

Version 1.0.1

How to use the FlashHighscore Component

## Step-by-Step Tutorial:

Welcome to the FlashHighscoreComponent Tutorial. I know it seems long and hard but if you read this document you should be able to get a Highscore up and running in **20 mins** and the second time, it will take you 5 mins ☺.

I have marked out some areas of this Tutorial with either blue or orange colour.

**GREEN** is MUST READ, and very step by step based walk trough certain things

**ORANGE** is Extra information, read the orange parts if you have trouble getting things to work.

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## PART 1: Installing the Components

When you have downloaded and unpacked the zip file you should see the following files:

Lets concentrate on the folder called "Component Files". In this folder you find all the necessary files for installing the component.

You now have 2 ways of installing the component, you can do it by either:

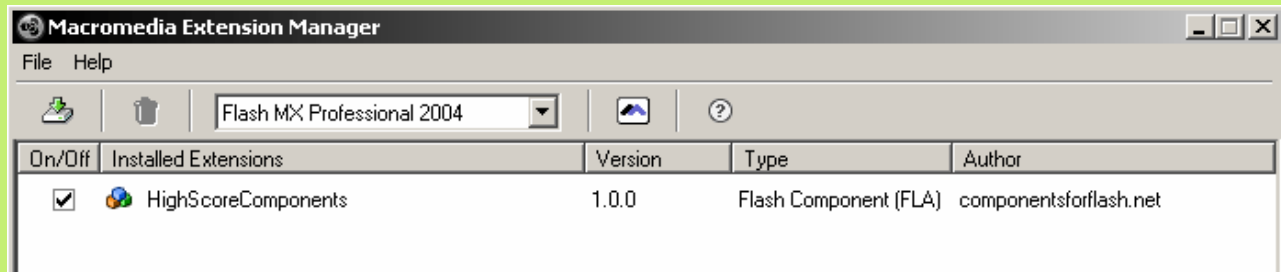
1. By using the Flash Extension Manager which is a program provided with Flash MX2004 to help you install components with easily.

### **This is how you easily install the component using the extension manager:**

First quit Flash MX 2004 if it is currently running. Double-click on the MXP file. If you have Extension Manager installed, the application will launch and walk you through the installation process.

If your computer returns an error, stating that it doesn't know what to do with the file, or if it tell you that **You need FLASH 7**. Then visit [http://www.macromedia.com/exchange/em\\_download/](http://www.macromedia.com/exchange/em_download/) to download the latest version of Extension Manager. Install Extension Manager, then retry installing the MXP file.

If the installation has been successful you should see the HighScoreComponent in the Extension Manager interface.:

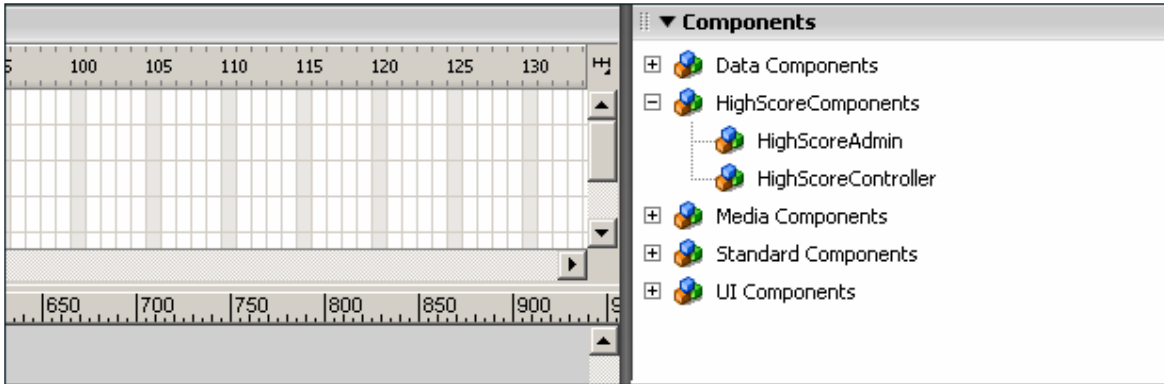


If you don't want or cant use the Extension Manager you can always install the component manually by:  
1. Copying the folder "HighScoreComponents" into the components folder.

Which on windows XP is at : *"Programs\Macromedia\Flash MX 2004\en\First Run\Components"*.  
And on Mac OsX : *"Applications : Macromedia Flash MX 2004 : Configuration : Components"*

Congratulations you have now installed your Highscore Component !

