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1.The content of the zip file

– The **SWF** file. Use this file to manually embed the flipping book into a website. If you want to play it directly, you'll need the standalone Adobe Flash Player. You can download it from Adobe's website:

<http://www.adobe.com/support/flashplayer/downloads.html>

– The **HTML** file. Double-click this file to open the flipping book into the browser. You can also view the HTML's source, copy the code and adapt it to manually embed the flipping book into a website.

– The **EXE** file. Use this program to open the flipping book directly on any PC, without the need of using the Adobe Flash Player.

– The **APP** file/folder. Use this program to open the flipping book directly on any Mac, without the need of using the Adobe Flash Player.

2.Embedding the flipping book into a Flash application

2.1.Loading the swf file into a Flash application

Important: Please note that the flipping book is set to enter into full screen mode, in which case it will cover other display elements already existing in your Flash application. For this reason we recommend loading the flipping book .swf file onto the topmost layer of your application.

The .swf file of the flipping book can be loaded into any Flash ActionScript 3.0 application by using a content loader object – either by code, using the Loader class or by using any other Flash ActionScript 3.0 loader component, like Adobe's UILoader.

When using the Loader class, all you need to do is create a Loader instance, add it to the display list and load the external Flip.swf file from the downloaded package.

1. Open Adobe Flash Professional and create a new ActionScript 3.0 document (File → New menu or Ctrl+N for Windows/Cmd+N for Mac).
2. Within the new .fla file, press F9 to bring up the Actions panel (Window → Actions menu).
3. Copy the code below and paste it into the Actions panel.
4. You must save the file into the same folder where Flip.swf resides (the downloaded flipping book) and press Ctrl+Enter for Windows or Cmd+Enter for Mac to compile the application. **Note:** *The flipping book will not be able to load its content if the Flash application is not saved into the same folder with Flip.swf.*

Example:

```
import flash.display.Loader;
import flash.net.URLRequest;

var myFlipLoader:Loader = new Loader();
addChild(myFlipLoader);
var request:URLRequest = new URLRequest("Flip.swf");
myFlipLoader.load(request);
```

Note: *The loader object will load and display the flipping book at its original size. If you would like to resize the flipping book within your flash application, we recommend resizing directly the content of the Loader object, after it has completely loaded.*

Example:

```
import flash.display.Loader;
import flash.events.Event;
import flash.net.URLRequest;

var myFlipLoader:Loader = new Loader();
addChild(myFlipLoader);
myFlipLoader.addEventListener(Event.COMPLETE, resizeFlippingBook);

var request:URLRequest = new URLRequest("Flip.swf");
myFlipLoader.load(request);

function resizeFlippingBook(event:Event):void
{
    myFlipLoader.content.width = 400;
    myFlipLoader.content.height = 300;
}
```

When using a ready-made loader component to load the downloaded flipping book, like Adobe's UI Loader component, we recommend setting the component not to scale the content. For the UI Loader component, this is done by unchecking the *scaleContent* property in the Components Panel or setting the *scaleContent* property by code to the value *false*. This is true for any other 3rd party loader component: it has to be set up not to resize/rescale the loaded content.

1. Open Adobe Flash Professional and create a new ActionScript 3.0 document (File → New menu or Ctrl+N for Windows/Cmd+N for Mac).
2. Open the Components panel Ctrl+F7 for Windows/Cmd+F7 for Mac (Window → Components panel).
3. From the Components panel, select the UI Loader component from the User Interface folder and drag it over the stage.
4. With the UI Loader component on the stage selected, bring up the Properties panel. In the Component Parameters section set the *source* property to *Flip.swf* and also make sure that the *scaleContent* property is not checked.
5. You must save the file into the same folder where *Flip.swf* resides (the downloaded flipping book) and press Ctrl+Enter for Windows or Command+Enter for Mac to compile the application. **Note:** *The flipping book will not be able to load its content if the Flash application is not saved into the same folder with Flip.swf.*

2.2. Organizing the file structure of the flipping book

If you would like to put your Flash application and the downloaded flipping book on your web server and load it into a web page, you will need to keep the same folder structure used by the downloaded flipping book: the *Flip.swf* file and your Flash application must be in the same folder with the *collections* folder. Otherwise, the flipping book will not be able to find and load the content of the PDF collection.

