



A guide to

Flash Clock

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Introducing Flash Clock

Dear customer! Thank you for choosing USFlashMap.com and purchasing our product.

Flash Clock is the interactive multimedia clock that allows you to show time in any location of the world depending on your needs. **Flash Clock** properties allow you to set the GMT offset, define daylight saving time and adjust its style to your website.

Flash Clock is one of the most flexible and reliable flash widgets on the market.

This manual will guide you step by step through the process of **Flash Clock** installation and configuration.

We hope you enjoy using our product and recommend it to others. Should you require any additional information or support please submit your request at <http://www.usflashmap.com/support/index.php? m=tickets& a=submit>

Product Main Features

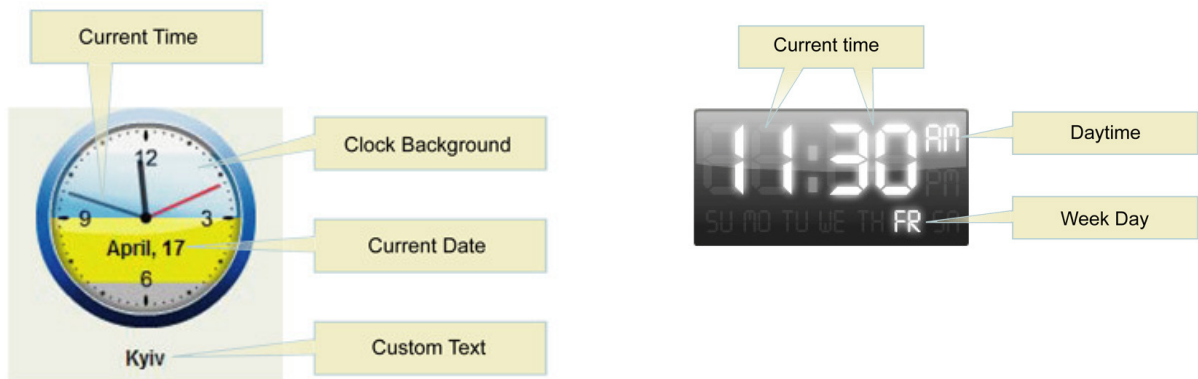
The main features of **Flash Clock** are:

- Possibility to assign the time of any location in the world
- Daylight saving time parameter
- Customizable look and feel
- Set clock background image
- Sound effects control
- Multiple clocks on one webpage
- Controlled either by external xml files or internal HTML code;
- Available as MXP component for flash movies as well as SWF file for embedding into HTML pages;
- Multi-language support;
- Highly optimized performance and file size.

Flash Clock Skins

Flash Clock is the interactive multimedia clock that allows you to show time in any location of the world. **Flash Clock** properties allow you to set the GMT offset, define daylight saving time and adjust its style to your website.

Among clock properties one can find the possibility to switch the clock to one of the two clock skins: **Analog** and **Digital**. You can choose the one that is more applicable for your needs and use it on your website.



Below you can see the comparison table with properties description for **Digital** and **Analog Clocks**:

Feature	Analog Flash Clock	Digital Flash Clock
Set GMT offset time	✓	✓
Specify daylight saving time	✓	✓
Change clock body color	✓	✓
Specify clock face color	✓	✗
Add flare in clock body	✓	✓
Add flare in clock face	✓	✓
Add label text filed	✓	✓
Add date text field	✓	✓
Add time in figures	✓	✗
Switch on/off clock sound	✓	✓
Assign background picture	✓	✗
Set 12/24 time parameter	✗	✓

Flash Clock Packages

Flash Clock is available in 3 possible configurations:

Flash Clock Package	Description
Free Clock Package	The fully functioning clock version with USFlashMap banner
Basic Clock Package	The fully functioning clock package with basic features
Flash Clock OEM License	The fully functioning clock package with all source files included

You can choose one of the packages or view up-to-date information on product improvements on **Flash Clock** webpage:

http://www.usflashmap.com/component/flash_clock.htm



Source files are required for conceptual changes and updates of the product, thus are not required to administrate Flash Clock basic features

Flash Clock Versions

Flash Clock package allows two possible ways of **Flash Clock** integration:

1. Define clock parameters directly in **HTML code**
2. Define clock properties in external **XML files**

In your product package you can find two files that show the way HTML and XML versions can be implemented:

