub menu section, use the following:

```
<a href="asfunction:_global.internalLink,3-2">Internal Link</a>
```

You can see an example of internal links in XML text by viewing the slideshow [content.xml](#) file.

TROUBLESHOOTING

PHP FORM DOES NOT SEND MESSAGE TO MY EMAIL

This might be because your server does not support PHP scripts or it has not been enabled or configured correctly. To check if your server supports PHP scripts, go to the contact folder in the supplied files upload "phpinfo.php" to your server. If PHP is enabled and working correctly you should see your server's PHP information when you access "phpinfo.php" on your server. If you get an error you'll need to contact your hosting provider to enable PHP before your flash PHP contact form will work.

Also double check that your email address is correct in your XML.

FLASH DOES NOT DISPLAY CONTENT AFTER EDITING THE XML

Most likely there is an error in your XML file after editing. To debug errors, an easy way is to open the XML in a browser window. If there is an error it will tell you. Fix the error in the XML, save and reopen the XML in the browser window again to see if there are any more errors. Once all the errors have been fixed you should see the XML tree in the browser window. When you save the XML always choose 'save as' and set the encoding type to UTF-8 before saving the XML.

GENERAL FILE FAQ