

# Pres3D XML structure documentation

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## introduction

The complete slideshow is defined using a utf-8 encoded XML structure. It contains one **settings**-block and multiple **page**-blocks. Each page-block defines one page. The order of appearance is defined by the order of the page-blocks in the XML file. The XML file is parsed from top to bottom. Each page-block is able to contain multiple elements. Currently, three types of elements are supported: **text**, **textblock** and **image**.

### Example:

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
<pres3d>
  <settings  screenfull="0"
             screenwidth="1024"
             screenheight="768"
             backgroundcolor="#FFFFFF"
             smoothing="1" />

  <!-- welcome -->

  <page>
    <text    caption="Welcome to"
             posx="0"
             posy="-170"
             fontname="Times New Roman"
             fontsize="42"
             fontstyle="512"
             color="#303A40"
             delay="">
      <effectin  type="standard" direction="" rotation="" misc="" />
      <effectout type="standard" direction="" rotation="" misc="" />
    </text>

    <image  image="Pres3D.png"
             posx="0"
             posy="0"
             width=""
             height=""
             splitsize="16"
             delay="" >
      <effectin  type="explode" direction="" rotation="" misc="" />
      <effectout type="explode" direction="" rotation="" misc="" />
    </image>

  </page>
</pres3d>
```

## settings-block

The settings-block contains global settings for the slide. The following attributes are allowed:

attribute name	description	example
screenfull	0 = open presentation in a window 1 = open presentation fullscreen	
screenwidth	Width of the window/screen. If screenwidth or screenheight is not set (0 or empty), the dimensions of the current desktop will get used.	screenwidth="1024"
screenheight	Height of the window/screen. If screenwidth or screenheight is not set (0 or empty), the dimensions of the current desktop will get used.	screenheight="768"
backgroundcolor	Define the color of the presentation background. The color must be defined using hex presentation like in html and css documents. The leading # is optional. The hex-values representing the amount of red, green and blue.	backgroundcolor="#FF0000" (red)
smoothing	0 = no smoothing for chars 1 = smoothing for chars	

## page-block

The page-block contains multiple elements that will get displayed on the page. The following attributes are allowed:

attribute name	description	example
description	A optional description for this page.	

## text-element

A text-element is a text that is generated as multiple objects. Each char is a single object. All effect-manipulations will affect each single object individually. For example, a rotation will affect each char individually and not the complete sentence.

The following attributes are allowed:

attribute name	description	example
caption	The content of this text-element.	caption="this is a example"
posx	The horizontal position of this element. A value of 0 (zero) means the middle of the page. All elements are centered, so this element may be centered independent of the width.	posx="-100"
posy	The vertical position of this element. A value of 0 (zero) means the middle of the page. All elements are vertically centered, so this element may be vertically centered independent of the height.	posy="120"
fontname	The name of the font to use for this element. It must be spelled absolutely correct. On windows, the routine try's to find the font that best matches your values.	fontname="Times New Roman" fontname="Arial"
fontsize	The size of the font to use.	fontsize="24"
fontstyle	The style of the font. You can combine multiple styles by adding their values. 4=underline 8=strike out 256=bold 512=italic	fontstyle="260" (bold and underline)
color	Define the color of the element. The color must be defined using hex presentation like in html and css documents. The leading # is optional.	color="#00FF00" (green)
delay	Normally, the element will get displayed directly at the beginning of the page. You may enter a delay for the appearing-effect in milliseconds. A value of 1000 will delay the appearance of this element by one second. There is no delay for outgoing effects.	delay="1500" (1,5 seconds)

As every element inside of a page-block, this element supports two sub-elements for ingoing and outgoing effects: effectin and effectout. These elements are described later in the effect section of this

document.

## ***textblock-element***

A textblock-element is a text that is generated as one single object. All chars together are one object. All effect-manipulations will affect the complete sentence. For example, a rotation will affect the complete sentence at all.

The following attributes are allowed:

<b>attribute name</b>	<b>description</b>	<b>example</b>
caption	The content of this text-element.	caption="this is a example"
posx	The horizontal position of this element. A value of 0 (zero) means the middle of the page. All elements are centered, so this element may be centered independent of the width.	posx="-100"
posy	The vertical position of this element. A value of 0 (zero) means the middle of the page. All elements are vertically centered, so this element may be vertically centered independent of the height.	posy="120"
fontname	The name of the font to use for this element. It must be spelled absolutely correct. On windows, the routine try's to find the font that best matches your values.	fontname="Times New Roman" fontname="Arial"
fontsize	The size of the font to use.	fontsize="24"
fontstyle	The style of the font. You can combine multiple styles by adding their values. 4=underline 8=strike out 256=bold 512=italic	fontstyle="260" (bold and underline)
color	Define the color of the element. The color must be defined using hex presentation like in html and css documents. The leading # is optional.	color="#00FF00" (green)
delay	Normally, the element will get displayed directly at the beginning of the page. You may enter a delay for the appearing-effect in milliseconds. A value of 1000 will delay the appearance of this element by one second. There is no delay for outgoing effects.	delay="1500" (1,5 seconds)

As every element inside of a page-block, this element supports two sub-elements for ingoing and outgoing effects: effectin and effectout. These elements are described later in the effect section of this document.

## ***image-element***

A image-element is a single image to display.

The following attributes are allowed:

<b>attribute name</b>	<b>description</b>	<b>example</b>
filename	The filename of the image to load. Pres3D supports png, jpg and gif images. If you like to use transparency, please choose the png format for best results. The file will get searched insitde of the same folder than pres3d.exe.	filename="Pres3D.png"
posx	The horizontal position of this element. A value of 0 (zero) means the middle of the page. All elements are centered, so this element may be centered independent of the width.	posx="-100"
posy	The vertical position of this element. A value of 0 (zero) means the middle of the page. All elements are vertically centered, so this element may be vertically centered independent of the height.	posy="120"
width	The width of this image to display. If you leave this value empty (or zero), the original width will get used.	width="" (use image width)
height	The height of this image to display. If you leave this value empty (or zero), the original height will get used.	height="100" (use 100 pixel height)
splitsize	If you do not enter a value here, the image will be one single object. If you enter a value of 8 or greater, the image will get split into parts of the given size. Upon this, the image consists of multiple parts and every in- or outgoing effect will affect each single object individually. The splitsize value must be one of the following: 8, 16, 32, 64, 128, 256. Other values may work, but the image may get distorted or clipped.	splitsize="16" (split into parts of 16x16 pixels)
delay	Normally, the element will get displayed directly at the beginning of the page. You may enter a delay for the appearing-effect in milliseconds. A value of 1000 will delay the appearance of this element by one second. There is no delay for outgoing effects.	delay="1500" (1,5 seconds)

As every element inside of a page-block, this element supports two sub-elements for ingoing and outgoing effects: effectin and effectout. These elements are described later in the effect section of this document.

## effects

The effects are used for appearing and disappearing of all objects inside a page. You can choose different effects for ingoing and outgoing objects.

The effects are defined using `effectin` and `effectout` blocks inside the `text-`, `textblock-` or `image-`element.

### Example:

```
<image image="Pres3D.png"
  posX="0"
  posY="0"
  width=""
  height=""
  splitsize="16"
  delay="" >
  <effectin type="explode" direction="" rotation="" misc="" />
  <effectout type="explode" direction="" rotation="" misc="" />
</image>
```

Both the `effectin` and `effectout` blocks having four attributes:

attribute name	description	example
type	The type of the effect to use. Currently, three types are supported: <i>standard</i> = standard effect <i>explode</i> = explosion effect <i>turn</i> = turn effect <i>wave</i> = wave effect (sinus movement)	type="explode"
direction	This is one of 8 possible directions for the effect. *1	direction="TL" (top and left)
rotation	The rotation that you want to apply to the objects. *2	rotation="ZL" (rotate z-axis counterclockwise)
misc	Misc additional parameters for the effects. *3	misc="D"

## supported effect-attributes

effect	description	direction *1	rotation *2	misc *3
standard	fade in/out, fly in/out, rotate	LRTBFV	XYZ RL	D
explode	implode in and explode out	LRTB		D
turn	turn slowly into position / out of position	LRTB		D
wave	move using sinus function	XYZ		D

**\*1)** The value depends of the effect direction (ingoing/outgoing). If you choose L, this means ingoing from left or outgoing to left. The possible values are:

L = from left / to left

F = from the front / to the front

R = from right / to right

V = from the viewer (back) / to the viewer

T = from top / to top

XYZ = movement in this axis

B = from bottom / to bottom

LR and TB may get combined (for example „TL“ = Top/Left).

XY and Z may get combined, too.

No value means no additional motion.

**\*2)**

X = flip horizontally

L = rotate/flip direction left (counterclockwise)

Y = flip vertically

R = rotate/flip direction right (clockwise) = default

Z = rotate

XYZ may get combined (LR is only valid once and stands for every rotation in this element).

No value means no additional rotation/flip.

**\*3)**

„D“ stands for „delayed“ and adds a small delay to all objects inside this element. This works only on **text**-element or **image**-elements having a splitsize-value of 8 or greater.