When embedding your Flash application (or even the *Flip.swf* file itself) into your HTML file, you must specify the base parameter in the embed code to set the base path for the *.swf* file. For more information please see the next section.

3. Embedding the flipping book into a HTML web page

1. Unzip the content of the package
2. Upload the followings to your FTP folder:
 - **collections** folder (required)
 - **Flip.swf** (required)
 - any other .swf file that loads Flip.swf
 - **HTML** file (optional)
3. If the HTML file in which you need to embed the player is located in any other folder than the folder containing the *collections* folder and the Flip.swf file, then you need to use the "**base**" parameter to specify the location of the PDF collection:
<param name = "base" value = "/path/to/flippingbook/" />

So the final embed code should look something like this:

```
<object type="application/x-shockwave-flash"
data="/path/to/swf/Flip.swf" width="600" height="475">
  <param value="true" name="allowFullScreen"/>
  <param value="/path/to/swf/Flip.swf" name="movie"/>
  <param value="/pathToCollectionsFolder/" name="base"/>
  <param value="#141414" name="bgcolor"/>
  <param name="allowScriptAccess" value="always"/>
  <embed src="/path/to/swf/Flip.swf"
base="/pathToCollectionsFolder/" width="600" height="475"
allowFullScreen="true" allowScriptAccess="always"
bgcolor="#141414" />
</object>
```

You can always use the embed code generated by our website, so you don't have to bother with hosting & HTML codes.

Example

Let's say you have your site at <http://www.yoursite.com> and you would like to show the flipping book on the `book_collection.html` page, of your books category (http://www.yoursite.com/books/book_collection.html). But you want to keep the root folder clean and do not want to have all your files and assets (images, sounds, xml files etc.) kept on the root folder together with all of the HTML files.

For this purpose you have an *assets* folder containing all of your site's images, audio/video and xml files. And to separate the book collection from your other assets, you create here another folder called *flippingbook*, where you'll keep all the necessary files from the package you have downloaded from FlipSnack.com (the player and the PDF collection). So the SWF file actually resides here: <http://www.yoursite.com/assets/flippingbook/>. You should place in this folder the player (Flip.swf) and the *collections* folder from the FlipSnack package you have downloaded.

In this case, the embed code used to embed the Flip.swf file in the playlist.html page should look like this:

```
<object type="application/x-shockwave-flash"
data="http://www.yoursite.com/assets/player/Flip.swf" width="640"
height="385">
  <param name="allowFullScreen" value="true"/>
  <param value=
"http://www.yoursite.com/assets/player/Flip.swf" name="movie"/>
  <param value="#141414" name="bgcolor"/>
  <param name="allowScriptAccess" value="always"/>
  <param name="base"
value="http://www.yoursite.com/assets/flippingbook/" />
  <embed src="http://www.yoursite.com/assets/player/Flip.swf"
base="http://www.yoursite.com/assets/flippingbook/" width="640"
height="385" bgcolor="#141414" allowFullScreen="true"
allowScriptAccess="always" />
</object>
```

4. Making security settings to allow sharing and liking on your local computer

Within the downloaded package of your FlipSnack book collection you can find the .swf file containing the flipping book in Adobe Flash format. You can directly open the file using Adobe Flash stand-alone player or by opening the .html file from the package, in which the flipping book is embedded. The flipping books need to access the Internet so they can be shared on Facebook and Twitter. The Interactive flip template also needs to read the number of likes for each book within the collection (set by using the like button for each book).

