FlashWorldMap.com

Installation Instructions v1.3

All files are the property of [Flashworldmap.com](#).
All rights reserved 2010-2012.
Each license gives you permission to use the map on one website at a time.
If you have problems with your installation, email chris@flashworldmap.com.

Step 1: Extract the files
If you have not already done so, extract all of the files from the flashworldmapv1.3.zip. You can do this using software like WinZip, 7-Zip, or the built-in Windows extraction software. If you use Windows 7, you can see this [demonstration](#).

Step 2: Test the Map
   a) Go to the folder you extracted and open test.html in a browser.
   b) You should see the map.
   c) Please note that depending on your browser's security settings, links may not work until you upload the map to your website.
   d) You can refresh the window to see changes as you make them in Step 3.

Step 3: Customize the XML file

Open the file mapdata.xml with a text editor such as Notepad. DO NOT use Microsoft Word!   If you use an editor that highlights syntax (like [Notepad++](#)) the beginning of the file will look something like this:

```xml
<?xml version="1.0" encoding="UTF-8" standalone="no"?>
<!-- XML file for Flashworldmap.com Map -->

<world>

    <backColor>0xFFFFFF</backColor>             <!-- Map background color -->
    <backAlpha>1</backAlpha>                     <!-- Transparency of map backgr
    <stateColor>0x88A4BC</stateColor>           <!-- Default color for countrie
    <stateOverColor>0x3B729F</stateOverColor>   <!-- Default color for countrie
    <inactiveColor>0xFF0000</inactiveColor>     <!-- Color of inactive or miss:
    <openurls>_self</openurls>                  <!-- How urls open (_self, _bla
    <zoom>on</zoom>                             <!-- Continent level zoom (on,
    <statistics>no</statistics>                 <!-- Makes continent masks trar
    <zoomStart>default</zoomStart>              <!-- Map opens zoomed in on a c
```

Scan through the file to understand its structure. It is organized as follows:
1. General Settings
2. Individual Country Settings
3. Location Marker Settings
4. Advanced Settings

Many of the settings are accompanied by short comments in the XML for your convenience. The following two pages explain these settings.

IMPORTANT: You must put 0x in front of the color code (e.g. 0xFFFFFF for white)
You can customize the colors you must be familiar with 6-digit color codes. For your convenience, you can use this color wheel to choose your colors.

General Settings

<backColor>	Background color for Ocean/Canada etc. White by default.
<backAlpha>	Background Transparency. 0 is totally transparent. 1 is the opposite.
<stateColor>	Color of each country. Blue by default.
<stateOverColor>	Color of each country on hover. Dark Blue by default.
<inactiveColor>	Color of inactive countries. Same regardless of hover.
<opensurl>	Allows you to choose where links in your map will open. If "_self" links will open on the same page. If "_blank" links open in a new window (or tab).
<zoom>	If "on" you can zoom by clicking on a continent If "off" you cannot zoom and there are no continent masks.
<statistics>	If "yes" continents are transparent. Ideal for displaying statistics. If "no" continents are gray instead of transparent.
<zoomStart>	If "default" map loads with a view of the whole world If "1" map loads already zoomed in on region 1 (North America)
<tooltipColor>	The background color of the pop up that appears on rollover
<tooltipOpacity>	Transparency of the above. 0 is totally transparent. 1 is the opposite.
<locationColor>	Default color of pinpoint locations.

Individual Country Settings

<description>	Customize descriptions for each country using HTML.
<url>	The place you want to link to. You can leave this blank if you don't want to link anywhere.
<inactive>	If "yes" the country is inactive. No link, no change in color upon hover.
<overwritecolor>	Leave as "no" if you want it to be the default color. Overwrite <stateColor> (chosen above) for a specific state.
<overwriteover>	Leave as "no" if you want it to be the default color. Overwrite <stateOverColor> (chosen above) for a specific state.

If you choose to leave a country out of the XML, it will simply be considered inactive.

Location Marker Settings
You can make as many location markers as you like with the tag <location>.

The attribute options are:

locationId	You must number each location starting with 1
lat	The latitude of the location in decimal form
lon	The longitude of the location in decimal form
isSquare	If ="true" then the shape is a square If="false" then the shape is a circle
size	The size in pixels of the location marker. Default = 5
hidden	Hide location marker when zoomed out. Default = no
countryId="US"	You must include this. It is a convenient way to keep track of the country of the location.

