

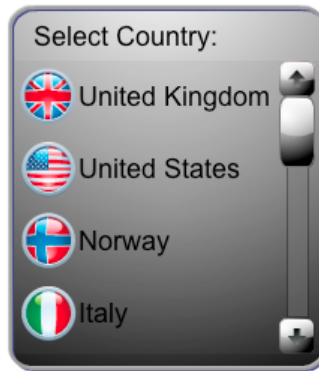
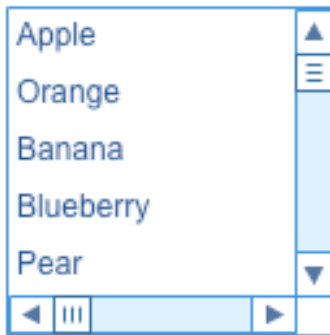
# Adobe® Flash® Catalyst™

Beta 1 Release

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## Introduction to the Data List Component

For the Flash Catalyst Beta 1 release, we've included the ability to create and customize the Data List component.



The Data List component displays a list of items. If there are more items than can be displayed at once, the Data List can display a scroll bar so the user has access all items in the list. The items that make up the list are controlled through the Design-Time Data panel.

A Data List is created or constructed very similarly to other components in Flash Catalyst, but it has a few extra parts that require explanation.

In this introduction you will:

- Walk through the parts of a Data List and what they do
  - Learn how to create and edit a Data List from the Common Components panel
  - Learn how to create a Data List from artwork
  - Learn how to edit the data in a list using the Design-Time Data panel
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## Parts of a Data List

A Data List has 3 levels by default. It's important to remember that the actual data contained in a list is edited in the Design-Time Data panel. Edits you make to a Data List component change the template for how that data is displayed.

## Data List Component



At the top level is the Data List component. This is the container that encapsulates all the other parts of the list. At this level, you can alter a list's position, size, opacity, choose whether to allow multiple list items to be selected at once, and set whether the list is enabled or disabled.

### Data List Component > Repeated Item (DataGroup)



The next level contains any background artwork, optional scrollbars, items that are not related to the list's data (such as a list label; the text "Select Country" in this example) and the list's repeated item. The size of the repeated item determines the area in which your list will be displayed. Think of it as a window. Items that are not inside the window's bounds will not be viewable. The repeated item determines the layout of a list (vertical, horizontal, tiled) as well as the alignment and spacing between the list items.

## Data List Component > Repeated Item > Item Template (Item Renderers)



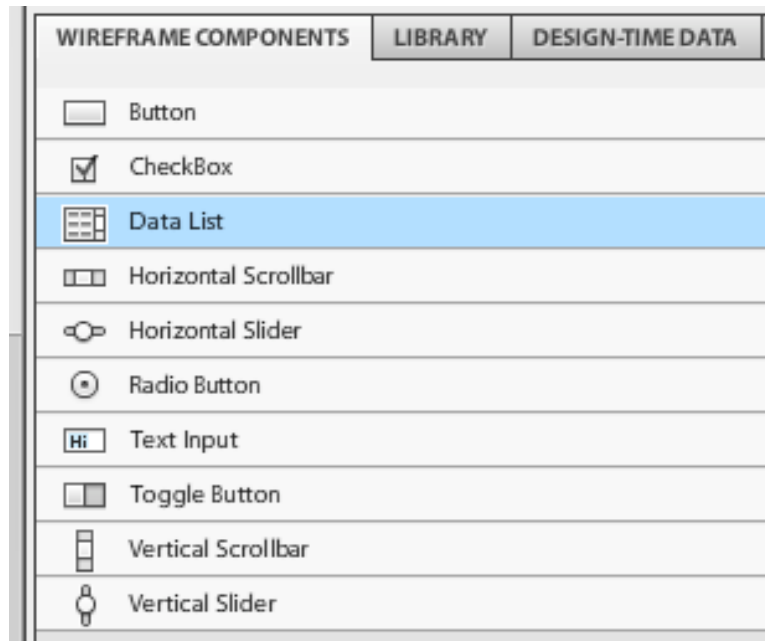
The deepest level is the template for how each piece of data from the Design-Time Data panel will be rendered. What you see represented on the artboard here will be duplicated for each row of data in your Design-Time Data panel. For simplicity, when editing the Repeated Item template, only the first item from your list is shown. This level contains the artwork for each state (Normal, Hovered, Selected) as well as the template for how text and images are displayed. There are two types of objects at this level; static objects are unchanging and will display the same way for each row in your Design-Time Data panel, dynamic objects are replaced with the text or image from the rows of the Design-Time Data panel.

