

bGlossary Component

Version: **1.0**
Created on: **20 February 2010**
Updated on: **20 February 2010**

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2. General Description

The bGlossary Component is used for displaying any kind of **glossary, dictionary, for example technical terms or FAQ's or a language dictionary, or multiple language translations** etc.... It is very customizable and really **easy to use even for novices in Flash** developing. Most of the properties can be customized either from script either from the **parameters panel or from component inspector**.

All that data is loaded from and **XML file so there is no need for flash knowledge**.

It can be **resized to any desired dimensions** and **every adjustment to the elements properties are done be the component so you don't have to worry about that**.

The component has **an advanced auto complete** which knows exactly which word you are looking for.

The **language can be changed very easy** and it can support any language.

It supports symbols like: **∂ Δ Π Σ √ ∞ ∩ ⊥ Ω Γ Φ φ μ ï é ö υ § Ŧ Ā Ĩ Â**

You can put **images** with or without text besides.

Being a component all you have to do is to **drag and drop** from components panel or lybrary to your stage

3. Properties

Property	Description
alphabet(String)	<p>Gets or sets the alphabet used by the component.</p> <p>Default value is: "ABCDEFGHIJKLMNOPQRSTUVWXYZ"</p>
XMLpath (String)	<p>Gets or sets the path to the XML file containing the data.</p> <p>Default value is: "glossary.xml"</p>
_SPACING (Number)	<p>Gets or sets the spacing between the alphabet buttons from the top menu.</p> <p>Default value is: 3</p>
bWidth (Number)	<p>Gets or sets the width of a button from the alphabet top menu.</p> <p>Default value is: 22</p>
searchBox (TextInput)	<p>Returns a reference to the TextInput containing the search box.</p>
wordsList (List)	<p>Returns a reference to the List containing the list of all items for a letter.</p>
wordTitle(TextField)	<p>Returns a reference to the TextField containing the title of the current selected word.</p>
wordDescription(TextArea)	<p>Returns a reference to the TextArea containing the details for the current selected word.</p>

4. *Methods*

Method	Description
bGlossary()	Creates a new bGlossary instance

5. Events

Only the standard ones