

**Index:**

- 1. Installing Flash Chat v1.5 Deluxe**
  - 1.1. Included files and tools
  - 1.2. Installing the chat step by step
- 2. Installation Failed? Troubleshooting Guide**
  - 2.1. Troubleshooting the chat if installation fails
  - 2.2. Fixing the chat step by step
  - 2.3. Contacting support for help
- 3. Using Flash Chat v1.5 Deluxe**
  - 3.1. Chat Commands
  - 3.2. [/rooms] Chat rooms list
  - 3.3. [/kick] User kick
  - 3.4. [/ban] User ban
  - 3.5. [/private] Send private chat window
  - 3.6. [/history] Chat message history
  - 3.7. [/clear] Clear chat history XML
  - 3.8. [/sounds] Sound On/Off
  - 3.9. HTML Code in chat messages
- 4. Administrator Functions**
  - 4.1. Changing the administrator password
  - 4.2. Viewing the chat message history
  - 4.3. Resetting the chat message history
  - 4.4. Blocking and unblocking IP addresses
  - 4.5. Blocking certain user nicknames
  - 4.6. Editing the bad word filter
  - 4.7. Setting up multiple chat rooms
- 5. Customizing Flash Chat v1.5 Deluxe**
  - 5.1. Customizing the chat's welcome message
  - 5.2. Customizing the time and date format
  - 5.3. Customizing the emoticons / adding new emoticons
  - 5.4. Customizing the design and layout of the chat
  - 5.5. Importing the chat into an existing Flash Movie (AS3)
- 6. Credits**
- 7. Version History**
- 8. Report piracy and theft of Flash Chat v1.5 Deluxe**

**Dear ActiveDen.net Buyer,**

if you are happy with Flash Chat v1.5 Deluxe, please vote a **“5” star user rating** at ActiveDen.net. I would greatly appreciate if you take a moment to leave a few nice words in my sales comments. This will help me a lot! With every chat I sell, development and creating new features for the chat will continue. Remember, all future updates of Flash Chat v1.5 Deluxe are free to you.

You currently have **version 1.504**

Kind Regards,  
Sven Kohn a.k.a. MindprobeSven  
[sven@mind-probe.com](mailto:sven@mind-probe.com)

# 1. INSTALLING FLASH CHAT V1.5 DELUXE

## 1.1 Included files and tools

Inside the downloaded ZIP file you will find the following:

<b>Flash Chat - Dark Skin</b>	// Main demo chat + source files
<b>Flash Chat - Light Skin</b>	// Main demo chat with white background + source files
<b>Flash Chat - Mini Skin</b>	// Small size chat + source files
<b>Flash Chat - Blank Skin</b>	// Create your own chat room design with this blank skin

### EXTRAS > Chat Tools

- Chat Monitor v1.0	// Shows 30 previous messages, refresh every 10 sec.
- Chat History Viewer v1.0	// Shows complete chat message history

### EXTRAS > Chat Patch

- Fixes 1 - 4	// Fixes for troubleshooting the chat if installation fails
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Inside the skin folders, find the following files:

<b>/css</b>	// Contains CSS file for index.html (Only Dark Skin)
<b>/layout_pics</b>	// Contains images for index.html (Only Dark Skin)
<b>/Classes</b>	// Directory Classes
<b>/Classes/ChatBox.as</b>	// Flash Actionscript 3 Source File (Chat Engine)
<b>/Classes/ChatBoxProcess.as</b>	// Flash Actionscript 3 Source File (Chat Engine)
<b>Chat.as</b>	// Flash Actionscript 3 Source File (Chat Engine)
<b>chat.flr</b>	// Flash CS3+ Source .FLA (Chat Skin Template)
<b>chat.swf</b>	// Compiled application .SWF
<b>chat_functions.php</b>	// PHP File (Chat Engine)
<b>xml_chatprocess.php</b>	// PHP File (Chat Engine)
<b>xml_userprocess.php</b>	// PHP File (Chat Engine)
<b>chathistory.xml</b>	// XML chat message buffer
<b>chatarchive.xml</b>	// XML chat message history
<b>userlist.xml</b>	// XML user list data
<b>banlist.xml</b>	// XML IP address ban list
<b>index.html</b>	// HTML file runs the chat in browser

## 1.2 Installing the chat step by step

### Instruction #1:

Chose the skin you wish to install and upload the following files inside the selected skin's folder to a directory of your choice on the FTP server.

