

PVII IMAGE GALLERY MAGIC 2 (IGM2)

BECAUSE YOUR IMAGES DESERVE THE VERY BEST

Image Gallery Magic 2 can literally bring your images to life with smooth cross-fading, snappy glides, or elegant Ken Burns style pan and zoom effects for modern browsers. IGM 2 utilizes HTML5, CSS level 3 and advanced PVII DOM Scripting to deliver a broadcast-quality gallery presentation that does your images proud.



We hope you enjoy using Image Gallery Magic 2 as much as we enjoyed creating it!

Al Sparber and Gerry Jacobsen, Co-Founders
Project Seven Development

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Install the Dreamweaver extension

IGM2 is compatible with Dreamweaver MX2004, 8, CS3, CS4, CS5, CS5.5, CS6 and higher

Look for the extension installer file **p7_IGM2_234.mxp** or **p7_IGM2_234_upg.mxp** in the root of the zip archive you downloaded. Double-click the file to install the extension. Dreamweaver's Extension Manager will open and you will be prompted to complete the installation. Once the installation is complete, you'll need to restart Dreamweaver.

OS X users: If, upon double-clicking the installer, Extension Manager does not properly launch, you have a file association issue. To remedy the problem locate the installer file from inside a Finder window and double-click it.

Work in a defined Dreamweaver site

Before you begin, make sure you are working inside a defined Dreamweaver web site. This is necessary so that Dreamweaver knows how to link required assets. If you are new to Dreamweaver or need to learn how to define a web site, follow these simple steps:

Choose Site > New Site

Specify local site location

The Site category of the Site Setup dialog box is the only one you need to fill out to begin working on your Dreamweaver site. This category lets you specify the local folder where you'll store all of your site files. When you're ready, you can fill out the other categories in the **Site Setup dialog box**, including the Servers category, where you can specify a remote folder on your remote server.

Site Name

This is the name that appears in the Files panel and in the Manage Sites dialog box.

Local Site Folder

This is the name of the folder on your local disk where you store site files, templates, and library items. Create a folder on your hard disk or click the folder icon to browse to the folder. When Dreamweaver resolves site root-relative links, it does so relative to this folder.

Asset Folders

When you create a gallery, the system creates an assets folder named **p7igm2** at the same level as the page that contains your gallery. This folder will contain the relevant CSS files, script, and the loading image. When you publish your site, make sure you upload the entire **p7igm2** folder, as well as the folders that contain your gallery images. The system will also create a **fireworks** folder, which contains a special Fireworks file, **IGM-controls.png**, which you can use if you would like to edit the toolbar control images.

About Images and Dreamweaver FTP

If you use any of Dreamweaver synch or dependent files features when uploading, note that Dreamweaver will only upload images that are actually embedded on your page. In a typical IGM2 deployment, the optional thumbnails and the first full-size image are embedded. The remaining full-size images are staged with an advanced pre-loader to keep initial page load efficient. They are not embedded on your page and Dreamweaver does not know they exist—so make sure you upload your full-size images folder(s).

Gallery images folders

If you select your gallery images from folders that are within your defined site, the system will simply use those folders. If, when browsing to or importing images, you point to a folder outside your defined site, IGM2 will create a folder called **p7IGM_images** in the root of your defined site and will copy your images there. Make sure you upload the folder to your remote site. If you use the Auto Fireworks Mode to process your images, your images will be placed in the **p7IGM_images** folder, but you will be given a choice for its location: either in the site root or in the folder that contains your current page.

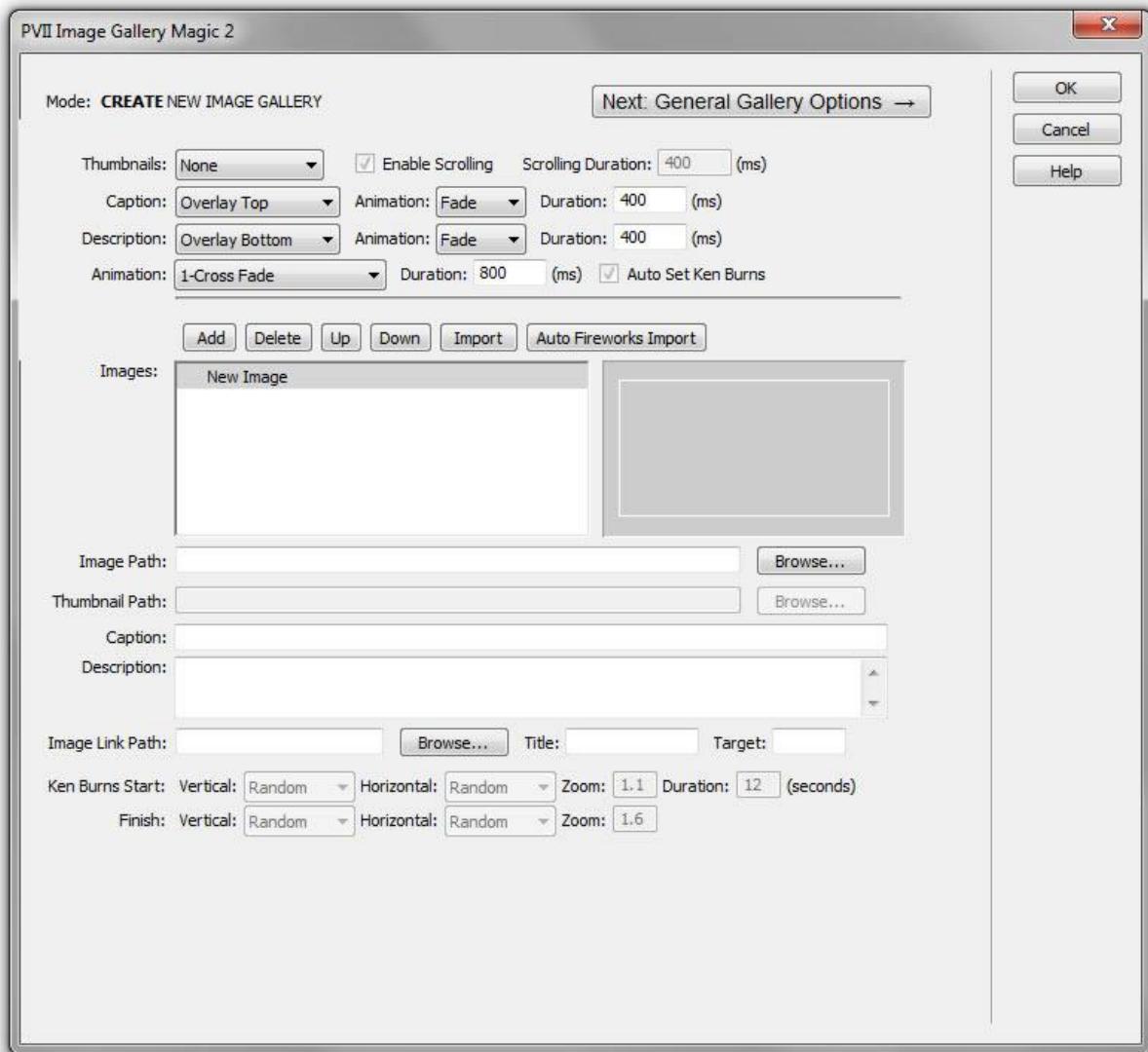
The IGM2 User Interface

Click on the page where you would like your Gallery to appear, and then click the IGM2 icon  in the *PVII* Section of Dreamweaver's *Insert Bar or Panel*. Alternatively, you can choose **Image Gallery Magic 2 by PVII** from the main Dreamweaver **Insert** menu, under **Studio VII**.

When you first launch the IGM2 user interface, it will open in:

Mode: Create New Image Gallery

Let's walk through the interface from top to bottom and get acclimated.



Thumbnails

Choose *None*, *Above Image* or *Below Image*. **Enable Scrolling** determines how the thumbnails display. If checked, this option will display the thumbnails in a single horizontal scrolling row. **Scrolling Duration** sets the scrolling speed. Increasing the duration value will slow the scrolling speed. If you *deselect* **Enable Scrolling** your thumbnails will display without scrolling controls in a matrix composed of as many rows necessary to display all of your thumbnails.

Note: If you create your gallery with thumbnails and subsequently set thumbnail display to *None*, your thumbnails will be removed from your markup. If you later decide you want to show thumbnails, you can use the **Thumbnail Path** box or **re-import** your images.

Caption

Choose *None*, *Overlay Top* or *Overlay Bottom*. For **Animation**, choose *None*, *Slide*, or *Fade*. If you choose an animation, set its Duration. The higher the *duration* value, the slower the animation will run. The duration is set in milliseconds (ms). 1000 ms = 1 second.

Description

Choose *None*, *Overlay Top* or *Overlay Bottom*. For **Animation**, choose *None*, *Slide*, or *Fade*. If you choose an animation, set its Duration. The higher the *duration* value, the slower the animation will run. The duration is set in milliseconds (ms). 1000 ms = 1 second.

Animation

Select an animation mode for your gallery by choosing one of the following:

- **None**
- **Cross Fade**
- **Slide in From Left**
- **Slide in From Right**
- **Slide in From Top**
- **Slide in From Bottom**
- **Random Slide** (a combination of the 4 slide methods)
- **Ken Burns Style** (Pan and Zoom)
The Ken Burns effect runs in modern browsers only. Older browsers are automatically switched to the *Auto Fit Fade* animation
- **Auto Fit Fade** (Images are zoomed until they fit the entire viewport)

Duration

The higher the *duration* value, the slower the animation will run. The duration is set in milliseconds (ms). 1000 ms = 1 second.

Auto Set Ken Burns

If you choose **Ken Burns Style**, you can enable or disable the *Auto Set Ken Burns* option. The system will assign random *Pan* and *Zoom* values to each image in your gallery. If you enable the option, you will not need to set individual Ken Burns parameters for each image. On the other hand, if you do not enable this option, you will have complete control over your show on an individual image basis.

Images List

The **Images** list is, of course, a list of the images that make up your gallery. The above screen capture shows the images list after images have been added. Across the top of the list are 5 action buttons:

- **Add:** Use this button to add images to your gallery, one at a time. When you click the Add button (or when you open the interface the first time), a new entry will show up in the list labeled as *New Image*. This is a placeholder. Select the placeholder image and then enter a path to the image in the **Image Path** box. You can also use the Browse button to the right of the *Image Path* box to browse to your image in a dialog box. If you are using thumbnails, enter a path to the thumbnail image in the **Thumbnail Path** box. Note that if *Thumbnails* were set to *None*, the *Thumbnail Path* box will be grayed out (inactive).
- **Delete:** Select an image in the list and click the **Delete** button to remove that image.
- **Up:** Select an image in the list and click the **Up** button to move the image up in the list. The image will move up one row per click until it reaches the top row.
- **Down:** Select an image in the list and click the **Down** button to move the image down in the list. The image will move down one row per click until it reaches the bottom row.
- **Import:** Use the **Import** button to import images from existing folders.

Image-Specific Settings

Below the *Images* list and above the *Options* section, you will find several key image-specific settings. The settings in this section will apply only to the selected image in the *Images* list.

Image Path

When you click the Add button (or when you open the interface the first time), a new entry will show up in the *Images* list labeled "**New Image**". This is a placeholder. Select the placeholder image and then enter a path to the image in the **Image Path** box. You can also use the Browse button to the right of the *Image Path* box to browse to your image in a dialog box. Note that if you choose to import your images, the image path will be filled in automatically as part of the import process.

Thumbnail Path

If you are using thumbnails, enter a path to the thumbnail image in the **Thumbnail Path** box. You can also use the Browse button to the right of the box to browse to your thumbnail image in a dialog box. Note that if *Thumbnails* were set to *None*, the *Thumbnail Path* box will be grayed out (inactive). Note that if you choose to import your images, the image path will be filled in automatically as part of the import process.

