



**8.5**

# **Client Configuration Guide**

The chat client is fully configurable via a configuration XML and some parameters via its container HTML. Both may be static or dynamically generated as desired. This chapter describes the configurable options used in these two files.

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## Setting up ChatBlazer in a Popup Window

A sample HTML (`index.html`) is provided to create a popup window for the client. The sample contains `index.swf`, in which a button calls the Javascript function `openFlashWindow()`. To open the window in full screen mode, call `openFlashFull()` instead. Upon calling this function, a new browser window will popup and load `client.html`.

Other examples of calling the popup:

From a hyperlink:

```
<a href="javascript:openFlashWindow()">Click here to start chat</a>
```

From a button:

```
<input type="button" value="Start Chat" onclick="openFlashWindow()">
```

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## Setting up ChatBlazer Embedded in an existing HTML

To embed the ChatBlazer client into an existing HTML page, two sections of code need to be inserted from `client.html` to your HTML page.

### 1. Insert between the `<head> ... </head>` tag

Copy the lines starting from

```
<!-- START COPYING INTO <HEAD> TAG -->
```

to

```
<!-- STOP COPYING INTO <HEAD> TAG -->
```

and paste into your HTML's `<head></head>` tags.

### 2. Insert within the `<body> ... </body>` tag

Copy the lines starting from

```
<!-- START COPYING INTO <BODY> TAG -->
```

to

```
<!-- STOP COPYING INTO <BODY> TAG -->
```

and paste into your HTML's <body></body> tags, at the location where the application is desired to be located.

## Setting up client.html

client.html is the container for the ChatBlazer Flash client. It contains several parameters in the form of Javascript variables as listed below. All paths stated below are relative to the host HTML. Full URLs are expected if the files are hosted on different domains.

Variable Name	Description
sourceBase	Base URL of ChatBlazer's SWF files. This is required only when client.html and ChatBlazer8.swf reside in different locations. This URL must end with a "/".  Note that this variable is defined at the top of client.html, separate from the other variables.  <i>e.g. <a href="http://demo.chatblazer.net/chat/">http://demo.chatblazer.net/chat/</a></i>
mainConfig	Main configuration XML file which defines the client's behavior. Dynamic URLs are accepted to generate customized configurations.  <i>e.g. config.xml</i> <i>e.g. config.php?user=myname&amp;password=mypass</i>
mainLang	Path to language file. Defaults to English if not specified.  <i>e.g. lang/client-en.xml</i>
mainSkin	Name of skin file to use. This is available only in hosting accounts. Valid values include: "classic", "alien", "bluesky". This is left blank when the default skin is to be chosen.
<b>Direct Login to Chat</b>	
directUsername	Username used for direct login (where applicable).
directPassword	Password used for direct login (where applicable).
<b>Direct Entry to Room Upon Login</b>	
roomPassword	Password of room for use in direct entry (where applicable)
roomID	Direct entry to room with room ID, overrides value in config.xml
roomName	Direct entry to room with room name, overrides value in config.xml
<b>Direct Entry to Private Chat</b>	
privateChatCID	Channel ID of private chat to enter directly. This is used only when the server script pre-creates a private chat session.
<b>Preloader Look and Feel</b>	
logoPath	Path of logo which will be displayed in the foreground of the preloader. Only SWF, GIF, PNG, JPG accepted.
bgPath	Path of background which will be displayed behind in the preloader. Only SWF, GIF, PNG, JPG accepted.

bgColor	Color of background to show before any background image is loaded. <i>E.g. #FFFFFF for white</i>
barColor	Color of the progress bar. <i>E.g. #0000FF for blue</i>
textColor	Color of the text in the preloader. <i>e.g. #000000 for black</i>
<b>User Profile Import</b>	
profileAvatar	Import user's avatar. Full path to the image is recommended.
profileReal	Import user's real name to profile.
profileGender	Import user's gender to profile.
profileAge	Import user's age to profile.
profileEmail	Import user's email address to profile.
profileDOB	Import user's date of birth to profile.
profileCountry	Import user's country to profile.
profileScript	Defines a specific path for each user's profile page. e.g. /phpBB3/cbuserinfo.php?username={username} where {username} is the username
<b>Flash Setting</b>	
chatWidth	Width of the Flash application, in percentage or pixels.
chatHeight	Height of the Flash application, in percentage or pixels.
flashPath	Path of the Flash application. Recommended NOT to change this, but can be altered to cater for different skin files.
flashVars	DO NOT CHANGE THIS VARIABLE

## Setting up Custom Avatars

Custom Avatars allows a user to upload pictures as their own avatar, rather than choosing from the system default list. The images will be stored in a directory "uploads/avатар", relative to the ChatBlazer8.swf file.

Ensure this directory is created and make sure write-permissions are granted to it. In a UNIX environment, set the directory's permissions to **777**.

*e.g.*  
`chmod 777 uploads`  
`chmod 777 uploads/avатар`

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## Setting up PicShare

PicShare allows users to upload images to be displayed in the chat room. These images will be stored in a directory called "uploads/picshare", relative to the ChatBlazer8.swf file.

Ensure this directory is created and make sure write-permissions are granted to it. In a UNIX environment, set the directory's permissions to **777**.

*e.g.*

*chmod 777 uploads*

*chmod 777 uploads/picshare*

# ChatBlazer 8 Client Configuration

## Understanding the Configuration XML: config.xml

The XML Configuration file's structure consists of a main `<configuration>` tag with a *site* attribute. This section describes the contents of the tags under the `<configuration>` and how they affect the client.

Each element will be described in detail, in the sections that follow.

- All attributes are required, unless stated otherwise.
- All filebase attributes are relative to the directory named after the siteID. Only exception to this is the `<help>` url.  
*e.g. `<xxx filebase="data/" />` for `siteid="CBS1"`, the effective directory is `"CBS1/data/"` from the location of `ChatBlazer8.swf`.*
- All attributes names are in lower case without exceptions.
- Attributes listed in `gray` are not implemented yet.
- Some attributes may be overridden by values defined in `client.html`, refer to the earlier section on `client.html` for details.

## `<configuration>`

This is the top-level tag encapsulating all other tags in the XML document.

Attribute	Description
site	Site ID

### Example

```
<configuration site="CBS1">
  <tag1>...</tag1>
  <tag2>...</tag2>
</configuration>
```

## `<version>`

Release version of this `config.xml` document. It should normally correspond with the installed client to ensure compatibility.

### Example

```
<version>8.0.062</version>
```

### <server>

This tag includes all settings pertaining to the ChatBlazer socket server, AV servers, as well as the ChatBlazer HTTP server.

#### <socket> Attributes

Attribute	Description
host	Hostname or IP of ChatBlazer server. When left empty, the client will connect to its hosting server.
port	Port number to connect the socket to. This should correspond to the port parameter in the server configuration file.
timeout	Elapsed time without response from server before the action (connect, login) is deemed to have failed. Value in milliseconds.

#### <http> Attributes

Attribute	Description
url	Hostname or IP of ChatBlazer server. When left empty, the client will connect to its hosting server.
pollinterval	Interval between polls to the HTTP bridge

#### <av> and <avrec> Attributes

The <av> tag is defined for Audio/Video (AV) live streaming, while <avrec> is for AV recording only.