You can now open up Flash MX2004 and take a look in the components panel, which has now got a new folder called "HighScoreComponents" which contains your 2 brand new components.



## PART 2: Setting up the Database

It is now time to take a look at the php files. The Highscore backend consists 6 php files and the "inc" folder (witch should also contain a php file).

Before we continue you should have the following ready:

- **Your FTP program**
- **Your MySQL login information**

Which is:	Database Name	<i>Should be filled with the name of you DB</i>
	Database Host	<i>Should be filled with host/server info.</i>
	Database Username	<i>Should be filled with the MySQL Username</i>
	Database Password	<i>Should be filled with the MySQL Password</i>

This information is normally provided from you hosting service and can often be found together with you login and password for ftp and email.

If you are ready lets install the database:

### **This is how you easily install the Database on your own server**

1. Start up your FTP program and upload the 6 php files and the "inc" folder to your server.
2. Open up your Internet Explorer and type in the address to the folder where you put the php files. And then type install.php.



3. You have now started the Database setup script and you will be asked if you agree to install it
4. Click "I agree"



5. You now have to type in your MySQL account information as discussed earlier.

**Flash HighScore Component Ver 1.0 Installation**

**Database Settings**

If you're unaware of your database settings please ask your webhost.

Database Name

Database Host

Database Username

Database Password

Tabel Name

6. Finally fill out the field "TabelName" with what ever name you would like.
7. Click the SUBMIT button and on the next the CONFIRM button if the information is correct.

**You have now successfully installed the Database !**

**NB: If the installation script tells you that it can't write to the file config.php**

You need to change the permission of the "config.php" file which is in the "inc" folder to 755, 775 or 777.

Normally you do this by right clicking on the file from within you ftp program and then choosing either "chmod", "permissions", "attributes" or something similar.

Then you normally can set the permission level of the files either by writing it (755,775 or 777) or by clicking.

Here is a small tutorial on how to change file permission for some of the most used FTP programs.

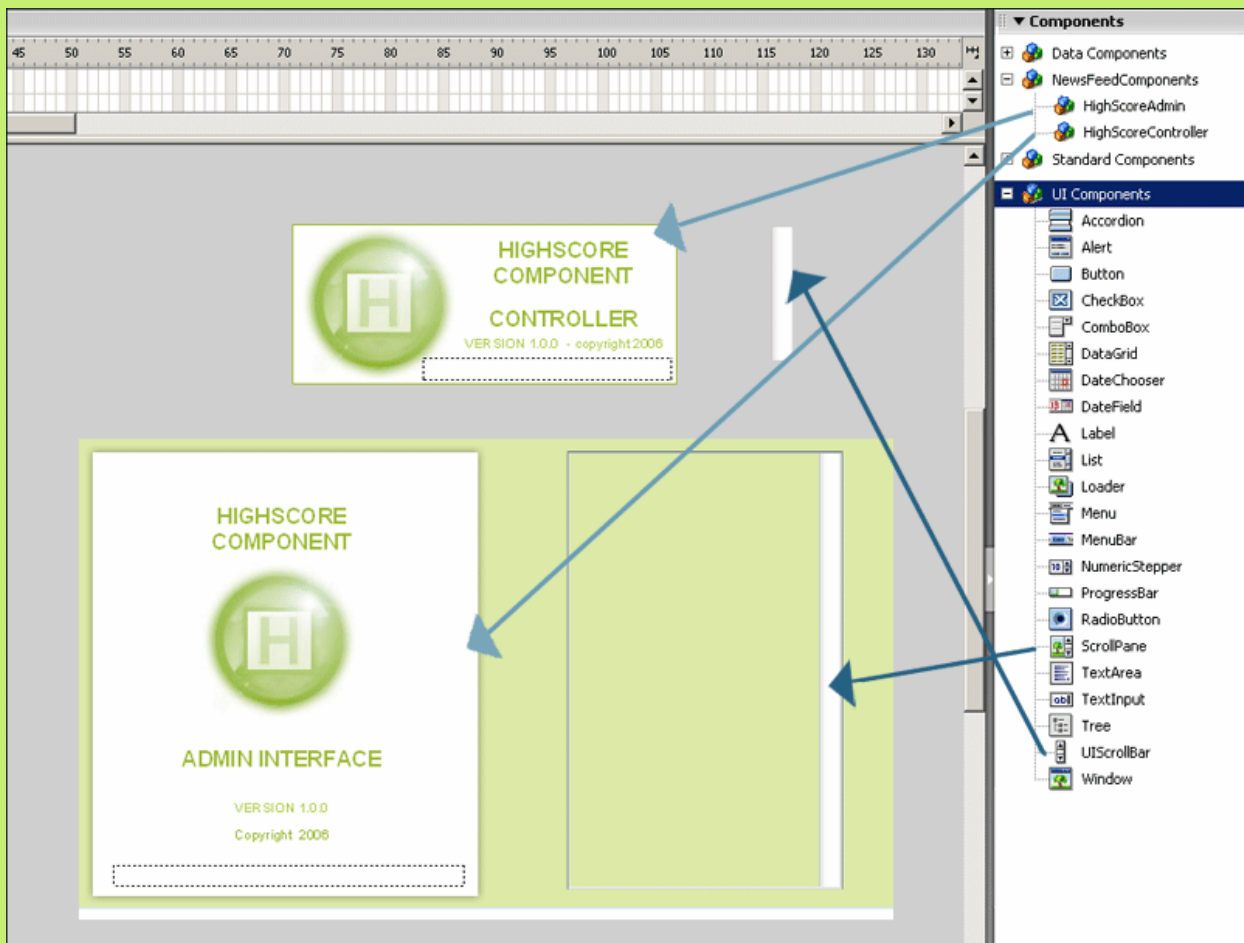
<http://www.stadtaus.com/en/tutorials/chmod-ftp-file-permissions.php>

