

ThumbGallery Module for DotNetNuke

Version 01.00.00

User Guide and Quick Start



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DOTNETNUKE

<http://www.dotnetnuke.com>

Author	Date	Version	Comments
John Morton	July 2007	0.1	Draft
John Morton	February 2008	1.0	Version 1 for first release.

Welcome to the ThumbGallery module. We are sure we've made things so simple that there is not much to explain but, hope this is useful in getting you started with the ThumbGallery module for DotNetNuke.

We stress that the "ThumbGallery Flash Component remains the property of [FlashRelief](#) ("Licensor"). Please refer to the enclosed licence agreements.

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1. Introduction

This user guide was written as a complete reference for the ThumbGallery DotNetNuke module. It includes an overview of the interface, instructions on how to install the module and a thorough explanation of the modules' functionality along with an exploration of the customizable options.

ThumbGallery is a component for Macromedia Flash that helps you share your pictures online. ThumbGallery has many customizable options, ThumbGallery works the way you want it to and can easily be styled to match your existing site design – **all with a simple point and click interface.**

DotNetNuke is an open-source Web Application Framework ideal for creating and deploying projects such as commercial websites, corporate intranets and extranets, online publishing portals, and custom vertical applications.

ThumbGallery for DotNetNuke is a module for DNN versions 3 and 4. The module is based on the famous ThumbGallery component for Adobe/Macromedia Flash MX 2004 and Flash 8 developed by [FlashRelief](#). This is a great component for developers but can require a licence for Flash Professional and a working knowledge of XML to configure a ThumbGallery and get the component working on your website.

Aided by the framework provided with DotNetNuke, DotNetDudes have provided an interface to allow you to configure ThumbGallery from within DotNetNuke.

It's too easy, some would say all the fun has been taken out of it. Well, if your idea of fun is cranking out XML files by hand then you'll want to avoid this module.

Feel free to print this out for easy reference while you are working with the module.

Let's get started!

2. Installation

The ThumbGallery module for DotNetNuke is distributed as a Private Assembly and installed using the DotNetNuke interface for adding new modules.

Refer to the DotNetNuke documentation for the latest on installing modules.

2.1 Un-Installation

The Uninstall process is also handled by the DotNetNuke core framework.

It is possible that there will be files left behind in your, “/Portals/<yourportal>/ThumbGallery” folder. These can be deleted manually following un-installation of the module.

3. Quick Start

This section is intended as a kick start to get you up and running quickly. It is still recommended that you read the rest of the manual to get the most from this module. The following assumes that the module is already installed on the Portal.

3.1 Placing the module on a page in DotNetNuke

Select the ThumbGallery module from the module dropdown list in your admin toolbar and add it to a pane in your site.

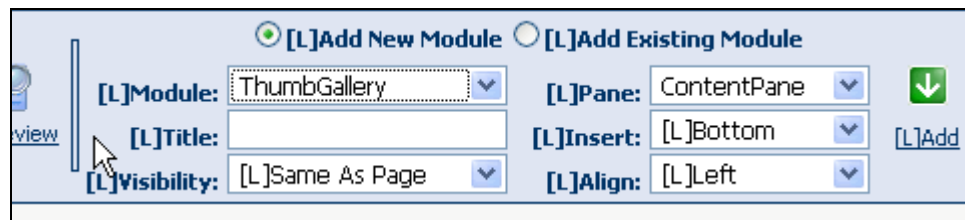


Figure 1 DotNetNuke Module Menu

If you can't see the DotNetNuke Control Panel, look for the button shown below.



Figure 2 Show Control Panel Button

Upon initial addition to a page the ThumbGallery module appears on the page as in the image below.

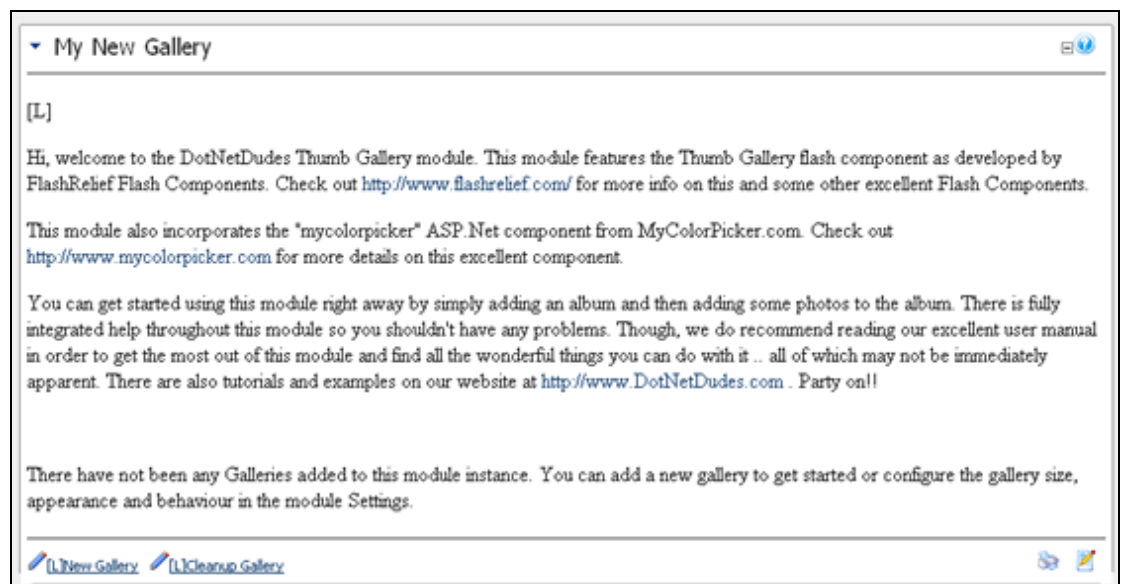


Figure 3 Initial Module Interface

That's it! The module can be used right away.

