



code loaded
User Guide 3D Card



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INTRODUCTION

INTRODUCTION

The 3D Card component can be used to create 3D effects from flat elements. It requires that you put together the various elements, and the component makes it look like a 3D object (no modeling required). The final product can then be rotated in all directions and viewed from all angles.



code loaded INSTALLING

INSTALLING

Installing is very easy. Just double click the mxp file and the scrollbar component will appear in the component library. You might need to restart flash if you install the component while flash is running.

BASIC TUTORIAL

Create a new MovieClip symbol and name it 'content'.

At the same time give it a linkage name 'content'. Use the "Advanced" button to show the additional options and check the option "Export for ActionScript".

Now add any content to the new movieclip (a vector shape, text, pictures, animation or video, another component or external swf file). To make things easier, let's start with a simple flat movieclip.

Now go back into your main timeline, open the Components Panel and select the '3D Card' as shown below.

Drag an instance of the '3D Card' and drop it onto the stage.

Now open the Parameters panel as shown below and do as follows:

Enter the linkage name of the target movie clip for 3D Card component in the "content" text field.

That's all. Now test your movie (Ctrl-Enter) and see the result.

HOW TO CREATE A TWO SIDE CARD

In the previous created 'content' movieclip. Add a new keframe, so you have two frames instead of one. Add the following actionscript to the first frame:

```
stop();  
function swap() {  
    if (_currentframe == 1) {  
        gotoAndStop(2);  
    } else {  
        gotoAndStop(1);  
    }  
}
```

That's all. Now test your movie (Ctrl-Enter) and see the result.

TO MAKE THE CARD ROTATE AROUND AN OBJECT

Open the previous created movie. Now go to the component parameter section and enter '100' in the height parameter

Now create a graphic, for instance a sphere. Here is how to do so. Draw a circle on your main timeline with radius 95 (width: 190, height: 190) and give it a radial gradient.

Convert the circle into a movieclip (F8 button) and give it the instance name 'sphere'.

Position the center of the sphere exactly underneath the 3D Card center, ensure that the sphere MovieClip is positioned under the 3D Card.

Now add the following 'swap' function to the 3DPlane instance:

```
onClipEvent (load) {  
    function swap() {  
        this.swapDepths(_parent.sphere);  
    }  
}
```

That's all. Now test your movie (Ctrl-Enter) and see the result.