## Part 3: Connecting the Component to the Database

Now lets get on with the fun part of getting our component to show some highscores. So open up flash and find the component panel.

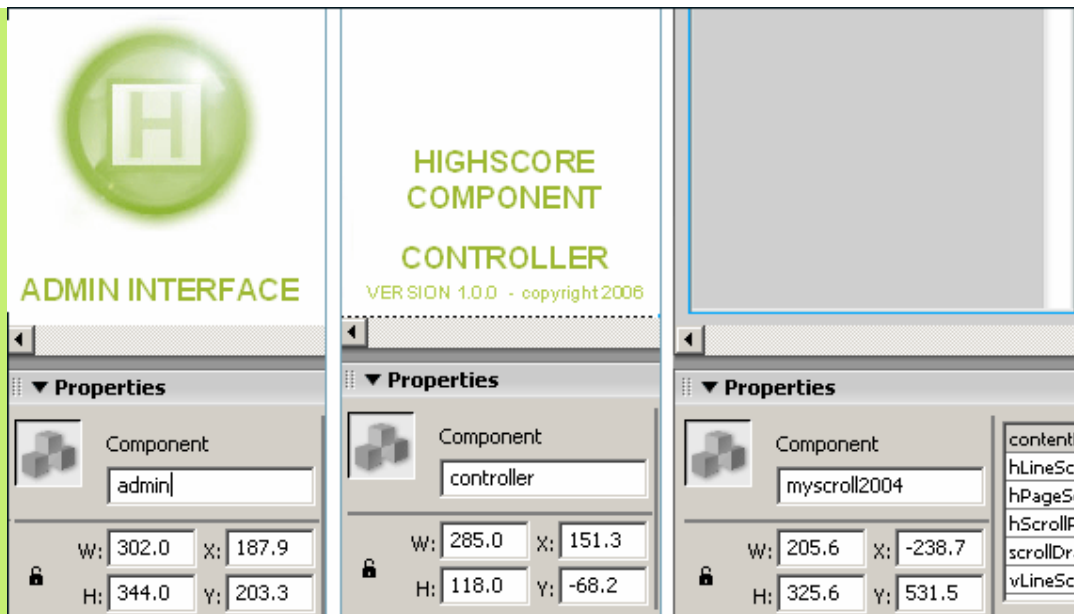
### Follow this to connect the components to your database

1. Now drag one of each of the Flash HighScore components to the stage.
2. You also have to drag a Macromedia scroll pane (**Please note it has to be the new XP like Scroll pane**) and and UI scrollbar to the stage



3. Now you can delete the UI scroll bar again, but leave it in the library.
4. Now give the 3 remaining components an instance name each:

The Controller Component should have the name:	“controller”
The Admin Component should have the name:	“admin”
The Macromedia Scroll pane should have the name:	“myscroll”



