



## Welcome to the epicFlashTextControl!

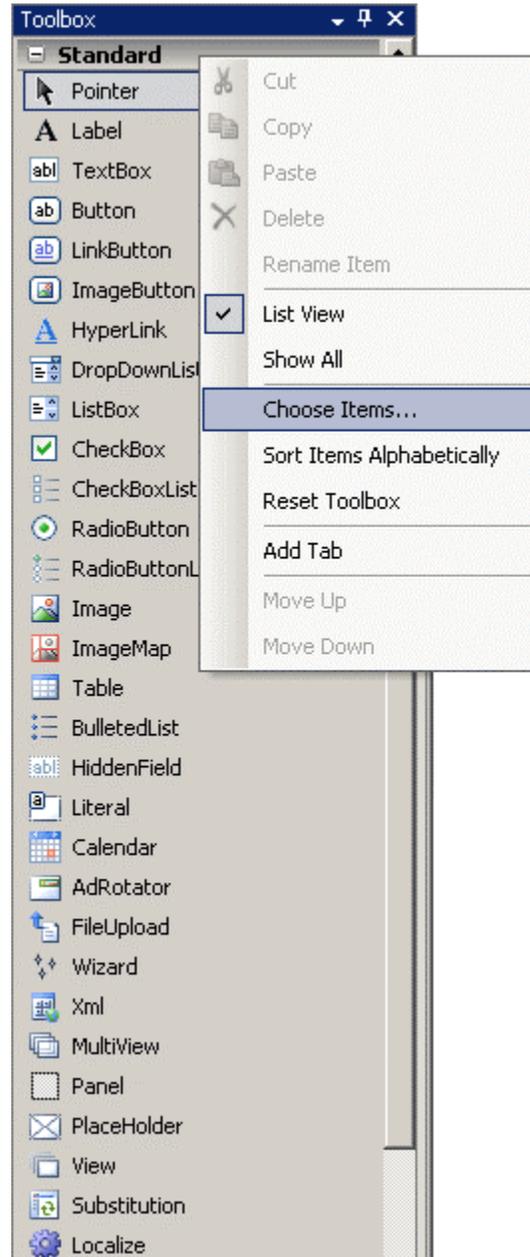
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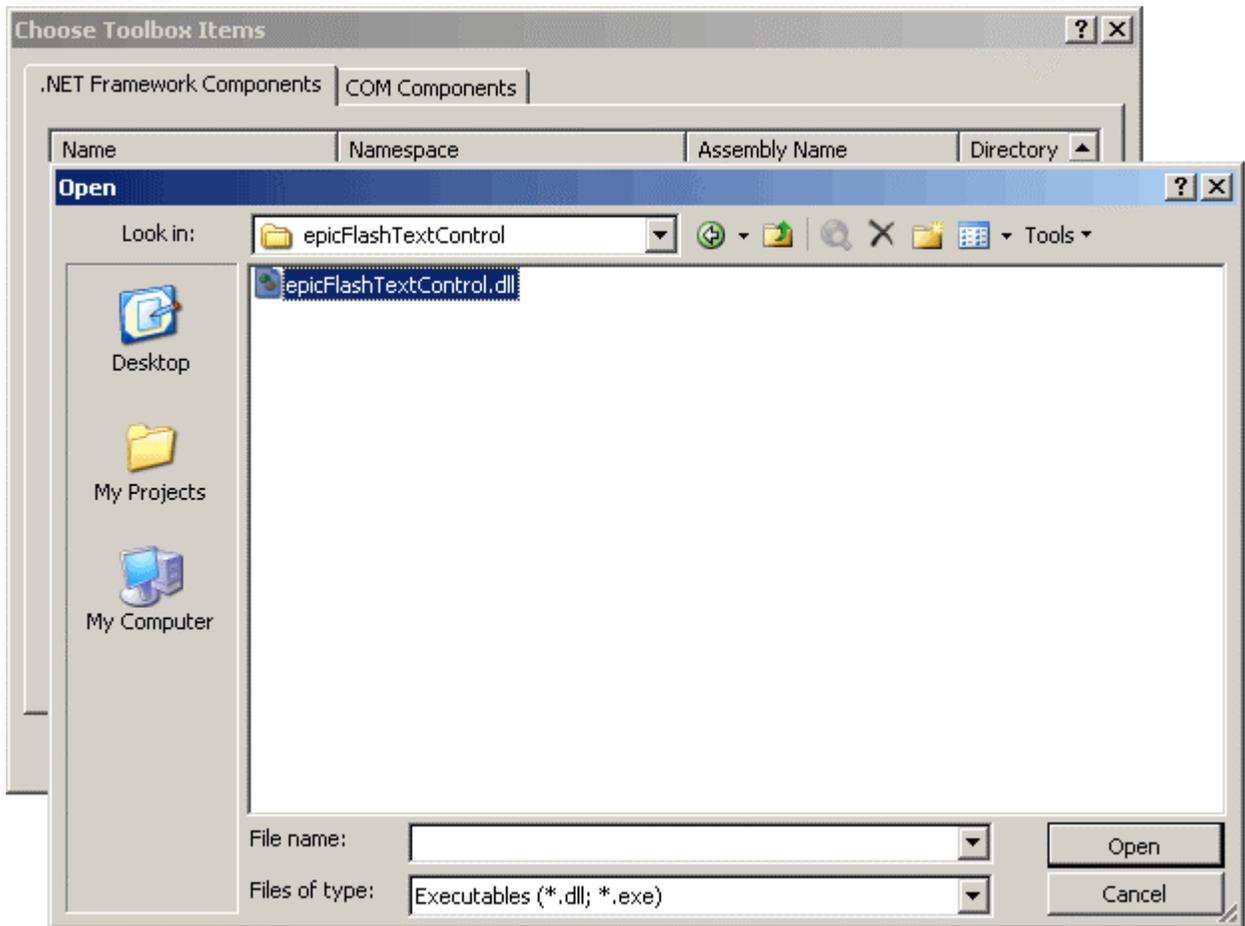
# Installation

