COOL TURBINE 3D
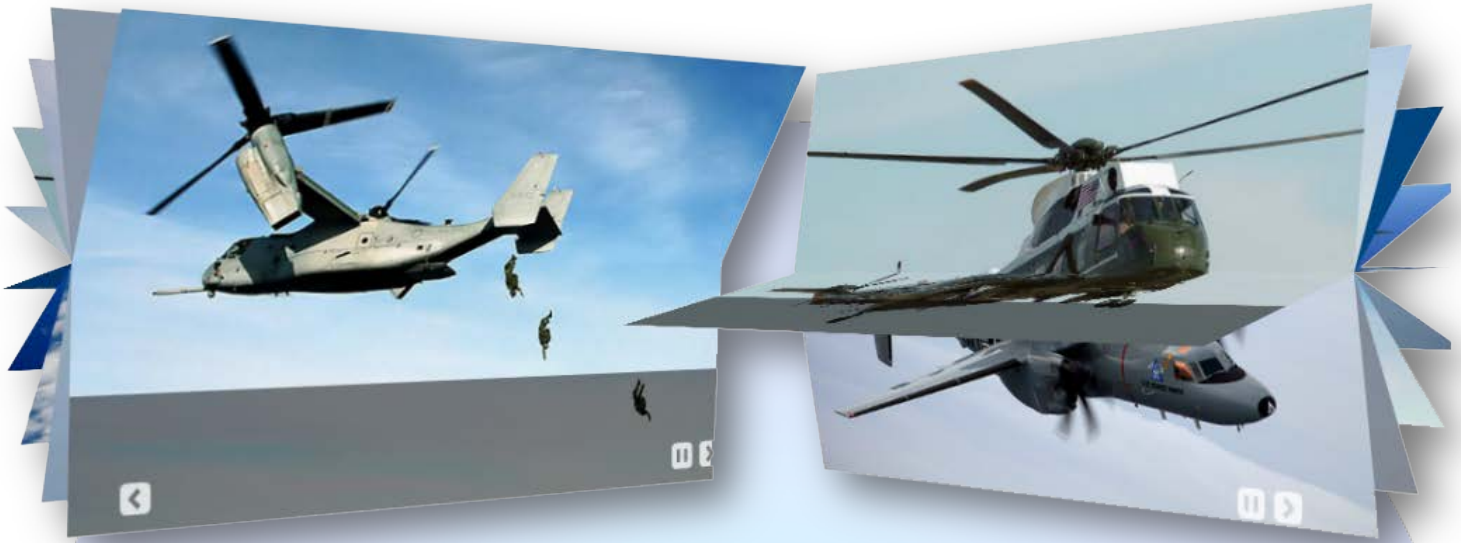
2D or 3D ...this is the question. With the latest creation of Magic Point Team you can choose whether you want a spectacular 3D image rotator or a classical but elegant 2D slideshow. Cool Turbine is a pioneer in the new era of 3D flash based Joomla modules, so get it now and enjoy today the technology of tomorrow.

Features:

- ➢ Adjustable number of Turbine Blades (sheets), gallery canvas and image dimension, speed of rotation;
- ➢ Vertical – Horizontal structure choice.
- ➢ Adjustable text Size, Alignment, Margin, Background Color and Transparency;
- ➢ Adjustable Z location;
- ➢ Option to Tilt the text.
- ➢ Show / Hide Button;
- ➢ Adjustable Button Color, Size, Arrow Color;
- ➢ 3 Buttons styles to choose;
- ➢ Adjustable Z location;
- ➢ Option to Tilt the Button;
- ➢ Image over click toggle;
- ➢ Anywhere Mouse Click image toggle;
- ➢ 3 Reflection styles to choose;
- ➢ Show / Hide Reflection;
- ➢ Adjustable Reflection Alpha, Height, Distance.
- ➢ Enable / Disable Camera Pan/Tilt simulation;
- ➢ Adjustable Default View;
- ➢ Adjustable Angular Limits.
- ➢ Support special characters (ø Ç Ý Ü Ù Ú Û Ü Ö Ô Ò Ó Õ Å À Á Â Ã Ä È É Ê Ë Ì Í Î Ï Ñ);
- ➢ Supports images (JPG, PNG, GIF).

New Feature: From now you have possibility to load multiple instances of the same module on the same website!!!

This module contains 10 (ten) predefined images, to add more (maximum 20) images please contact support.
Troubleshooting: For any assistance, please do not hesitate to contact our support team.

Compatibility with Joomla:

JOOMLA 1.6   JOOMLA 1.7   JOOMLA 2.5   JOOMLA 3.x

- Module Class Suffix - A suffix to be applied to the css class of the module (table.moduletable), this allowsindividual module styling;
- SWFObject script - **Mode 1** will use a local copy. **Mode 2** will use the file hosted by Google. **Mode 3** will disable insertion but it will use the code;
- Debug Mode - No (Recommended);
- Multiple Instances - This parameter allow to load multiple instances of the same module on the same website.
  How It Works: Make a copy of this module. After that, in the new copy set this parameter to "**Copy 1**"! Same, for other instances, but set this parameter to "Copy 2, Copy 3 …. ".