1. `flash_clock_html.html` – the example webpage with the integrated **Flash Clock**, the parameters of which are set in HTML:
2. `flash_clock_xml.html` – the example webpage with the integrated **Flash Clock**, the parameters of which are set in XML:

Below you can see the comparison table of the 2 integration possibilities:

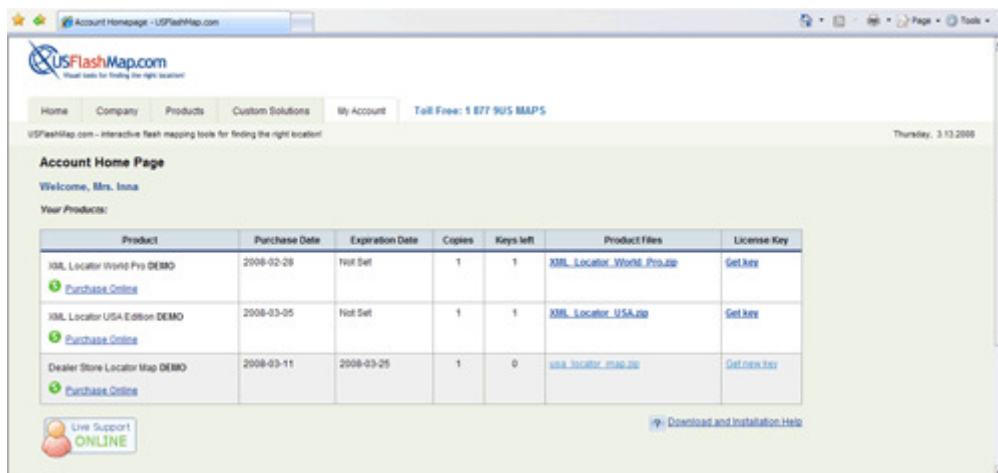
	HTML	XML
Files in use to install the clock	flash_clock_html.html	flash_clock_xml.html
Files in use to edit clock parameters	flash_clock_html.html or your webpage where the clock is installed	clockproperties.xml
Usage Mode	The use of the HTML code	The use of the external XML file
Code Excerpts	<pre>//1. Time Properties // clock.addVariable("gmt", "-360"); clock.addVariable("dl_start", "4 1SU 2"); clock.addVariable("dl_end", "10 -1SU 2"); // //2. Color Properties // //clock.addVariable("bodycolor", "0x28b33f"); // //clock.addVariable("time_style", "24");</pre>	<pre><property name="bodycolor" value="FF0000"/> <property name="facecolor" value="efefef"/> <property name="faceflare" value="true"/> <property name="bodyflare" value="true"/> <property name="numeralcolor" value="0xFFFFFFFF"/></pre>
To add several clocks on one webpage	Add the required number of SWF objects to a webpage and specify the parameters of clocks within the webpage	Add the required number of SWF objects to a webpage, create separate XMLs with clock properties and assign separate paths to XMLs
To add the same clock to several webpages	Add SWF Object and clock code of available parameters to the required number of pages	Add SWF Object only

Installation Notes

Downloading the Installation Package

All **Flash Clock** packages are available for purchase and download on USFlashMap webpage - http://www.usflashmap.com/component/flash_clock.htm

After you download **Flash Clock**, you receive the e-mail with your login and password inside. Open the <http://www.usflashmap.com/users/> web page in your browser and specify the login and the password to get access to the users section. From there, you can download the **Flash Clock** package.



The screenshot shows the 'Account Home Page' of USFlashMap.com. The page includes a navigation bar with links for Home, Company, Products, Custom Solutions, My Account, and Toll Free: 1 877 905 MAPS. The main content area displays a table of products and a 'Live Support ONLINE' button.