However, this is not possible by default on your local computer. Security settings

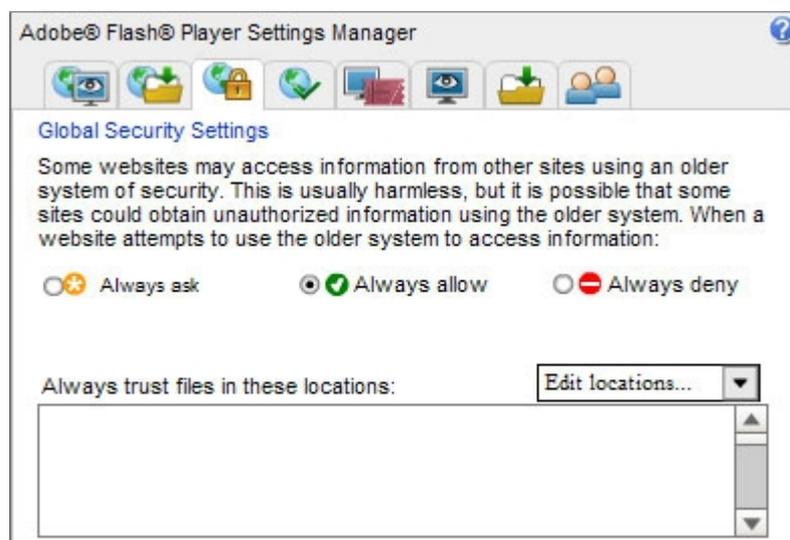
prevent Flash player from accessing the Internet without your approval. This is why you may get a warning screen informing you that the script (.swf file) is trying to access the Internet.



In order for the flipping book to be displayed and work correctly you need to press the *Settings* button that opens the Adobe Flash Player Security Settings page. If you do not receive such a warning screen, you may have to open the security settings page yourself; just paste this web address into the address bar of your favorite browser:

http://www.macromedia.com/support/documentation/en/flashplayer/help/settings_manager04a.html

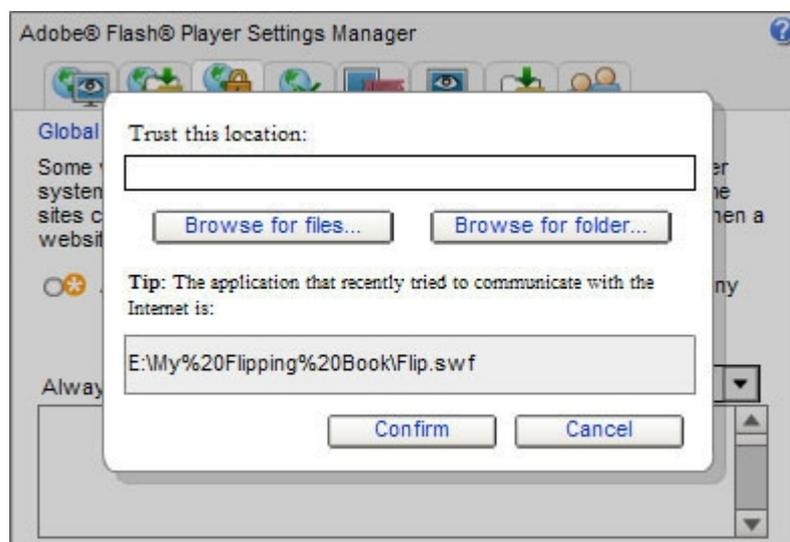
Once the page opens, you'll find a widget (Global Security Settings) that allows you to make the necessary settings.



Make sure that the *Always allow* option is selected and open the *Edit location* combo box to select the *Add location* button.



In the opened window, select *Browse for files* and within the browser dialog box navigate to the folder where your download package is and select Flip.swf. Finally, the complete path on your local computer to Flip.swf will appear in the widget's trusted locations.



For the changes to take effect, either close the stand-alone Flash Player and reopen the .swf file or refresh the opened HTML page inside your browser. Now you can use the share buttons to share your flipping book from your local computer to Facebook and Twitter. Also the like system should work normally within your flipping book, in case you are using the Interactive flip template.