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## Creating and Editing a Data List from the Common Components panel

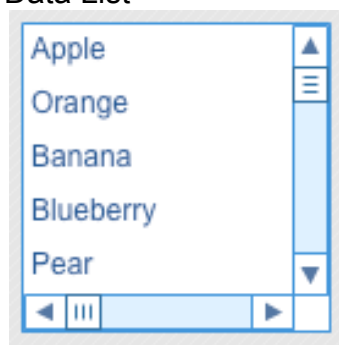
All the components supported by Flash Catalyst can be accessed from the Wireframe Components tab in the middle right pane of the application. In the following steps, we'll walk through creating and customizing the default Data List. The default list is useful for wireframing a composition, but it can also be used as the basis for a customized list.

1. Start a new project by selecting Adobe Flash Catalyst Project from the Create New Project section of the Welcome Screen
2. Accept the default values on the New Project dialog and click "OK"
3. From the Wireframe Components tab in the lower right corner of the app, drag a Data List onto your art board.



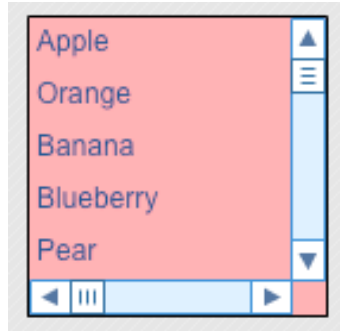
A default Data List has been created. The default list is pre-populated with data, which can be edited through the Design-Time Data panel (for more info, go to the *Editing a List's data from the Design-Time Data panel* section).

4. Run the project by going to File > Run Project to see how the list functions in the browser.
5. Double-click the list on the artboard OR select the list and click the Edit Parts button on the Heads Up Display (HUD) to begin editing the default Data List



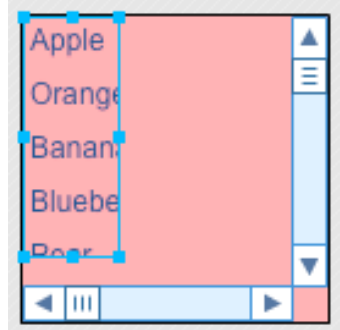
The artboard now changes to a hatched background indicating that you are in edit in place mode. Scrollbars are automatically attached when editing the Wireframe Data List.

6. In the Layers Panel, select the Rectangle. This is the background for the list. The background can be any supported asset, such as an imported gradient, SWF, bitmap, path, etc.
7. Click on the properties tab and alter the Fill and Stroke properties of the rectangle to customize the background of the list.



8. Click on the list in the artboard to select the Repeated Item.

The Repeated Item is the container for where your list's data will be shown. Any list data that is outside the boundary of the Repeated Item will be clipped as in the example below (note that in the image below, the Repeated Item has been resized to illustrate the clipping effect).



The Repeated Item is also where layout settings for your list are accessed (for more info on List layout, go to the *Constructing a Data List from artwork* section)

PROPERTIES

COMMON COMPONENTS

Repeated Item

X	1	W	36
Y	1	H	100

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Opacity

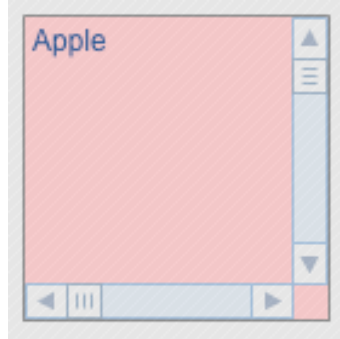
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Layout

Vertical Spacing

Alignment

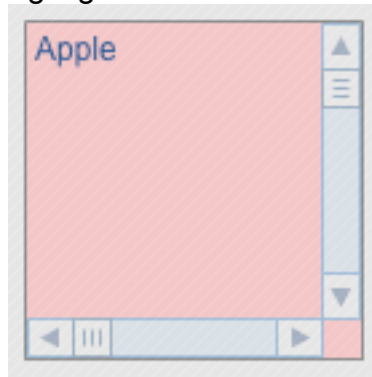
9. Double-click the Repeated Item on the artboard to edit it.