Attribute	Description
host	Domain or IP of the AV server. Flash Media Server, Red5 supported. This field must not be left blank for AV to work.
port	Port that the AV server is listening to. Defaults to 1935.

app	<p>Name of AV application. The default application names for the popular AV servers are listed:</p> <ul style="list-style-type: none"> <li>• FMS2/FMS3: "live"</li> <li>• Red5: "echo"</li> <li>• Wowza: "live"</li> </ul> <p>For recording capabilities, the AV server must support it.</p> <ul style="list-style-type: none"> <li>• FMS3: "live", Requires <b>Interactive Server</b> license, NOT <b>Streaming Server</b> license</li> <li>• Red5: Not Tested</li> <li>• Wowza: "videorecording"</li> </ul>
instance	Name of the AV application instance. Make sure this is a unique string.

### Example

```

<server>
  <socket host="" port="18001" timeout="15000" />
  <http url="/cb8app/http" pollinterval="5000" />
  <av host="avdomain.com" port="1935" app="live" instance="cb8" />
  <av host="avdomain.com" port="1935" app="videorecording"
instance="cb8" />
</server>

```

### <av>

This tag configures the behavior of Audio/Video chat.

Attribute	Description
enabled	[true   false] – Enables AV features
allowprivateav	[true   false] – Enables AV in private chat
allowtearoff	[true   false] – Allows AV streams to be floated into a separate window in the application
audioonly	[true   false] – Forces all AV rooms to allow audio only
toggleav	[true   false] – Allows users to toggle Video and Audio streams separately
sortplaying	[true   false] – When true, streams that the user is loading will be placed at the top of the list
defaultwidth	Default width of AV panel in chat room [pixels]

Element	Description
---------	-------------

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**limit** Limits AV usage by time, usually used for trial users or guests. When time limit has exceeded, a message will popup to inform the user about this, and AV connection will be lost.

Attribute	Description
period	Limit AV access by time (seconds) [0] Unlimited AV
resume	Duration after exceeding limit to re-allow AV (seconds)

---

**video** Configuration for webcam/video outgoing stream.

Attribute	Description
fps	Frame rate of video, in Frames per Second
width	Width resolution of video capture in pixels
height	Height resolution of video capture in pixels
bandwidth	Outgoing bandwidth limit in bytes per second. [0] Adjust bandwidth to maintain specified quality
quality	[1-100] Quality of video picture, 1 being worst and 100 being best [0] Set best quality based on specified bandwidth
motionlevel	[1-100] Level of motion required to activate webcam
smoothing	[true   false] Enable smoothing of video. More significant when video is enlarged.
videotimeout	If video stream is not detected within this period (milliseconds), the video stream is cancelled

---

**audio** Configuration for microphone/audio outgoing stream.

Attribute	Description
gain	[0-100] Boost to audio volume, user may change this in Flash settings
rate	[5 8 11 22 44] Rate of audio capture in kHz
silencelevel	[0-100] Level of sound required to activate microphone
silencetimeout	Period of silence before microphone is deactivated (milliseconds)
suppressecho	[true   false] Suppress audio feedback

---

**window** Defines properties of the AV floating window.  
Refer to <chat-window> for its attributes.

### Example

```
<av enabled="true">
  <limit period="1" resume="1" />
  <video fps="8" width="160" height="120"
    bandwidth="16384" quality="0" motionlevel="50"
    smoothing="true" videotimeout="8000" />
  <audio gain="50" rate="8" silencelevel="10"
    silencetimeout="2000" suppressescho="true" />
  <window width="239" height="200" maximized="false"
    allowclose="true" allowminimize="true" allowresize="true"
    minwidth="160" minheight="140" />
</av>
```

### <timezone>

When enabled, all times in the chat will be displayed according to the specified time zone. The specified time zone will be in **number of hours** with respect to GMT.

Attribute	Description
enabled	[true   false] – Enables display to be fixed to a specified time zone. When disabled, all times will be shown in server time or local time.

### Example

```
<timezone enabled="false">-4</timezone>
```

### <idle-timeout>

This tag describes the settings for user logout after periods of inactivity. It is enabled to prevent an excess of idle users from hogging the server resources.

Attribute	Description
enabled	[true   false] – Enable user logout upon extended periods of inactivity as configured in this tag. Any period defined with "0" implies an unlimited idle period is allowed.
guest	Maximum idle period for non-members (minutes)
user	Maximum idle period for normal members (minutes)
monitor	Maximum idle period for monitors/moderators/speakers (minutes)
admin	Maximum idle period for all admin users (minutes)

### Example

```
<idle-timeout enabled="true" guest="30" user="45" monitor="60"
admin="0" />
```

30 minutes for guest, 45 minutes for members, 60 minutes for monitors, and unlimited idle time for admins.

## <login>

This tag describes the login settings, and behavior of the login process.

Attribute	Description
allowmember	[true   false] – Allow member login
allowguest	[true   false] – Allow guest login
defaultmember	[true   false] – Default to member login
allowrelogin	[true   false] – Allows user to logout and relogin without terminating the application. When false, there will not be any logout button.
allowremember	[true   false] – Enable the option for users to save login information to their local machine
info	[OPTIONAL] Login information string, for use with LDAP implementations

## <direct-login> Attributes

Direct login credentials can be overridden by variables in client.html

Attribute	Description
enabled	[true   false] – Login directly and skip login page. The username and/or password will be obtained as parameters to the client SWF. <i>e.g. Preloader.swf?username=MyName&amp;password=MyPass</i>
username	Username for direct login. Any value provided in client.html would take precedence over this. Can be overridden by "directUsername" in client.html
password	User password for direct login. Any value provided in client.html would take precedence over this. Can be overridden by "directPassword" in client.html

## <direct-entry> Attributes (entry to room upon login)

Room identification can be overridden by variables in client.html

Attribute	Description
enabled	[true   false] – Enter a specified room immediately after a successful login.

roomid	[OPTIONAL] ID of room to automatically enter upon successful login. Numeric only. Can be overridden by "roomed" in client.html
roomname	[OPTIONAL] Name or path of room to automatically enter upon successful login. If "roomid" is also defined, roomid takes precedence. Can be overridden by "roomName" in client.html
password	[OPTIONAL] Password of the room if required. Can be overridden by "roomPassword" in client.html

### <direct-private-chat> Attributes (entry to private chat upon login)

This tag is used if an existing private chat session ID is known.

Attribute	Description
enabled	[true   false] – Enter a specified room immediately after a successful login.
cid	Channel ID of the private chat session. Can be overridden by "privateChatCID" in client.html

When direct-login is enabled, the login credentials can also be defined in `client.html` as described in each attribute above. This will take precedence over the XML settings.

When password is not provided during a member direct login, it will attempt a direct guest login instead with the given username.

#### Example

```
<login allowmember="true" allowguest="true" defaultmember="true"
allowrelogin="true" allowremember="true">
  <direct-login enabled="false" username="" password="" />
  <direct-entry enabled="false" roomname="" roomid="" password="" />
  <direct-private-chat enabled="false" cid="" />
</login>
```

### <logout>

This tag describes actions taken when logged out.

Attribute	Description
url	[OPTIONAL] URL to load when user logs out of system.
target	[OPTIONAL] Window target name of the logout URL. Default value is "_blank"

### *Example*

```
<logout url="/feedback.html" target="_top" />
```

## <encryption>

This tag describes the encryption settings for all messages.

Attribute	Description
enabled	Enables message encryption upon connection to server.

### *Example*

```
<encryption enabled="true" />
```

## <stage>

This tag describes the Flash application's minimum dimensions. It is important to make sure these values are not smaller than the defined size in client.html.