<b>/css</b>	// Upload entire folder and files inside (Only Dark Skin)
<b>/layout_pics</b>	// Upload entire folder and files inside (Only Dark Skin)
<b>chat.swf</b>	
<b>chat_functions.php</b>	
<b>xml_chatprocess.php</b>	
<b>xml_userprocess.php</b>	
<b>chathistory.xml</b>	
<b>chatarchive.xml</b>	
<b>userlist.xml</b>	
<b>banlist.xml</b>	
<b>index.html</b>	

Make sure you are uploading in **Binary** or **Auto** mode and not in ASCII. Once uploaded, make sure the file access permissions (**chmod**) of all files inside the chat directory are set to **644** or **755**.



**Note:** If you don't know how to set file access permissions, search for "Setting chmod" or "Changing file access permissions" in Google. It's easy, you will be able to learn it in just a few minutes.

### Instruction #2:

To run the chat, simply open the uploaded index.html in your browser. The chat will work identically on all browsers.

## 2. INSTALLATION FAILED? – TROUBLESHOOTING GUIDE

### 2.1 Troubleshooting the chat if installation fails

## !!! STOP !!!

If the following troubleshooting guide does not help you get your chat to function and you need help, please **DO NOT** post support questions into the comments on my ActiveDen.net sales page. Please only email me directly [sven@mind-probe.com](mailto:sven@mind-probe.com). I will personally help you solve the problem with your chat installation.

You have followed all the installation instructions in chapter 1 and tried running the chat in your browser, but it doesn't work. Your browser is complaining with ERROR messages or you cannot login no matter how many times you try.

1. Most important of all, your web server will need to run **PHP5**. It should have this because PHP4 has been outdated for 5 years and development and support has been discontinued. If you run PHP4, you should seriously consider upgrading to PHP5.

2. Make sure the file permissions (**chmod**) of all files inside the chat directory are set to **644** or **755**.

3. In some very rare cases, due to a server configuration issue on your side, you might have to set the **chmod** of all the XML files to 777. If this is the only way you can make the chat work, you should consider fixing your server configuration so XML files can be written to with a **chmod** of 644 or 755.

If everything is set correctly and the chat still doesn't work, proceed to **chapter 2.2** below.

## 2.2 Fixing the chat step by step

Inside the **EXTRAS** folder, you will find a folder called **Chat Patch** which contains the folders **Fix 1**, **Fix 2**, **Fix 3** and **Fix 4**. Each of these folders contains a file called **.htaccess**.



**Note:** Your Apache server must be configured to use **.htaccess** files. If not, you may be able to request this from your host. Ask the host to enable the use of **.htaccess** files on your web server.

### Instruction #1:

First upload the **.htaccess** file inside the **Fix 1** folder to the same directory as your chat and then try running the chat again in your browser.



**Note:** You might have to clear your browser cache every time to see the updated version.

### Instruction #2:

If this didn't work, delete **.htaccess** from the server and upload the **.htaccess** file from the **Fix 2** folder. Still no luck, repeat the same with **Fix 3**.

### Instruction #3:

If the chat still doesn't run at this point, we have one more option, **Fix 4**. First upload the **.htaccess** file inside the **Fix 4** folder to your chat directory. Next, rename all PHP files in the chat directory from **.php** to **.php5**. Finally, clear your browser cache again and try running the chat once more in your browser.

One of these should make the chat work if your Apache server is configured properly to use **.htaccess** files.

## 2.3 Contacting support

For support, please send your email to [sven@mind-probe.com](mailto:sven@mind-probe.com). Describe your problem and send the URL to the chat running on your web server. If possible, also include the access to your FTP server so I can fix the problem directly for you.