About Image Paths

If you select your gallery images from folders that are within your defined site, the system will simply reference those folders. If, when browsing to or importing images, you point to a folder outside your defined site, IGM2 will create a folder called **p7IGM_images** in the root of your defined site and will copy your images there. Make sure you upload the folder to your remote site.

Caption

This box will become active if you've chosen to show a **Caption**. By default, the system will use the image file name to pre-supply a caption for you. You can edit the pre-supplied caption as you wish. Note that the **Caption** element supports plain text only. You cannot enter HTML markup in the **Caption** box. You can add captions for some or all of your images. If you do not want a caption to show for a particular image, simply make the **Caption** box blank.

Description

If you opted to show a Description, this box will be active. There is no pre-supplied value for Description. You can add a description for one or all of your images. The Description box can be left blank if you do not wish a description to appear for a particular image. The Description box supports HTML markup. This allows you to include paragraphs, links, or even images. If you are not adept at writing markup in real time, simply create a blank page in Dreamweaver and add what you want to that page. Switch to Code View and copy the markup, which would be all code between (but not including) the opening and closing body tags:

```
<body>  
here is your markup to copy  
</body>
```

Note: When entering plain text the system will automatically convert any line breaks to a `
` tag so that the line break will be viewable in the actual presentation. If the system detects actual markup that you have entered, then it will ignore line breaks and simply render the description content according to the markup you have included.

Image Link Path

Each full-size image can have a link set on it. Use the **Image Link Path** box to set it. You can also set a **Title** and a **Target** if desired.

Ken Burns Settings

The last group of image-specific settings are the **Ken Burns** settings, which will be active if you have chosen to use the Ken Burns Style Animation for your gallery. You can choose a starting and ending vertical position, a starting and ending horizontal position, a starting and ending zoom level and a duration.

Vertical Position Choices

Vertical position settings control the vertical panning facet of the Ken Burns animation—the up and down movement of the image. Select a starting and ending position from the following values:

- **Random** – The system will make a random choice
- **Top** – The top of the image will be aligned with the top of the viewport
- **Center** – The image will be vertically centered within the viewport
- **Bottom** – The bottom of the image will be aligned with the bottom of the viewport

Horizontal Position Choices

Horizontal position settings control the horizontal panning facet of the Ken Burns animation—the sideways movement of the image. Select a starting and ending position from the following values:

- **Random** – The system will make a random choice
- **Left** – The left edge of the image will be aligned with the left edge of the viewport
- **Center** – The image will be horizontally centered within the viewport
- **Right** – The right edge of the image will be aligned with the right edge of the viewport

Zoom

Sets a starting and ending zoom value. **Zoom values cannot be less than 1.** Zoom values are based on an image's size after it has been adjusted to fit the viewport.

Duration

The duration defines the length of time (in seconds) that the Ken Burns animation will run. In many cases, you would want to set the Ken Burns duration to a value equal to or greater than the *Pause* setting between images.

Through the Viewport...

How Ken Burns Zooming and Panning work

The zoom settings are critical to the amount of motion and the speed of motion effects. The Ken Burns effect moves your images through a viewport. The viewport's height is automatically set based on the aspect ratio of the first image in your gallery (you can also set a fixed height if you wish). Width is adaptive and based on the width of the parent element in which you have placed your gallery.

Let's consider a scenario where your gallery is 800 pixels wide and your images are each 1600 pixels wide by 900 pixels tall. The system will zoom your first image until it fits within the viewport. The new height and width will be consistent with the image's natural aspect ratio. The scaling is perfectly proportional. Your 1600x900 image will be proportionally scaled until its width is the same width as the viewport, which happens to be 800 pixels in this case. When the image's width reaches 800 pixels, its height will be 450 pixels. The system will then set the viewport height to 450. All subsequent images will be scaled proportionally until their height is at least 450px and their width at least 800px. This is why it is usually better to use images that are the same size.

Ken Burns Zooming

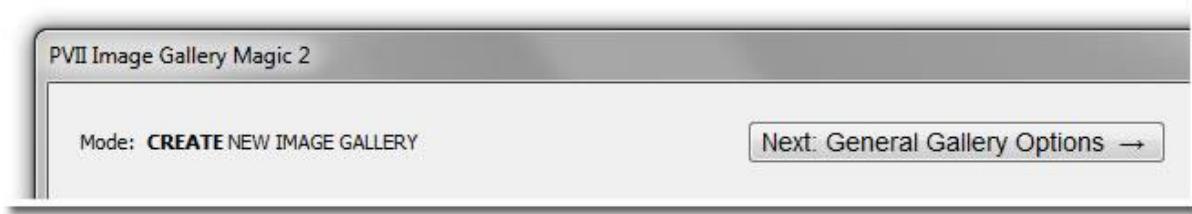
In the above scenario, the default initial size of your image is half its natural size. If you set the starting zoom to 2, the image will begin at twice its initial rendered size, which in this case would be just about its natural size of 1600x900. The viewport, however, is still 800x450. Imagine the viewport as a clear window, with the image sitting underneath it. Only those parts of the image that are under the *glass* will be visible. If you set your ending zoom to 1, the image will zoom out during the time span defined by the duration you set. The effect of zooming from level 2 to level 1 will make the image appear to be moving away from you. If you combine that with horizontal or vertical panning, the effect can be dramatic. Conversely, if the ending zoom is greater than the starting zoom, the image will appear to be moving toward you.

Ken Burns Panning

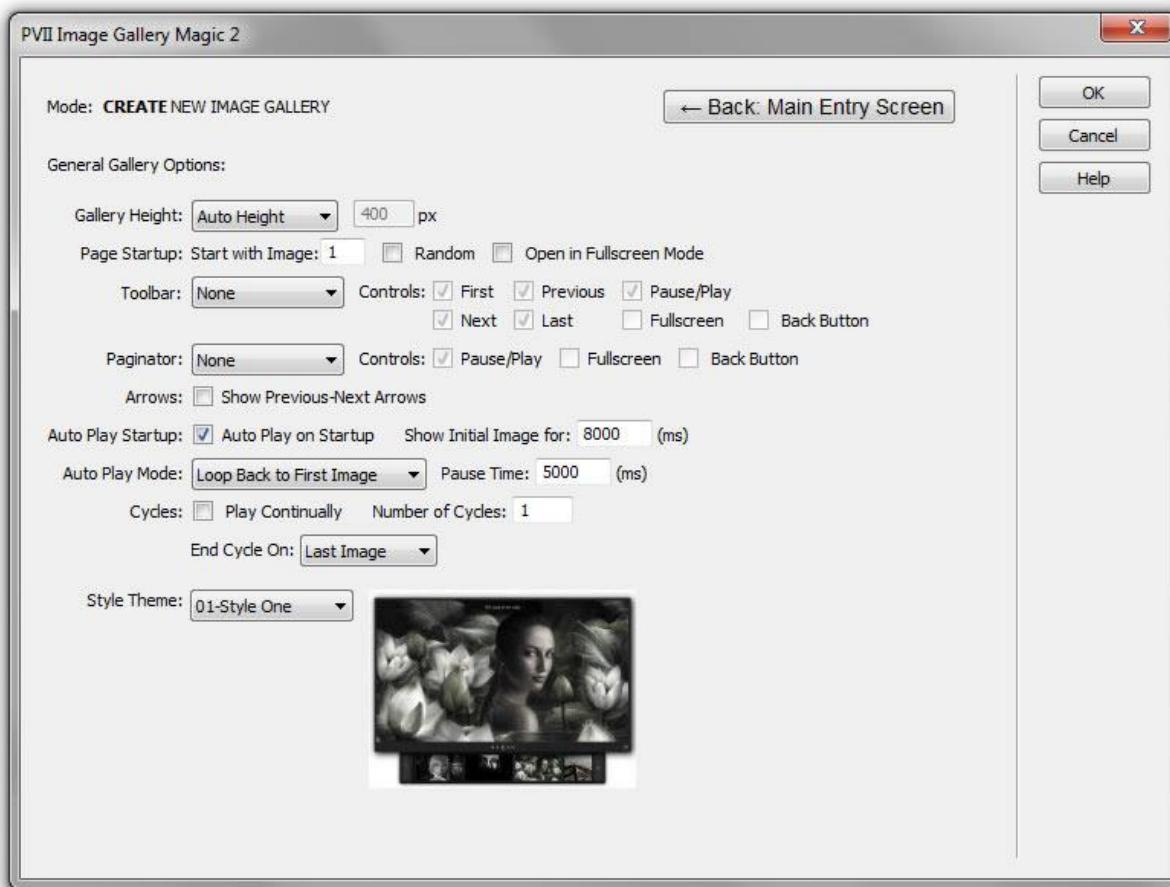
In order for panning to work, the zoom level must be set so that the image begins or ends at a size that is larger than the viewport. The higher the zoom differential, the more there will be to pan and the pan will move faster.

Additional Options

Additional general options appear in the second screen. Click the **Next: General Gallery Options** button to access the second screen.



Set your General Gallery Options



General Options

- **Gallery Height** – Auto or Fixed (see below)
- **Page Startup: Start with Image** – Which image in the list appears first
- **Page Startup: Open in Fullscreen Mode** – Select this option if you wish to have the gallery open in Fullscreen Mode when the page first loads into the browser. A special Back button will also be displayed in the Toolbar and Paginator to allow the user to navigate back to the previous page. Be sure to enable either the Toolbar or the Paginator so that the Back button will be available.
- **Random** – Shuffle all images into a random order

How Auto and Fixed Height Work

Auto Height

Auto Height is the default setting. In Auto Height mode, when using the Cross Fade or Slide animations, images are scaled proportionally to fit the width of your viewport. If you are using images of varying heights, the viewport will smoothly grow or shrink to accommodate all images at their natural aspect ratio. If your images are a mix of portrait and landscape orientation, portrait images will be scaled larger in proportion to landscape images—but they are always scaled within their natural aspect ratios. Images are never stretched, squeezed or distorted.

When using the **Ken Burns** or **Auto Fit Fade** animations, the viewport will neither grow nor shrink. Your images will be scaled up or down to fit the viewport, whose height will be calculated by the IGM2 system based on the height of the first image.

Fixed Height

Fixed height can be handy if you must restrict your gallery to a tight vertical space within your design or if your images are small and you do not want them to be scaled up. When you use the Cross Fade or Slide animations, along with fixed height, images are scaled down if the viewport is smaller than the image's actual size. If the viewport is larger than an image's natural size, the image is centered both horizontally and vertically inside the viewport.

When using the **Ken Burns** or **Auto Fit Fade** animations with Fixed Height set, your images will be scaled up or down to fit the viewport.

Toolbar

Toolbar Position – Above Image, Below Image, or None

Controls to Include on Toolbar: First, Previous, Pause/Play, Next, Last, Fullscreen Mode. Choose any combination you want.

Full Screen Mode Note: The way in which your images display in fullscreen mode is dependent on the animation method you choose. If using the Cross-Fade or Slide animations, your full-screen presentation will show your gallery in a fixed-height type of display, with the height being the full height of the browser window. Images, therefore, will never be zoomed larger than their natural size. If you select the Ken Burns or Full-Fit Cross Fade animations, your images will scale to fill the entire available space of the window.

Paginator

Paginator Position – Above Image, Below Image, Overlaid Top, Overlaid Bottom, None

Auto Play Settings

These setting define how the gallery works when it is in Auto Play mode.