Product	Purchase Date	Expiration Date	Copies	Keys left	Product Files	License Key
XML Locator World Pro DEMO Purchase Online	2008-02-28	Not Set	1	1	XML_Locator_World_Pro.zip	Get key
XML Locator USA Edition DEMO Purchase Online	2008-03-05	Not Set	1	1	XML_Locator_USA.zip	Get key
Dealer Store Locator Map DEMO Purchase Online	2008-03-11	2008-03-25	1	0	usa_locator_map.zip	Get new key

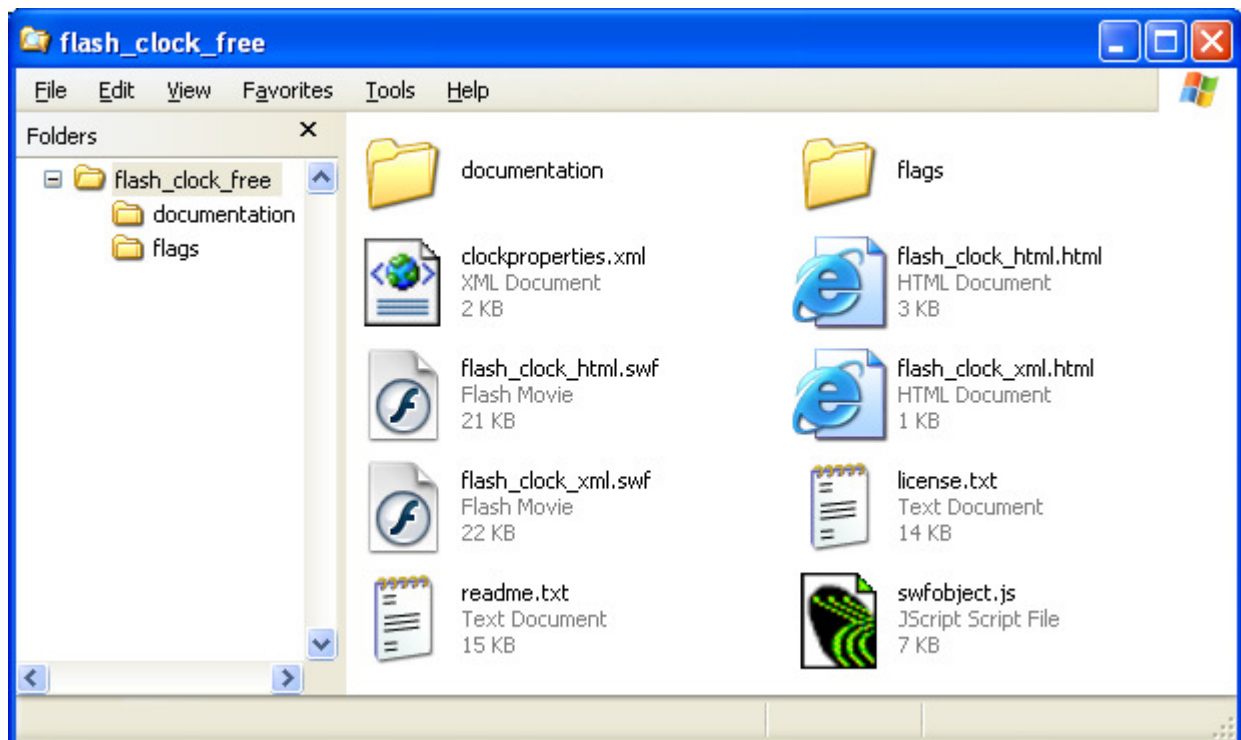
[Download and Installation Help](#)

Extracting Clock Files

Flash Clock is supplied in the .ZIP archive named `flash_clock_free.zip`. Please extract it to your hard drive before starting to use the product.















Use the “including subfolders” option to extract the archive properly.



Deliverables depend on Product Package.

The following table provides a brief description of **Flash Clock** folders and files:

/root				Root folder with all files and subfolders of the product.
	documentation /		-	Product documentation including EULA, installation and usage instructions
	time_zone.xls			The spreadsheet with the information on time zones and daylight saving time
	flash_clock_manual.pdf			Flash Clock manual
	eula.pdf			Software End User License Agreement
	flags/		-	The folder with the flags of world countries which can be used for Flash Clock background
	clockproperties.xml		138k	The configuration file with clock properties (for XML version)
	flash_clock_html.html		9k	The file with the description example of SWF object for HTML Version of the clock
	flash_clock_html.swf		138k	Flash file of HTML Version that uses the properties set in the HTML file
	flash_clock_xml.html		9k	The file with the description example of SWF object for XML Version
	flash_clock_xml.swf		138k	The flash file of XML Version that uses the properties set in <code>clockproperties.xml</code>
	license.txt		12k	Software End User License Agreement
	readme.txt		2k	Read me file
	swfobject.js		6k	JavaScript file containing Java function to run the flash object

First Run

Flash Clock can run both locally and on a remote Web server. You must install Macromedia Flash Player plug-in (version 8 or higher) to your Web browser to run the map.