Attribute	Description
minwidth	Minimum width of application in pixels
minheight	Minimum height of application in pixels

### *Example*

```
<stage minwidth="320" minheight="200" />
```

## <help>

This tag configures the user help option.

Attribute	Description
enabled	[true   false] – When enabled, a help button will be available in the header panel.
url	URL of the help page.
target	Target of the browser window to pop up the help page.

### Example

```
<help
  enabled="true"
  url="userguide/client.htm"
  target="_blank" />
```

## <taskbar>

This tag configures the task bar which shows the start menu button and a list of existing windows in the application.

Attribute	Description
enabled	[true   false] – When disabled, the task bar will not be shown in the application. This also means that the button on the taskbar will not be available.

### Example

```
<taskbar enabled="true" />
```

## <chat-timer>

This tag configures the display of the chat timer. When enabled, there will be a count down timer to show the amount of time left on the chat. The amount of time left is determined per account on the chat server.

Attribute	Description
enabled	[true   false] – When enabled, chat count down timer will be displayed. Note that even when disabled, users will still be logged out after chat time has expired on the server.

## <show-in-background> Attributes

Attribute	Description
enabled	[true   false] – Displays chat count down timer in the upper right corner of the chat application.
textcolor	Color of the timer text

## <show-in-chat> Attributes

Attribute	Description
enabled	[true   false] – Displays chat count down timer in the input panel of each chat room.
textcolor	Color of the timer text

## <show-in-taskbar> Attributes

Attribute	Description
enabled	[true   false] – Displays chat count down timer in the lower right corner of the task bar.
textcolor	Color of the timer text

### Example

```
<chat-timer enabled="true">  
  <show-in-background enabled="true" textcolor="#FF00FF" />  
  <show-in-chat enabled="true" textcolor="#FFFFFF" />  
  <show-in-taskbar enabled="true" textcolor="#FFFFFF" />  
</chat-timer>
```

## <wallpapers>

This tag configures the list of available wallpapers for the application.

Attribute	Description
enabled	[true   false] – Allows wallpapers to be selected by user

## <wallpaper> Attributes

Attribute	Description
default	[true   false] – true if this is the default wallpaper to show
name	Name of the wallpaper
ref	[OPTIONAL] Reference to MovieClip in the skin file

path	[OPTIONAL] Path to external wallpaper image. SWF/PNG/GIF/JPG extensions are accepted.
color	[OPTIONAL] Color of background while wallpaper is loading <i>e.g. #000000 for black</i>
anchorx	[left   center   right   stretch] Horizontal alignment of wallpaper when screen is resized
anchory	[top   center   bottom   stretch] Vertical alignment of wallpaper when screen is resized

### Example

```
<wallpapers enabled="true">
  <wallpaper default="true" name=" Razor" color="#000000"
  ref="ApplicationBackground" anchorx="right" anchory="bottom" />
  <wallpaper name="sushiking" path="sushiking.swf" color="#EAA237"
  anchorx="right" anchory="bottom" />
  <wallpaper name="Plain Black" color="#000000" />
</wallpapers>
```

## <banners>

This tag configures the list banners in the application. Please refrain from using the word "banner" in the URL as several ad-blockers will block the image or hyperlinks.

Attribute	Description
enabled	[true   false] – Creates the banner slideshow in the application
orientation	[horizontal   vertical ] Orientation of banner
anchorx	[left   center   right] Horizontal alignment of banner
anchory	[top   center   bottom] Vertical alignment of banner
width	Width of banner slideshow in pixels
height	Height of banner slideshow in pixels
interval	Delay between slideshow transitions in seconds.
transition	Transition effect 0 – None 1 – Fade 2 – Billboard (vertical scroll) 3 – Random (any of the above)
sequence	Sequence of slideshow 0 – Random 1 – Ascending 2 – Descending
underwindows	[true   false] – When true, the windows will be allowed to hover over the banners. It will no longer have a fixed space on the chat application.

## <banner> Attributes

Attribute	Description
path	Path to external banner image. SWF/PNG/GIF/JPG extensions are accepted.
href	URL to open upon clicking the banner
target	Target window. Defaults to "_blank"

### Example

```
banners enabled="true" orientation="horizontal" anchorx="center"
anchory="top" width="468" height="60" interval="6" transition="16"
sequence="1">
  <banner path="bnr/b1.jpg" href="http://c.com" target="_blank" />
  <banner path="bnr/b2.jpg" href="http://b.com" target="_blank" />
</banners>
```

## <tooltip>

This tag configures the behavior of tooltips in the application.

Attribute	Description
enabled	[true   false] – Enable tooltips which are descriptive popups that appear when the mouse hovers over designated areas.
fontsize	Size of text within all tooltips.
textcolor	Color of the tooltip text
maxwidth	Maximum width of tooltip in pixels

### Example

```
<tooltip enabled="true" fontsize="12" textcolor="#000000"
maxwidth="350"/>
```

## <corner-popup>

This tag configures the behavior of corner popup notifications.

Attribute	Description
fontsize	Size of text within all popups.
textcolor	Color of text within the popup
duration	Duration of the popup in seconds. After which, it would fade away, unless specified to be permanent.
speed	Speed that the popup slides in [Default 30]
fadespeed	Speed that the popup fades away [Default 20]

notification	[true   false]	Show popups for notification messages
errorstay	[true   false]	Persistent popups for error messages

### Example

```
<corner-popup fontsize="12" textcolor="#000000" duration="1.5"
speed="30" fadespeed="20" notification="true" errorstay="false" />
```

## <chat-window>

This tag configures the display configuration of room chat windows.

Attribute	Description
width	Default width of window in pixels or percentage of screen
height	Default height of window in pixels or percentage of screen
maximized	[true   false] Maximise window to screen
allowclose	[true   false] Allow window to be closed
allowminimise	[true   false] Allow window to be minimized
allowresize	[true   false] Allow window to be resized
minwidth	Minimum width of window in pixels
minheight	Minimum height of window in pixels
onclose	[logout] – If specified to "logout" the user will be logged out after the chat window closes.
rememberposition	[true   false] If set to false, the window positions will not be remembered. By default, chat window positions will be remembered and restored in the future chat sessions.

## <chat-background> Attributes

Attribute	Description
skinref	[OPTIONAL] Reference to MovieClip in the skin file
path	[OPTIONAL] Path to external image for the background
roomid	[OPTIONAL] ID of room to load this background image. Allows different backgrounds for each room. When not specified, the background will display for all rooms.
opacity	[0-100] Opacity of background image to display, 100 for completely opaque, 0 for transparent.
anchorx	[left   center   right] Horizontal alignment of background when chat is resized
anchory	[top   center   bottom] Vertical alignment of background when chat is resized
maxwidth	[1%-100%] Percentage width of chat area to occupy
maxheight	[1%-100%] Percentage height of chat area to occupy
aspectratio	[true   false] Enforces aspect ratio of background image if true

### Example

```
<chat-window width="70%" height="75%" maximized="false"
allowclose="true" allowminimize="true" allowresize="true"
minwidth="400" minheight="200" onclose="" rememberposition="false">
  <chat-background skinref="IconCBE" opacity="10" anchorx="center"
anchory="center" maxwidth="50%" maxheight="50%" aspectratio="true" />
</chat-window>
```

## <chat-area>

This tag configures display settings and behavior of all chat areas.