## 3. USING FLASH CHAT V1.5 DELUXE

### 3.1 Chat commands

Flash Chat v1.5 Deluxe has various commands available to control the chat as administrator or normal user. The chat commands are typed into the input field just like a normal chat message and execute after sending. There is no special login for administrators. All users login the same way.

### 3.2 Chat command – [/rooms]

To view the list of available chat rooms or switch to another chat room, type this command into the chat:

**/rooms**

### 3.3 Chat command – [/kick]

Administrators can kick users by typing this command into the chat:

**/kick username**

e.g. /kick Charles

You will then be asked for the Administrator password.

### 3.4 Chat command – [/ban]

Administrators can ban users by typing this command into the chat:

**/ban username**

e.g. /ban Charles

You will then be asked for the Administrator password. When a user is banned, the user's IP address is saved into a banlist. The user will not be able to login to the chat again until the IP address entry is removed from the banlist. You can find more information about blocking and unblocking IP address in chapter 4.4.

### 3.5 Chat command – [/private]

All users can send private messages only visible to the recipient user. Sending a private message will pop-up a private chat box in the recipient's chat window and allows them to answer back. To send a private message type the following command into the chat:

**/private username message**

e.g. /private Charles Hello, this is a private message!

### 3.6 Chat command – [/history]

To retrieve the last 30 chat messages from the chat message archive **chatarchive.xml**, type this command into the chat:

**/history**



**Note:** Make sure you reset the **chatarchive.xml** file frequently on the web server. Learn how to do this in chapter 4.3.

### 3.7 Chat command – [/clear]

To reset the message history XML files, type this command into the chat.

**/clear**

### 3.8 Chat command – [/sounds]

To turn the sound effects of incoming messages, etc. off and on, type this command into the chat:

**/sounds**

### 3.9 HTML code in chat messages

You can add HTML code to format the text of your chat messages:

```
<font color='#FF0000'>Hello World!</font>  
<b>Bold Text</b>  
<i>Italic Text</i>  
<u>Underlined Text</u>
```

Web addresses (URLs) and email addresses are automatically converted to clickable links:

For web addresses (URLs) type:

<http://www.yourdomain.com>

For email addresses type:

<mailto:name@domain.com>

## 4. ADMINISTRATOR FUNCTIONS

### 4.1 Changing the administrator password

Only administrators can kick or ban users from the chat. The default password is “**chat123**”. To change the administrator password, open the **chat\_functions.php** file and on line 21 change the password. Save the file and upload to your server.

```
echo "resultServerTime=" . $serverTime . "&resultPassword=chat123";
```

### 4.2 Viewing the chat message history

There are several ways to view the chat message history.

You can either view the **chatarchive.xml** file directly inside your FTP client, opening **chatarchive.xml** directly in your browser, typing the **/history** command while connected to the chat or use the included tools **Chat Monitor v1.0** or **Chat History Viewer v1.0** to read past chat conversations.



Instructions for the tools are in the **Tools Manual.pdf** inside the **EXTRAS->Chat Tools** folder.

### 4.3 Resetting the chat message history

Simply type the chat command **/clear** into the chat. It will reset the **chathistory.xml** and **chatarchive.xml** files.

## 4.4 Blocking and unblocking IP addresses

If you have banned a user from inside the chat client, the user's IP address is added to the **banlist.xml** file. To unblock the users IP address, simply edit the banlist.xml file on your web server and delete the entry with the desired IP address.

```
<entry>
  <ip>213.48.124.174</ip>
</entry>
```

If you find that a user has been harassing other users while you were offline, you can check through the chat history and manually ban the IP address of a user at any time. Simply add the IP to the banlist.xml file on your web server and the user with that IP will not be able to login again.

## 4.5 Blocking certain user nicknames

Open **chat\_functions.php** and on line **93** and **164** add a new line of code for each name you wish to disable. Only use lowercase letters. Save and upload to your server.