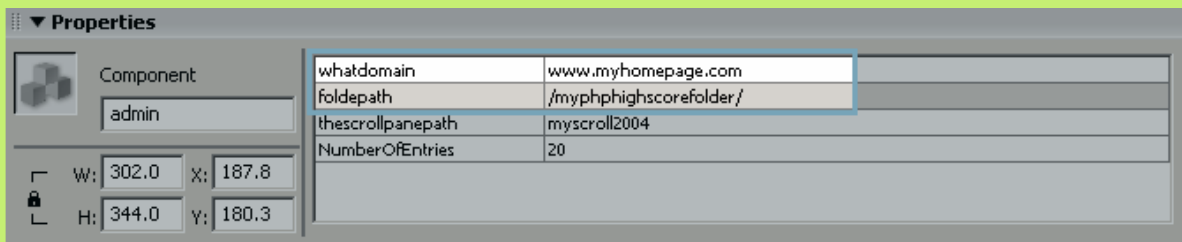
5. Now its time to fill out the parameters of the HighScore Admin & HighScore Controller components.

Select the **HighScoreAdmin** Component and open up the Component Inspector Panel (Alt+F7)

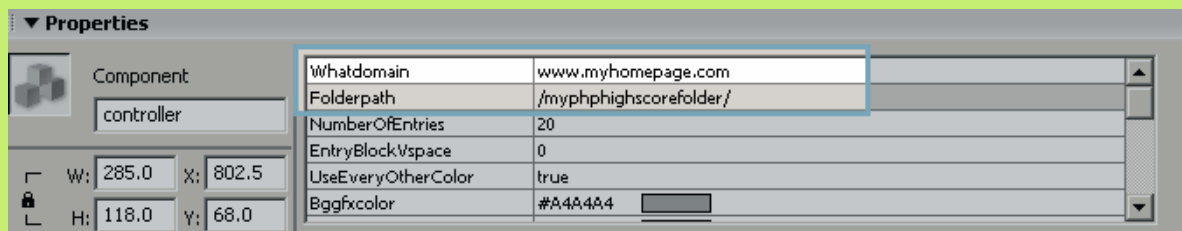
You now see 2 parameters :

If you uploaded the php files to this location: [www.myhomepage.com/myphphighscorefolder](http://www.myhomepage.com/myphphighscorefolder) you should fill out the parameters like this:

WhatDomain :                      Type in the address of your webpage fx. *www.myhomepage.com*  
 FolderPath :                      Type in the folder path to the php files you uploaded earlier  
   Fx. *./myphhighscorefolder/*



6. Select the **HighScoreController** Component and fill out the WhatDomain & FolderPath with the same information as above.



**You are now ready to submit some scores !**

## **Part 4: Using the Components (BASIC)**

### **SUBMITTING A SCORE**

**This introduction is for learning purpose, when you understand the functionality you can use the component function calls within your normal actionscript.**

1. Draw a circle on the stage
2. Select it and convert it to a button instance.(F8)
3. Open up the actionspanel (F9) to add some code to the button.

**The components have to different functions that you can call:**

#### **SUBMITTING A SCORE:**

```
admin.com.addHighscoreEntry(playername, playerscore);
```

#### **TESTING IF A SCORE HAS QUALIFIED FOR THE HIGHSCORE:**

```
admin.com.addHighscoreEntry(playername, playerscore);
```

**Now lets put some SUBMIT code on the button**

4. Put this code on the button instance you just created:

#### **Code:**

```
on (release) {  
admin.com.addHighscoreEntry("mytestname", 100);  
}
```

5. Pres Ctrl+Enter to preview you flash file

The first thing you will see in the scrollpane is a message saying "No score items yet". Don't worry about that because it is now time to add your first score entry.

6. Now you just have to click on the button you just created

**You should now see that the firste score has been added to the highscore**

7. Now go back into authermode and change the code on the button to fx.

**Code:**

```
on (release) {  
admin.com.addHighscoreEntry("mytestname2", 500);  
}
```

8. Pres Ctrl+Enter to preview you flash file again and the click the button again.

**You should now see that the next score has been added to the highscore**

**These functioncalls are no different than all normal function calls in flash so you can parse both score and playername as dynamic variables.**

**Fx.**

**Code:**

```
on (release) {  
myname = "John";  
myscore = 1000;  
admin.com.addHighscoreEntry(myname, myscore);  
}
```

**For information about getting feedback (return values) from the function please read more in the [ADVANCED](#) section.**

## DELETING SCORES

**The component set features 4 ways of deleting and cleaning up in you highscore.**

1. Delete entries with a score lower than X
2. Delete entries with a score higher than X
3. Delete ALL entries.
4. Delete one entry at the time

**Delete Type 1-3 are all accessed from the admin component.**

MANAGE HIGHSCORE

DeleteType: Limit:

All Entries

Entries with score less than:

Entries with score higher than:

DELETE

Function Feedback:  
No feedback yet...