The following tags will be found under <chat-area>

Tag	Description
format	Defines format of chat messages
textcolor	Defines color of text in the chat messages
user-typing	Allows notification when user is typing a message
flood-control	Controls to prevent users from sending excessive messages

Attribute	Description
fontsize	Size of text in the chat area, as well as in the user input panel.
linespacing	Distance between each line in the chat area (in pixels). This value should be increased when you wish to use larger avatars.
maxlines	Maximum number of lines to display in chat area. This limit is imposed to prevent resource overload when the chat log gets too long.
timeformat	Format of displayed time
selectable	[all   monitor   none ] Allows chat area text to be selectable
viewhistory	[all   none ] Allows loading of chat history upon entry to a room
historyperiod	Number of minutes of history to load on entry to room. Set to 0 to retrieve maximum stored history
avatarcolumn	Width of column dedicated to display avatars in chat area
avatarheight	Maximum height of avatar to display in chat area
printuserevents	[true   false] Allow printing of user events, such as enter/leave room.
autourl	[all   private   room   none] Auto-formats URLs to be clickable
splitimg	Specifies special tags to be identified as images displayed in the chat, where {IMG} is the path of the image. e.g. [img={IMG}]

### Example

```
<chat-area
  fontsize      = "13"
  linespacing   = "3"
  maxlines      = "300"
  timeformat    = "[yyyy.MM.dd HH:mm:ss] "
  avatarheight  = "40"
  avatarcolumn  = "40"
  selectable    = "all"
  viewhistory   = "all"
  historyperiod = "0"
  printuserevents = "true"
  autourl       = "private">
...
</chat-area>
```

**<chat-area><format></chat-area>**

This tag configures the display format of chat messages.

Tag	Description
message	Normal chat message {sender}: Sender of message {message}: Message content
moderated	Chat message that appears in moderator's panel {sender}: Sender of message {message}: Message content
whisper	Whisper message from one user to another {sender}: Sender of whisper {receiver}: Recipient of whisper {message}: Message content {chatWhisperTo}: String retrieved from language file
admin	Broadcast message by admin {sender}: Sender of message {message}: Message content {chatAdminMessage}: String retrieved from language file
transcript	Format of chat transcript {time} Time of message {body} Content of message

### Example

```
<format>
  <message>{sender}: {message}</message>
  <moderated>{sender}: {message}</moderated>
  <whisper>[i]{sender} whispers to {receiver}[/i]:
{message}</whisper>
  <admin>[b]#ADMIN MESSAGE#[/b]&#13;{sender}: {message}</admin>
  <transcript>{time}{body}</transcript>
</format>
```

## <chat-area><user-typing></chat-area>

Defines notifications below the chat area when user is typing.

Attribute	Description
room	[true   false] Shows user typing status in room chats. <i>Warning: status display in room chats will incur a lot of bandwidth and the display may get very messy with a lot of users in the room.</i>
privatechat	[true   false] Shows user typing status in private chats.
im	[true   false] Shows user typing status in IM chats.

### Example

```
<user-typing room="false" privatechat="true" im="true" />
```

## <chat-area><textcolor></chat-area>

This tag configures the color of all text displayed in the chat area. Each color is defined by its RED, GREEN and BLUE components in a hexadecimal string. e.g. #FF0000 = RED=0xFF, GREEN=0x00, BLUE=0x00

Attribute	Description
chat	Default color of text in the chat area
error	Color of error messages
username	Color of username
whisper	Color of whisper messages
admin	Color of admin messages
moderated	Color of moderated room notices
url	Color of URL text
moderator	[OPTIONAL] Color of chat text by moderators
speaker	[OPTIONAL] Color of chat text by speakers
broadcast	Color of broadcasted messages
welcome	Color of room welcome messages
pushurl	Color of PushURL notices
audio	Color of Audio Emoticon messages
picshare	Color of PicShare messages
flood	Color of flood control notices/warnings
roomopened	Color of notice for room opened
roomclosed	Color of notice for room closed
roompurged	Color of notice for room purged
roomdeleted	Color of notice for room deleted

roomcreated	Color of notice for room created
roomrenamed	Color of notice for room renamed
userkicked	Color of notice for user kicked
userloggedout	Color of notice for user logged out
userentered	Color of notice for user entered a room/private chat
userleft	Color of notice for user left a room
useravon	Color of notice when a user's AV is activated in private chat
useravoff	Color of notice when a user's AV is deactivated in private chat
profanitydetected	Color of profanity warning notice
fileuploaded	Color of notification when file is uploaded
filedeleted	Color of notification when file is deleted
mediauploaded	Color of notification when media is added
mediadeleted	Color of notification when media is deleted
micheld	Color of notification when mic is held
micreleased	Color of notification when mic is released

### Example

```
<chat-area>
  <textcolor
    chat                = "#000000"
    error               = "#FF0000"
    username            = "#AA5500"
    whisper             = "#AA7755"
    admin               = "#000000"
    moderated           = "#0066AA"
    url                 = "#0000FF"
    moderator          = ""
    speaker             = ""
    broadcast           = "#000000"
    welcome             = "#009900"
    pushurl             = "#997700"
    audio               = "#0077EE"
    picshare            = "#0077EE"
    flood               = "#FF0000"
    roomopened          = "#0000AA"
    roomclosed          = "#AA0000"
    roompurged          = "#FF0000"
    roomdeleted         = "#FF0000"
    roomcreated         = "#0000AA"
    roomrenamed         = "#0000AA"
    userkicked          = "#FF0000"
    userloggedout       = "#990000"
    userentered         = "#000099"
    userleft            = "#FF0000"
    useravon            = "#006600"
    useravoff           = "#FF0000"
    profanitydetected   = "#FF0000"
```

```

        fileuploaded      = "#0000FF"
        filedeleted      = "#FF0000"

        mediauploaded    = "#0000FF"
        mediadeleted     = "#FF0000"

        micheld          = "#0000FF"
        micreleased      = "#FF0000"    />
    ...
</chat-area>

```

## <chat-area><flood-control></chat-area>

This tag controls the parameters to limit different types of flooding in the chat. Each type of flood control is listed as a sub-tag under <flood-control>

Element	Description								
message	Flood control on normal messages sent over a period of time. <table border="1" data-bbox="431 665 1122 866"> <thead> <tr> <th>Attribute</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>period</td> <td>Length of time which the maximum number of messages is limited to, in seconds.</td> </tr> <tr> <td>max</td> <td>Maximum number of messages that can be sent within the given period above.</td> </tr> <tr> <td>emoticons</td> <td>Maximum number of emoticons allowed per message.</td> </tr> </tbody> </table>	Attribute	Description	period	Length of time which the maximum number of messages is limited to, in seconds.	max	Maximum number of messages that can be sent within the given period above.	emoticons	Maximum number of emoticons allowed per message.
Attribute	Description								
period	Length of time which the maximum number of messages is limited to, in seconds.								
max	Maximum number of messages that can be sent within the given period above.								
emoticons	Maximum number of emoticons allowed per message.								
audiomessage	Flood control on audio messages sent over a period of time. <table border="1" data-bbox="431 922 1122 1071"> <thead> <tr> <th>Attribute</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>period</td> <td>Length of time which the maximum number of audio messages is limited to, in seconds.</td> </tr> <tr> <td>max</td> <td>Maximum number of audio messages that can be sent within the given period above.</td> </tr> </tbody> </table>	Attribute	Description	period	Length of time which the maximum number of audio messages is limited to, in seconds.	max	Maximum number of audio messages that can be sent within the given period above.		
Attribute	Description								
period	Length of time which the maximum number of audio messages is limited to, in seconds.								
max	Maximum number of audio messages that can be sent within the given period above.								