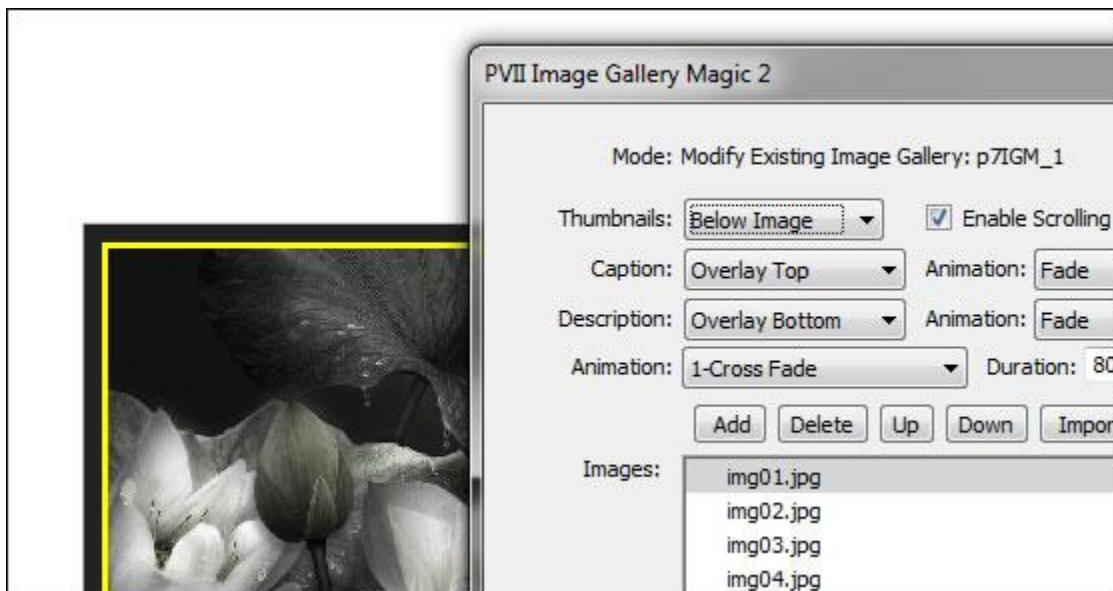
- **Auto Play on Startup** – Load the gallery in auto Play mode
- **Show Initial Image for** – How long the first image displays (in milliseconds)
- **Auto Play Mode** – Loop Back to First Image or Auto Reverse
- **Pause Time** – How long (in milliseconds) each image displays before the next one is loaded (1000ms equals 1 second)
- **Cycles** – Set your gallery to **Play Continually** or to a fixed **Number of Cycles** to play—after which the gallery will go into pause mode
- **End Cycle On** – Choose *First Image* or *Last Image*

Style Theme

IGM2 comes with a variety of pre-defined CSS style themes. A preview of the selected Style Theme is displayed to the right of the Style Theme select list. This Preview will change whenever you select a different Style Theme.

Modifying an Existing Gallery

You can modify any IGM2 gallery on your page at any time. Simply click inside the gallery and open the interface. Access the interface the same way you did when you created the gallery. The system will detect that your cursor is inside an existing gallery and will open in **Modify Mode**.



In Modify Mode you can add or import images, delete images, re-order images, or change any options.

Will it fit?

Your IGM2 gallery will always fit—*perfectly*. No matter what size your images are, the IGM2 system will scale them to fit the area that your gallery occupies.

My Images are zoomed so large they look distorted...

What can I do?

If your gallery is set to **Auto Height**, or if you are using the **Ken Burns** or **Full-Fit Cross Fade** animation, the system will scale your images to fit the rendered width of your gallery. IGM2 galleries are adaptive—the width of the gallery is determined by the width of the element in which the gallery was created. If your images are narrower than the rendered gallery width, they will be zoomed to fit. To eliminate the zoom, do one of 3 things:

1. Add a wrapper DIV around your gallery and set its width to a value that is no greater than the natural width of your images.
2. Switch from *Auto Height* to **Fixed Height**. The height you set will determine the viewport size and your images will be scaled down to fit, if necessary. In Fixed Height mode, your images will never be zoomed larger.
3. Edit or re-process your images to a larger size. Remember, your images can be much larger than your layout and IGM2 will always ensure that they fit. So pick a size where your images will always be wider than the rendered width of your gallery.

Full-Screen Mode

If you opt to show the Full-Screen icon on your toolbar, your users will be able to easily switch between the in-page gallery and a Full-Screen presentation that hides all page content except for the gallery. Users can exit Full-Screen mode by clicking the icon or pressing the ESC (Escape) key on their keyboard. When in Full-Screen mode galleries set to Cross-Fade, or any of the Slide animations, will display in Fixed Height mode, with height determined by the height of the browser window. Images will be horizontally and vertically centered within the viewport at their natural aspect ratios, based upon the available window height. On the other hand, if you select **Ken Burns** or **Full-Fit Cross Fade** animation modes, your images will be scaled to fit the entire window.

Where Did My Thumbnails Go?

If you initially set up your gallery to use thumbnails and subsequently turn them off in the interface, your thumbnails are actually removed from the gallery markup. If you ever decide to use thumbnails again, you will need to re-map them using the UI Browse button or the Import utility. Your actual thumbnail image files will still exist in the folder you originally created them in.

Can I Edit an IGM2 Style Theme?

CSS is always editable. If you are proficient in CSS, please feel free to modify the CSS to your heart's content. If you are not, we would strongly recommend that you limit your modifications to color and background properties only and ask for help if you have any special styling needs. You can post your query on our web forum, email us, or telephone us. See the main Help section at the end of this guide.

The Toolbar and Paginator icons are background images. We did include a Fireworks folder with an editable document if you would like to customize the icons. We really do not recommend doing so, but if you tackle the task make sure you do not change the dimensions of the images.

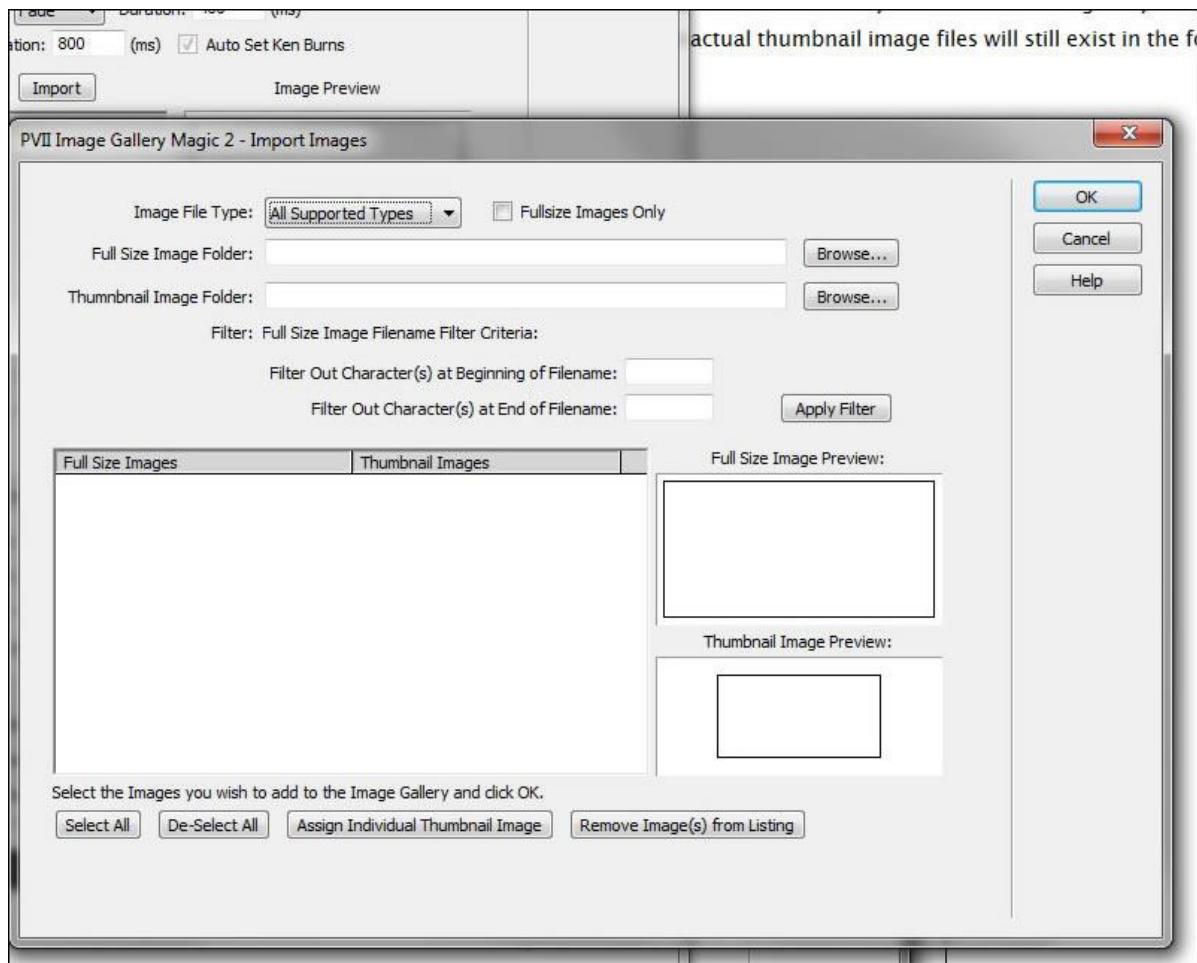
We are known for our customer support, so please do not hesitate to ask for assistance if you feel you need help with a CSS edit.

If I Really Mess Up MY Style Sheet, Can I Revert to a Default One?

Yes. Locate the CSS file that is linked to your page. You will find it in a folder called **p7igm**. The style sheet will be named **p7IGM01.css**, **p7IGM02.css**, **p7IGM03.css**, and etcetera. Delete the CSS file. Open your gallery page, place your cursor inside the gallery and open the IGM2 interface, as if you were going to edit your gallery. Simply **click OK** and the system will generate a replacement CSS file for the one you deleted.

Importing Images into IGM2

IGM2 comes with a handy **Import** utility that enables you to insert multiple images and thumbnails. To open the Import interface, click the **Import** button above the **Images** List in the main IGM2 UI.