3.1.1 Configuring ThumbGallery

Select “Settings” from the ThumbGallery Module Actions Menu.

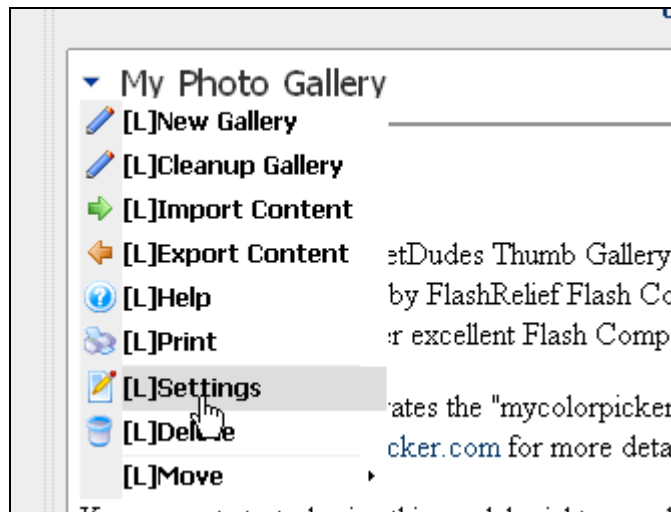


Figure 4 Settings Option on Module Actions Menu

The Settings page allows us to configure many module options. At the bottom of this page is a section called “Thumb Gallery Module”. This is the one we are after right now.

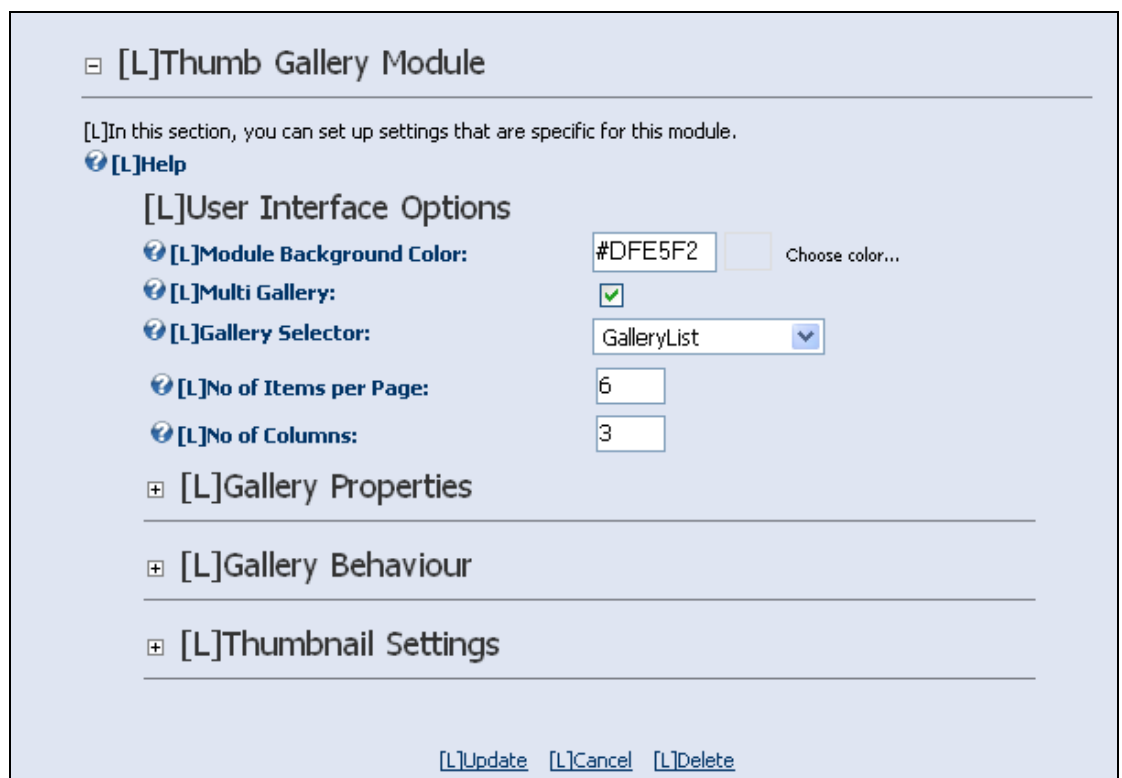


Figure 5 ThumbGallery Settings

In the module **Settings** it is possible to configure properties for this instance of the ThumbGallery module. The module settings are sub divided into sections. These are;

User Interface Options	This section manages the overall appearance and behaviour of the module.
Gallery Properties	This section manages things like the dimensions of the main image area and thumbnails, thumbnail position and layout.
Gallery Behaviour	This section manages the behaviour of gallery elements, such as whether a pre-loader should be displayed, auto play speed and whether pictures should be displayed in random order.
Thumbnail Settings	This section manages thumbnail properties such as thumbnail rollover color, thumb type, thumb spacing or thumb scrollspeed.

Click on the “**Update**” button to save and your changes will be reflected in the appearance and behaviour of the ThumbGallery component for this module instance. Refer to the **Settings** Section for more information.