## Adding the control to Visual Studio:

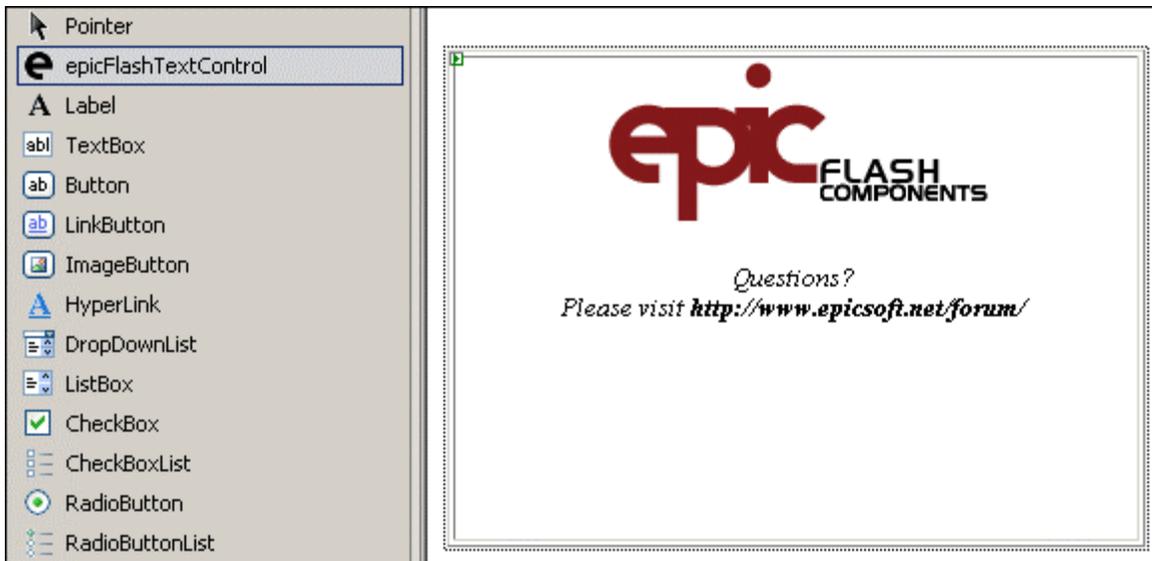
1. In Visual Studio .NET, right click on the Toolbox and select "Choose Items..."



2. Select the location of the epicFlashTextControl.dll file.



- The epicFlashTextControl will now be located in the toolbox. Simply drag the epicFlashTextControl onto the design window in Visual Studio.