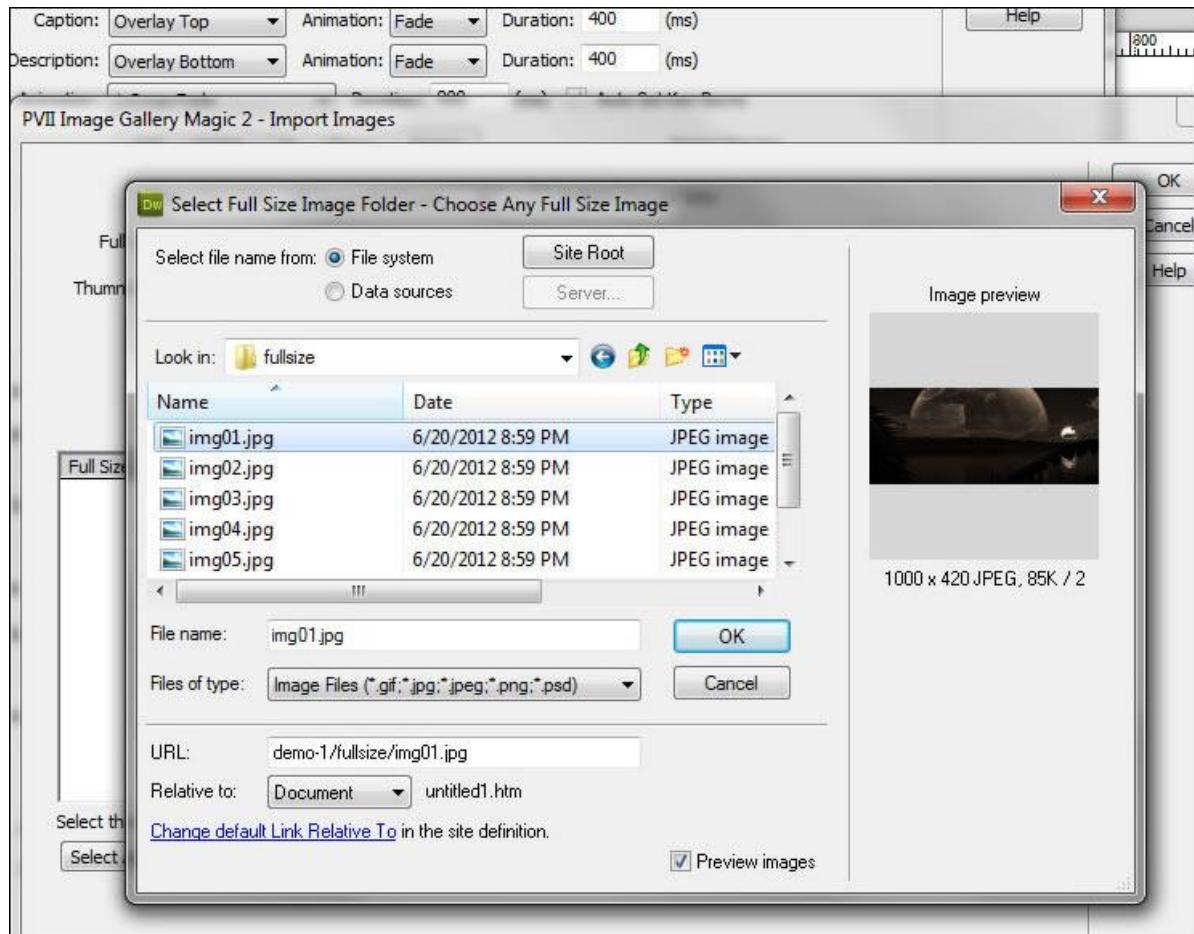


1. Set Import Session Options

Before browsing to your image folders you can opt to set a filter for specific **Image File Types**. The Image File Type list can be handy if you've got many different types of image files in your folder but you only want to import one specific type, such as **JPG** images. The **Fullsize Images Only** box will be checked and grayed out if you've set *Thumbnails* to **None** in the main IGM2 UI.

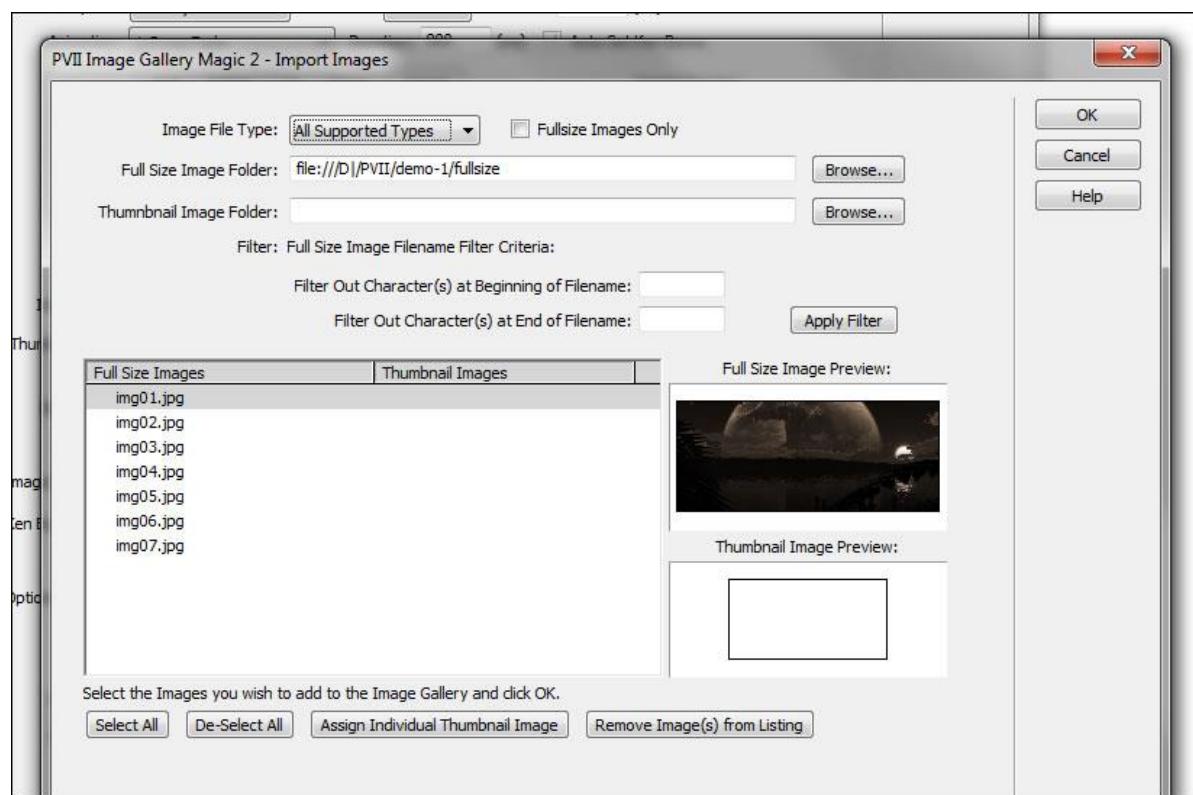
2. Point to your Full Size Images Folder

In the **Full Size Images Folder** box use the handy **Browse** button to locate the folder.



Browse to the folder where your full-size images are and select any image. Then click **OK**.

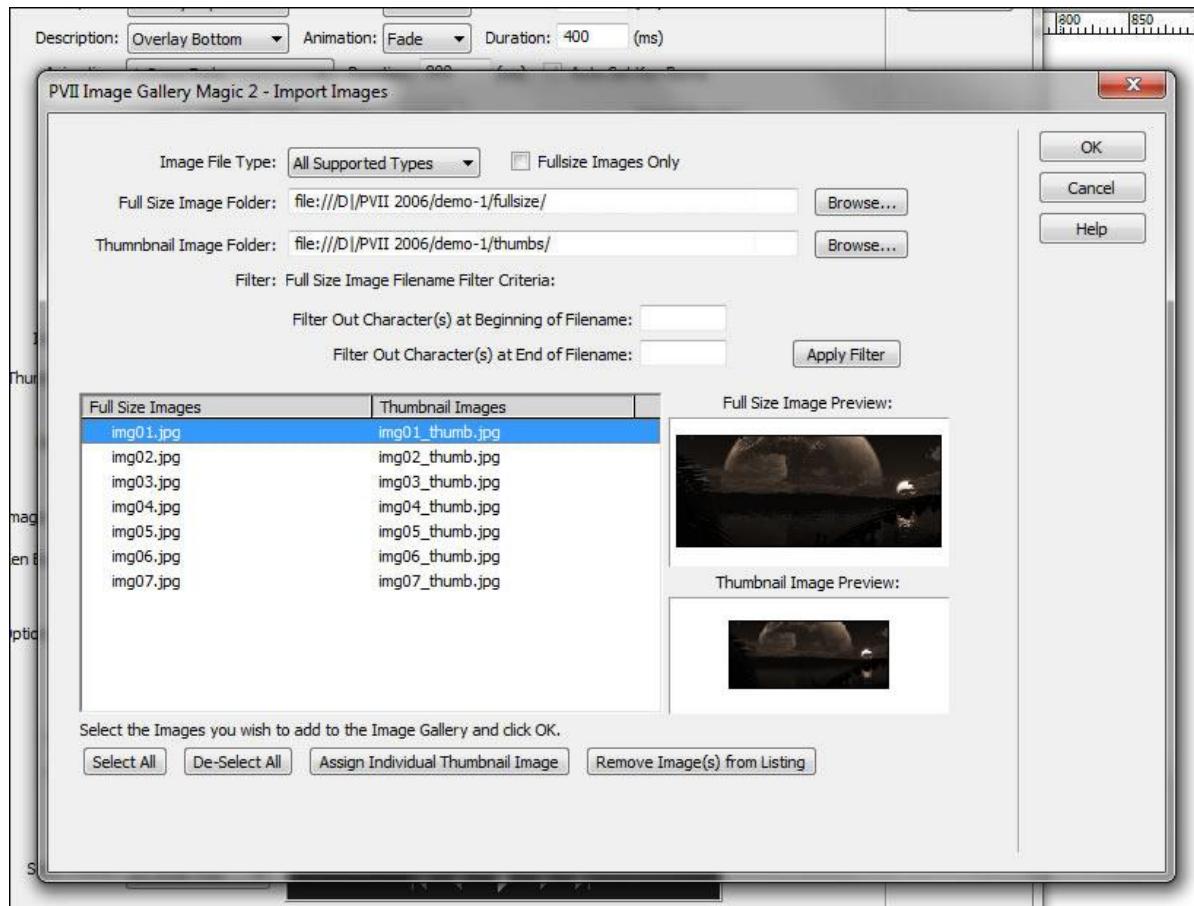
All the images in that folder will appear in the **Full Size Images column**:



2. Point to your Thumbnail Images Folder

Browse to the folder where your thumbnail images are and select any image. Then click **OK**.

All the images in that folder will appear in the **Thumbnail Images column**:



In many cases, the internal logic used by the IGM2 Import utility will establish matching criteria automatically. In the above example, the thumbnail image names are appended with a suffix of **_thumb** and IGM2 was able to figure out the mapping. Note that the *Full Size Image* and *Thumbnail Image Previews* match.

Using the Full Size Image Filename Filter Criteria

If, for example, your full-size images all ended with **"-large"** and you entered **-large** in the **Filter Out Character(s) at End of Filename** box, the system would find a match between a full-size image named **pinkflower-large.jpg** and a file named **pinkflower-small.jpg** in your thumbnail images folder.

3. Selection/Action Buttons

You need to select one, several, or all of the images in the listing. You can **CTRL Click** to select (or deselect) images individually or **Shift Click** to select a group of images. If you want to select all of the images in the listing you can click the **Select All** button.

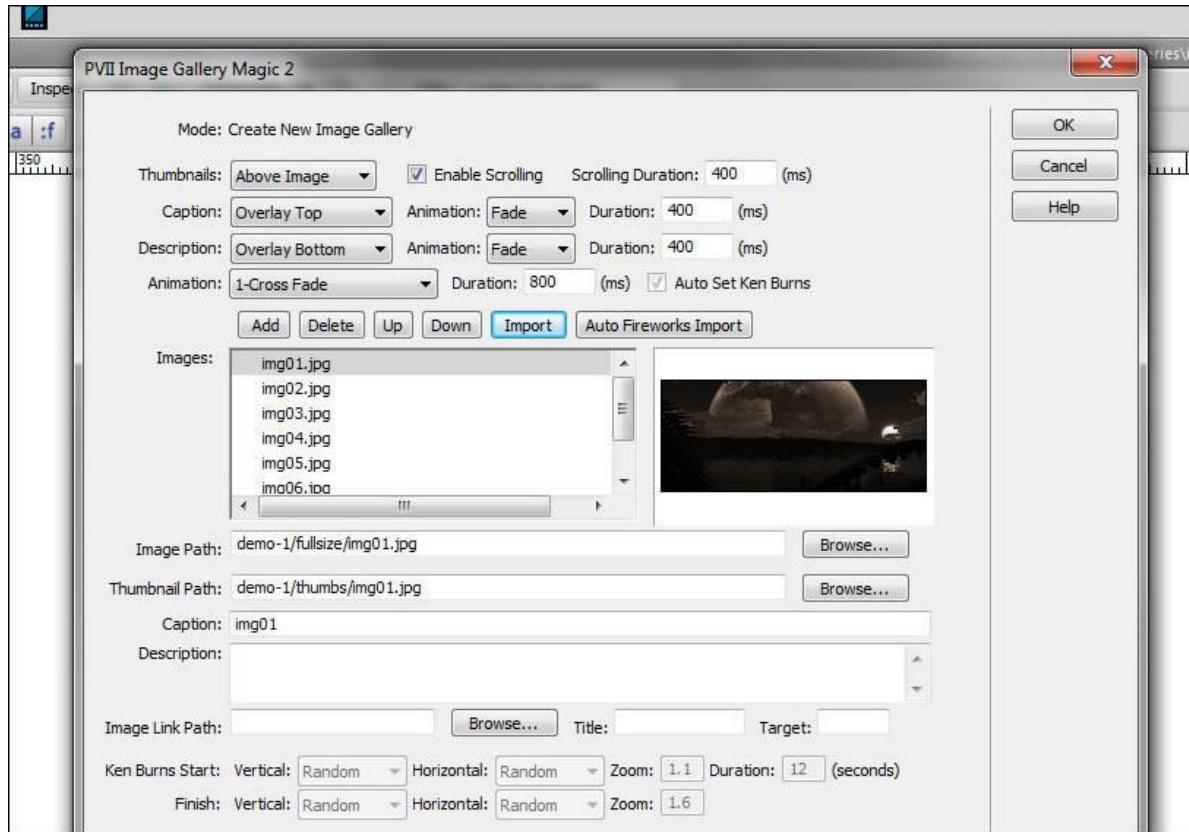
To *deselect* all images click the **De-Select All** button.