It is possible to have multiple instances of the module on a single page with different behaviours and appearances as well as different pics.

3.1.2 Add a New Gallery

Select “New Gallery” from the ThumbGallery Module Actions Menu.



Figure 6 Module Actions Menu - New Gallery

On this page you can enter the required details to create a new gallery.

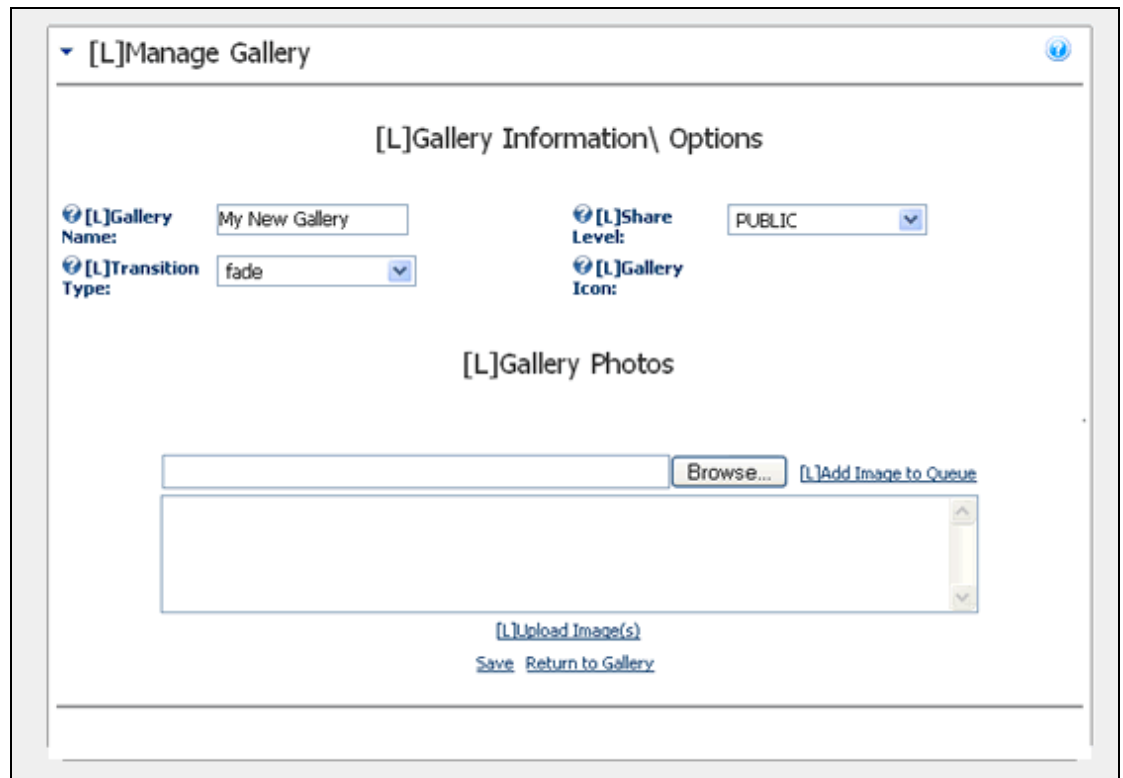
Figure 7 New Gallery Form

We have kept this pretty simple, I think you will agree. There are three fields to complete in order to create a new gallery;

Gallery Name	Any Name you choose for the Gallery.
Share Level	Set the visibility of the gallery.
Transition Type	Type of transition on the main image when a thumbnail is clicked. Select from: fade, zoom, squeeze, pixeldissolve, blinds, wipe, iris, photo or fly.

The rest of the gallery properties are defined in the Module Settings.

Complete the form and click the “Save” button to create a new gallery. You can start adding Photos right away.



The screenshot shows a web interface titled "[L]Manage Gallery". Below the title is a sub-section "[L]Gallery Information\ Options". There are four main settings:

- [L]Gallery Name:** A text input field containing "My New Gallery".
- [L]Share Level:** A dropdown menu set to "PUBLIC".
- [L]Transition Type:** A dropdown menu set to "fade".
- [L]Gallery Icon:** A label with a small icon, but no selection options are visible.

Below these options is a section "[L]Gallery Photos". It contains a large empty text area with a "Browse..." button to its right. Below the text area is a "Save" button and a "Return to Gallery" link. At the bottom of the interface, there are links for "[L]Upload Image(s)", "[L]Add Image to Queue", and "[L]Return to Gallery".

Figure 8 New Gallery Form Once Gallery Has Been Added

Browse to a picture on your PC or network to add the picture to the gallery. You can add as many pictures as you like at this point.

That's it you've created a gallery. Click on "**Return to Gallery**" to check out all your hard work!

