

Module Class Suffix

SWFObject script Mode 1 (Local) Mode 2 (Google) Mode 3 (Disable)

Debug Mode ▼

Multiple Instances ▼

Global Settings

Global Width

Global Height

Frame Rate

AutoPlay Yes No

Pause MouseOver Yes No

Transition Duration

Image Delay

Effect Type ▼

Rotation Method ▼

URL Link

Link Target New Window Same Window

Preloader Settings

Preloader Type ▼

Preloader Size

Preloader Color

Shape Type ▼

Shape Size

Num Shape

- **Module Class Suffix** - A suffix to be applied to the css class of the module (table.moduletable), this allows individual 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;
- **Frame Rate** - The frame rate is the number of frames that are displayed per second. **Default is:35;**
- **AutoPlay** - If set to YES, slideshow will start automatically, if NO slideshow will stop after displaying first slide/image;
- **Pause MouseOver** - Pause slideshow rotation when mouse is over slideshow;
- **Transition Duration** - Duration of in transition in seconds;
- **Image Delay** - Delay time in seconds (how long will slide/image stay on screen before next is displayed);
- **Effect Type** - Choose the effect used in 3D Slideshow rotation;
- **Rotation Method** - Choose rotation ease method;
- **URL Link** - Insert a link available over images. Leave empty if you don't want a link over;
- **Link Target** - Target for URL link.

PRELOADER SETTINGS:

- **Preloader Type** - Choose the preloader type;
- **Preloader Size** - Size of preloader in pixels. Circle radius for circle preloader, width for Horizontal Bar preloader and height for Vertical Bar preloader type;
- **Preloader Color** - Choose the color for preloader;
- **Shape Type** - Type of preloader shapes;
- **Shape Size** - Size of shapes in pixels. Radius for circle, or width and height for square shape;
- **Num Shape** - Number of shapes in preloader.

The image shows a settings panel with two main sections: 'Next/Prev Settings' and 'Button Bar Settings'. The 'Next/Prev Settings' section includes: 'Show Next/Prev' (radio buttons for Yes and No, with Yes selected), 'Horizontal Alignment' (input field with 0), 'Vertical Alignment' (input field with 0), 'Hide MouseOut' (radio buttons for Yes and No, with Yes selected), and 'Arrows' (dropdown menu with 'Type 1' selected). The 'Button Bar Settings' section includes: 'Show Button Bar' (radio buttons for Yes and No, with No selected), 'BG Color' (input field with 0xdedede), 'BG Transparency' (dropdown menu with 70% selected), 'Bar Width' (input field), 'Bar Height' (input field with 20), 'Button Spacing' (input field with 3), 'Button Align' (dropdown menu with Center selected), 'Button Position' (dropdown menu with Bottom selected), 'Hide MouseOut' (radio buttons for Yes and No, with Yes selected), and 'Vertical Alignment' (input field with 0).

NEXT/PREV SETTINGS:

- **Show Next/Prev** - Visibility of direction controller (previous and next arrows);
- **Horizontal Alignment** - By default, buttons are positioned on left and right edge, inside slideshow display. Negative values will move buttons outside of display, while positive will move them more inside;
- **Vertical Alignment** - By default, buttons are positioned on center of display height. Negative values will move buttons up, while positive will move them down;
- **Hide MouseOut** - If set to YES, buttons will be visible only when mouse cursor is over display. If NO, buttons will be always visible;
- **Arrows** - Choose the arrows design.

BUTTON BAR SETTINGS:

- **Show Button Bar** - Visibility of item buttons (button bar);
- **BG Color** - Button bar background color;
- **BG Transparency** - Button bar background transparency;
- **Bar Width** - Button bar width in pixels. If attribute is not set, Global Width fielder will be used (default);
- **Bar Height** - Height of button bar in pixels;
- **Button Spacing** - Spacing between buttons;
- **Button Align** - Button alignment, can be left, right and center;
- **Button Position** - Button bar position, can be top or bottom;
- **Hide MouseOut** - If set to YES, button bar will be visible only when mouse cursor is over display. If NO, button bar will be always visible;
- **Vertical Alignment** - By default, button bar is positioned on bottom or top edge inside display (depending of settings of Button Position). Negative values will move buttons outside of display, while positive will move them more inside.

Display Settings	
Camera Distance	1700
Camera Rotation	350
Camera Movement	150
BG Color	0xdfffff
Anti Alias	8
Light Movement	0
Light Type	Point
Segment Width	600
Segment Height	450
Segment Thickness	25
Segment Quality	16
Segment Color	0x505157
Light Ambient	Medium
Light Power	Bright Light
Frame Size	5
Frame Blur	10
Frame ColorTransform	Lighter
Text Settings	
Light Ambient	Darkness
Light Power	Bright Light
Text Distance	575
Curved Text	<input checked="" type="radio"/> Yes <input type="radio"/> No
Fonts	Arial
Text Size	75
Text Color	0xe64b0e
Letter Spacing	14

DISPLAY SETTINGS:

- **Camera Distance** - Distance between Slideshow and camera. **Default is: 1700**;
- **Camera Rotation** - Camera rotation in pixels - positive values to look down, negative to look up;
- **Camera Movement** - Camera movement on Y axis, positive values will move camera up, negative will move it down;
- **BG Color** - Slideshow background color;
- **Anti Alias** - This is a technique used in computer graphics to improve image quality;
- **Light Movement** - Light movement in pixels - positive values will move light source up, negative will move it down;
- **Light Type** - Type of light source, can be directional or point;
- **Segment Width** - Width of segment (image) in pixels;
- **Segment Height** - Height of segment (image) in pixels;
- **Segment Thickness** - Segment (image) thickness in pixels (in middle);
- **Segment Quality** - Quality of segment rendering;
- **Segment Color** - Set segment top color;
- **Light Ambient** - Segment light ambient;
- **Light Power** - Segment light power;
- **Frame Size** - Set the frame size. **Default is: 5**;
- **Frame Blur** - Set the frame blur. **Default is: 5**;
- **Frame ColorTransform** - Choose the frame color transform.

TEXT SETTINGS:

- **Light Ambient** - Text light ambient;
- **Light Power** - Text light power;
- **Text Distance** - Caption distance from center of slideshow in pixels;
- **Curved Text** - Defines if captions will be curved (YES) or not (NO);
- **Fonts** - From here you can select desired font. **For special characters choose Arial font;**
- **Text Size** - Set the font size;
- **Text Color** - Set the font color;
- **Letter Spacing** - Set the space between letters.

Images 1-2 Settings

Enable Image Yes

Left Image

Right Image

Enable Text Yes

Text

Images 3-4 Settings

Enable Image Yes

Left Image

Right Image

Enable Text Yes

Text

IMAGES SETTINGS:

- **Enable Image** - Choose if you want to enable or disable a specific image;
- **Left Image & Right Image** - Select (upload) or specify the location of the image that should be loaded in the slide;
- **Enable Text** - Choose if you want to enable or disable the text parameter;
- **Text** - Specifies the text that will be displayed over the image.



MAGIC 3D SLIDESHOW

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