To assign (or re-assign) thumbnails individually to a full-size image, click the **Assign Individual Thumbnail Image** button. A browse dialog will open to help you locate your image and select it.

To remove images from the listing, click the **Remove Image(s) from Listing** button. All images selected at the time you click the button will be removed from the listing.

4. Complete the Import

Click the **OK** button to complete the import and return your selected images to the main IGM2 UI.



Auto Fireworks Import

Web-ready images are automatically produced from your original images, which can be located on any drive connected to your computer – including drives mounted by your digital camera.

Image Gallery Magic 2 (IGM2) handles image processing automatically, using the Fireworks graphics engine.

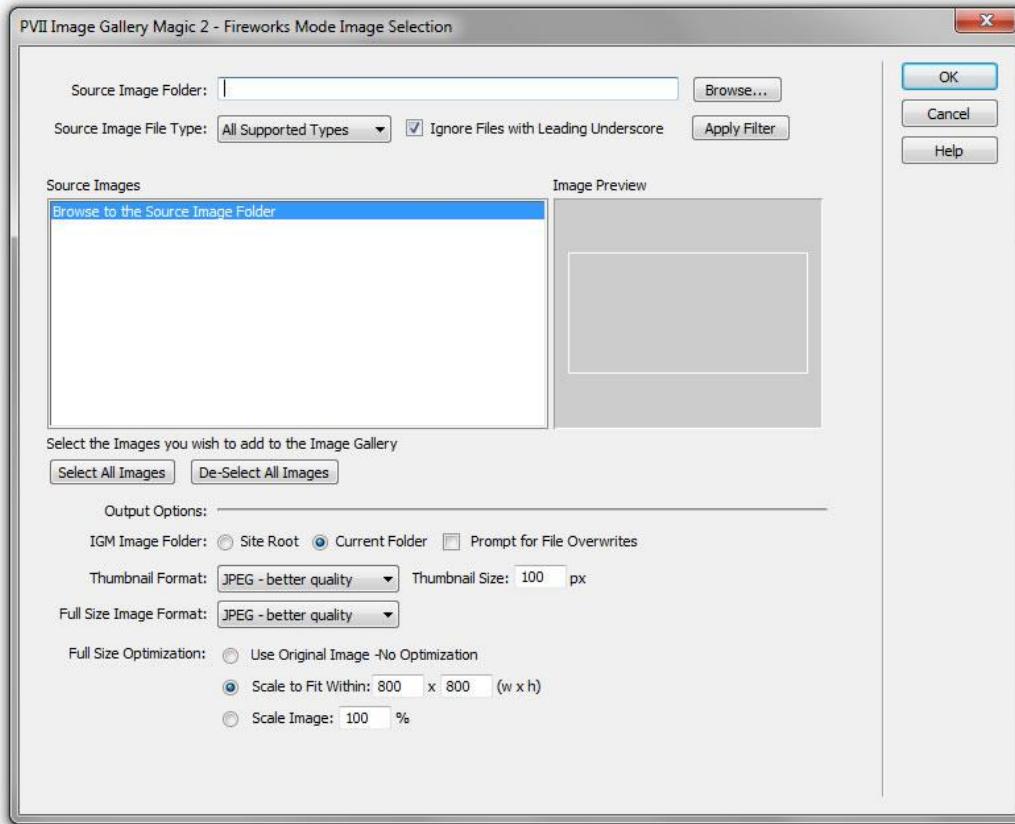
While Image Gallery Magic 2 makes quick work of existing images you've processed yourself in Photoshop, PSP, or any other image editor, Fireworks users benefit from total and seamless interoperability. Simply point Image Gallery Magic 2 at a folder of images anywhere on your system —or to your Digital Camera's mounted drive—and sit back and relax as your images are automatically scaled and optimized to your specifications. Image Gallery Magic 2 will create your full-size *and* your thumbnail images automatically. The size of your originals does not matter.

Open the Fireworks Mode Image Selection interface

Click on the **Auto Fireworks Import** button in the main IGM2 interface.



The Fireworks Import Image Selection interface will open:



The interface is divided in two sections. The top section is where you select the image source folder and the images to be placed into the gallery. The bottom section allows you to set the various thumbnail and full-size image optimization options.

Selecting the Source Images

Source Image Folder

Use the **Browse...** button to navigate to the location of the source images and select any image. Then click **OK**. All the images in that folder will appear in the **Source Images** box.

Source Image File Type

The **Source Image File Type** selection allows you to filter the source images by image type. The default *All Supported Types* accepts all of the supported image types. If you wish to filter the image listing to show only the .jpg images in your source folder then select **JPG** in the drop down list. Supported file types for the source images are: **GIF, JPG, JPEG, JPE, PNG, BMP, TIF, TIFF, PSD, PIC, PCT, and PICT.**

Ignore Files with Leading Underscore

With this box checked (default) the system will bypass any image whose filename starts with the underscore (_) character. This provides a convenient way to prevent these images from appearing in the listing.

Apply Filter

Click the **Apply Filter** button to reprocess the **Source Image** list with your current **Image File Type** and **Leading Underscore** filter selections.

Source Images

This box lists all of the images that were found in the *Source Image Folder*. You select the images that you wish to add to the gallery by simply clicking on the image to highlight its row. A preview of the image is presented in the panel to the right of this box. Only the images that are selected (highlighted) will be added to the gallery.

Selection/Action Buttons

You need to select one, several, or all of the images in the listing. Only the selected images will be added to the gallery. You can **CTRL Click** to select (or deselect) images individually or **Shift Click** to select a group of images.

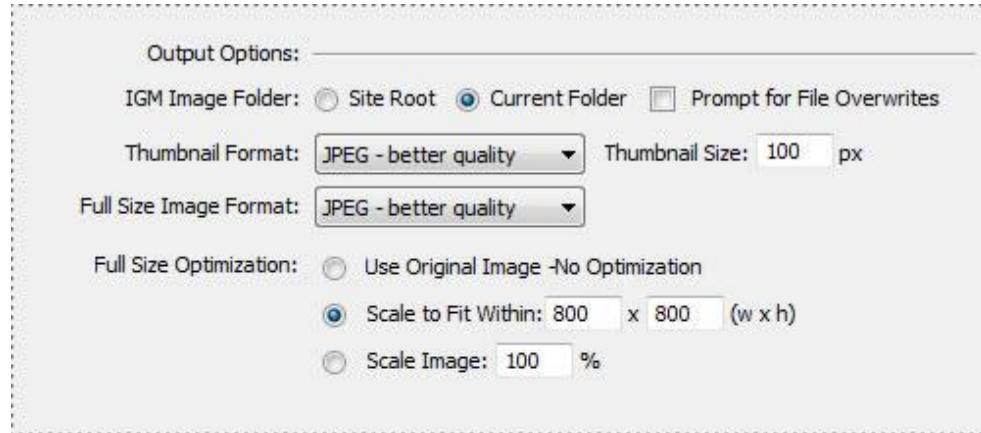
Select All Images

If you want to select all of the images in the listing you can click the **Select All Images** button.

De-Select All Images

To *deselect* all images click the **De-Select All Images** button.

Output Options



The dialog box is titled "Output Options". It contains the following settings:

- IGM Image Folder:** Site Root Current Folder Prompt for File Overwrites
- Thumbnail Format:**
- Thumbnail Size:** 100 px
- Full Size Image Format:**
- Full Size Optimization:**
 - Use Original Image -No Optimization
 - Scale to Fit Within: 800 x 800 (w x h)
 - Scale Image: 100 %

IGM Image Folder

The optimized full-size and thumbnail images will be placed into a /p7IGM_images folder. You can choose where this folder should be placed.

Site Root – This will place the p7IGM_images folder inside the root folder of your defined site. Choose this option if you create multiple galleries in different folder and would like all of your images to be stored in a central location.

Current Folder – This is the default setting. Choose this option when you wish to have your images stored in the same folder as your current page.

Prompt for File Overwrites

With this box checked (default) the system will show a confirmation prompt if the optimized image or thumbnail is about to over-write an existing image.

Thumbnail Format

Choose the desired image format for the thumbnail image:

- GIF webSnap 128
- GIF webSnap 256
- JPEG –better quality (default)
- JPEG –smaller file

In most case the default *JPEG –better quality* format is the best choice for photographic quality images while GIF webSnap 256 or 128 is appropriate for vector images with clearly defined colors.

Thumbnail Size

Enter the desired size, in pixels, for the thumbnails. The size you enter will be used to constrain the **height or width** of the thumbnail. The aspect ratio of the original image will be preserved—there will never be any image stretching or distorting. The IGM2 system is designed to accommodate different size thumbnails and different thumbnail orientations seamlessly. The default is 100px..

Full Size Image Format

Choose the desired image format for the full-size image:

- GIF webSnap 128
- GIF webSnap 256
- JPEG –better quality (default)
- JPEG –smaller file

In most case the default *JPEG –better quality* format is the best choice for full-size images.

Full Size Image Optimization Options

Use Original Image -No Optimization

Choose this option if you do not want the system to process your full-size image in any way. This option will copy your full-size image into the gallery, while creating a corresponding optimized thumbnail.

Scale to Fit Within

The *Scale to Fit Within* option allows you to select the **maximum** width and height that you want for your full-size images. This acts to constrain the image height or width (whichever is largest) to the value you set, without stretching the image or affecting its aspect ratio in any way. Images that are smaller than the dimensions specified will not undergo any scaling or change in size.

Note: If you set *Scale to Fit Within* to 400 x 400, a source image that is 640 x 480 will wind up being optimized and scaled to a new dimension of 400 x 300. If the source image was 480 x 640, then the new size will be 300 x 400. In other words, aspect ratios are always preserved.