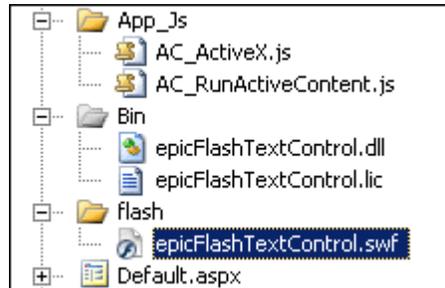


- Using the property window, code-behind, or inline-code, modify the properties of the epicFlashTextControl.

<b>Behavior</b>	
EnableViewState	True
Visible	True
<b>Data</b>	
(Expressions)	
<b>Flash Detection</b>	
FlashPlayerDetection	False
RedirectURL	
<b>Flash Movie Layout</b>	
Height	<b>250</b>
HeightUnit	Pixels
Width	<b>350</b>
WidthUnit	Pixels
<b>Flash Movie Properties</b>	
BgColor	
Quality	<b>High</b>
SWFLocation	
SWFName	<b>epicFlashTextControl.swf</b>
WMode	Window
<b>Flash Player Version</b>	
MajorVersion	7
MinorVersion	19
<b>Flash Text Properties</b>	
IsUnderlined	False
LetterSpacing	0
TextAlignment	left
TextColor	000000
TextIndent	<b>0</b>
TextSize	<b>18</b>
TextString	<b>Enter Text</b>
<b>Misc</b>	
(ID)	<b>EpicFlashTextControl1</b>
<b>Search Optimization</b>	
Text	

## Including the necessary Flash file:

1. Using the property window, code-behind, or inline-code, modify the properties of the epicFlashTextControl. In the root of the website, create a new directory for the .swf file. The example below named the directory "flash". Place the epicFlashTextControl.swf inside of this web directory. At this point the epicFlashTextControl.swf can be renamed to whatever you'd like.



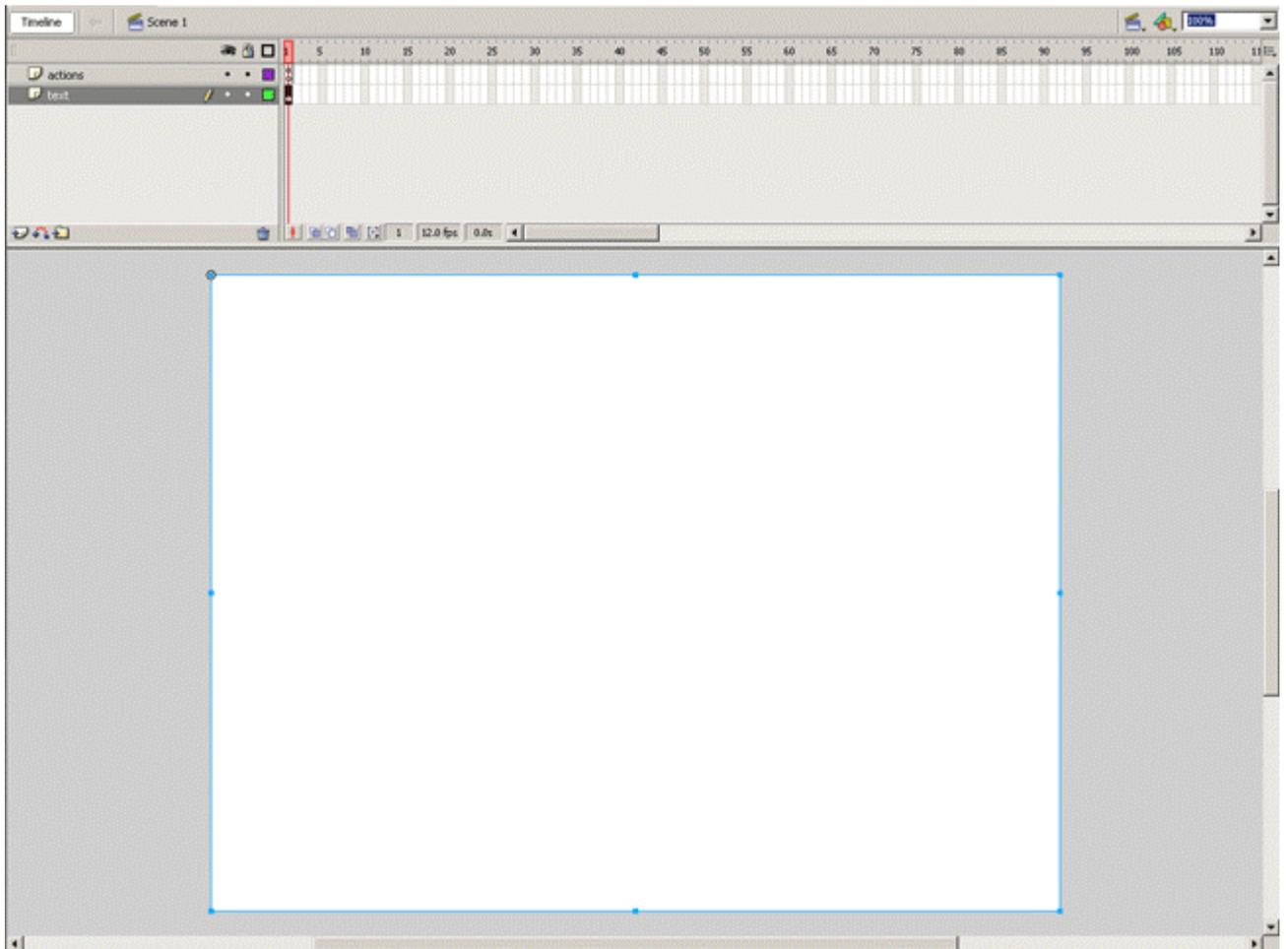
2. Make sure to assign the values for the SWFLocation and SWFName in the Properties panel after the control is added to the project.

