

MxArtsDisplayComponentsSet1

[CocoonWithMacromediaFlashMx](#)

It's a set of components (little framework) like CocoonForms widgets, (but for front-end presentation); This is a preview version made with [macromedia](#) flash mx (with Actionscript 1.0), that consumes a xml file whose path is received as parameter. To compile this version, the file mxarts-ui-components-x fla and the lib folder are needed; it's founded in the mxarts-dispcomset-1.zip file.

The current version is 1 😊

Components can be found on the library panel of the flash mx movie

For xpath queries of xml file it uses software of [xfactorstudio](#).

Examples are done in the examples.zip file.

This components can be easily integrated with Cocoon as process for build quick front-ends. The steps are:

1. create a match for read the resources (the .swf generated files)
2. create a match for generate the xml file that is consumed by the movie
3. create a match for generate the 'htm' file that contains the <object> tag linking the .swf generated file

It's just a short description; in the future this page should be updated (TODO!!!)

Background Theory

See also:

- a way for to model 'web-sites' and define the page elements to present the final user : OOHDm or WebML (google-search should be give some hundred of results), a set of constraints added to UML models

(...excuse me for my english)

Attachment: [mxarts-dispcomset-1.zip](#)

Attachment: [examples.zip](#)