

Magic Easy HEADER



A simple and very easy to use image viewer slideshow. Because it can add up to 15 images, this module can be used as a header or a images gallery. Very flexible, can be used without text and in just few seconds will be ready to delight your visitors.

Features:

- Supports images (JPG, PNG, GIF);
- You can change the font size & color for each text;
- You can set the images time;
- You can set the info area color & transparency;
- You can add a link for each description text and choose the target;
- Support special characters (âùæçèèëïïôœüÛÜÙÇÕÏËËËÉÇÆÄÅ);
- Super easy to use!

Note: All images must have the same size you have set in back-and!

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

This module contains 20 (twenty) predefined images, **maximum 20**.

Troubleshooting: For any assistance, please do not hesitate to contact our support team.

Compatibility with Joomla:



Module Class Suffix

SWFObject script Mode 1 (Local) Mode 2 (Google, ...)

Debug Mode

Multiple Instances

Global Settings

Global Width

Global Height

Position X

Position Y

Info Area Color

Info Area Transparency

Image Time

Image 1 Settings

Enable Image

Choose Image

Text1 Size

Text1 Color

Text1 Text

Text2 Size

Text2 Color

Text2 Text

URL Link

Link Target New Window Same Window

- **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;
- **Position X** - If you use smaller images than Global W and H, from here you can center the image on the X axis (the distance from the left);
- **Position Y** - If you use smaller images than Global W and H, from here you can center the image on the Y axis (the distance from the top);
- **Info Area Color** - Choose the background color for information area;
- **Info Area Transparency** - Choose the background transparency for information area (0-full transparency to 1-no transparency).
Default value: **0.5**
- **Note:** If you don't want a text over images, please set this parameter to 0;
- **Image Time** - Here you can set the image duration time (in seconds).

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 slide;
- **Text1 Size** - Set up the first text font size;
- **Text1 Color** - Set up the first text font color;
- **Text1 Text** - Specifies the first text that will be displayed in info area. Leave empty if you don't want a text in info area;
- **Text2 Size** - Set up the second text font size;
- **Text2 Color** - Set up the second text font color;
- **Text2 Text** - Specifies the second text that will be displayed in info area. Leave empty if you don't want a text in info area;
- **URL Link** - Insert a link available over info area. Leave empty if you don't want a link over text;
- **Link Target** - Target for URL Link (New or Same Window).



Please recommend us to your friends if you like our work! Please do not forget to Rate our Item. We would be very happy to see your comments and your Stars.

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!