Flash Movie Properties	
BgColor	
Quality	<b>High</b>
SWFLocation	<b>/flash/</b>
SWFName	<b>epicFlashTextControl.swf</b>
WMode	Window

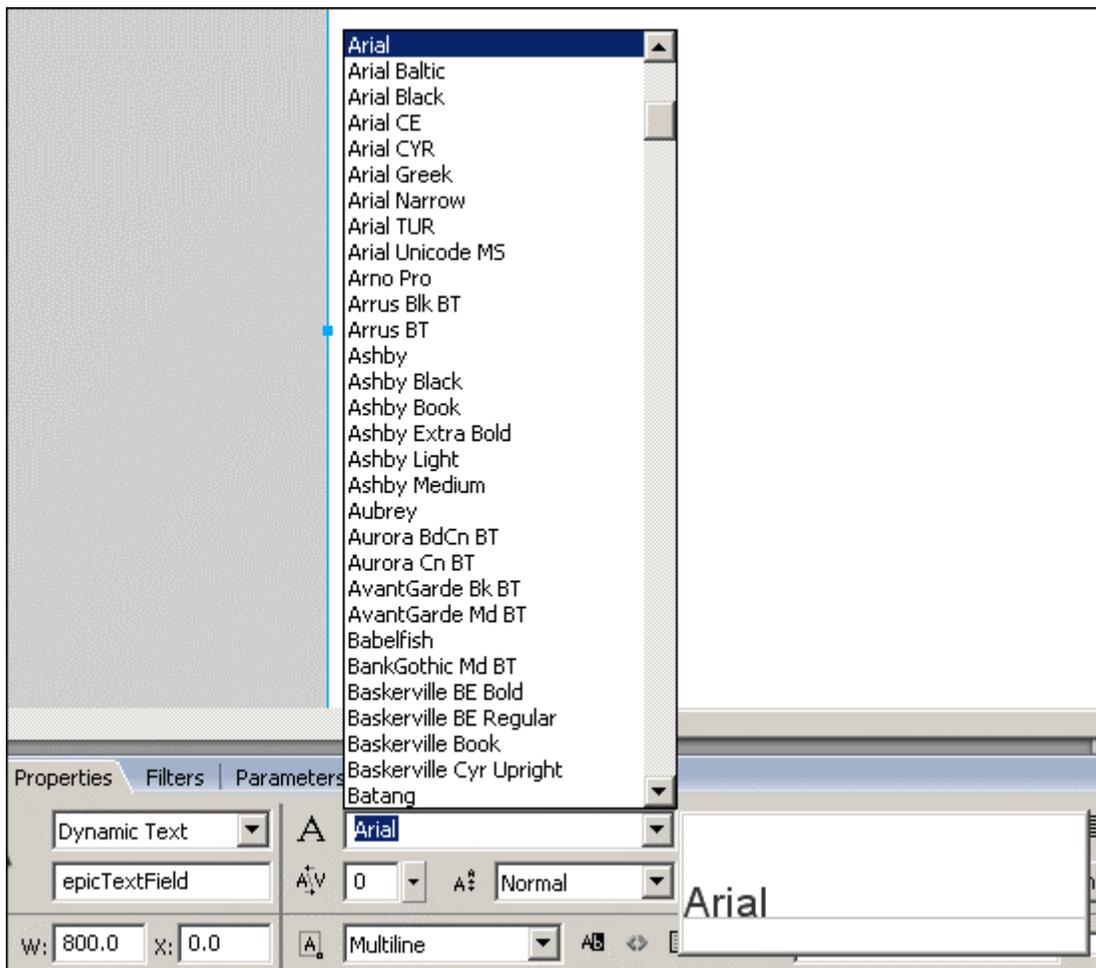
## Selecting a Font

### How to select the correct font

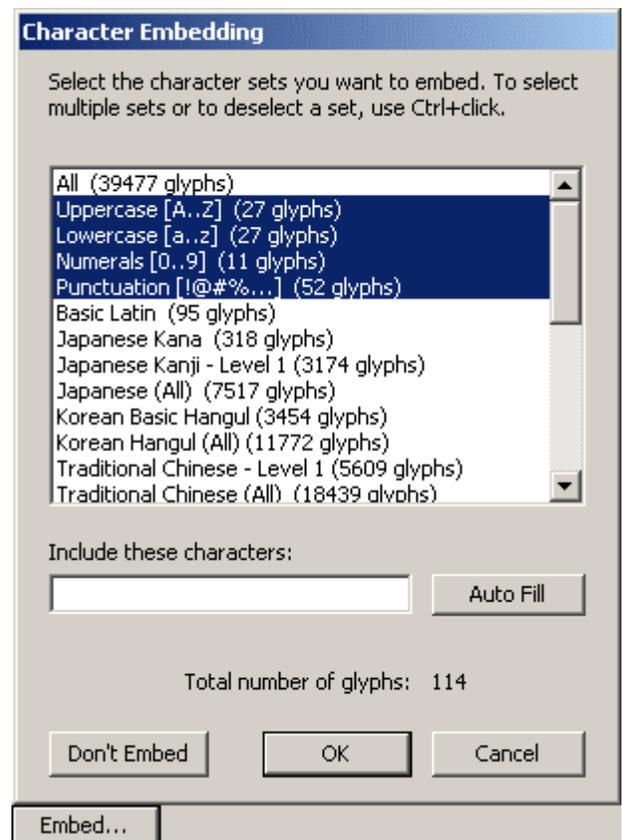
1. Open up the epicFlashTextControl.fla source file.
2. Click on the large dynamic textbox found on the canvas.



3. In the Properties panel (ctrl+F3) select the font to embed from the dropdown.



4. Here users can choose to either italicize or bold your font by choosing one of the two icons found alongside the font family dropdown.
5. Next click on the “Embed...” button. Embed all of the characters needed to be included for the text. Embedding the font ensures this font will show up on all users’ computers – even if the font is not installed!
6. To Publish the .swf file, go to File -> Publish. Make sure the old .swf file is overwritten in the /flash/ directory of the website.



## More Help

### Official epicFlashTextControl Website

Check out epicFlashTextControl's home: <http://epicsoft.net/products/flashnet/textcontrol/>

### Visit the epicFlashTextControl Forum:

We love forums. Check out our one that is dedicated just to the epicFlashTextControl.

<http://www.epicsoft.net/forum/Default.aspx?g=forum&c=13>

### Frequently Asked Questions:

Someone else may have encountered the same problem you are having... if that's the case, it's likely to be found amongst our FAQ's.

<http://www.epicsoft.net/products/flashnet/faqs/?section=epicFlashTextControl>

### Contact us via E-Mail:

Still not getting the help you deserve? Please e-mail [support@epicsoft.net](mailto:support@epicsoft.net) with any questions you may still need answers to. Our dedicated support team will travel the ends of the earth\* in order to find you an answer you are happy with.

\*Support team will not physically travel to the end of the earth, but you know what we mean 😊