



RandomActs 5.0

Getting Started

RandomActs was initially requested by club member, Robbie de Villier. Robbie requested a component that would load an image at random from a specified group, into one location on the web page. The aim was to keep the page looking fresh.

RandomActs does just that! Each image can also be linked, so it makes an ideal banner flipper as well. RandomActs uses javascript so there is no BIG delay typical of Java driven image flippers.

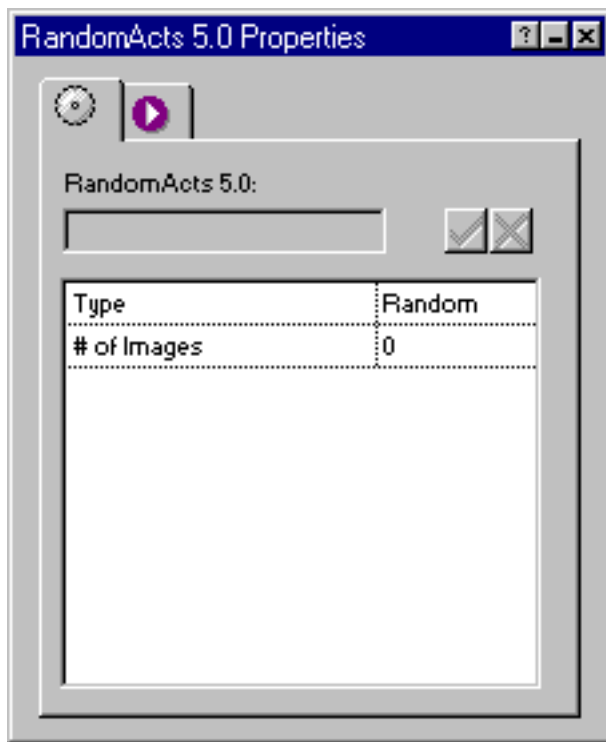
Getting started with RandomActs:

- Run the Installation program, specifying the location of Fusion 4.0/5.0's component directory.
- Launch Fusion
- If the coolmaps.com component toolbar is not visible choose View > Toolbars > Component Tools > coolmaps.com components
- Select the RandomActs component and drag out an area on the page (this graphic does not appear on the published page).

The RandomActs properties now appears in Fusion's properties palette.

Choose random if you want one randomly selected image to display on the page.

Choose rotate if you want the images to rotate sequentially on the page in one location, setting the number of seconds between rotations.



Options and Demos

RandomActs is a straightforward component to configure.

Once the component has been placed on the page a placeholder graphic temporarily appears.

In the Properties Palette enter the total number of images.

Two fields appear for each image - a link field, allowing you to link each image to a specific URL, and a field that allows you to browse to an image.

Once images have been selected it, the 'last' image will appear in page view. As with Rollover graphics, the images should all have the same dimensions.

Once published each time the page is loaded the RandomActs script will select and display an image at random, with its own hyperlink.

Each image has an equal chance of appearing each time the page is loaded.

If you have chosen "rotating" images, you must select the amount of time to pause between picture changes. The number you enter is in 1000th of seconds (ie 2000 = 2 seconds).