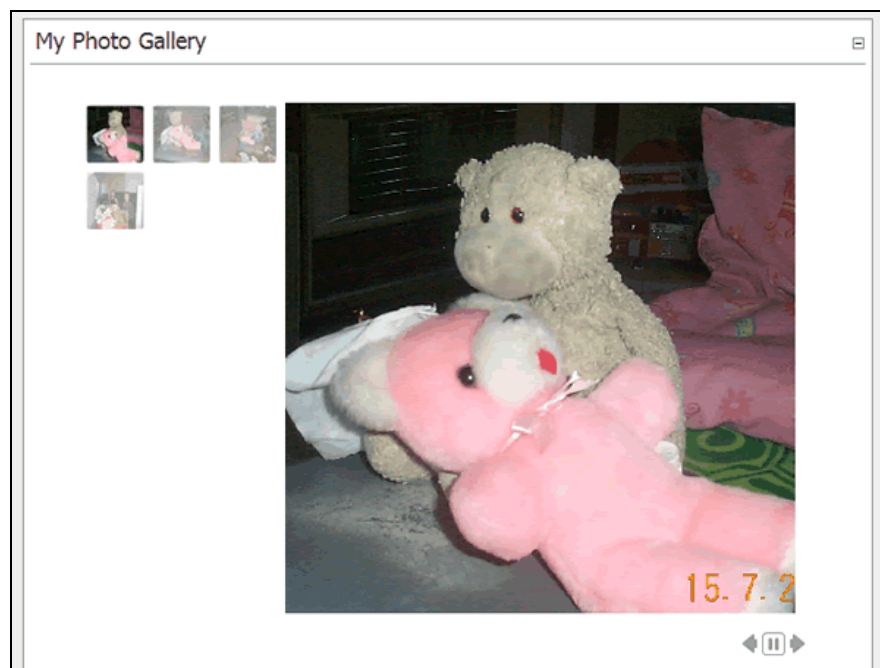


Figure 9 Have a rest after all your hard work.

4. The Gallery Display

There are a number of options for displaying a ThumbGallery module. Initially there are two “modes” that the module operates in, these are;

Single Gallery

This is the **default** module mode. In this mode the module displays only one gallery.

Multi Gallery

In this mode, which can be enabled in the module **Settings**, the module can display more than one gallery. The end user is provided with a mechanism for selecting which gallery they would like to view.

In **Multi Gallery** mode there are a number of further options. These options define how the end user will interact with the module and select which gallery they would like to view. These options are;

DropDownList

Using this option, available galleries are displayed in a DropDownList. The end user can select which gallery they would like to view from this list. See Figure 10 DropDownList Option.



Figure 10 DropDownList Option

List

Using this option, available galleries are

displayed in a vertical listing to the left hand side of the gallery display. The end user can select which gallery to view from this list. See Figure 11 List Option.

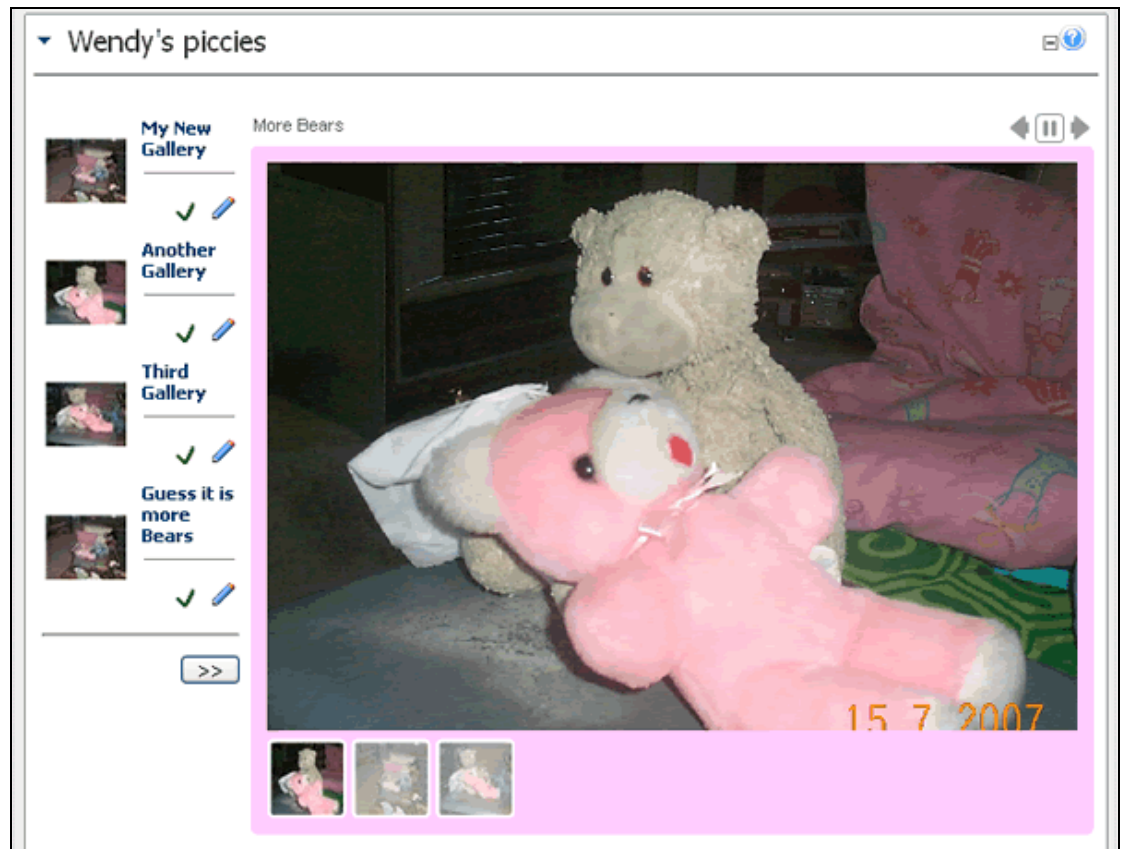


Figure 11 List Option

GalleryList

Using this option, available galleries are displayed in a horizontal and vertical listing. The end user can select which gallery to view from this list. See Figure 12 GalleryList Option.