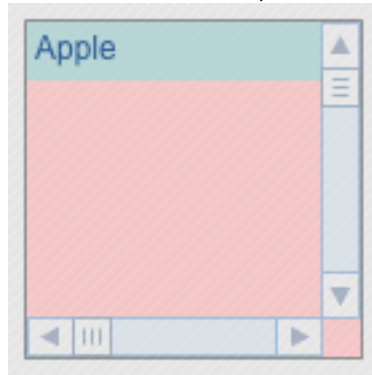
The items that are contained inside the repeated item define the template for how each entry in your list will be displayed. This is the template for formatting how text, images and static assets will be handled.

10. The Item Template has 3 states by default. Select each to see how the default highlight is constructed

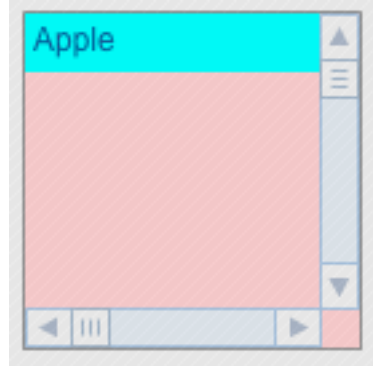
- **Normal** – This is the what items look like when they are not selected and the mouse is not over them. For the default list, no highlight is shown.



- **Hovered** – This is the state for when the cursor is over an item. For the default list, a transparent blue highlight is shown.



- **Selected** – This shows the selected highlight. For the default list, a partially transparent blue highlight is shown.



11. Choose the Hovered state, select the rectangle and change its color in the properties panel (any color is fine, this is to illustrate how these states will be displayed in your finished SWF).
12. Choose the Selected state, and change the color of the rectangle in this state, too.
13. To make list item selection more interesting, we'll add an image of a star to the Selected state. With the Selected state still active, go to File > Import Artwork and import the supplied *Star.png* file. Move the star to the right side of the highlight rectangle (the color you selected for your highlight rectangle will probably differ from the screenshot below).



Content that is added to the item template is drawn for each data item in your list. This type of unchanging content is referred to as 'static' artwork. Items that are controlled by the data in your list are referred to as 'dynamic'. Dynamic objects are covered in greater detail in the next section, *Constructing a Data List from artwork*.

14. Double-click on the artboard twice or press the ESC key two times to fully exit edit-in-place mode

Remember that the static artwork you added, the star image, is only active for the Selected state of your list items. When viewing a list, items are displayed in their Normal state (so the star is not shown yet).

15. Run the project by going to File > Run Project to see how the changes appear in the compiled SWF, then select an item from your list.





## Constructing a Data List from artwork

In this section, we'll walk through creation of a Data List from an existing comp. Before starting, be sure to have the required files *Fc\_DataList\_Tutorial\_Beta.ai* and/or *Fc\_DataList\_Tutorial\_Beta.fxp* available. In the following section, we'll then customize the data shown in the Data List using the Design-Time Data panel.

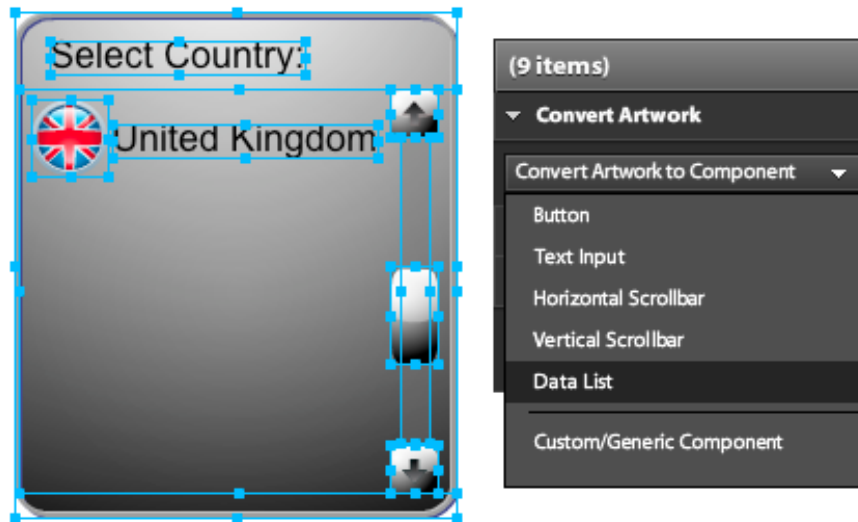
1. To begin, close any existing projects, then from the Welcome Screen choose to Open a Recent Project > Open Project > *Fc\_DataList\_Tutorial\_Beta.fxp*

For simplicity, the composition has already been imported into Flash Catalyst and saved in a project file. The source .AI file is included with the tutorial files for exploration.