Scale Image

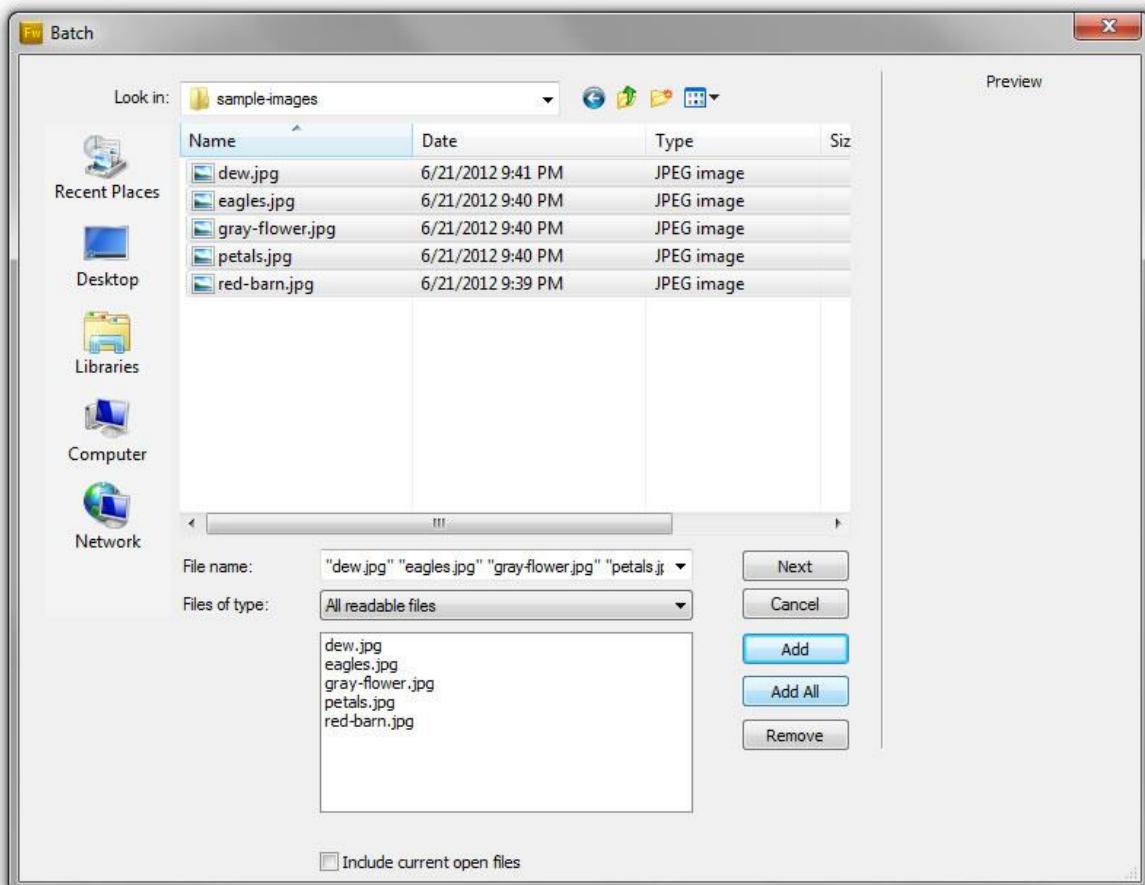
The *Scale Image* option will reduce the full-size image by a percentage of the source image size. This will act on all selected images, regardless of size. For example, entering 80 into the box will adjust full-size image dimensions to be 80% of the corresponding source image.

Batch Processing Images in Fireworks

If all you have to work with are raw images provided by a client or accessed directly from a camera, you will want to process those images. Processing will allow you to optimize, size, and generate thumbnails. This tutorial will show you how to use the powerful batch processing features in Adobe Fireworks to process your images. Other image editors have batch processing capabilities, but we've found Fireworks to be the easiest to use.

1. Processing Full-Size Images

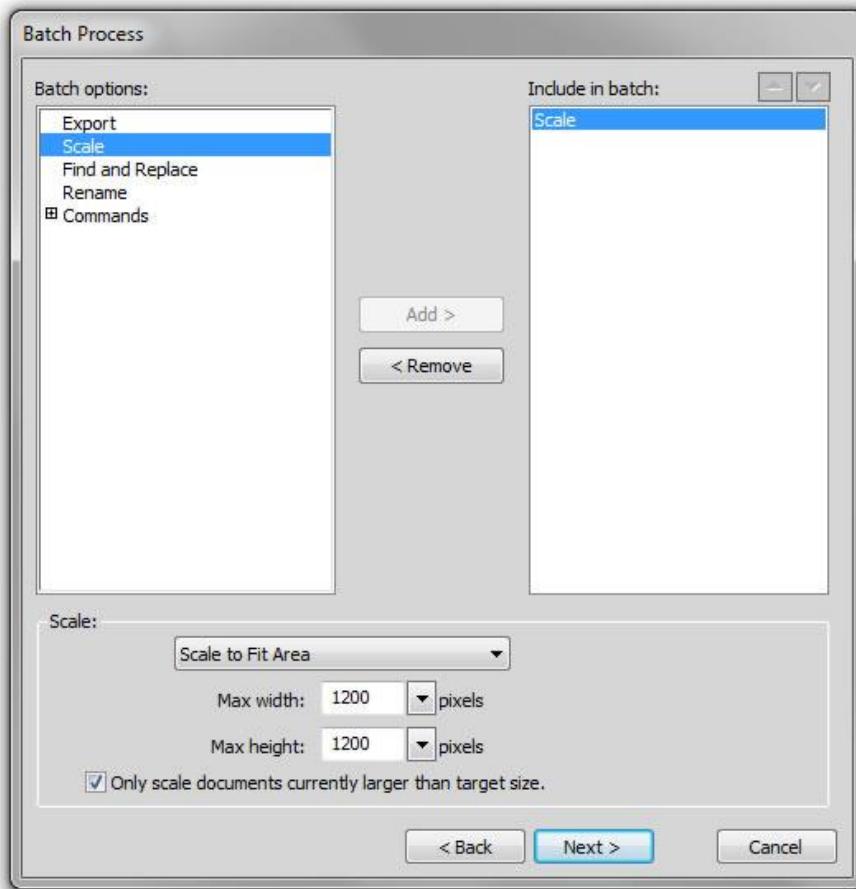
Open Fireworks. When Fireworks opens, choose **File > Batch Process**. A browse dialog will open.



Browse to the folder containing your images. Click the **Add** button to add one image at a time or the **Add All** button to add all images in the folder to the batch process.

Click **Next**.

The *Batch Process* window will open.

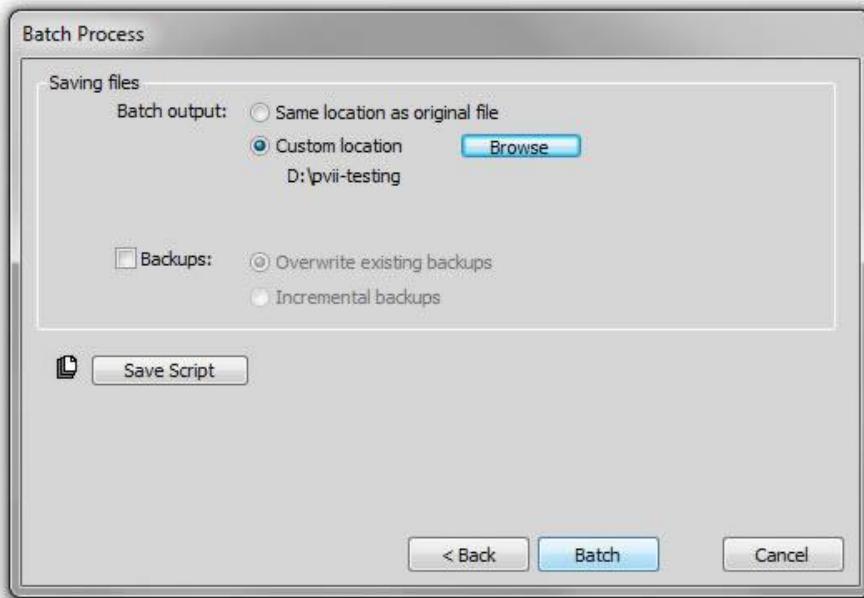


In the *Batch options* column, select **Scale** and click the **Add** button to add it to the *Include in batch* column.

In the *Scale* section, choose **Scale to Fit Area**. Enter a **Max width** and **Max height** value. We used 1200 pixels. You can set it to whatever you need to. This means the image will scale within its natural aspect ratio with 1200 pixels the upper boundary for both width and height.

Check the **Only scale documents currently larger than target size** option to prevent Fireworks from up-sizing any images that are already at least 1200 pixels wide or tall.

Click **Next** to choose where to save your processed images.

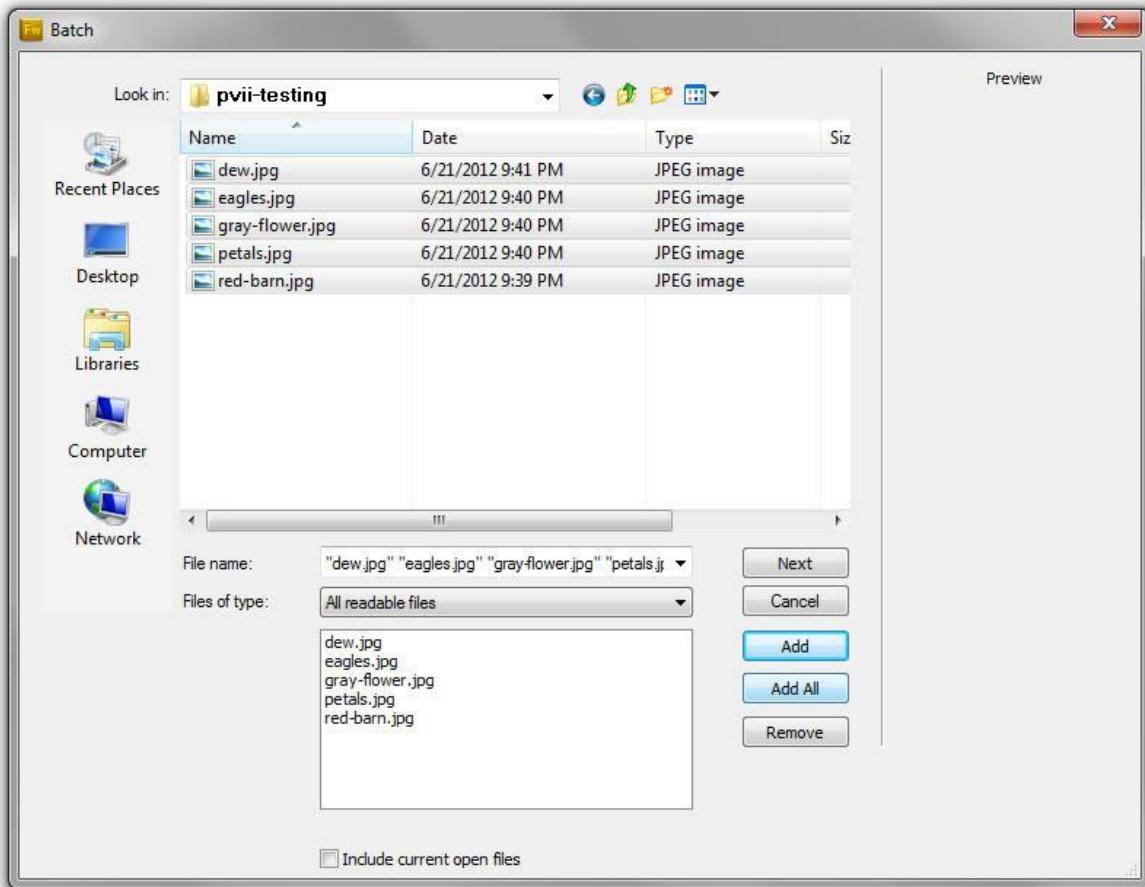


For **Batch output**, you can choose the **Same location as original file**, which will overwrite your originals. You can also choose a **Custom location**, in which case you will be presented with a folder dialog allowing you to browse to a folder within your defined site or create a new folder within your defined site. When you create a *Custom location*, your original files are neither overwritten nor moved.

Click the **Batch** button to start the process.