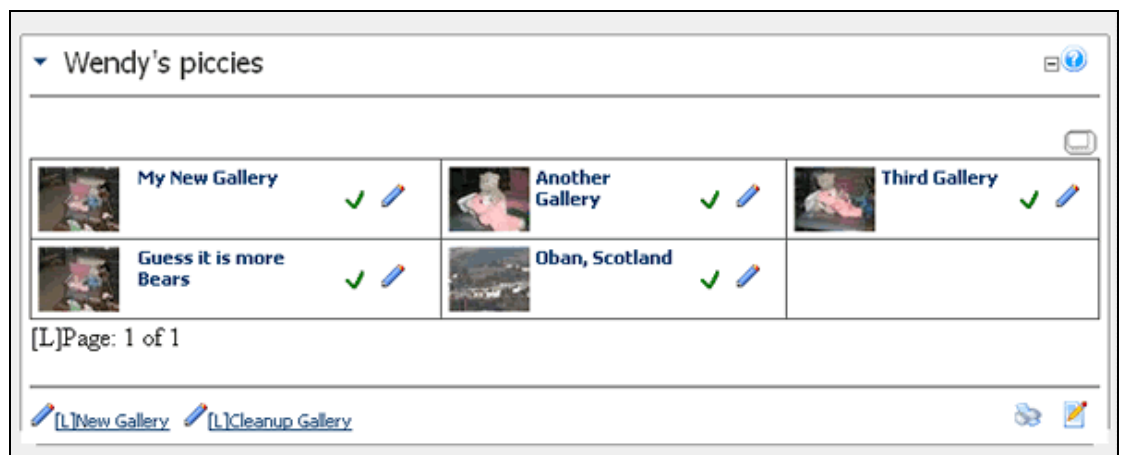


Figure 12 GalleryList Option

5. Gallery Settings

The ThumbGallery module **Settings** control the appearance and behaviour of the **Gallery**. These settings are divided into four main sections, as outlined above, these are;

5.1 User Interface Options

The initial available options in this section are;

Module Background Color The color behind the ThumbGallery component. This is generally the same as the skin page color.

Multi Gallery This option defines whether the module will display multiple galleries.

If the **Multi Gallery** option is checked the following option becomes available.

Gallery Selector This defines the interface that will be presented to end user to allow them to select and view available galleries.

The **Gallery Selector** option has a number of items, these are **DropDownList**, **List** and **GalleryList** as discussed in Section 4- The Gallery Display. There are further options depending on the item chosen;

List Number of items to display per page.

GalleryList Number of items to display per page and the number of columns to display in the listing format.

5.2 Gallery Properties

This is where you set up some general properties of the ThumbGallery component.

Image Height	This is the height of the main image viewing area.
Image Width	This is the width of the main image viewing area
Thumbnail Height	This is the height of the thumbnail icons to be displayed with the gallery.
Thumbnail Width	This is the width of the thumbnail icons to be displayed with the gallery
Caption Position	This sets the location of the image captions and the gallery “next/previous” controls. Can either be "top" or "bottom".
Thumbnail Position	This is the position of the gallery thumbnails relative to the main image area. Options are: left, right, top or bottom.
Thumbnail Rows	This is the number off rows of thumbnails to display in the gallery.
Show Gallery Controls	This defines whether or not to display the next/previous/play/pause controls.
Background Color	This is the background color of the ThumbGallery Flash component.
Background Alpha	Alpha value of the above.
Image Background Color	This item changes the color of the area behind the main image. This is the area that shows if an image is smaller than what is defined above for width and height of the main image area..
Background Border Thickness	This is the thickness of the background rectangles edge.
Module Background Color	This is the Color of the module background behind the flash movie. ¹

The Flash component is loaded using the SWFObject script from <http://blog.deconcept.com/swfobject/>. This background color value is passed to this component.

5.3 Gallery Behaviour

This section is used to define how some general gallery functions will operate.

Image Centering	Changes the position of the loaded image inside the main image area. Valid values are: "center", "left", "right", "top" or "bottom". Default value is "center". This property is only relevant if images are smaller in size than what you defined for the properties Image Height and Image Width .
Show Loader	Defines whether or not to show the loading animation. Default is true.
Random Images	Property that changes whether or not to randomize the order of images displayed. If set to false, the image order will be the order the images are displayed in the gallery edit page.
Loop Images	Property that defines whether or not to loop through the images when the autoPlay feature is On .
Scale to Fit	Property that changes whether or not to scale the main images and thumbnails to fit the viewable area. If set to true, and the images are smaller than the viewable area, the images will upscale to fill the space. If the images are larger, they will downscale to fit the space. If images are not the same proportion as the viewable area, cropping will occur.
Transition Speed	Speed at which the main image will transition to the next image after a thumbnail is clicked.
Auto Play	Defines the number of seconds that an image is displayed.

5.4 Thumbnail Settings

This section applies properties to the thumbnail images.

Default Color	Default color of the Thumbnail outline.
Thumb Active Color	Color of the Thumbnail outline once clicked on
Rollover Color	Color of the thumbnail outline when the mouse moves over the thumbnail.
Corner	Corner radius of the thumbnails
Corner Mask	Corner radius of the thumbnail Mask. Edges can be seen when thumbs are scrolling on/off screen.
Scrollspeed	Speed that the thumbnails scroll when rolled over.
Spacing	Distance in pixels between the thumbnails.
Outline	Thickness of the outline on the thumbnails.
Alpha	Alpha percentage of the non-selected thumbnails.
Change Caption	Property that determines if the caption TextField should change when thumbnails are rolled over. If set to true, the caption TextField will show the caption for the thumbnail that is currently rolled over. If set to false, no change will take place in the caption TextField.
Thumb to Image	The distance between the thumbnails and the main image area
Thumb Type	Changes the style of thumbnail to be displayed. Valid values are: "images", "numbers" and "solidColor". Default value is "images".