The artboard shows a partially completed composition containing several flag icons, some text, symbols for a scrollbar, and a background.



2. Marquee select the column of flag icons on the right and press the delete key. These icons will be used later, but they don't need to be present on the art board. Even though they have been deleted from the art board, they are still accessible as objects in your library panel for re-use later in this tutorial.
3. Marquee select everything remaining on the artboard, then use the HUD to Convert Artwork to Component > Data List. All the selected assets are encapsulated in a Data List component.



4. Select the newly created Data List on the artboard and click Edit Parts in the HUD (or you can double-click the Data List on the artboard)
5. A Data List has one required part, the Repeated Item. To assign the Repeated Item, select the text for "United Kingdom" and the Bitmap Graphic for the corresponding flag icon. On Mac, this is most easily accomplished by Command+Clicking on each of the desired objects, for Windows, Ctrl+Click the desired artwork.



6. Use the HUD to assign these two objects as the Repeated Item by the Convert Artwork to Data List Part button > Repeated Item

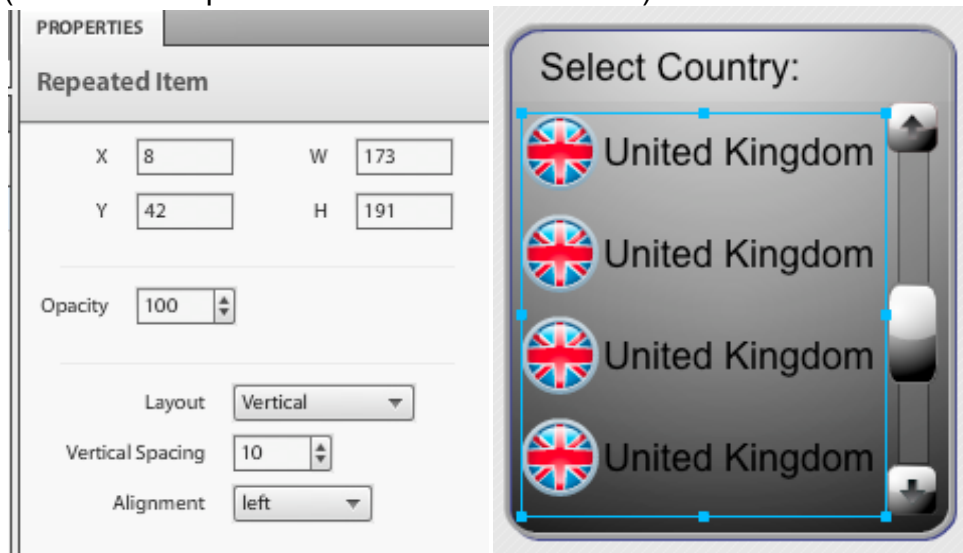
The items you selected are converted to a repeated item and replicated 5 times.



7. Select the Repeated Item and resize it by dragging to match the image below.

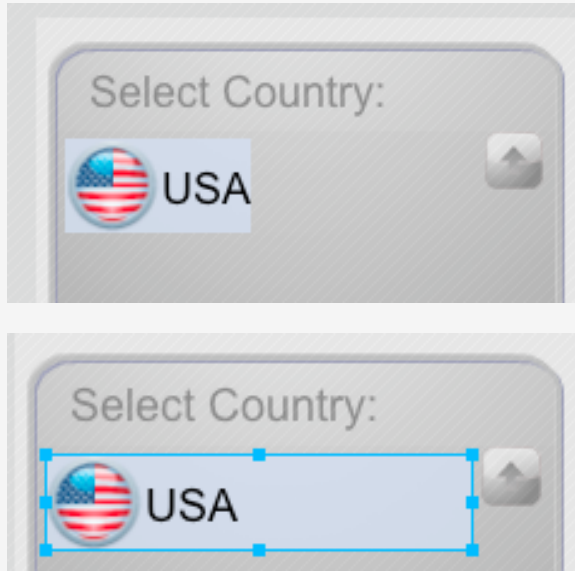


8. With the Repeated Item still selected, go to the Properties Panel and adjust the Vertical Spacing so that 4 of the list items fit neatly within the boundaries of the Repeated Item, indicated by the blue selection highlight. (a value of 10 pixels was used for this tutorial)