Please visit the [Macromedia](http://www.macromedia.com) Web site to download the Flash plug-in (free).

To use the entire range of **Flash Clock** functionality, please install it on your web site under Microsoft IIS, Apache etc. **Flash Clock** is fully functional when being run from the Web site.

Run the Clock Locally

To run the clock, open `flash_clock_xml.html` or `flash_clock_html.html` to view either XML or HTML Version.

Upload Flash Clock to Your Website

In order to run **Flash Clock** on your website using external configuration files, you must upload the files first:

Place Flash Clock Folder on Your Website Using any FTP Client

Test the Application Online

Once you finish uploading, open clock page in your internet browser

www.yourwebsite.com/flash_clock_free/flash_clock_free/flash_clock_xml.html

or

www.yourwebsite.com/flash_clock_free/flash_clock_free/flash_clock_html.html



If you see a similar web page in your browser, you have uploaded the clock correctly. In case you are getting some errors, please refer to the troubleshooting section.

Add Flash Clock to Another Webpage on Your Website

To add the clock to another webpage that is located elsewhere on your website, follow these instructions:

1. Open `flash_clock_xml.html` or `flash_clock_html.html` file in any text editor and copy `<script src="swfobject.js" language="javascript"></script>` into the head tag of your webpage

2. Assign the absolute path to `swfobject.js` in the above code. For example,

```
<script
src="http://www.yourwebsite.com/flash_clock_free/flash_clock_fre
e/ swfobject.js" language="javascript"></script>
```

3. Copy the code starting from `<div id="clock_div">` to `</script>` into the webpage in the place where the clock should be located.

It will look like this if you copy from `flash_clock_xml.html`:

```
<div id="clock_div"> Clock<br> JavaScript Required</div>
<script type="text/javascript">
var clock = new SWFObject("flash_clock_xml.swf", "clock", "160",
"160", "8.0.0.0", "#eef1e5", true)
clock.addParam("wmode", "window");
clock.addParam("align", "middle");
clock.addParam("scale", "noscale");
clock.addVariable("configurl", "clockproperties.xml");
clock.addParam("base", ".");
clock.write("clock_div");
</script>
```

4. If you use external XML Files to administrate the clock, assign the absolute path for `clockproperties.xml` and `flash_clock_xml.swf` in the highlighted areas:

```
<div id="clock_div"> Clock<br> JavaScript Required</div>
<script type="text/javascript">
var clock = new
SWFObject("http://www.yourwebsite.com/flash_clock_free/
flash_clock_free/flash_clock_xml.swf", "clock", "160", "160",
"8.0.0.0", "#eef1e5", true)
clock.addParam("wmode", "window");
clock.addParam("align", "middle");
clock.addParam("scale", "noscale");
clock.addParam("base", ".");
clock.addVariable("configurl",
"http://www.yourwebsite.com/flash_clock_free/
flash_clock_free/clockproperties.xml");
clock.write("clock_div");
</script>
```

5. If you use **Flash Clock HTML Version**, assign the absolute path for `flash_clock_html.swf`. For example,

```
var clock = new
SWFObject("http://www.yourwebsite/flash_clock_free/flash_clock_f
ree/flash_clock_html.swf", "clock", "160", "160", "8.0.0.0",
"#eef1e5", true)
```

Add Several Flash Clocks to One Webpage

You can also add several **Flash Clocks** on one webpage. They might have the same parameters and show the same time, or have different look and feel and display time in different time zones.

If you use **Flash Clock HTML Version**, you need to make changes to the clock exactly in the HTML Page where you insert the clock (refer to [Manage Clock Properties](#) Section).

If you wish to use **Flash Clock XML Version** and add several clocks with different parameters you need at first to create separate configuration files (e.g. clockproperties_1.xml, clockproperties_2.xml etc.) where you specify clock properties, such as time shift and clock look and feel.