Depending on the choice of **Thumb Type** the following section may be displayed.

5.4.1 Number\ Solid Color Properties

If, instead of **images**, you are using one of the other options for **Thumb Type**. It is necessary to complete this section.

Font	The font used for the numbers. Default value is "Arial" This is not applicable right now.
Font Size	The font size of the numbers. The default value is 10.
Color	The text color of the numbers. The default value is #333333.
Bold	True\ False value that indicates if the numbers are bold. The default value is false.

6. Manage Galleries

In this section we will detail how to create and manage Galleries within a Thumb Gallery module instance.

6.1 Create New Gallery

To create a new gallery you can select the Create Gallery link from the module Actions Menu.

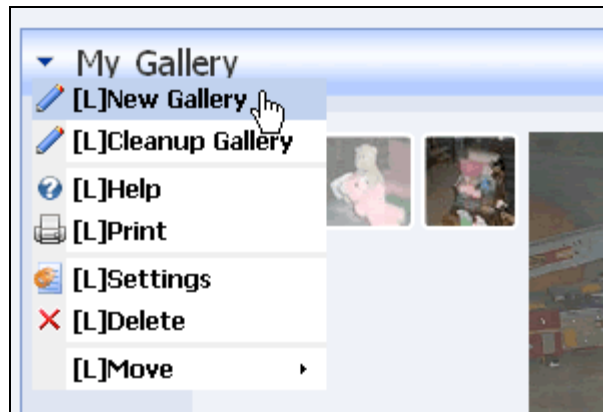


Figure 13 Create New Gallery

As you can see in Figure 7 New Gallery Form, we have made this part of the process pretty simple


Gallery Name	Any Name you choose for the Gallery.
Share Level	Set the visibility of the gallery. This controls who can see your pics. Set it to User if you want to keep them Private, Community if you want to share with other registered members or Public if you want everyone to see your pics.
Transition Type	Type of transition on the main image when a thumbnail is clicked. Select from: fade, zoom, squeeze, pixeldissolve, blinds, wipe, iris, photo or fly.

The rest of the gallery properties are defined in the Module Settings.

Complete the form and click the “**Save**” button to create a new gallery. You can start adding Photos right away.

6.2 Edit Gallery

It is possible to change gallery information once the gallery has been created.

Look for the pencil  icon next to the gallery. The display of the icon depends upon which User Interface is implemented.

6.2.1 Single Gallery Interface

In the Single Gallery Interface the Edit Icon is situated to the left and below the Thumb Gallery. Click on this icon to be directed to the Edit page. **Users who do not have permission to edit the gallery will not have a visible icon.**



Figure 14 Edit Option - Single Gallery Interface

6.2.2 DropDownList Interface

In this interface the icon is situated to the right of the DropDownList. . Click on this icon to be directed to the Edit page. **Users who do not have permission to edit the gallery will not be redirected.** Instead they will receive an information message confirming that they do not have permission to edit the gallery.

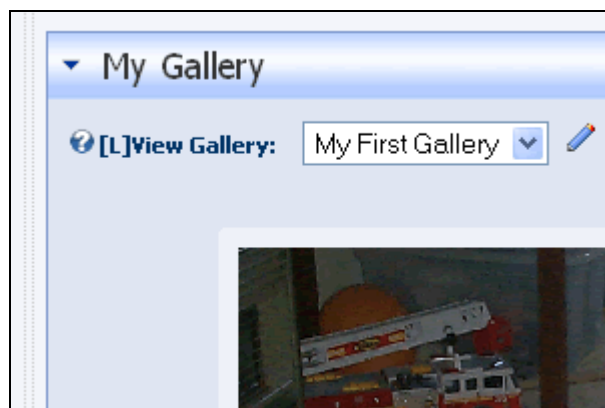


Figure 15 Edit Option - DropDownList Interface

6.2.3 List Interface

In this interface the icon is situated to the right of the gallery icon. . Click on this icon to be directed to the Edit page. **The pencil icon will only be visible to users who have Edit permission for the gallery.**

