

## Customizing XMLEngine buttons and appearance

<http://code.google.com/p/xerte/source/browse/#svn/trunk/Engine>

Download XMLEngine fla

### Option 1:

Edit the current buttons or

### Option 2:

Create new button in a separate fla file (use the same name as the button you will be replacing in XMLEngine.fla.)

Copy button into XMLEngine library, when prompted choose replace existing items.

Check that the linkage on your button is set to:

Export for ActionScript

Export in first frame

Open AS:

Line # in AS	Actions taken
4	Comment out: <code>/*import RedKeyDetection;*/</code>
6	Comment out: <code>/*import DistortImage;*/</code>
31	Change background colour here
33	Change status bar colour here
36	Change title bar colour here
46-53	Change title and page properties here <code>STYLES.titleFont = "Arial";</code> <code>STYLES.titleSize = 14;</code> <code>STYLES.titleBold = false;</code> <code>STYLES.pageTitleColour = 0xFFFFFFFF; //themeColour</code> <code>STYLES.pageTitleFont = "Arial";</code> <code>STYLES.pageTitleSize = 24;</code> <code>STYLES.pageTitleBold = true;</code> <code>STYLES.statusColour = 0xFFFFFFFF;</code>
55	Comment out: <code>/*STYLES.statusTextColour = 0xFFFFFFFF;</code> <code>STYLES.statusFont = "Verdana";</code> <code>STYLES.statusSize = 12;</code> <code>STYLES.statusBold = false;*/</code>
60-68	Comment out: <code>//theme colour</code> <code>/*STYLES.inputFont = "Verdana";</code> <code>STYLES.inputSize = 12;</code> <code>STYLES.inputBold = false;</code> <code>visuals == 1 ? STYLES.glossaryColour='#0000FF' :</code> <code>STYLES.glossaryColour='#006699';*/</code> <code>//theme colour</code> <code>/*visuals == 1 ? STYLES.labelColour=0x2E415A :</code> <code>STYLES.labelColour=0x000000;*/</code>

	<pre> //theme colour //STYLES.buttonOutlineColour = 0xFFFFFFFF; //themeColour - same as buttonTextColour </pre>
2428-2439	<p>Comment out to disable continue button</p> <pre> /*this.levels += 1;    this.attachMovie("continueButton", "contButton", this.levels);    this.contButton._x = this.w-120;    this.contButton._y = this.h-20;    this.contButton.onRelease = function() {        this._parent.nextPage();    };    this.contButton.onSetFocus = function() {        speak("Continue Button");    };    var col = new Color(this.contButton);    col.setRGB(STYLES.statusColour);*/ </pre>
2457-2527	<p>Comment out to remove customizing options from status bar</p> <pre> /*this.attachMovie("FComboBoxSymbol", "themes", ++this.levels);    this.themes._x = 10;    this.themes._y = this.h - 19;    this.themes.setSize(120);    this.themes.addItem('--Colour Scheme--');    this.themes.addItem('default');    this.themes.addItem('red');    this.themes.addItem('purple');    this.themes.addItem('blue');    this.themes.addItem('green');    this.themes.addItem('high contrast 1');    this.themes.addItem('high contrast 2');    this.themes.setChangeHandler('changeTheme');    this.themes.setStyleProperty("background", STYLES.statusBarColour);    this.themes.setStyleProperty("selection", STYLES.titleBarColour);    this.themes.setStyleProperty("textColor", STYLES.textUnselected);    this.themes.setStyleProperty("textSelected", STYLES.textSelected);    this.themes.ifcCtrl = true;     this.attachMovie("FComboBoxSymbol", "sizes", ++this.levels);    this.sizes._x = 140;    this.sizes._y = this.h-19;    this.sizes.addItem('--Screen Size--');    this.sizes.addItem('default');    this.sizes.addItem('large');    this.sizes.addItem('larger');    this.sizes.addItem('full screen');    this.sizes.addItem('fill window');    this.sizes.setChangeHandler('getSize');    this.sizes.setStyleProperty("background", STYLES.statusBarColour);    this.sizes.setStyleProperty("selection", STYLES.titleBarColour);    this.sizes.setStyleProperty("textColor", STYLES.textUnselected);    this.sizes.ifcCtrl = true; </pre>

	<pre> this.attachMovie("FComboBoxSymbol", "fonts", ++this.levels); this.fonts._x = 250; this.fonts._y = this.h-19; this.fonts.addItem('--Text Font--'); this.fonts.addItem('default');  var fontList = TextField.getFontList();  fontList.sort(); for (var i = 0; i &lt; fontList.length; i++){     this.fonts.addItem(fontList[i]); }  this.fonts.setStyleProperty("background", STYLES.statusBarColour); this.fonts.setStyleProperty("selection", STYLES.titleBarColour); this.fonts.setStyleProperty("textColor", STYLES.textUnselected); this.fonts.setSize(120); this.fonts.setChangeHandler('changeFont'); this.fonts.ifcCtrl = true;  //text size this.attachMovie("FComboBoxSymbol", "txtSize", ++this.levels); this.txtSize._x = 380; this.txtSize._y = this.h-19; this.txtSize.addItem('--Text Size--'); this.txtSize.addItem('default'); this.txtSize.addItem('small'); this.txtSize.addItem('medium'); this.txtSize.addItem('large'); this.txtSize.addItem('larger');  this.txtSize.setStyleProperty("background", STYLES.statusBarColour); this.txtSize.setStyleProperty("selection", STYLES.titleBarColour); this.txtSize.setStyleProperty("textColor", STYLES.textUnselected); this.txtSize.setSize(90); this.txtSize.setChangeHandler('changeTextSize'); this.txtSize.ifcCtrl = true;*/ </pre>
2547	<pre> Comment out to display new buttons correctly /*this.setButtonColour(STYLES.buttonTextColour, STYLES.buttonFillColour);*/ </pre>
6042 - 6043	<pre> Comment out to prevent flash error message /*var d:DistortImage = new DistortImage ( this.renderer, this.clip); d.setTransform(x1,y1, x2,y2, x3,y3, x4,y4);*/ </pre>

After publishing swf, copy to xerte installation folder and overwrite current XMLEngine.swf.

When publishing Xerte project replace the XMLEngine.swf with the customised one, otherwise default XMLEngine is displayed.