### Example

```

<chat-area>
  <flood-control>
    <message period="5" max="5" emoticons="4" />
    <audiomessage period="5" max="1" />
  </flood-control>
</chat-area>

```

*No more than 5 messages may be sent over any period of 5 seconds.  
 Each message sent may not have more than 4 emoticons.  
 No more than 1 audio message may be sent over any period of 5 seconds.*

## `<chat-area><images></chat-area>`

This tag determines the display characteristics of images in the chat.

Element	Description
<code>allowsave</code>	[ true   false ] Allows images to be clicked and opened in a new browser window.
<code>maxwidthpercent</code>	[0-100] Maximum percentage of chat area width that an image can occupy. 0 to not restrict image width.
<code>maxheightpercent</code>	[0-100] Maximum percentage of chat area height that an image can occupy. 0 to not restrict image height.

### *Example*

```
<chat-area>
  <images allowsave="false" maxwidthpercent="100"
maxheightpercent="80" />
</chat-area>
```

## `<chat-area><shortcuts></chat-area>`

This tag defines the shortcuts available within a chat. Each shortcut will be defined by a `<key>` tag as described below.

### `<key>` Attributes

Element	Description
<code>enabled</code>	[ true   false ] Allows shortcut

code	Key code, alphabet or number																																
	The following key codes are accepted.																																
	<table border="1"> <thead> <tr> <th>Key Code</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>BACKSPACE</td> <td>Backspace key</td> </tr> <tr> <td>DELETEKEY</td> <td>Delete key</td> </tr> <tr> <td>DOWN</td> <td>Down arrow key</td> </tr> <tr> <td>END</td> <td>End key</td> </tr> <tr> <td>ENTER</td> <td>Enter key</td> </tr> <tr> <td>ESCAPE</td> <td>Escape key</td> </tr> <tr> <td>HOME</td> <td>Home key</td> </tr> <tr> <td>INSERT</td> <td>Insert key</td> </tr> <tr> <td>LEFT</td> <td>Left arrow key</td> </tr> <tr> <td>PGDN</td> <td>Page down key</td> </tr> <tr> <td>PGUP</td> <td>Page up key</td> </tr> <tr> <td>RIGHT</td> <td>Right arrow key</td> </tr> <tr> <td>SPACE</td> <td>Space key</td> </tr> <tr> <td>TAB</td> <td>Tab key</td> </tr> <tr> <td>UP</td> <td>Up arrow key</td> </tr> </tbody> </table>	Key Code	Description	BACKSPACE	Backspace key	DELETEKEY	Delete key	DOWN	Down arrow key	END	End key	ENTER	Enter key	ESCAPE	Escape key	HOME	Home key	INSERT	Insert key	LEFT	Left arrow key	PGDN	Page down key	PGUP	Page up key	RIGHT	Right arrow key	SPACE	Space key	TAB	Tab key	UP	Up arrow key
Key Code	Description																																
BACKSPACE	Backspace key																																
DELETEKEY	Delete key																																
DOWN	Down arrow key																																
END	End key																																
ENTER	Enter key																																
ESCAPE	Escape key																																
HOME	Home key																																
INSERT	Insert key																																
LEFT	Left arrow key																																
PGDN	Page down key																																
PGUP	Page up key																																
RIGHT	Right arrow key																																
SPACE	Space key																																
TAB	Tab key																																
UP	Up arrow key																																
shift	[ true   false ] If defined, it specifies whether the SHIFT key must be held down for this shortcut																																
control	[ true   false ] If defined, it specifies whether the CONTROL key must be held down for this shortcut																																
action	Accepted actions:																																
	<table border="1"> <thead> <tr> <th>Action</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>focusInput</td> <td>Places focuses the chat input</td> </tr> </tbody> </table>	Action	Description	focusInput	Places focuses the chat input																												
Action	Description																																
focusInput	Places focuses the chat input																																

**Warning:**

Some browsers may prevent certain key-codes from being accepted. Please test with various browsers when setting these keys.

The UP, DOWN, PGUP, PGN, HOME, END keys are already reserved in chat and moderated areas for easy navigation.

**Example**

```
<chat-area>
  <shortcuts>
    <key enabled="true" code="BACKSPACE" action="focusInput" />
  </shortcuts>
</chat-area>
```

## <chat-input>

This tag controls all settings in the chat input panel.

Attribute	Description
enabled	[true   false] When disabled, users will not see the input panel at all.
maxchar	Maximum number of characters allowed in the chat input area
defaultheight	Default height of the input panel [pixels]

The following tags will be found under <chat-input>

Tag	Description
invisible	Allows monitors to become invisible
whisper	Allows users to whisper to other users
pen	Allows sending messages using hand-drawn lines
textformat	Allows users to format chat messages (bold, italics, color)
pushurl	Allows to push a URL to the chat room
picshare	Allows users to upload pictures into the chat room
canned-message	Allows management of canned messages
clearchat	Allows chat history to be cleared
filelibrary	Allows file library for users to share files
medialibrary	Allows media library for users to share and record media
transcript	Allows a popup transcript window
emoticons	Allows the use of emoticons in the chat
audiomessages	Allows users to send predefined audio messages

## <chat-input> <invisible> </chat-input>

This tag allows monitors to become invisible.

Attribute	Description
allow	[monitor   none] – Allows users to become invisible in the room. Applies to monitors only.

### Example

```
<invisible allow="monitor" />
```

## `<chat-input><whisper></chat-input>`

This tag describes the whisper-to-user feature.

Attribute	Description
enabled	[true   false] – When disabled, the whisper button in the user input panel will not be available.
allowlock	[true   false] – When enabled, a checkbox will be available to lock the whisper across whispers. By default, the whisper goes off after each whisper is sent.
defaultlocked	[true   false] – Default state of the whisper lock checkbox.

### *Example*

```
<whisper enabled="true" allowlock="true" defaultlocked="false" />
```

## `<chat-input><pen></chat-input>`

This tag describes the SketchPad or Pen feature which allows a user to send hand-written drawings.

Attribute	Description
enabled	[true   false] – Enables the Pen feature
color	Default color of the lines drawn
granularity	Minimum number of pixels apart between points
size	Width of lines drawn

### *Example*

```
<pen enabled="true" allow="all" granularity="1" size="2" />
```

## `<chat-input><textformat></chat-input>`

This tag describes the text formatting features.

Attribute	Description
-----------	-------------

enabled	[true   false] – When enabled, there will be a button that allows the user to set BOLD, ITALIC, COLOR settings in the chat messages
---------	---

## <chat-input> <fontsize> </chat-input>

The font size selector allows the user to choose the size of text in the chat area.

Attribute	Description
enabled	[true   false] – When enabled, there will be a button that allows the user to set FONT SIZE settings in the chat messages
width	Width of the font size selector popup in pixels

The list of font-sizes available for selection by the user is defined in <size> tags under the <fontsize> tag.

### Example

```
<fontsize width="50">
  <size>11</size>
  <size>12</size>
  <size>13</size>
  <size>15</size>
</fontsize>
```

## <chat-input> <pushurl> </chat-input>

This tag describes the Push URL feature, which allows users to push a URL to other users in the chat room.

