

Installation Instructions (User's Guide)



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Introduction

This document describes how to install a TrueVector Flash Map into your website. It takes you through, step by

step, all of the stages necessary to include it within a web page of your choosing, how to ensure that TrueVector can find the supporting files that it needs to operate correctly, and everything else.

Before reading this document you should:

- have a basic understanding of HTML and web pages
- have a text editor, raw HTML editor, or graphical HTML editor that allows you to embed Flash movies in HTML pages
- have access to your web server and be able to upload and manipulate files on there.
- have a decompression utility such as WinZIP or WinRAR that will allow you to work with zip archives. Microsoft Windows XP's Windows Explorer will also automatically decompress zip archives.

Also, if your implementation requires that TrueVector pass userselected values out to your website, you will

need to have a basic understanding of JavaScript and how to manipulate JavaScript variables and HTML forms.

This document is not:

- A guide to embedding Flash movies into HTML pages
- A primer on HTML
- A primer on JavaScript.
- A guide to FTP or other means of transferring files to Web Servers

Installing TrueVector is essentially no more complex than unzipping the included archive and copying the files

to your webserver, then embedded the actual TrueVector .swf file into the target web page. This can be broken

down into a number of smaller, simpler stages.

Stage 1: Unzipping the Archive

Included with this document is a file called `tvfm.zip`. This file contains all the files necessary to install TrueVector on your website, along with some extra documentation explaining how to customize it, should you so wish.

Unzip the archive using your favored zip application to a location of your choosing. The files will decompress

into a specific directory structure. It is vitally important that you do not change or alter this directory structure in

any way, as TrueVector will look for certain supporting files in specific locations.

Stage 2: Transferring to your Web Server

Transfer all the unzipped files (again preserving the directory structure) to your webserver using whatever means you usually do. This could be an FTP client, or secure copy, or any other means. For simplicity you

should place the TrueVector .swf Flash movie in the same location as the web page the Flash Movie will be

embedded in, although that is not 100% necessary. However, if you are not totally familiar with HTML and/or

embedding Flash into HTML pages, you should follow these instructions and place the .swf (and supporting

directory structure) into the same location as the HTML page.

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Stage 3: Embedding the TrueVector Movie in a Web Page

Sample HTML code for embedding a Flash movie into a web page has been included with your delivered application. It is located in the `/sample_code` folder and called `sample_html.html`. If you are familiar with embedding Flash movies in web pages, feel free to use this code as a baseline and modify it to suit your needs.

If you are not, it is best to simply cut and paste it into the HTML. Alternatively, if you use a graphical HTML editor like Dreamweaver that allows you to embed Flash movies into a web page in a graphical way, you could also edit the HTML that way..

Stage 4: Completing and Testing

Now view the edited HTML file in your favorite web browser. You should see the TrueVector Flash Map appear in the web page in the location that you specified. If you do not, TrueVector will attempt to display an onscreen error report describing the problem, however, not all errors can be detected by TrueVector itself.

What To Do If It Goes Wrong

So you followed all of the steps above, and it still doesn't work? Here is a small list of things that might go wrong, and how to fix them

TrueVector appears in my web page, but does not display a map.

Check the folder structure. Verify that the folder structure looks something like this:

```
tvfm.swf
tv_cfg.xml
|
|n/
config/ (Optional configuration files)
|
|n
/docs/ (TrueVector Documentation)
|
|n/
geometry_xml/ (Geometry XML Files)
|
|n/
img/ (Background Images)
|
|n/
sample_code/ (Sample Code Snippets)
|
|n/
supplementary_xml/ (Optional dropdown/search XML)
|
|n/
symbolization_xml/ (Thematic/Coloring XML Files)
```

If the folder structure does not look like the above, you may need to move folders around until it does. Alternatively, `reunzip`

the original zip archive that we shipped to you, since that contains all the folders in their original locations.

TrueVector does not appear in my web page at all.

Verify that you cut and pasted the sample HTML correctly and that the TrueVector .swf (which is called `tvfm.swf`) is in the correct location. If you cut and pasted the sample HTML and did not modify it in any way,

the correct location is in the same folder as the web page.

TrueVector says it can't find the main configuration file.

Verify that the main configuration file (which is called `tv_cfg.xml`) is in the same folder as `tvfm.swf`

TrueVector says it can't find the main map file.

Verify that the directory that contains the geometry xml (which is called `geometry.xml`) is in the correct location. This should be the same directory as `tvfm.swf`.

Advanced Installation Notes

If your implementation of TrueVector requires that it pass userselected values out to the embedding web page,

it will do this via JavaScript. When Flash passes a variable to a web page, it does so by calling a function called

`moviename_DoFSCCommand()`, where *moviename* is the name of the Flash Movie – in this case, `tvfm`.

This

function is passed two variables, a command, and an argument. The command can be set in the main TrueVector configuration file, `tv_cfg.xml`. In this way, you can customize TrueVector so that your JavaScript

function knows which command to respond to.

Sample JavaScript code for catching a variable passed from Flash is included with the delivered application. It

is located in the `/sample_code` folder and the file is called `sample_javascript.js`. In Internet Explorer,

however, a VBScript code snippet is needed to capture the output from the Flash Movie because Internet Explorer embeds the Flash Movie as an ActiveX object. This VBScript code snippet then passes the value to

the usual JavaScript function, so for Internet Explorer both VBScript and Javascript code is needed.

Sample

VBScript code for this is also included in the `/sample_code` folder and is called

`sample_vbscript.vbs`.

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