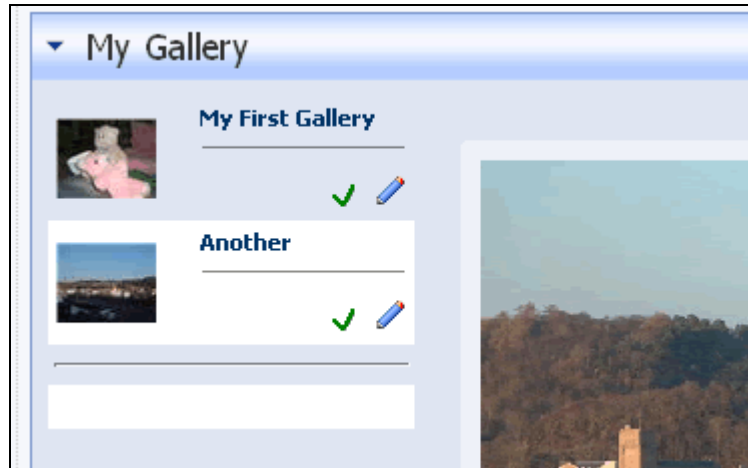
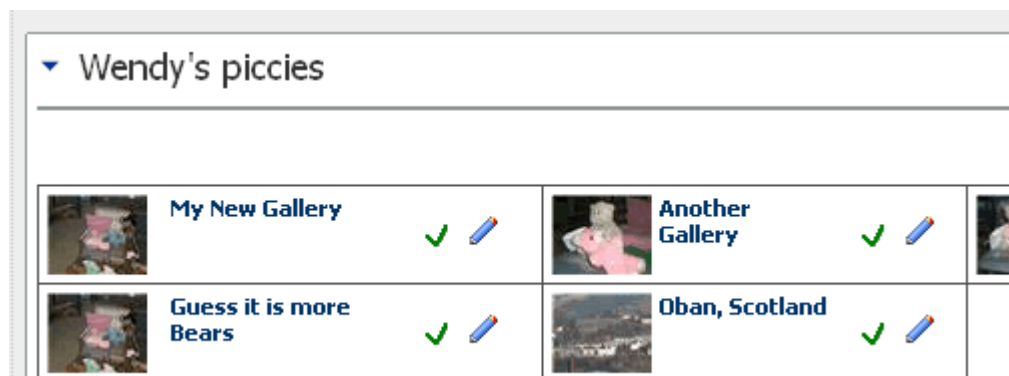


Figure 16 Edit Option - List Interface

6.2.4 GalleryList Interface

In this interface the icon is situated to the right of the gallery icon. . Click on this icon to be directed to the Edit page. **The pencil icon will only be visible to users who have Edit permission for the gallery.**



IT Page: 1 of 1

Figure 17 Edit Option - GalleryList Interface

7. Manage Gallery Images

In this section we will examine the tasks related to the images displayed in the gallery.

7.1 Add Images to Gallery

The process to add images to the gallery is also very simple. Check it out!

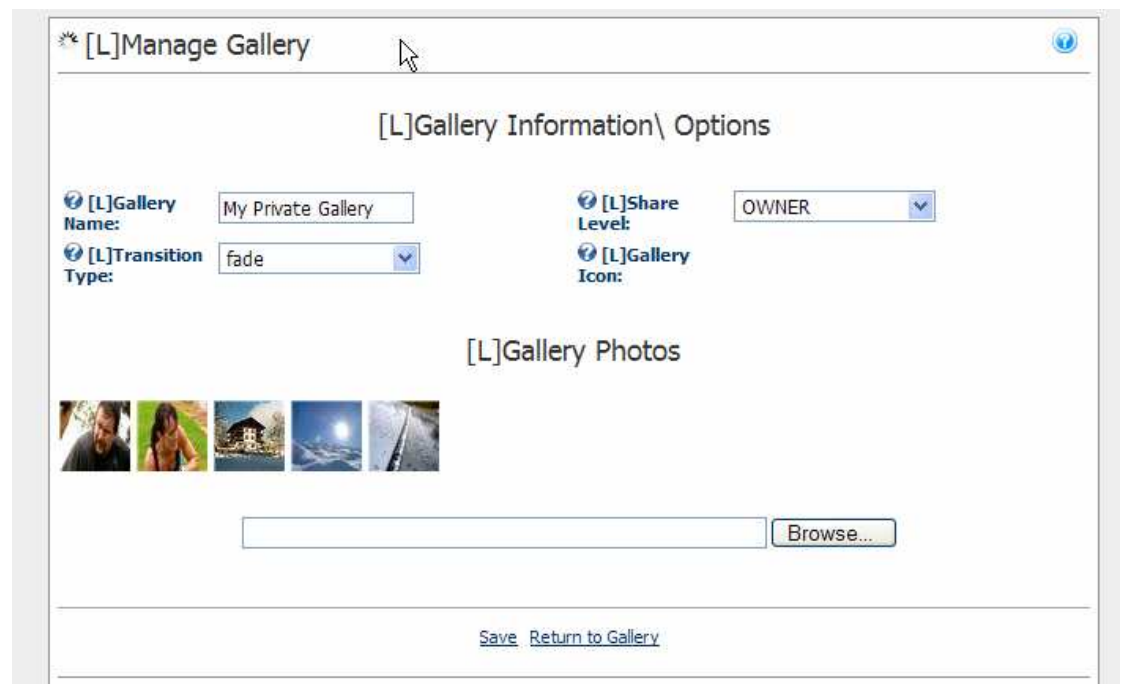


Figure 18 Add New Picture

It's pretty much a 2 step process,

- Browse to the file you wish to upload and select it.
- Confirm that you do indeed wish to add this pic to the gallery.

Phew! How are we going to remember all that. No problem because we can always refer back to this excellent manual.

7.2 Edit Images

We have decided to make editing images extremely difficult to make up for the simplicity of the rest of the manual. Not really, we are afraid that this is just as simple as everything else. Let's see!

To edit an image you first select the image in the **Gallery Photos** listing.