2. Processing Thumbnail Images

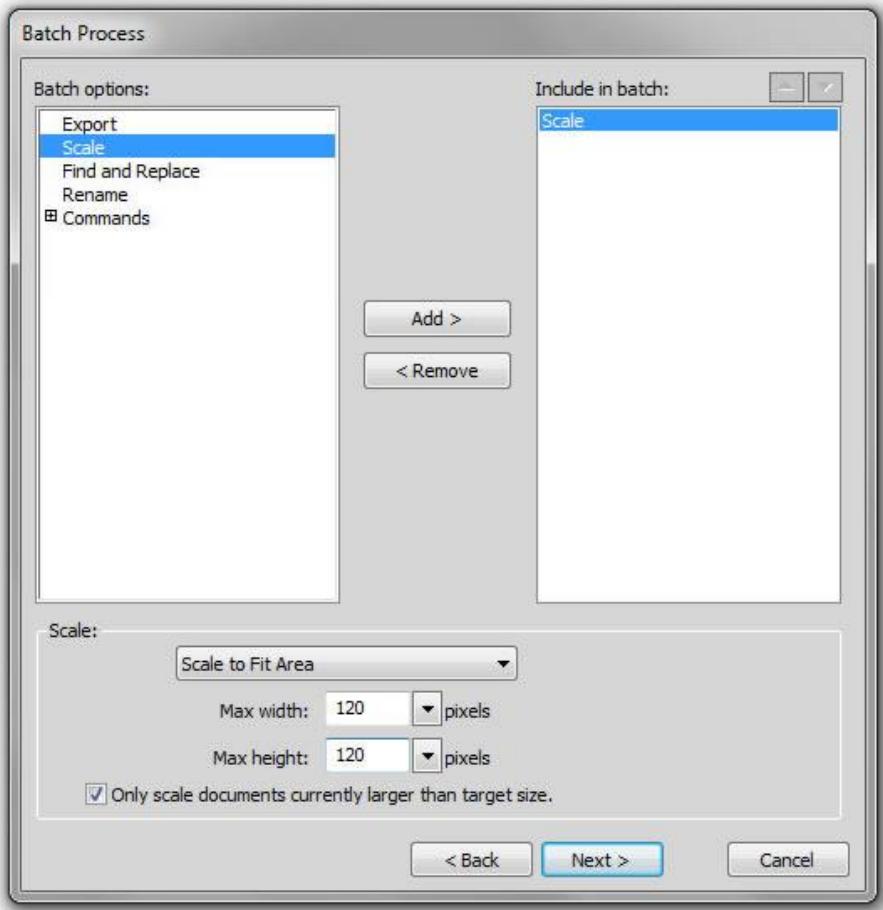
Open Fireworks. When Fireworks opens, choose **File > Batch Process**. A browse dialog will open.



Browse to the folder containing your final full-size images. Click the **Add** button to add one image at a time or the **Add All** button to add all images in the folder to the batch process.

Click **Next**.

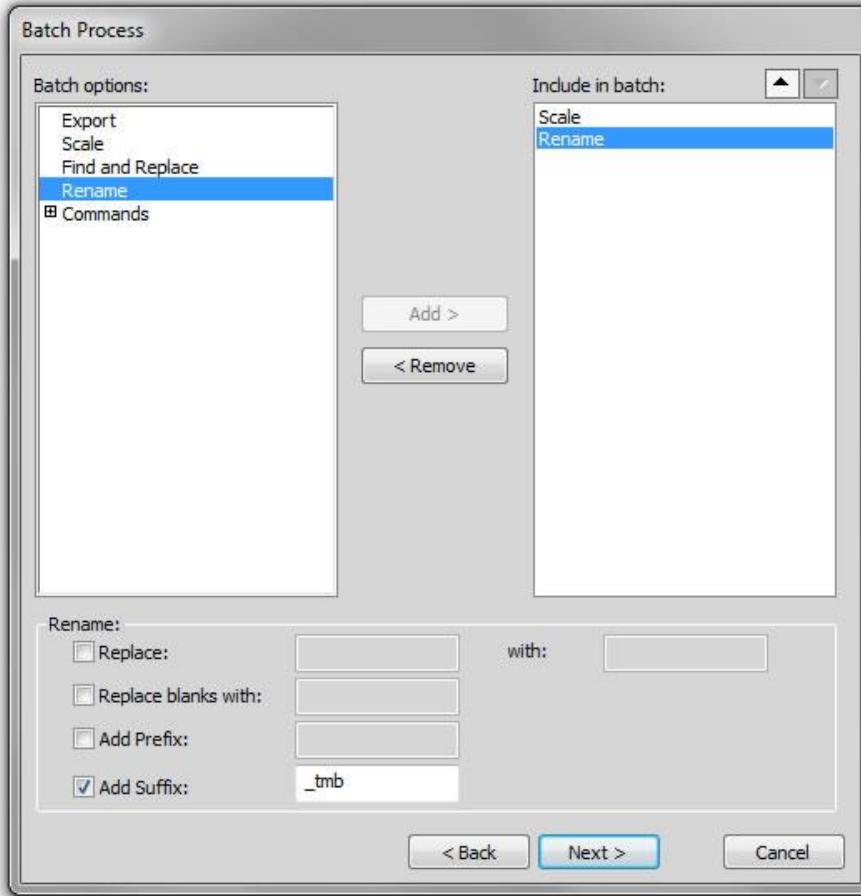
The *Batch Process* window will open.



In the *Batch options* column, select **Scale** and click the **Add** button to add it to the *Include in batch* column.

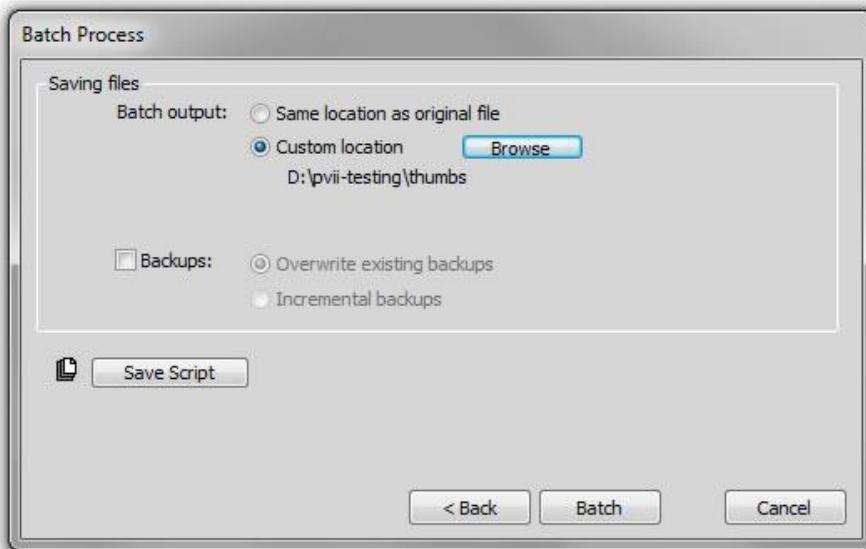
In the *Scale* section, choose **Scale to Fit Area**. Enter a **Max width** and **Max height** value. We used 120 pixels. You can set it to whatever you need to. This means the image will scale within its natural aspect ratio with 120 pixels the upper boundary for both width and height.

In the *Batch options* column, select **Rename** and click the **Add** button to add it to the *Include in batch* column.



In the *Rename* section, choose **Add Suffix**. Enter **_tmb**.

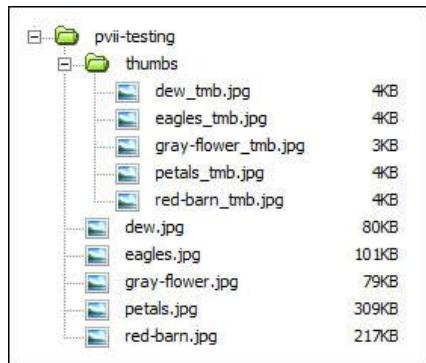
Click **Next** to choose where to save your processed images.



Choose **Custom location** and when the folder dialog opens, create a new folder called **thumbs** inside the folder where you saved your full-size images.

Click the **Batch** button to start the process.

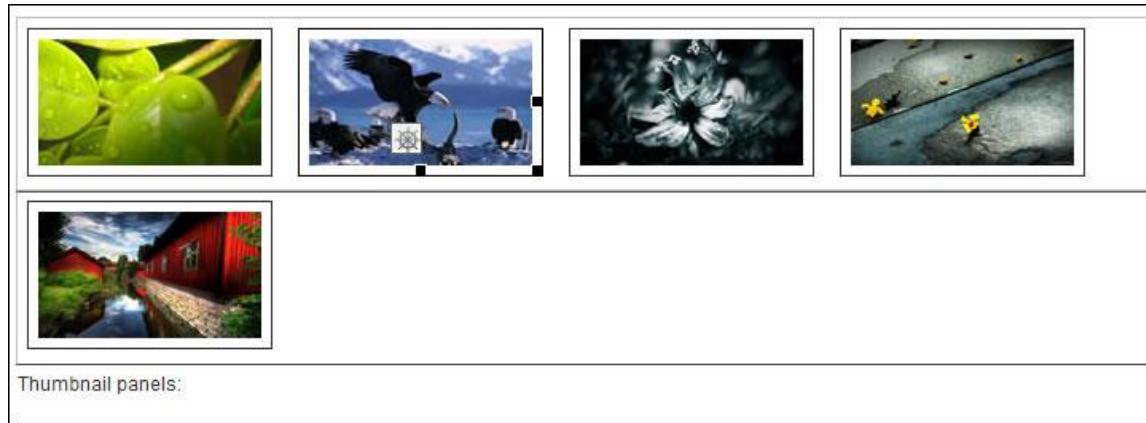
The full-size images folder (**pvii-testing**) now has a sub-folder called **thumbs**, which contain the newly processed thumbnail images.



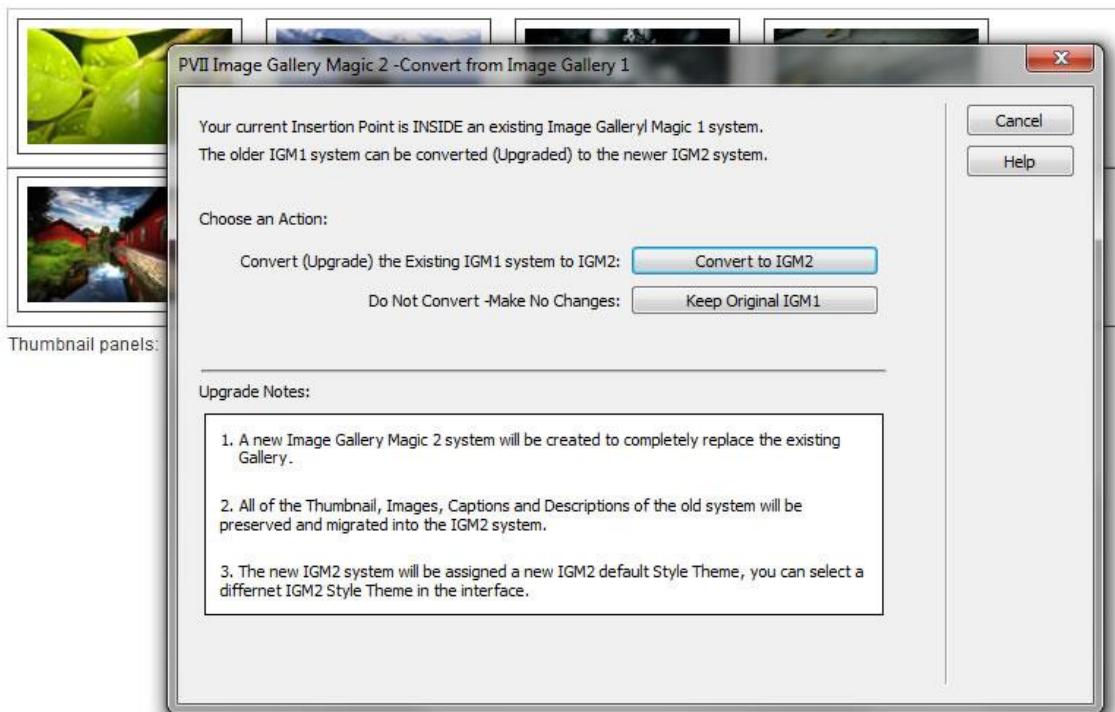
After batch processing images you are ready to use the IGM2 Import facility to quickly get your gallery up and running.