Attribute	Description
enabled	[true   false] – When disabled, the PushURL button in the user input panel will not be available.
autopopup	[true   false] – When true, any pushed URL will be automatically opened in a new browser window. This is <b>NOT</b> advised as most end users have popup blockers which may disrupt the client. In some instances, the popup blocker may reload the application when the user selects to allow the popup.
allow	[all   private   room] Allows this feature in private chat, rooms, or both. Defaults to "all".

### Example

```
<pushurl enabled="true" autopopup="false" allow="all" />
```

**<chat-input> <picshare> </chat-input>**

This tag describes the PicShare feature, which allows users to upload pictures into the chat room.

Attribute	Description
enabled	[true   false] – When disabled, the PicShare button in the user input panel will not be available.
allow	[all   private   room] Allows this feature in private chat, rooms, or both. Defaults to "all".
<del>allowsave</del>	<del>[true   false] – Allows user to save the posted image</del>  This attribute has been deprecated and moved to <b>&lt;chat-area&gt; &lt;images&gt;</b>
script	Location of upload script. Defaults to "picshare.php". Full path of the script is required if the application and container HTML are not on the same domain.
maxsize	Maximum allowed size of the uploaded image file

### Example

```
<picshare enabled="true" allow="all" script="picshare.php" maxsize="207200" />
```

**<chat-input> <canned-message> </chat-input>**

This tag describes the canned message feature, which allows users to save commonly used chat messages for easy reuse.

Attribute	Description
enabled	[true   false] – When disabled, the canned message feature will be available. For monitors, speakers and moderators only.
listwidth	Width of canned message window in pixels
listheight	Height of canned message window in pixels
maxlength	Maximum number of characters allowed for each canned message
membersonly	[true   false] Allow canned messages for members only
monitor	[true   false] Allow canned messages for monitors

moderator	[true   false]	Allow canned messages for moderators
speaker	[true   false]	Allow canned messages for speakers

### Example

```
<canned-message enabled="true" listwidth="130" listheight="170"
maxlength="1000" monitor="true" moderator="true" speaker="true" />
```

**<chat-input><clearchat></chat-input>**

This tag describes the clearchat feature. It lets the user clear the chat window, especially useful if the chat log gets too long.

Attribute	Description
enabled	[true   false] – When disabled, the Clear Chat button in the user input panel will not be available.
allow	[all   private   room] Allows this feature in private chat, rooms, or both. Defaults to "all".

### Example

```
<clearchat enabled="true" allow="all" />
```

## <chat-input> <file-library> </chat-input>

This tag describes the file library feature. It allows users to upload files to a room and allow others to browse and download files.

Attribute	Description
enabled	[true   false] – Allows the file library feature
maxsize	Maximum size allowed
script	Location of the file library server script. Defaults to "filelibrary.php"
extensions	List of file extensions delimited by ";" e.g. "*.jpg;*.gif;*.png"
timeformat	Format of display of file time/dates. e.g. "yyyy.MM.dd HH:mm"

The following tag will be found under <file-library>

Tag	Description
window	Defines properties of the file-library window. Refer to <a href="#">&lt;chat-window&gt;</a> for its attributes.

### Example

```
<filelibrary enabled="true" maxsize="507200" script="filelibrary.php"
extensions="*.jpg;*.gif;*.png" timeformat="yyyy.MM.dd HH:mm">

  <window width="450" height="200" maximized="false"
allowclose="true" allowminimize="true" allowresize="true"
minwidth="200" minheight="150" />

</filelibrary>
```

## <chat-input> <media-library> </chat-input>

This tag describes the file library feature. It allows users to upload files to a room and allow others to browse and download files.

Attribute	Description
enabled	[true   false] – Allows the media library feature

The following tag will be found under <media-library>

Tag	Description
window	Defines properties of the media-library window. Refer to <a href="#">&lt;chat-window&gt;</a> for its attributes.

recorder-window	Defines properties of the window for AV recording. Refer to <a href="#">&lt;chat-window&gt;</a> for its attributes.
player-window	Defines properties of the window for AV playback. Refer to <a href="#">&lt;chat-window&gt;</a> for its attributes.
upload	Allows uploading of media files (AVI, MPG, MP3, etc)

Attribute	Description
enabled	[true   false] – Allows the media file uploads

record	Allows recording a media file from Webcam and/or Microphone. Note that <avrec> must be defined to connect to a valid AV server supporting stream recording.
--------	---

Attribute	Description
enabled	[true   false] – Allows the media file uploads
maxduration	Maximum duration for a single recording in seconds.

youtube	Allows linkage of external videos from YouTube to the room. Users need only to paste the respective YouTube URL to add a video.
---------	---

Attribute	Description
enabled	[true   false] – Enables YouTube linkage

### Example

```
<medialibrary enabled="true">
  <window width="400" height="250" maximized="false"
  allowclose="true" allowminimise="true" allowresize="true"
  minwidth="200" minheight="150" />
  <recorder-window width="300" height="245" maximized="false"
  allowclose="true" allowminimise="true" allowresize="true"
  minwidth="200" minheight="150" />
  <player-window width="300" height="260" maximized="false"
  allowclose="true" allowminimise="true" allowresize="true"
  minwidth="200" minheight="150" />
  <upload enabled="false" />
  <record enabled="true" maxduration="5" />
  <youtube enabled="true" />
</medialibrary>
```

## <chat-input><transcript></chat-input>

This tag describes the chat transcript feature.

Attribute	Description
enabled	[true   false] – Allows the chat transcript to be opened
allow	[all   private   room] Allows this feature in private chat, rooms, or both. Defaults to “all”.

The following tag will be found under <transcript>

Tag	Description
window	Defines properties of the chat transcript window. Refer to <a href="#">&lt;chat-window&gt;</a> for its attributes.

### Example

```
<transcript enabled="true" allow="all">
  <window width="420" height="300" maximized="false"
allowclose="true" allowminimise="true" allowresize="true"
minwidth="200" minheight="150" />
</transcript>
```

## <chat-input><emoticons></chat-input>

This tag describes the emoticons, also known as smileys. This tag lists all available emoticons in the chat. Emoticon codes are automatically replaced with their respective images in the chat area.

Attribute	Description
enabled	[true   false] – When disabled, the emoticons button in the user input panel will not be available. No emoticons will be allowed in incoming messages too.
filebase	Directory where the emoticon images are located
allow	[all   private   room] Allows this feature in private chat, rooms, or both. Defaults to “all”.

Each emoticon is listed as an element under <emoticons> as <emoticon>.

### <emoticon> Attributes

Attribute	Description
code	Code representing the emoticon

file	Path of the image file (JPG or SWF)
name	Name of emoticon
skinref	Flash Identifier in the skin file for this emoticon. If defined, this will take precedence over "file".

### <selector> Attributes

Attribute	Description
maxwidth	Maximum width of the emoticon selector
spacing	Spacing between each emoticon in the selector

### Example

```
<emoticons enabled="true" filebase="emoticons/">
  <selector maxwidth="300" spacing="10" />
  <emoticon code=":" file="smile.swf" name="Smile" />
  <emoticon code=":( " skinref="EmoticonFrown" name="Frown" />
</emoticons>
```

### <chat-input> <audiomessages> </chat-input>

This tag describes the audio message files used in the application.

Attribute	Description
enabled	[true   false] – When disabled, the Audio Message button in the user input panel will not be available.
allow	[all   private   room] Allows this feature in private chat, rooms, or both. Defaults to "all".
filebase	Directory where the audio message files are located
listwidth	Width of audio message list popup in pixels
listheight	Height of audio message list popup in pixels
playalways	[true   false] – When set to true, users will not be able to mute audio messages in their options

Each audio file is listed as sub-elements under <audio>.