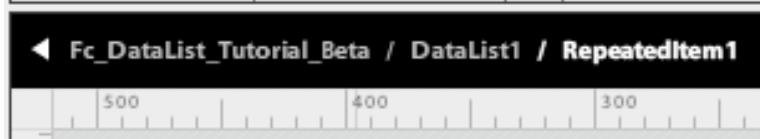


9. Flash Catalyst automatically adds an Item Highlight to the repeated item when it is initially created. To see this, double-click the Repeated Item on the artboard to edit it in place.
10. In the Layers Panel, you can see that there is an Item Highlight object. Click on each of the states for the Repeated Item (Normal, Hovered, Selected) to see how the Item Highlight is displayed for each state.

The size of the default Item Highlight is determined by the size of your Repeated Item. In this example, the text 'United Kingdom' is the longest country name, so the highlight is set to be very large. If the text we used to create the repeated item was very short (for instance, 'USA') then the default highlight would also be very short and it would need to be edited to cover the names of longer countries in the list. When making changes, don't forget to update both the Hovered and Selected states.



11. In the navigation bar, click on DataList1 to exit edit-in-place mode for the repeated item and go to edit-in-place mode for the Data List



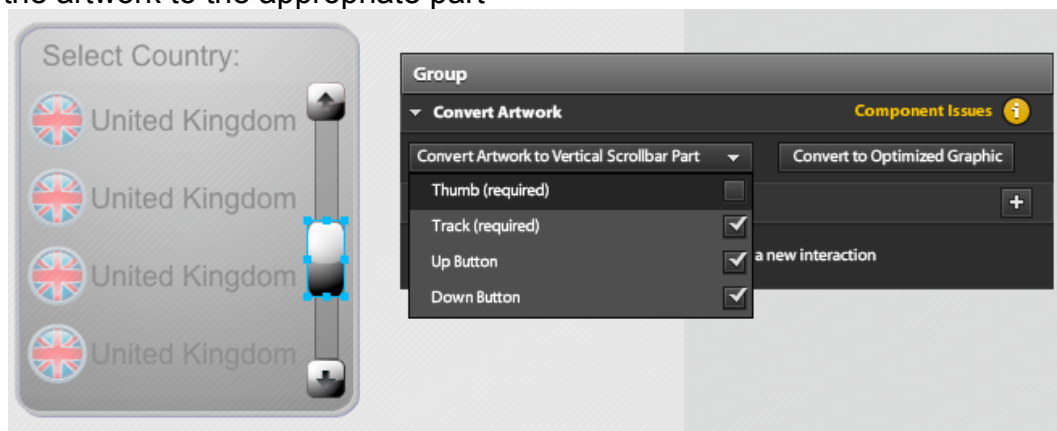
12. Select the 4 pieces of art that represent the scrollbar and use the context menu to Convert Artwork to Component > Vertical Scrollbar



13. Double-click the Vertical Scrollbar to edit it

When a scrollbar is included inside a Data List, it is automatically configured to scroll the list's data

14. Now select each of the scroll bar parts in turn and use the HUD to assign the artwork to the appropriate part



15. Press the ESC key 2 times to exit all the way out of edit-in-place.

16. Go to the File menu and select Run Project to see the results



17. You may save the project for the next section, or use the supplied project file.

In order for text and bitmaps in your Repeated Item to draw their data from the Design-Time Data panel (covered in the next section), they need to be flagged as 'Dynamic' items.

When converting bitmaps or text to a Repeated Item part, Flash Catalyst automatically sets them to be 'Dynamic'. Bitmap Images or Text added to the Repeated Item after its initial creation can be made to draw data from the Design-Time Data panel by selecting the object and using the context menu to 'Make Component Dynamic'.

Conversely, to stop an object in a Repeated Item from getting its data from the Design-Time Data panel, select it while editing the Repeated Item and use the context menu to 'Make Component Static'.

Continue to the next section *Editing a List's data from the Design-Time Data panel* to set data for the flag icons and country names.