Moscow



Washington



Berlin



Tokyo



London



Ottawa

Below are the instructions on how to add several **Flash Clocks** on one webpage:

1. Add the required number of DIV and SWF objects (steps 3,4,5 of [Add Flash Clock to Another Webpage on Your Website](#) Section) on one webpage in necessary places



Don't forget to assign absolute paths to SWF objects and clockproperties.xml (for XML Version)

2. Specify the key of every DIV object in the highlighted areas:

```
<div id="clock2"> Clock<br> JavaScript Required</div>
<script type="text/javascript">
var clock = new SWFObject("flash_clock_xml.swf", "clock", "160",
"160", "8.0.0.0", "#eef1e5", true)
clock.addParam("wmode", "window");
clock.addParam("align", "middle");
clock.addParam("scale", "noscale");
clock.addParam("base", ".")
clock.addVariable("configurl", "clockproperties.xml");
clock.write("clock2");
</script>
```



Prior to adding several clocks with different parameters on one webpage using XML files, don't forget to create new configuration files and assign absolute paths to them.

Manage Clock Properties

Flash Clock package allows two possible ways of **Flash Clock** integration:

1. Define clock parameters directly in HTML code
2. Define clock properties in external XML files

Below you can see the table with the description of the files required for correct performance of each **Flash Clock Version**.

Flash Clock Package		
Version	HTML	XML
Files	flash_clock_html.html	flash_clock_xml.html
	flash_clock_html.swf	flash_clock_xml.swf
		clockproperties.xml
	swfobject.js	
Additional Files and Folders	Documentation folder	
	Flags folder	
	time_zone.xls	
	flash_clock_manual.pdf	
	eula.pdf	

To edit clock properties in **HTML** you need to:

1. open `flash_clock_html.html` file or your HTML page with **Flash Clock** in any text editor
2. delete the symbol `//` before the code line:


```
//clock.addVariable("bodycolor", "0xCCCCCC"); //clock body color
(the feature is not used)

clock.addVariable("bodycolor", "0xCCCCCC"); //clock body color
(the feature is used)
```
3. specify the property parameter

To edit clock properties in **XML** you need to:

1. open `clockproperties.xml`
2. specify clock properties in XML format

Below is the table with clock parameters and their possible meanings:

Variable	Description	Possible Parameters
Time Properties		
gmt	time zone offset	use "local" for local time or specify the offset in minutes
dl_start	the start of the daylight saving time	month [week num][day of week] hour
dl_end	the end of the daylight saving time	month [week num][day of week] hour
Color Properties		
bodycolor	clock body color	color range
facecolor	clock face color	color range
bodyflare	flare in clock body	true/false
faceflare	flare in clock face	true/false
Label Text Properties		
showlabelTextField	show/hide label text	true/false
labelarray	specify custom text	custom text
labelTextField	size of the label text block	x:y:width:height
labelTextFieldStyle	style of the label text	HTML formatted
showdataTextField	show/hide current date text block	true/false
dataTextField	size property of date text block	x:y:width:height
dataTextFieldStyle	style of the date text field	HTML formatted
showtimeTextField	show/hide digital time label text	true/false
timeTextField	size of the digital time text block	x:y:width:height
timeTextFieldStyle	style of time text field	HTML formatted
Other Clock Properties		
clock_type	clock skin choice	"digital"/"analog"
clock_sound	switch on/off clock sound	"s" or "true" - every seconds, "m"-every minute, "h"-every hour, "false" – the sound is off
imagearray	background image url	Absolute or relative path to the background picture
time_style	Choose military/conventional time style	12/24

Change Time Properties

This type of properties allows you to set the time parameters of the clock, such as:

1. a specific time zone and
2. daylight saving time

By default the clock is set up to show local time. However, you can make the clock show the time in any other place of the world.


To display some other time, you need to specify the following variables in the codes:

Variable	Description	Possible Parameters
gmt	the time zone offset	use "local" for local time or specify the offset in minutes
dl_start	the start of the daylight saving time	month\[week num\][day of week]\hour
dl_end	the end of the daylight saving time	month\[week num\][day of week]\hour



To specify the GMT time offset refer to `time_zone.xls` file and copy/paste the code provided for all time zones



Below are the **XML** and **HTML** code examples for Mexico City time zone:

	<pre><clock imageUrl="" label="Local Time" gtm="-360" dl_start=" 4\1SU\2" dl_end="10\1SU\2"></pre>
	<pre>//1. Time Properties // clock.addVariable("gmt", "-360"); //Greenwich Mean Time (GMT). It is now often used to refer to Coordinated Universal Time (UTC). Use "local" for local time clock.addVariable("dl_start", "4\1SU\2"); //start Daylight Saving Time (format - month\[week num\][day of week]\hour) clock.addVariable("dl_end", "10\1SU\2"); //end Daylight Saving (format - month\[week num\][day of week]\hour) //</pre>

Change Color Properties

These strings include the parameters for the color effects of **Flash Clock**.