Element	Description
audiomessage	Audio emoticons which can be sent to any room or private chat.

Attribute	Description
id	ID of the audio message clip
file	Path of the audio file (MP3)
name	Name of audio message

### Example

```
<audiomessages enabled="true" filebase="audio/">
  <audiomessage id="11" file="hello.mp3" name="Hello!" />
  <audiomessage id="12" file="byebye.mp3" name="Bye!" />
</audiomessages>
```

## <monitor-options>

This tag controls all features used by monitors.

The following tags will be found under <monitor-options>

Tag	Description						
open-close	Allow monitor to close or open rooms. <table><thead><tr><th>Attribute</th><th>Description</th></tr></thead><tbody><tr><td>enabled</td><td>[true   false] – Enable this feature</td></tr><tr><td>allowpurge</td><td>[true   false] – Allow monitors to purge the room of all users</td></tr></tbody></table>	Attribute	Description	enabled	[true   false] – Enable this feature	allowpurge	[true   false] – Allow monitors to purge the room of all users
Attribute	Description						
enabled	[true   false] – Enable this feature						
allowpurge	[true   false] – Allow monitors to purge the room of all users						
gag	Allow monitor to gag other users. <table><thead><tr><th>Attribute</th><th>Description</th></tr></thead><tbody><tr><td>enabled</td><td>[true   false] – Enable this feature</td></tr><tr><td>notify</td><td>[true   false] – When disabled, only monitors will be notified of the gag/ungag</td></tr></tbody></table>	Attribute	Description	enabled	[true   false] – Enable this feature	notify	[true   false] – When disabled, only monitors will be notified of the gag/ungag
Attribute	Description						
enabled	[true   false] – Enable this feature						
notify	[true   false] – When disabled, only monitors will be notified of the gag/ungag						
kick	Allow monitor to kick other users. <table><thead><tr><th>Attribute</th><th>Description</th></tr></thead><tbody><tr><td>enabled</td><td>[true   false] – Enable this feature</td></tr><tr><td>kickallrooms</td><td>[true   false] – When enabled, user will be kicked from ALL rooms when kicked</td></tr></tbody></table>	Attribute	Description	enabled	[true   false] – Enable this feature	kickallrooms	[true   false] – When enabled, user will be kicked from ALL rooms when kicked
Attribute	Description						
enabled	[true   false] – Enable this feature						
kickallrooms	[true   false] – When enabled, user will be kicked from ALL rooms when kicked						
ban	Allow monitor to ban other users during a kick. Requires kick to be enabled. <table><thead><tr><th>Attribute</th><th>Description</th></tr></thead><tbody><tr><td>enabled</td><td>[true   false] – Enable this feature</td></tr></tbody></table>	Attribute	Description	enabled	[true   false] – Enable this feature		
Attribute	Description						
enabled	[true   false] – Enable this feature						
vote-kick	Allows users to vote to kick problem-causing users out of the chat. Specific settings are defined via the Admin client. <table><thead><tr><th>Attribute</th><th>Description</th></tr></thead><tbody><tr><td>enabled</td><td>[true   false] – Enable this feature</td></tr><tr><td>allowguest</td><td>[true   false] – Allow guest to vote</td></tr></tbody></table>	Attribute	Description	enabled	[true   false] – Enable this feature	allowguest	[true   false] – Allow guest to vote
Attribute	Description						
enabled	[true   false] – Enable this feature						
allowguest	[true   false] – Allow guest to vote						

ip Allow IP to be revealed to moderator/speaker/monitor users.

Attribute	Description
enabled	[true   false] – Enable this feature
allowspeaker	[true   false] – Enable for speakers
allowmoderator	[true   false] – Enable for moderators
allowmonitor	[true   false] – Enable for monitors

### Example

```
<monitor-options>
  <open-close enabled="true" allowpurge="true" />
  <gag enabled="true" notify="false" />
  <kick enabled="true" kickallrooms="false" />
  <ban enabled="true" />
  <vote-kick enabled="true" allowguest="false" />
  <ip enabled="true" allowspeaker="true" allowmoderator="true"
allowmonitor="true" />
</monitor-options>
```

## <moderated-options>

This tag controls all features used by moderated roles.

Attribute	Description
defaultheight	Default height of the moderated panel [pixels]

The following tags will be found under <moderated-options>

Tag	Description
window	Defines properties of the moderator/speaker panel when floated as a window. Refer to <a href="#">&lt;chat-window&gt;</a> for its attributes.
speaker-options	Speaker related options

Attribute	Description
defaultquote	[true   false] – Default status of the quote message feature
allowtearoff	[true   false] – Allows speaker panel to be floated in a separate window
showsingle	[true   false] – Force the chat to show only the first speaker in the room even when multiple speakers are logged in. The public will only see 1 speaker active.

---

moderator-options Moderator related options

Attribute	Description
allowtearoff	[true   false] – Allows moderator panel to be floated in a separate window
allowsticky	[true   false] – Allows moderator to stick any line in the chat to a sticky area above the chat
stickyheight	Default height of the sticky area [pixels]

---

shortcuts Refer to <chat-area><shortcuts> for a detailed description of this tag.

Accepted shortcut actions in moderator/speaker panel.

Action	Description
selectAll	Select all messages
deselectAll	Deselect all messages
deleteSelected	Delete selected messages
passSelectedToRoom	Pass selected messages
toggleAutoPassToRoom	Toggle between auto-pass to room and no auto action
deleteAllStickies	Delete all stickies in the room

### Example

```
<moderated-options defaultheight="100">  
  <speaker-options defaultquote="false" />  
  <moderator-options allowtearoff="true" allowsticky="true"  
  stickyheight="50" />  
</moderated-options>
```

## <whiteboard>

This tag controls the behavior of whiteboards.

Attribute	Description
enabled	[true   false] – Enables use of whiteboards in whiteboard-enabled rooms. It must be enabled on the Admin client as well.
defaultheight	Default height of the whiteboard panel in the chat window [pixels]
allowtearoff	[true   false] – Allows whiteboard panel to be floated in a separate window
requesttimeout	Time given for user to reply to private chat requests. Before this timeout and any reply, both parties will not be able to request another chat with each other. (milliseconds)

The following tag will be found under <whiteboard>

Tag	Description
window	Defines properties of the whiteboard window. Refer to <a href="#">&lt;chat-window&gt;</a> for its attributes.

## <private-chat>

This tag controls the behavior of private chats.

Attribute	Description
enabled	[true   false] – When disabled, all private chat options will not be available.
allow	[all   monitor   none] Allows private chat request by monitors, all users or none.
autoaccept	[all   monitor   none] Force to accept private chat requests from these users. "all" will imply that all private chat requests will be automatically accepted.
requesttimeout	Time given for user to reply to private chat requests. Before this timeout and any reply, both parties will not be able to request another chat with each other. (milliseconds)

The following tag will be found under <private-chat>

Tag	Description
window	Defines properties of the private chat window. Refer to <a href="#">&lt;chat-window&gt;</a> for its attributes.

## <rooms-list>

This tag describes the behavior of the rooms list, as well as any restrictions imposed on the users.