Auto Converting an IGM1 Gallery to IGM2

IGM2 comes with a fantastic utility that allows you to easily convert an existing IGM1 gallery to IGM2. Simply open a page containing your old IGM1 gallery and click to select one of the thumbnail images.

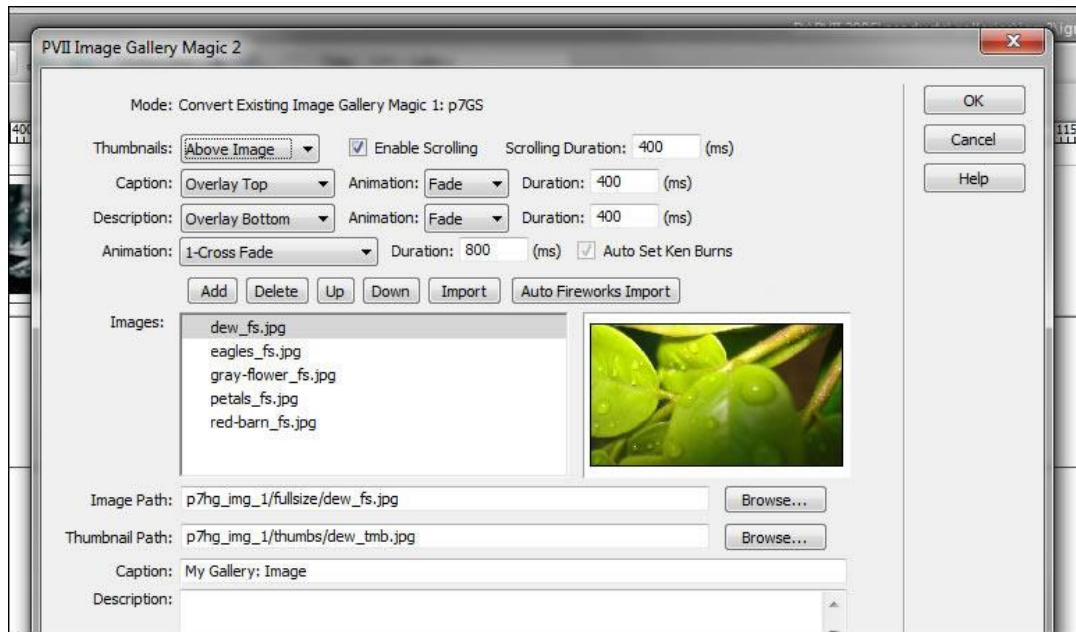


With the IGM1 image selected, open the IGM2 interface. A special *convert* window will appear:



Click the **Convert to IGM2** button to make the conversion.

The IGM2 interface will then open and all your images from your old gallery will be there, along with any captions or descriptions you may have had.



The IGM2 converted gallery will use the same images, from the same folders that your IGM1 gallery used. You can now customize the new IGM2 gallery by setting any options you want to in the UI.

Click **OK** to complete the process.



Your conversion is complete and your gallery is now an IGM2 gallery.

External Linking and Bookmark Support

An opener detection system is included that allows you to set up links with special parameters that will load a page and also trigger a specific image in an IGM2 gallery on that page. The opener will look for the IGM2 widget number, an underscore, and the IGM2 image number. There are 2 methods available:

Anchor Method

The system will look for **#igm** plus an image reference after the anchor. The anchor **index.htm#igm1_4** will trigger image 4 in the first IGM2 Widget on the page. When used in a Web address, the entire link would look like this:

http://www.projectseven.com/products/galleries/igm2/examples/demo-01.htm#igm1_4

URL Parameter Method

The system will look for **igm=** in the URL parameter. The URL parameter **index.htm?igm=1_4** will trigger image 4 in the first IGM2 Widget on the page. When used in a Web address, the entire link would look like this:

http://www.projectseven.com/products/galleries/igm2/examples/demo-01.htm?igm=1_4

You can then give out the link so people can go directly to your specific image.

Removing an IGM2 Gallery from Your Page

IGM2 comes with a handy command that cleanly and thoroughly removes an IGM2 gallery from your page. **It is strongly recommended that you use this command to remove a gallery rather than attempting to delete the gallery manually.**

To access the command, open the page that contains your gallery and choose:

Commands > Studio VII > Image Gallery Magic 2 by PVII > Remove Image Gallery Magic 2

The Remove dialog will open:



Select the gallery you want to remove by choosing its ID from the **Image Gallery** drop-down list.

Tip: If you are unsure about which gallery relates to which ID, click the Cancel button and switch to Code View. In Code View, locate all DIV tags with IDs that begin with p7IGM, like this one: <div id="p7IGM_1" class="p7IGM01">

Click **OK** to proceed. A warning message will appear:



Click **OK** to complete the removal.

PVII Image Gallery Magic 2 Behavior – Control Actions

The Control Behavior allows you to configure an ordinary link, anywhere on your page, to control the actions of any Image Gallery Magic 2 gallery on your page.

Available Control Behavior Actions:

- Open First Image
- Open Previous Image
- Play (Resume)
- Pause
- Open Next Image
- Open Last Image
- Open Image Number...

Manually applying a Control Action

When working within Dreamweaver you can use the automated interface–driven Behavior (accessible from Dreamweaver's *Tag Inspector* panel) to assign any of the control actions. There may, however, be times when want or need to manually assign a control action—either for use in external scripts or when building pages dynamically. The control action's function call is **P7_IGMctrl** followed by 2 arguments inside parentheses:

```
P7_IGMctrl('p7IGM_1','play')
```

1. The first argument is the ID of the Image Gallery Magic 2 root div.
2. The second argument is the control action you wish to apply.

The HTML markup for a typical text link with a control action applied would look like this:

```
<a href="#" onclick="P7_IGMctrl('p7IGM_1','play')">Control</a>
```

The available Control Actions are:

- `P7_IGMctrl('p7IGM_1','first')` – Open First Image
- `P7_IGMctrl('p7IGM_1','prev')` – Open Previous Image
- `P7_IGMctrl('p7IGM_1','play')` – Start or Resume Auto Play
- `P7_IGMctrl('p7IGM_1','pause')` – Pause the Auto Play
- `P7_IGMctrl('p7IGM_1','next')` – Open Next Image
- `P7_IGMctrl('p7IGM_1','last')` – Open Last Image
- `P7_IGMctrl('p7IGM_1',x)` – Open the specified image number, where x is the number of the image

Creating a new Control Actions behavior

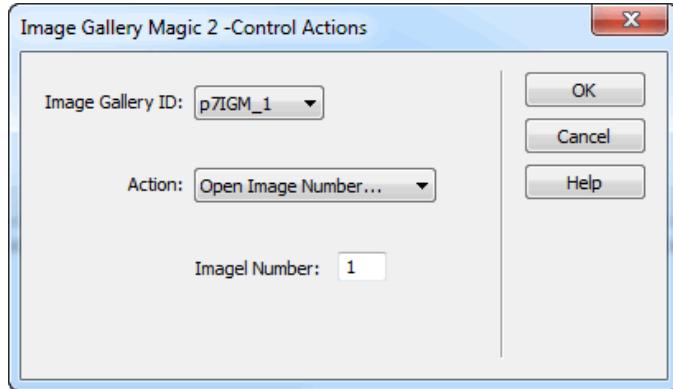
1. **Select** (click) a text link or image to act as the behavior Control.
2. Open your Dreamweaver Behaviors Panel (Shift + F4)
3. **Click** the plus sign (+) on the Behavior Panel.
4. Choose **Studio VII > Image Gallery Magic 2 > Control Actions** to open the interface.
5. Select the widget you wish to act on.
6. Select the action.
7. Click **OK** to apply the behavior.

Modifying an existing Control Actions behavior

1. **Select** the element that contains an **existing Image Gallery Magic 2 Control** behavior.
2. Double-click the **Image Gallery Magic 2 – Control Actions** behavior in the **Behaviors Panel** to open the interface.
3. Select the widget you wish to act on.
4. Select the action.
5. Click **OK** to apply the revised behavior.

The Interface

The Image Gallery Magic 2 -Control Actions interface allows you to select an action to apply.



The Interface Items

Image Gallery Magic 2

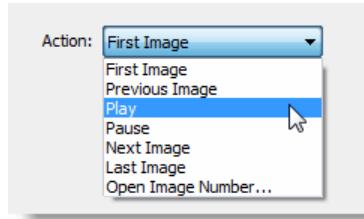
The interface contains a listing of all of the Image Gallery Magic 2 widgets on your page. The list will display the ID of each widget. Select the Image Gallery Magic 2 you want to control.

Tip: If you are unsure about which widget relates to which ID, click the Cancel button and switch to Code View. In Code View, locate all DIV tags with IDs that begin with p7IGM, like this one:

```
<div id="p7IGM_1" class="p7IGM01">
```

Action

Select the action you want to apply.



- **First Image:** This will display the First image
- **Previous Image:** This will display the previous image
- **Play:** This will Start or (resume) the Auto Play Mode
- **Pause:** This will Stop (or pause) the running Auto Play mode
- **Next Image:** This will display the next image
- **Last Image:** This will display the last image
- **Open Image Number:** Enter a number to display a specific image

Image Number

This box is active only when the **Open Image Number** action is selected. Enter the number of the image you wish to display.

The Interface Control Buttons

- **OK:** When you have made your selection, click the **OK** button to apply the behavior. By default the behavior will be applied to the **onClick** event of the text link or image. You can change the event by selecting the desired event in the Behaviors panel.
- **Cancel:** Click the **Cancel** button to completely abort the current operation. This will close the interface and no changes will be made to your page.
- **Help:** Click the **Help** button to open the associated Help File in your browser. This page can remain open for easy reference while you continue working with the Image Gallery Magic 2 interface.

Getting help

PVII quality does not end with your purchase – it continues with the best customer support in the business.

IGM2 Online Tutorials and Videos

Please visit the online repository of tutorials that focus on specific tasks and processes:

[Online Tutorials and Videos](#)

PVII Knowledge Base

The PVII Knowledge Base is an online PVII application allowing you to access dozens of Tech Notes, tips, and techniques relating to our products, as well as to general web development issues.

[Open the Knowledge Base](#) | [View the 10 Most Recent Additions](#)

PVII Communities

PVII maintains separate and distinct Web Forum and Newsgroup communities. We do this to ensure you always have access via your preferred medium and device.

1. The PVII Web Forums

The PVII Web Forum is a modern browser-based community, accessible to both desktop and mobile devices and requires no additional software or plugins.

[Visit The PVII Web Forum community now...](#)

2. PVII Newsgroup forums

The Project VII Newsgroup is available via private and secure NNTP servers. In order to subscribe to a newsgroup you must have a newsgroup-capable client installed such as:

1. Mozilla Thunderbird
2. Windows Live Mail
3. Windows Mail/Outlook Express
4. Opera Mail
5. Entourage

Server: **forums.projectseven.com**

Need help setting up a newsgroup?

[Setting up a new newsgroup account in Windows Mail \(Vista\)](#)

[Setting up a new newsgroup account in Outlook Express](#)

[Setting up a new newsgroup account in Mozilla Thunderbird](#)

[Setting up a new newsgroup account in Entourage](#)

If you have another newsgroup-capable program that you are using, please see its documentation to learn how to add a new newsgroup account.

Note: PVII newsgroups are private and have nothing to do with Usenet feeds that may be provided by your ISP. That is, you will not find our newsgroups in a list of newsgroups distributed by your internet service provider. You must set up our news server as a new account.

RSS News Feeds

Keep up with the latest news the minute it's released by subscribing to our RSS news feed. If you are not sure how to subscribe, please check this page:

[PVII RSS Info](#)

Before you Contact us

Before making a support inquiry, please be certain to have read the documentation that came with your product. Please include your Dreamweaver version, as well as your computer operating system type in all support correspondence.

E-Mail:

support@projectseven.com

Phones:

330-650-3675

336-374-4611

Phone hours are 9:00am – 5:00pm Eastern Time U.S.

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