1. first choosing the DeleteType on the radio buttons
2. Filling out the appropriate Limit textfield.
3. Clicking the DELETE button
4. Watch the "Function feedback in the bottom of the admin panel to see if operation was succesfull.

#### **Delete Type 4, One entry at the time:**

To delete one entry at the time you should set the "Editversion" parameter of the controller component to TRUE.

After that you should see a Red delete button on every entry in the highscore. By clicking this button you will delete the entry.

This concludes the basic tutorial and should enable you to use the most basic functions of the component.

I hope everything worked out fine

If not you are welcome to contact us using this email : [techsupport@componentsforflash.net](mailto:techsupport@componentsforflash.net)

## **Part 5: Using the Components (ADVANCED)**

### **SUBMITTING AND QUALIFYING SCORES**

In this section we will discuss how to:

1. **Submit a score and being able to check if it made it to the highscore.**
2. **Qualify a score ( checking if a score has made it to the highscore so we can tell it to the player)**

#### **1. SUBMITTING A SCORE AND GIVING THE PLAYER FEEDBACK IF THE MADE TO THE HIGHSCORE:**

Due to some limitations in the way flash communicates with backend scripts we unfortunately can not provide you with a direct return value from the “addHighscoreEntry” function.

And due to the fact that you as a user of the components need to be able to decide for you self what should happened when the player qualifies / or do NOT qualify to the highscore we have to ask you to copy the following script on to the “Admin” component.

The following script will recive all return events from the “addHighscoreEntry” function and because you are able to edit the script YOU can decide what to do depending on wether or not the player made it to the highscore.

Please copy the following script to the “Admin” component by selecting it and opening the actions panel(F9).

( see next page )

**CODE:**

```
onClipEvent (load) {  
  
    // Catches Return Values  
    function returnFromFunctions(whichfunction, whichresult){  
  
        trace("Func: "+whichfunction+" / Result:"+whichresult);  
  
        if (whichfunction == "qualifyHighscoreEntry") { //If the return comes from the qualifyHighscoreEntry function  
  
            if (whichresult == true) { //if the score is high enough to qualify for the highscore  
  
                //INSERT YOUR CODE HERE  
  
            }else if (whichresult == false) { //if NOT  
  
                //INSERT YOUR CODE HERE  
  
            }  
  
        }else if (whichfunction == "addHighscoreEntry"){ //If the return comes from the addHighscoreEntry function  
  
            if (whichresult == true) { //if the score is submitted and save on the highscore successfully  
  
                //INSERT YOUR CODE HERE  
  
            }else if (whichresult == false) { //if NOT  
  
                //INSERT YOUR CODE HERE  
  
            }  
  
        }  
  
    }  
  
}
```

The script should be relatively self explanatory

The basic use of it is that you should put in your code on the “//INSERT YOUR CODE HERE” places.

Whether you want to go to a new frame, output something to a textfield, call a function or something completely different is totally up to you.

So you basically called the “addHighscoreEntry” function the same what as described in the PART 4.

But you put your own code on the “//INSERT YOUR CODE HERE” places to be able to tell you player what is going on.

## 2. QUALIFYING A PLAYERS SCORE TO CHECK IF HE HAS MADE IT TO THE HIGHSCORE

The code for doing this check is the following:

**CODE:**

```
admin.com.qualifyHighscoreEntry(myscore);
```

You can get the result of the function the same way that you would do with the “addHighscoreEntry” function By using the above “Catches Return Values” script on the “Admin component”.

**If you have problems getting it to work we recommend that you take a look at the example fla that came with this component.**

### ADDITION 02.06.06

If you wish to put the scrollpane component into a movie clip you need to change the parameter called “scrollpanepath”.

This Parameter needs to change in both the admin and the controller component.

e.g. If you put the scrollpane into a Movieclip called “scrollholder” you need to change the “scrollpanepath” parameter to “scrollholder.myscroll”

### ADDITION 15.06.06

If you wish to embed the font used in the scrollpane (Arial). Please set the embedfont parameter to true and be sure to make a font symbol in you library or to have a off stage dynamic textfield with the font embedded.

We know that this will make you font blurry, but unfortunately there is nothing we can do about it at this time.