Variable	Description	Possible Parameters
bodycolor	clock body color	color range
facecolor	clock face color	color range
bodyflare	flare in clock body	true/false
faceflare	flare in clock face	true/false

	<pre>//2. Color Properties // clock.addVariable("bodycolor", "0xCCCCCC"); //clock body color clock.addVariable("facecolor", "0xFFFFFF"); //clock face color clock.addVariable("bodyflare", "false"); //flare in clock body clock.addVariable("faceflare", "false"); //flare in clock face // <property name="bodycolor" value="CCCCCC"/> <property name="facecolor" value="FFFFFF"/> <property name="bodyflare" value="false"/> <property name="faceflare" value="false"/></pre>
	<pre>//2. Color Properties // clock.addVariable("bodycolor", "0x28b33f"); //clock body color clock.addVariable("facecolor", "0xa0f053"); //clock face color clock.addVariable("bodyflare", "true"); //flare in clock body clock.addVariable("faceflare", "true"); //flare in clock face // <property name="bodycolor" value="28b33f"/> <property name="facecolor" value="a0f053"/> <property name="faceflare" value="true"/> <property name="bodyflare" value="true"/></pre>



Please note that for HTML Version color should be specified in the format 0x[web color], where the first 2 symbols "0x" are used to specify the value of color and should always be placed in front of the color code.

Change Text Label Properties

To **Flash Clock** you can also add:

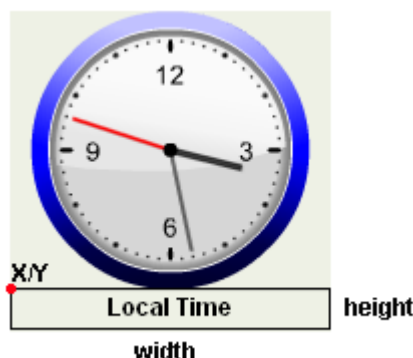
1. custom text (e.g. country/city name, etc.)
2. current date
3. current time in figures (for **Analog Clock** only)

In **HTML Version** these properties are configured in the following way:

Variable	Description	Possible Parameters
Label Properties		
showlabelTextField	show/hide label text	true/false
labelarray	label text	custom text
labelTextField	size of the label text block	x:y:width:height
labelTextFieldStyle	style of the label text	HTML formatted
Date Text Properties		
showdataTextField	show/hide current date text block	true/false
dataTextField	size of the date text block	x:y:width:height
dataTextFieldStyle	style of the data text field	HTML formatted
Time Field Properties (for Analog Clock only)		
showtimeTextField	show/hide digital time label text	true/false
timeTextField	size of the digital time text block	x:y:width:height
timeTextFieldStyle	style of the text field with time	HTML formatted



Refer to the image below to view the meanings of field size parameters





In **XML Version** these properties are configured differently. Every label parameter is defined in a separate tag. For example,

```
<object type="data" x="0" y="90" width="160" height="25">
  <template>
    <![CDATA[<p align='center'><font face='Arial' color='#0000FF'
size='16'><b>[]</b></font></p>]]>
  </template>
</object>
```


To configure the size of labels, time and date fields in XML you need to make the changes in `<object type="data" x="0" y="90" width="160" height="25">` where object type corresponds to the text filed under changes.

To configure the style of the text fields you need to make changes in the `<template>` tag of every `<object type>`.

You can make all text fields appear in clock body, or hide some of them. Below are the examples of possible text field configurations:

Label Text	
 New York	<pre>// LABEL PROPERTIES clock.addVariable("showlabelTextField", "true"); //show/hide label text clock.addVariable("labelarray", "New York"); //label text clock.addVariable("labelTextField", "0:170:160:25"); //size of the label text block (format - x:y:width:height) clock.addVariable("labelTextFieldStyle", "<p align='center'>[]</p>")// style of the label text block //</pre>
	<pre><object type="label" x="0" y="160" width="160" height="25"> <template> <![CDATA[<p align='center'>[]New York</p>]]> </template> </object></pre>
Date Text	
 May, 17	<pre>//DATE TEXT PROPERTIES clock.addVariable("showdataTextField", "true"); //show/hide current date text block ("true"/"false") clock.addVariable("dataTextField", "0:85:160:25"); //size of the date text block (format - x:y:width:height) clock.addVariable("dataTextFieldStyle", "<p align='center'>[]</p>")// style of the date text block //</pre>
	<pre><object type="data" x="0" y="90" width="160" height="25"> <template> <![CDATA[<p align='center'>[]</p>]]> </template> </object></pre>