## 4.6 Editing the bad word filter

Open **xml\_chatprocess.php** and around line **23** you will find the bad word filter code. Add a new line of code for each bad word you wish to filter. Only use lowercase letters. Save and upload to your server.

## 4.7 Setting up multiple chat rooms

Open **Chat.as** and around line **492** you find this block of code with the rooms list that is displayed when executing the **/rooms** command inside the chat client.

```
sa.addText("<font color='" + chatTextColor + "'><b>List of Chat Rooms</b></font>");
sa.addText("<font color='" + chatTextColor + "'>-----</font>");
sa.addText("<font color='" + chatTextColor + "'><b>Click on the room name to switch:</b></font>");
sa.addText("<font color='" + chatTextColor + "'><a href='http://www.flashchatdeluxe.com/index.php'><u><font color='" +
chatLinkColor + "'>#Main Chat Room</font></u></a> - Test the chat as much as you like here</font>");
sa.addText("<font color='" + chatTextColor + "'><a href='http://www.flashchatdeluxe.com/rooms/fun/index.html'><u><font color='" +
chatLinkColor + "'>#The Fun Room</font></u></a> - Tell jokes and laugh with others</font>");
sa.addText("<font color='" + chatTextColor + "'><a href='http://www.flashchatdeluxe.com/rooms/challenge/index.html'><u><font
color='" + chatLinkColor + "'>#The Challenge Room</font></u></a> - Stay online for 10 hours and win a beer</font>");
sa.addText("<font color='" + chatTextColor + "'><a href='http://www.flashchatdeluxe.com/rooms/espanol/index.html'><u><font
color='" + chatLinkColor + "'>#Chat en Espaol</font></u></a> - Viva Espaal</font>");
sa.addText("<font color='" + chatTextColor + "'>Create unlimited chat rooms with Flash Chat v1.5 Deluxe</font>");
sa.addText("<font color='" + chatTextColor + "'>-----</font>");
```

Add new line of code (marked in red) for each new chat room. Simply create a separate directory for each chat room on your web server and upload the chat files to each one. Each chat in each of the chat room directories is a complete stand-alone and can be customized individually.



**Tipp:** I recommend setting the link URLs to each chat room with the full domain path since each chat room will use the same chat room list called by the **/rooms** command. This way, all chat rooms can be called from any individual chat room from any location on the server.

## 5. CUSTOMIZING FLASH CHAT V1.5 DELUXE

### 5.1 Customizing the chat's welcome message

Open **chat.fla** and on Layer1, Frame1 open the Actions panel to edit the code of that keyframe.

Around line **110** you find this block of code. Here you can edit the “**Welcome Message**”. Compile, upload.

```
sa.addText("<font color=\"" + chatTextColor + "\"><b>Flash Chat v1.503 Deluxe Demo Chat Room!</b></font>");
sa.addText("<font color=\"" + chatTextColor + "\">This chat was made using Flash Chat v1.5 Deluxe</font>");
sa.addText("<font color=\"" + chatTextColor + "\">-----</font>");
sa.addText("<font color=\"" + chatTextColor + "\">Make a smiley by typing its keyboard symbols :) :) :P :( :O</font>");
sa.addText("<font color=\"" + chatTextColor + "\"><font color='#FF8500'>/rooms</font> - View list of available chat rooms</font>");
sa.addText("<font color=\"" + chatTextColor + "\"><font color='#FF8500'>/private [username] [msg]</font> - Send private pop-up chat
window to user</font>");
sa.addText("<font color=\"" + chatTextColor + "\"><font color='#FF8500'>/ban [username]</font> - Ban a user's IP address (admin
only)</font>");
sa.addText("<font color=\"" + chatTextColor + "\"><font color='#FF8500'>/history</font> - View last 30 chat messages</font>");
sa.addText("<font color=\"" + chatTextColor + "\"><font color='#FF8500'>/sounds</font> - Switches sounds ON and OFF</font>");
sa.addText("<font color=\"" + chatTextColor + "\"><font color='#FF8500'>/help</font> - View list of all chat commands</font>");
sa.addText("<font color=\"" + chatTextColor + "\">-----</font>");
```