GLOBAL SETTINGS:
- Global Width - Set up the global stage width, the actual width of the flash animation;
- Global Height - Set up the global stage height, the actual height of the flash animation;
- GalleryBG Color - Enter here the background color of gallery. If the value is blank, Gallery Background will be transparent;
- Horizontal Gallery - You can change the structure of gallery by adjusting this value. The gallery rotates horizontally or vertically according to this value;
- Rectangle Fit - Set this value to YES if you want to keep the gallery dimension as same as image size and keep images fit within that area;
- Blade Count - Number of blades of Turbine. The possible values are from **4** to **16**;
- Rotation speed - Possible values are from **1** to **10**;
- Autoplay - To make the gallery to rotate images automatically with a fixed delay time;
- Delay Time - Delay Time in seconds to Auto Play the gallery.

IMAGE SETTINGS:

➢ **Image Width** - Width of the image in pixels. Note that if your image's dimension differs from this parameter, the gallery will resize the image to fit-fill this size;

➢ **Image Height** - Height of the image in pixels. Note that if your image's dimension differs from this parameter, the gallery will resize the image to fit-fill this size;

➢ **ImageBG Color** - Turbine Blade's background color;

➢ **Preload Count** - This gallery can preload certain number of images before start showing. Enter here, how many number of images you need to preload before start showing the gallery;

➢ **Rollover Bright** - When you mouse over the Turbine Blades, it will be highlighted with glow. Adjust the brightness here;

➢ **Resize Fit** - In case your images are too small or larger than the Image Width and Image Height values, it will automatically resize the image and center it.

...tton Settings	
...tton Back	Show
Button Next	Show
Button Play/Pause	Show
Button Align Right	No
Button Size	20
ButtonBG Color	FFFFFF
Button Color	#000000
Button Style	Style 1
Button Sharpe Circular	Rectangular
Button Pozition Z	25
Button Tilt	No
Text Settings	
Title Font Size	14
Description Font Size	12
Text Align	Center
Horizontal Space	24
Vertical Space	12
TextBG Color	000000
TextBG Transparency	50
Text Pozition Z	50
Text Tilt	No

BUTTON SETTINGS:

➢ **Button Back** - To show the Back Arrow Button. Back button is to navigate previous image;

➢ **Button Next** - To show the Next Arrow Button. Next button is to navigate Next image;

➢ **Button Play/Pause** - To show the Play/Pause Button which controls AutoPlay action;

➢ **Button Align Right** - To align all the buttons into Right - side corner of the gallery;

➢ **Button Size** - Width and Height of all the buttons;

➢ **ButtonBG Color** - Button background color value;

➢ **Button Color** - Button's color value. If the value is blank, the button shape will be cut out and transparent;

➢ **Button Style** - 3 Different Styles available for Buttons;

➢ **Button Sharpe Circular** - Button Shape can be either Circular or Rectangular;

➢ **Button Pozition Z** - Buttons can be moved towards the viewer by increasing this value;

➢ **Button Tilt** - Buttons can be rotated in X axis by setting Tilt to YES.

TEXT SETTINGS:

➢ **Title Font Size** - Title text's size;
➢ **Description Font Size** - Description text's size;
➢ **Text Align** - Caption text's alignment. Possible values are: left, right, center;
➢ **Horizontal Space** - Horizontal space around Caption text;
➢ **Vertical Space** - Vertical space around Caption text;
➢ **TextBG Color** - The color of background rectangle which located behind the Caption text;
➢ **TextBG Transparency** - Transparency of Caption Background rectangle;
➢ **Text Pozition Z** - Caption text can be moved towards the views by increasing this value;
➢ **Text Tilt** - Caption can be rotated in X axis by setting Tilt to YES.

Reflection Settings	
Reflection	Show
Reflection Style	Style 1
Reflection Transparency	25
Reflection Height	70
Reflection Distance	0
3D Camera Settings	
3D Camera	Enable
Camera Angle	0
Camera Angle Limit	40
Image 1 Settings	
Enable Image	Yes
Choose Image	modules/mod_turbine/images/1.jpg [Select] [Clear] Preview
Link	
Target	⦿ New Window ◯ Same Window
Title	
Description	

REFLECTION SETTINGS:

➢ **Reflection** - Show or Hide Reflection;
➢ **Reflection Style** - 3 Different Styles are available for Reflection. If set None, then there will be no Reflection;
➢ **Reflection Transparency** - Transparency of Reflection in percentage;
➢ **Reflection Height** - Height of the Reflection in pixels;
➢ **Reflection Distance** - Distance between Reflection and real object.

3D CAMERA SETTINGS:

➢ **3D Camera** - To allow the camera angle to rotate with mouse movement;
➢ **Camera Angle** - You can set default/fixed camera angle;
➢ **Camera Angle Limit** - When the mouse movement Pans/Tilts the view, this value is to limit it's angle on both the sides.

IMAGE SETTINGS:

➢ **Enable Image** - Choose if you want to enable or disable a specific image;
➢ **Choose Image** - Select (upload) or specify the location of the image that should be loaded in the banner;
➢ **Link** - Insert a link for this image. Leave empty if you don't want a link over the image;
➢ **Target** - Choose a target for link (New or Same Window);
➢ **Title** - Specifies the title text that will be displayed over the image. Leave empty if you don't want a title on the image;
➢ **Description** - Specifies the description text that will be displayed over the image. Leave empty if you don't want text on the image.

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Thats it, if you are experiencing any difficulties, or you would like some assistance with implementation, feel free to get in touch by filling out the contact *support*!

Thanks, for buying!