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## Editing a List's data from the Design-Time Data panel

The Design-Time Data panel is where the data for your list is accessed. For each Text or Image that is 'Dynamic' a column will appear in the panel. The panel is only active when a Data List is selected and it contains controls for adding and removing rows of data through the Add Row and Trashcan buttons.

In this section, we will walk through editing data in the Design-Time Data panel. You may continue with your work from the previous section or open the supplied FXP file, *Fc\_DataList\_Tutorial\_Beta2.fxp*







1. Continue with your file from the last section, or go to File > Open Project and select *Fc\_DataList\_Tutorial\_Beta2.fxp*

The artboard contains a customized Data List component, but all the items in the list are identical.



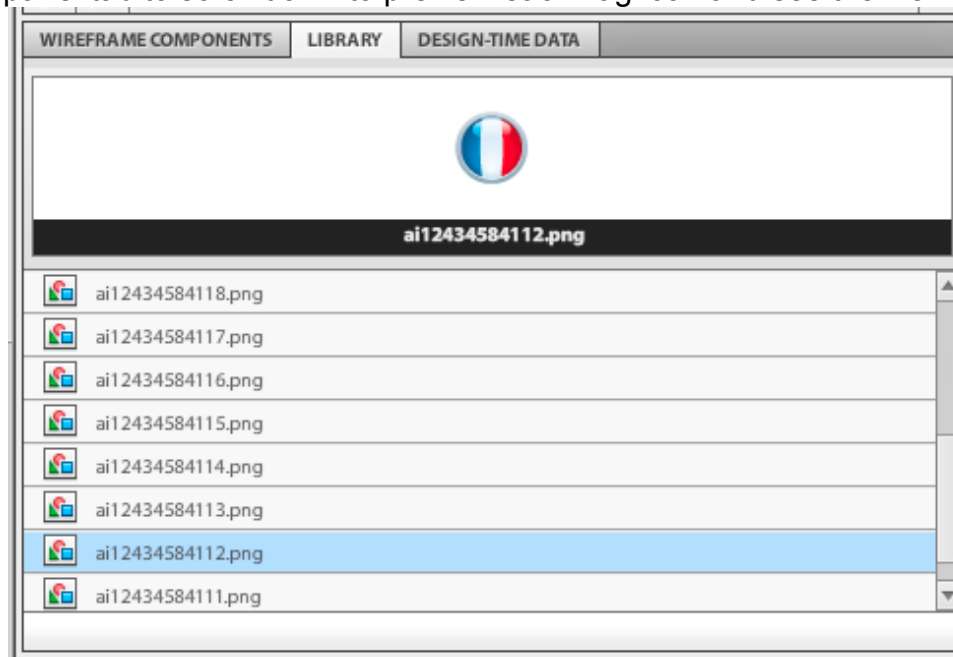
2. Select the Data List on the artboard

When a Data List containing Dynamic Items is selected, the Design-Time Data panel opens to show which list data is editable

WIREFRAME COMPONENTS		LIBRARY	DESIGN-TIME DATA
	Image 1	Text 1	
0		United Kingdom	
1		United Kingdom	
2		United Kingdom	
3		United Kingdom	
4		United Kingdom	
+ Add Row			

In this Beta version of the Design-Time Data panel, navigation shortcuts for the Design-Time Data panel are not yet implemented, and users must click into each cell to edit the data.

- The flag icons were included during the original import from Illustrator, so they will be available for preview in the Library panel. Click on the library panel tab to scroll down to preview each flag icon and see the file names.





You can browse the library panel to see the file name for each flag icon, but for your convenience (and because some of us flunked geography) I've listed them here:

	UK
	Canada
	USA
	Greece
	Denmark
	Italy
	France
	Norway

4. Select the Data List on the artboard, then go to the Design-Time Data panel and click the Add Row button three times to add three more rows to the list (one row for each of the different national flag icons)
5. Click in the cell for row 1 in the Image1 column of the Design-Time Data panel

An Asset picker dialog pops up



6. Select any national flag icon (besides the United Kingdom's) in the asset picker and click OK.
7. Click on the image cell for row 2 and continue until each cell has a different national flag icon assigned

WIREFRAME COMPONENTS		LIB
	Image 1	
0		U
1		U
2		U
3		U
4		U
5		U

- Now edit the values in the text1 column to enter the corresponding country names.

The result on the artboard is a Data List that draws its data from the Design-Time Data panel



- Go to File > Run Project to see the resulting SWF
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