### 5.2 Customizing the time and date format

Open **xml\_chatprocess.php** and on around line **57** you find this code. Edit the time format here.

```
$enterMessage = "Enters " . date("l jS \of F \@ G:i:s");
$leaveMessage = "Leaves " . date("l jS \of F \@ G:i:s");
```

### 5.3 Customizing the emoticons / adding new emoticons

Open **chat.fla**. Inside the library find a folder called **Smileys**. In there you find the 5 default smileys. You can replace these with your own.

To add new a new smiley, import the new smiley image file (**13x13 pixels**) into your library, right click on it and select **Properties**. Next, enable the checkbox **Export for Actionscripting** and name the **Class** for example, smiley\_6

In the **chat.fla** on Layer1, Frame1 open the Actions panel to edit the code of that keyframe. Around line **8** you will find the block of code to connect the newly imported smiley to a typed character symbol. Add a copy of the line of code (marked in red) for each character symbol and newly imported smiley graphic.

#### Example:

I have a new smiley and want to add it to the 5 default ones. I named the smiley file, **smiley\_6.gif** and imported it into my library. Next I open the **Properties** of **smiley\_6.gif** in the library panel and enable the checkbox **Export for Actionscripting** and name the **Class** smiley\_6. In the source code I add the following code and compile:



```
bmpData = new smiley_6(13, 13);  
sa.registerBitmap(";-p", bmpData);
```

Now when someone types “;-p” into the chat, the new smiley will appear.

```
var bmpData:BitmapData = new smiley_1(13, 13);  
sa.registerBitmap(":", bmpData);  
bmpData = new smiley_2(13, 13);  
sa.registerBitmap(":-)", bmpData);  
bmpData = new smiley_2(13, 13);  
sa.registerBitmap("8)", bmpData);  
bmpData = new smiley_2(13, 13);  
sa.registerBitmap("8-)", bmpData);  
bmpData = new smiley_2(13, 13);  
sa.registerBitmap("=)", bmpData);  
bmpData = new smiley_2(13, 13);  
sa.registerBitmap("=-)", bmpData);  
  
bmpData = new smiley_2(13, 13);      // The pasted example code  
sa.registerBitmap("8-)", bmpData);  
  
bmpData = new smiley_2(13, 13);  
sa.registerBitmap(":P", bmpData);  
bmpData = new smiley_2(13, 13);  
sa.registerBitmap(":p", bmpData);  
bmpData = new smiley_2(13, 13);  
sa.registerBitmap("=P", bmpData);  
bmpData = new smiley_2(13, 13);  
sa.registerBitmap("=p", bmpData);  
bmpData = new smiley_2(13, 13);  
sa.registerBitmap(":D", bmpData);  
bmpData = new smiley_2(13, 13);  
sa.registerBitmap("=D", bmpData);  
  
bmpData = new smiley_2(13, 13);  
sa.registerBitmap(":-P", bmpData);  
bmpData = new smiley_2(13, 13);  
sa.registerBitmap(":-p", bmpData);  
bmpData = new smiley_2(13, 13);  
sa.registerBitmap(":-D", bmpData);  
  
...
```

## 5.4 Customizing the design and layout of the chat

If you want to create your own skin, follow these steps:

1. Open **chat.fla** and observe how the default chat interface is constructed. On Frame 1 you can see the keyframes that contain the graphics, login button and input field of the **login screen**. On Frame 10 you can edit the keyframes that contain all the elements of the **chat** and on Frame 20 you have the **logout screen**.

If you notice, the chat interface is made up of only a few elements making customization easier for you. Look at the last layer called “**Skin**” and notice the entire interface design is made up of one single picture

placed as background with the input fields, buttons and text headers simply placed in layers above. Replacing this background picture is therefore 90% the work already done customizing the skin.