To easily find the latitude and longitude of a city in decimal form use this resource:
http://www.getlatlon.com/

You also have the following sub options for each location

<desc>	Description of the location
<url>	The place you want to link to. You can leave this blank if you don't want to link anywhere.
<tooltipLocationColor>	Overwrite <tooltipColor> chosen above for this location
<tooltipLocationOpacity>	Overwrite <tooltipOpacity> chosen above for this location
<overwritecolor>	Overwrite <locationColor> chosen above for this location

Advanced Options
Most people should just ignore these

<maskColor1>	The original color of the North American continent when the map is zoomed out. <maskColor2> is the same for region 2
<maskColorHover>	The color of every continent mask on hover when the map is zoomed out
<zoomMaskColor>	The color of adjacent continents when the map is zoomed in
<zooomMaskColorHover>	The hover color for <zoomMaskColor>

Step 4: Upload the files to your server.
Upload worldmap.swf and mapdata.xml file to your server in the folder where you plan to use them. Do not change the name of the files.

Step 5: Embed the Flash object into your website.
In this step you will choose the size of the map. Insert the following code into your web page:

```
<object classid="clsid:d27cdb6e-ae6d-11cf-96b8-444553540000"
codebase="http://download.macromedia.com/pub/shockwave/cabs/flash/swflash.cab#version=10,0,0,0" width="630" height="400">
        <param name="allowScriptAccess" value="sameDomain" />
        <param name="allowFullScreen" value="false" />
        <param name="movie" value="worldmap.swf" /><param name="quality"
        value="high" />
        <embed src="worldmap.swf" quality="high" width="630" height="400"
allowScriptAccess="sameDomain" allowFullScreen="false" type="application/x-
shockwave-flash" pluginspage="http://www.macromedia.com/go/getflashplayer"
wmode="transparent" />
</object>
```

Replace the width and height attributes with your desired sizes.
To keep proportions consistent: width = height * 1.575
.
If you don't want the Flash file to be transparent delete wmode="transparent"

Step 6: That's it! Your map should be working.

Optional Feature: Using CSS with your map

You can now use CSS to style the HTML in your Flash Map. This gives you greater control of how state descriptions will appear. However, Flash only has limited support for CSS. You can only use some properties from the original CSS1 specification.

To use CSS with your map:
1. You must name your stylesheet **mapstyle.css**. There is an example stylesheet provided with your map. You must rename it mapstyle.css before using.
2. Your stylesheet must be in the same folder/directory as worldmap.swf
3. You can only use the following supported CSS properties:

Property	Permitted values
color	Only hexadecimal color values are supported. Named colors (such as blue) are not supported. Colors are written in the following format: #FF0000.
display	Supported values are inline, block, and none.
font-family	A comma-separated list of fonts to use, in descending order of desirability. Any font family name can be used. If you specify a generic font name, it is converted to an appropriate device font. The following font conversions are available: mono is converted to _typewriter, sans-serif is converted to _sans, and serif is converted to _serif.
font-size	Only the numeric part of the value is used. Units (px, pt) are not parsed; pixels and points are equivalent.
font-style	Recognized values are normal and italic.
font-weight	Recognized values are normal and bold.
leading	The amount of space that is uniformly distributed between lines. The value specifies the number of pixels that are added after each line. A negative value condenses the space between lines. Only the numeric part of the value is used. Units (px, pt) are not parsed; pixels and points are equivalent.
letter-spacing	The amount of space that is uniformly distributed between characters. The value specifies the number of pixels that are added after each character. A negative value condenses the space between characters. Only the numeric part of the value is used. Units (px, pt) are not parsed; pixels and points are equivalent.
margin-left margin-right text-indent	Only the numeric part of the value is used. Units (px, pt) are not parsed; pixels and points are equivalent.
text-align	Recognized values are left, center, right, and justify.
text-decoration	Recognized values are none and underline.
For more information see Adobe's Documentation	

Common Troubleshooting Problems:

1. The map is stuck on "Error Loading Data"
This means that the SWF file can't find the XML file. By default the SWF file will look for the file mapdata.xml in the same directory as the page where the SWF has been embedded (not where the SWF file is uploaded).
There are two possible ways to fix this problem:
A. Move the mapdata.xml to the same directory as the page where the SWF file is embedded.
B. Tell the worldmap.swf file where to find the mapdata.xml when you embed the map using FlashVars. To do this, replace every instance of worldmap.swf in **Step 5** with worldmap.swf?xmlPath=http://www.yoursite.com/folder/mapdata.xml. Where everything after the "=" is the full url where you have uploaded the mapdata.xml file.

2. I can see the map but it is all black or not the right color.
This means that there is an error in your XML file. You may have left out a necessary tag or made a typo.

3. When I click on a country, the link doesn't work.
This problem is likely caused by your local Flash security settings. The problem will go away if you upload the map to your server. However, you can fix the problem locally by changing your security setting. Right click on the map and click "Settings". Then click on "Advanced". Click on "Global Security Settings." Create an exception for your local testing folder and links should work again.