Digital Time Text (for Analog Clock only)

 <p>04:53</p>	<pre>// TIME FIELD PROPERTIES clock.addVariable("showtimeTextField", "true"); //show digital time label text ("true"/"false") - for analog clock only clock.addVariable("timeTextField", "0:195:160:25"); //size of the digital time text block (format - x:y:width:height) clock.addVariable("timeTextFieldStyle","<p align='center'>[]</p>") //style of the digital time text // <object type="time" x="0" y="185" width="160" height="25"> <template> <![CDATA[<p align='center'>[]</p>]]> </template> </object></pre>
------------------------------------------------------------------------------------------------	--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

Change Other Clock Properties

Choose Clock Skin

You can run the clock as **Digital Flash Clock** or **Analog Flash Clock**. To choose one of clock skins, define "digital" or "analog" in clock_type parameter

	
<pre><property name="clock_type" value="digital"/></pre>	<pre><property name="clock_type" value="analog"/></pre>
<pre>clock.addVariable("clock_type", "digital");</pre>	<pre>clock.addVariable("clock_type", "analog");</pre>

Set AM/PM Parameter for Digital Flash Clock

Digital Flash Clock can be of military and conventional time style. To specify it, write "12" or "24" in "time_style" parameter:

HTML	XML
<pre>clock.addVariable("time_style", "12");</pre>	<pre><property name="time_style" value="12"/></pre>

Switch on/off Clock Sound


With **Flash Clock** you can also switch on/off the sound.

Switch off the sound	<code>clock.addVariable("clock_sound", "false")</code>
	<code><property name="clock_sound" value="false"/></code>
The sound is on every second	<code>clock.addVariable("clock_sound", "true")</code>
	<code><property name="clock_sound" value="true"/></code>
The sound is on every minute	<code>clock.addVariable("clock_sound", "m")</code>
	<code><property name="clock_sound" value="m"/></code>
The sound is on every hour	<code>clock.addVariable("clock_sound", "h")</code>
	<code><property name="clock_sound" value="h"/></code>

Set Background Picture

You can also set some background picture for **Flash Clock**. For this you need to specify the path to the picture in `imagearray` (**HTML Version**) or `<clock imageurl>` (**XML Version**) parameters.

For example,

	<code>clock.addVariable("imagearray", "flags/us.gif")</code>
	<code><clock imageurl=" flags/us.gif "</code>



You can get flags of different countries in flags folder



Make sure you specify the correct path to the background image

FAQ

1. What level of knowledge is required to install and configure interactive flash calendar?

You do not need to obtain any specific flash or other experience to insert the flash object to your page and configure it. Our developers made everything possible to make **Flash Clock** configuration as simple as possible.

2. Can I insert my own background picture to Flash Clock?

Yes. For this specify the path to the image in `<clock imageurl="">` tag (**XML Version**) or `clock.addVariable("imagearray", "")` (**HTML Version**). For background you can use Jpeg, Gif, PNG, or SWF movie.

3. Will I get the source files if I purchase Flash Clock?

Flash Clock for website is available in several packages. Source files are available with **Flash Clock OEM License**.

4. What is the maximum size of Flash Clock?

There is no maximum size. You can make your **Flash Clock** as big as you wish.

5. Can I add the clock to several webpages?

Yes. You need to add the SWF objects to the required number of pages. The instructions are in [Add Flash Clock to Another Webpage on Your Website](#) Section of the Manual.

6. Can I set my Flash Clock to the time of any other place in the world?

Yes, you will need to make changes in clock time properties. View the possibilities in [Change Time Properties](#) Section of this manual.

7. How can I make Clock flash area transparent?

You need to change one of clock parameters in the code you insert into your webpage:
`clock.addParam("wmode", "window")` to `"transparent"`. It will look this way:
`clock.addParam("wmode", "transparent")`

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Document Preview

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