2. Create your skin design in Photoshop in any size and import it into **chat.fla** replacing the old “**Skin**” layer background graphic.

3. Design new **"Send"** and **"Login"** buttons matching your skin and replace the existing ones with yours in the library.

4. Change the size of the Flash movie to fit your skin and place all the input fields, buttons and text headers into the correct position.

5. Change the **text and link color** of the chat message box in **Chat.as** on **line 26 and 27**:

```
private var chatTextColor:String = "#FFFFFF";  
private var chatLinkColor:String = "#FF8500";
```

6. Set the **background color** for the chat message box. Open **ChatBox.as** inside the **Classes** folder and on **line 34** change the (0x4D4D4D) color to the desired new background color.

7. Now you need to **set the position** of the chat messages box and set its **width and height**. Open **chat.fla** and on Layer1, Frame1 open the Actions panel to edit the code of that keyframe. On line **6** you can edit the width and height of the chat messages box.

In the example bellow, 515 is the set width and 320 is the set height. Change these so it fits into your skin.

```
sa = new ChatBox(515, 320, 12);
```

Next, on line **106** and **107** you can set the x and y position of the chat messages box.

```
sa.x = 82;  
sa.y = 98;
```

8. Congratulations! You have created your own customized Flash Chat!

## 5.5 Importing the chat into an existing Flash Movie (AS3)

You can include the chat into any existing Flash Movie (Actionscript 3). Simply load the external **chat.swf** into the Flash Movie with a code like this:

```
var swfRequest:URLRequest = new URLRequest("chat.swf");  
var swfLoader:Loader = new Loader();  
swfLoader.load(swfRequest);  
addChild(swfLoader);
```

## 6. CREDITS

Flash Chat v1.5 Deluxe was created by Sven Kohn

My portfolio: <http://www.mind-probe.com>

You can hire me for freelance web design and web development work.

## 7. VERSION HISTORY

Flash Chat is constantly updated and new features are added. All updates for v1.5 are free for existing customers. The list below will keep track of updates to the chat and which files have been modified.

Keep visiting <http://www.flashchatdeluxe.com> or ActiveDen.net to find out about new updates.

Your current version: **1.504**

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### **Version: 1.504**

- Added an emoticon / smiley menu to the chat interface.
- Replaced the chat's sound effects with completely new ones.

### **Version: 1.503**

- The sending of private messages has been greatly improved. The /private command now pops up a separate chat box, displaying the received private message from the other user. You can comfortably reply to private messages via the message text input field in the new private chat box.
- The chat now detects if a user has timed-out or lost connection to the chat. In the older versions, the timed-out user's nickname disappeared from the user online list and was still able to send and receive messages. This made it impossible for Administrators to kick or ban this user. The chat can now detect if a user has timed-out and will remove the person from the chat room automatically.
- The history XML files can now be cleared via the "/clear" chat command. In the older versions, administrators had to manually upload the empty XML history files via FTP to reset the chat history. Now you can do the same by typing the clear history command directly inside the chat client.
- The chat now checks the size of the history XML file before loading the last 30 messages into the chat client via the "/history" command. In the older versions, the chat tried to load the history XML file no matter how large its file size. This caused the chat to crash or the user to lose connection. Now, when the size of the XML file exceeds a certain limit, the chat notifies the administrator to clear the XML files.
- The administrator password is now stored in a separate .PHP file instead of being inside the .AS code. Some people reported having their chat hacked by others who decompiled the chat's .SWF file and retrieved the administrator password from inside the source code.
- Added basic flooding protection. Users cannot send duplicate messages.

### **Version: 1.502**

In this new update I have included "3" new ready-to-use skins.

### **Version: 1.501**

The first release of Flash Chat v1.5 Deluxe to the public.

## 8. REPORT PIRACY AND THEFT

If you have downloaded this chat software from a P2P client, a warez website, forum, rapidshare or any other place offering this chat as pirated download, please contact [sven@mind-probe.com](mailto:sven@mind-probe.com) and describe the location. You will be rewarded with \$\$\$.