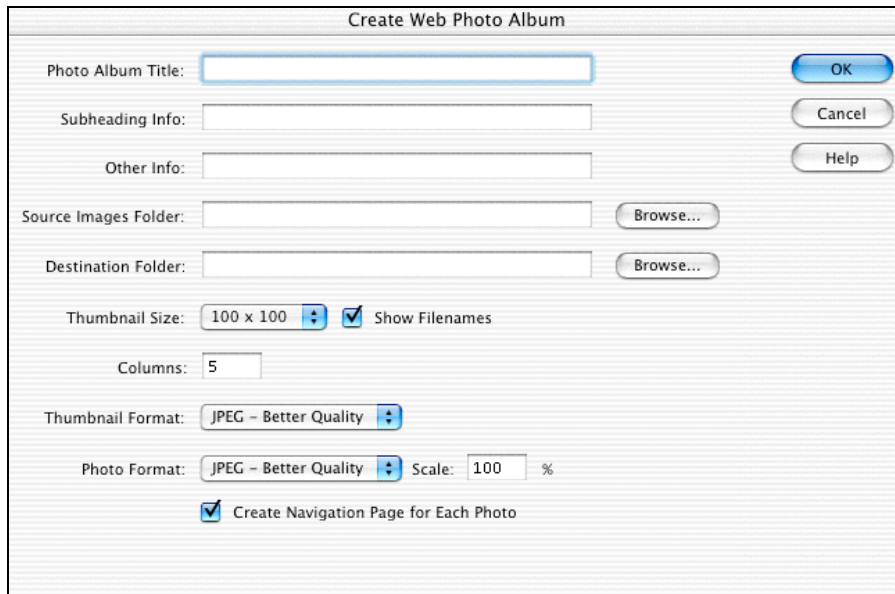


SLIDE SHOWS (3 in 2 different software packages)

DREAMWEAVER WEB ALBUM

1. Create a folder with all of the photos you would like in your web album.
2. Open Dreamweaver. Make sure you have one blank new document active before the next step.
3. Select Menu Commands > Create Web Album.
4. This dialog box will appear:



5. Title the album. No need to put in a subheading info or other info.
6. "Browse" for the Source Images Folder and select your folder with all of the photos.
7. "Browse" for the Destination Folder and create a new folder in your site.
8. Keep the Thumbnail Size 100x100 but unclick "show Filenames."
9. Select how many columns; 5 is good.
10. Everything else is just fine so click OK.
11. Sit back and watch it batch process with Fireworks and create the web photo album.
12. Now open your index.htm and decorate (this means you probably will want to make color changes to the pages). Test in the browser.

FLASH SLIDE SHOW (using Buttons)

1. Using the photos previously batch process in the Dreamweaver web album saves time. [If you use these steps for another show, just batch process in Fireworks or Photoshop all your photos to be the same size. The choices in both software is under the File Menu.]
2. Open Flash. Size the movie to allow space for buttons (next and previous) and your photos final size.
3. File-Import to Library all the photos.
4. Create three layers in the timeline: Action, Buttons, Photos.
5. On the photo layer, put your first photo in the movie. Make sure you place it so you have room on the stage for the two buttons next and previous.
6. Add a keyframe in frame 2. Click the photo (not the frame). In the Properties Panel click SWAP. Dialog box allows you to "swap" photo 1 with photo 2.
7. Repeat step 6 for each frame until you have used all your photos.

8. Lock that layer.
9. On the button layer, insert a frame (f5) on the last frame used in the photo layer.
10. Drag a next button and a previous button from the Common Libraries under the Window Menu to the movie's scene. [Note: these symbols can be customized by editing in the button symbol area later.]
11. Click on the next button and add an Actionscript to go to the next frame:


```

on (release) {
    nextFrame();
}

```
12. Click on the next button and add an Actionscript to go to the previous frame:


```

on (release) {
    prevFrame();
}

```
13. On the action layer insert a frame (f5) on the last frame used in the photo layer.
14. Add the actionscript "stop" on the first frame.
15. Now return to the button layer. Add a keyframe at frame 2.
16. Go back to frame 1 and delete the previous button.
17. Add a keyframe in the last 2 frames of the button layer.
18. Go to your last frame and delete the next button
19. Save the native file (fla).
20. Choose File>Publish Settings. Make sure HTML and FLASH are selected and the names of the files. Publish your movie. The published files will be in the same location as the fla. If this isn't your site folder, you will need to copy the htm and swf to your site folder.
21. Open the HTML file in a browser and interact with your slide show.

ADDED ENHANCEMENTS TO THIS:

- Each photo is a movie clip with a tweening mask to make a "transition" effect.
- Create your own next and previous buttons
- Create a navigation bar with a link to each photo.
- Create a slide show using a pause rather than buttons (see next).

FLASH SLIDE SHOW (using Pause rather than Buttons)

1. To save time, do a File>Save As then delete the buttons layer.
2. Or using the previous slide show instructions, repeat 1-6 until all of the photos are in.
3. Select Frame 1 of the photos layer. Add a frame (f5).
4. In Frame 1 in the actions layer add a keyframe. Delete the action that is there and add the following action:

```

function pause () {
    play ();
    clearInterval (timer);
}

```

5. In Frame 2 add a keyframe. Add the following action:

```

stop();
timer = setInterval(pause, 2000);

```

To explain: stop at this frame, wait 2 seconds and move to the next frame.

6. In Frame 3 add a keyframe. Add the following action:

```
stop();  
timer = setInterval(pause, 4000);
```

To explain: stop at this frame, wait 4 seconds and move to the next frame. 4 seconds on this frame because frame 1 and 2 are the same; each on the screen 2 seconds.

This timing can be played with to suit what you would like. Just remember in scripting it may say 4000, but it is only 4 seconds. So 6000 would be 6 seconds, etc.

7. With Frame 3 selected in the Action Layer, Edit > Copy Frame. Edit > Paste Frame in Frame 4. Continue Paste Frame in all the frames of the movie.
8. Save the fla.
9. Choose File>Publish Settings. Make sure HTML and FLASH are selected and the names of the files. Publish your movie. The published files will be in the same location as the fla. If this isn't your site folder, you will need to copy the htm and swf to your site folder.
10. Open the HTML file in a browser and interact with your slide show.

ADDED ENHANCEMENTS TO THIS:

- Each photo is a movie clip with a tweening mask to make a "transition" effect.