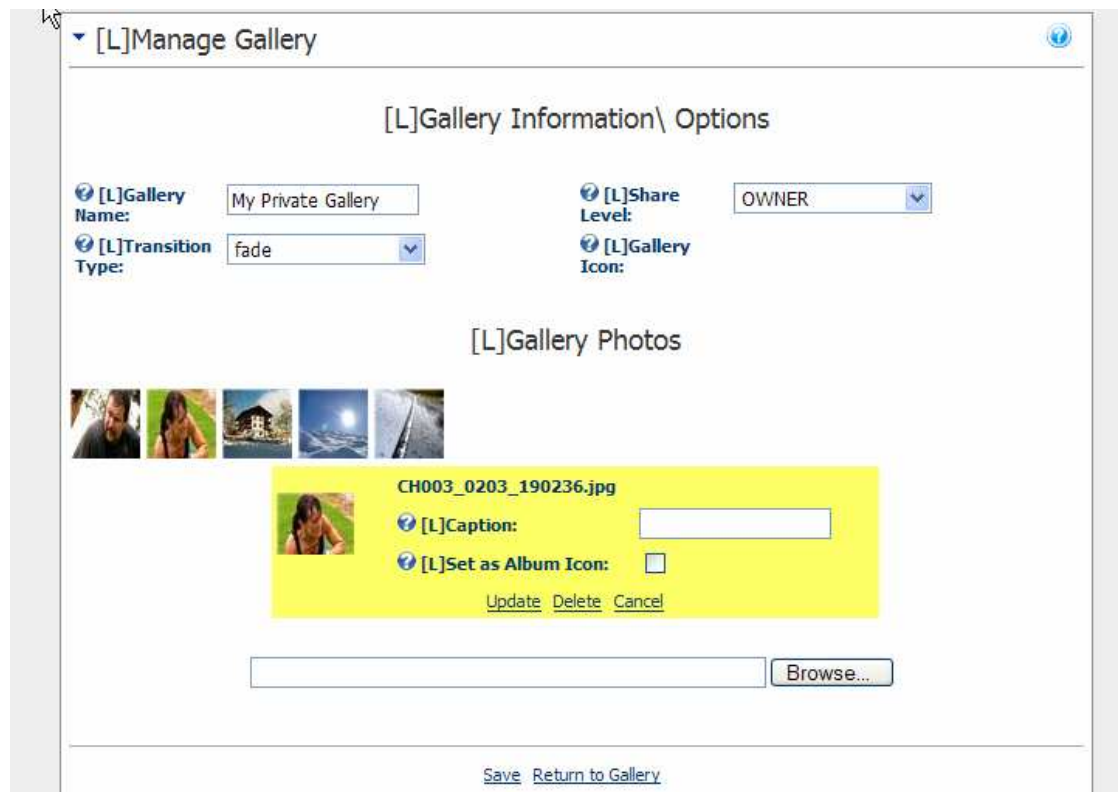


Figure 19 Select an Image

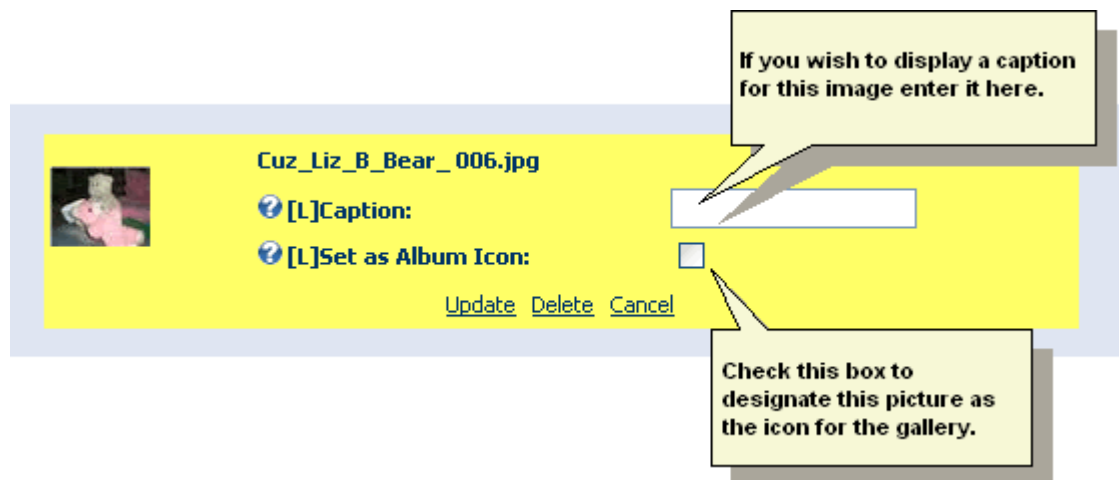


Figure 20 The Edit Image Dialog

Ok, you know what I am going to say next ...

- Click on the **Update** button to **Save** updated information.
- Click on the **Delete** button to remove the image from the gallery.

There, I've said it! If you think you can handle all of this you may be qualified to use our Thumb Gallery module. As we like to say here at the dudes

“The Thumb Gallery module! It has stuff in it that does stuff!”

8. Integrated Help


This module features integrated **Help** throughout. Next to each item there is a Question Mark  Icon. Click on this icon to see the Help Info relevant to the item.



Figure 21 Help Icon Expanded

9. Multi-Language Support and Module Text

This module supports DotNetNuke Localization. Refer to the DotNetNuke documentation for more details.

“**Localized** – DotNetNuke includes a multi-language localization feature which allows administrators to easily translate their projects and portals into any language. And with an international group of hosts and developers working with DotNetNuke, familiar support is always close at hand.”

10. Browser Flash Caching

IE seems to hold onto Flash in the cache like it's a life and death matter. I find that sometimes I have to close IE, open it, clear the cache before I can see new content. This is no big thing, it just means that as you make changes in the Admin interface. Such as adding new galleries, images etc, they may not show up in the Thumb Gallery, for you, until you clear your cache. Seems to affect [Firefox](#) to a much lesser degree.