Attribute	Description
enabled	[true   false] – When disabled, the rooms list will not be available. Disabling rooms list is usually used when the application is configured to automatically enter a room upon successful login.
loginload	[true   false] – Opens the rooms list window upon login
hideroot	[true   false ] – When true, the root node (Site Name) will not be shown
expandall	[true   false ] – When true, the entire tree will be expanded by default. Otherwise, only the first level is expanded.
allowcreate	[all   monitor   none ] "all" – Anyone can create rooms "monitor" – Only monitor can create rooms "none" – No user may create rooms (Default) The maximum number of created rooms per user will be restricted by the server.
allowpurge	[true   false ] – Allows monitors to purge all users when closing a room
allowclose	[true   false ] – Allows monitors to close a room
maxenter	The maximum number of rooms that a user can enter at any one time.

The following tags will be found under <rooms-list>

Tag	Description
window	Defines properties of the rooms list window. Refer to <a href="#">&lt;chat-window&gt;</a> for its attributes.
create	Behavior of user room creation

Attribute	Description
allow	[all   monitor   none] – Allow monitors or all users to create rooms
userlimit	Default number of users to limit to in each created room
fixedgroupid	[OPTIONAL] Fixed room group id to place the created room

---

group Defines look and feel of room groups in the room list.

Attribute	Description
fontsize	Size of text
textcolor	Color of text (e.g. #000000)
bold	[true   false] Bold text
italic	[true   false] Italics text
height	Height of item in pixels

---

room Defines look and feel of rooms in the room list.

Attribute	Description
fontsize	Size of text
textcolor	Color of text (e.g. #000000)
bold	[true   false] Bold text
italic	[true   false] Italics text
height	Height of item in pixels

### Example

```
<rooms-list enabled="true" loginload="true" hideroot="false"
expandall="true" allowpurge="true" allowclose="true" maxenter="4">

  <window width="200" height="250" maximized="false"
allowclose="true" allowminimise="true" allowresize="true"
minwidth="100" minheight="100" />

  <create allow="all" userlimit="50" fixedgroupid="" />

  <group fontsize="13" textcolor="#000000" bold="false"
italic="false" height="18" />

  <room fontsize="13" textcolor="#000000" bold="false" italic="false"
height="18" />

</rooms-list>
```

---

### <users-list>

This tag describes the room users list panel.

Attribute	Description
enabled	[true   false] Hides the users list if false
allowinvite	[true   false] Allow invitation of users to rooms
sortmode	[alpha   arrival] Sort user list in arrival sequence or alphabetical order
sortorder	[asc   desc] Sort in ascending or descending order based on sortmode.

sortrole	[true   false] When true, moderators/speakers/monitors will be positioned at the top of the users list
sorthandraise	[true   false] When true, users with raised hands will be positioned above users without hands raised
sortmic	[true   false] When true, the user holding the mic will be positioned above all other users waiting to get the mic
showgender	[true   false] Allow display of gender beside user's name if available
showage	[true   false] Allow display of age beside user's name if available
avatarwidth	Maximum width of avatar in users list [pixels]
avatarheight	Maximum height of avatar in users list [pixels]
defaultwidth	Default width of users list panel in the chat window [pixels]

The following tag will be found under <users-list>

Tag	Description												
user	Defines look and feel of users in the user list.												
	<table border="1"> <thead> <tr> <th>Attribute</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>fontsize</td> <td>Size of text</td> </tr> <tr> <td>textcolor</td> <td>Color of text (e.g. #000000)</td> </tr> <tr> <td>bold</td> <td>[true   false] Bold text</td> </tr> <tr> <td>italic</td> <td>[true   false] Italics text</td> </tr> <tr> <td>height</td> <td>Height of item in pixels</td> </tr> </tbody> </table>	Attribute	Description	fontsize	Size of text	textcolor	Color of text (e.g. #000000)	bold	[true   false] Bold text	italic	[true   false] Italics text	height	Height of item in pixels
Attribute	Description												
fontsize	Size of text												
textcolor	Color of text (e.g. #000000)												
bold	[true   false] Bold text												
italic	[true   false] Italics text												
height	Height of item in pixels												
display-name [OPTIONAL]	Defines display format of each user name.												
	<table border="1"> <thead> <tr> <th>Special Values</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>username</td> <td>Username</td> </tr> <tr> <td>alias</td> <td>Alias of user</td> </tr> <tr> <td>gender</td> <td>Gender of user</td> </tr> <tr> <td>age</td> <td>Age of user</td> </tr> </tbody> </table>	Special Values	Description	username	Username	alias	Alias of user	gender	Gender of user	age	Age of user		
Special Values	Description												
username	Username												
alias	Alias of user												
gender	Gender of user												
age	Age of user												

### Example

```
<users-list defaultwidth="150" enabled="true" allowinvite="true"
sortmode="alpha" sortorder="asc" sortrole="true" sorthandraise="true"
sortmic="true" showage="false" showgender="false" avatarwidth="18"
avatarheight="18">
  <user fontsize="13" textcolor="#000000" bold="false" italic="false"
height="20" />
  <display-name>{username} ({alias})</display-name>
</users-list>
```

## <preferences>

This tag configures the user preferences window and all its sub-sections.

Attribute	Description
enabled	[true   false] – When enabled, the “Preferences” window can be accessible via the start menu or the desktop context menu.
loginload	[true   false] – When enabled, the preferences window will be loaded upon successful login

The following tags will be found under <preferences>

Tag	Description
window	Defines properties of the preferences window. Refer to <a href="#">&lt;chat-window&gt;</a> for its attributes.
user-options	Section to allow user to set personal options
user-profile	Section to allow user to set user profile
ignore	Section to allow management of ignore list

### Example

```
<preferences enabled="true" loginload="false">  
...  
</preferences>
```

## <preferences> <user-options> </preferences>

This tag describes the user options panel. Public options are properties that can be made known to other users in the chat. Private options are never revealed, and are often used for personal preferences in the client.

Attribute	Description
enabled	[true   false] – When disabled, the user will not be able to set their own options/settings and the user options panel will not be available.

Under each of **<public-options>** and **<private-options>** will be a list of custom fields. Each field may be defined in the same format as those defined in **<user-profile>**.

The following options have been implemented.

Option Field Name	Description
nameColor	Color of own name in the chat
myChatColor	Default color of personal text
rejectPrivateChat	Automatically reject all private chats
ignoreColors	Ignore personalized colors of other users and use default
buddyLoginNotify	Notify with a small popup when buddies login
IMAutoConnect	Automatically connect to public IMs when logged in to ChatBlazer
audioEvents	Enable event sounds
audioMessages	Enable audio messages in chat. If set to false, any audio messages will not be played.
avatarInChat	Allow avatars to be displayed in chat area for each message
autoAway	Allow automatic online status setting to away after a specified period of time of inactivity
autoAwayPeriod	Period of inactivity in minutes before determining the user is away

### Example

```

<user-options enabled="true" fontsize="12">
  <public-options>
    <colorpicker name="nameColor" label="My name color" />
  </public-options>
  <private-options>
    <checkbox name="rejectPrivateChat" label="Reject all
private chats " checked="false" />
  </private-options>
</user-options>

```

```
<preferences> <user-profile> </preferences>
```

This tag configures the user profile and its fields if any. It contains sub-elements per field in the user profile.

Note that if `changepassword` is disabled and an external URL is defined, the user profile option will not be shown in the preferences window.

Attribute	Description
<code>enabled</code>	[true   false] – When enabled, the profile button will be available in the header panel and users will be able to view other users' profiles.
<code>url</code>	[OPTIONAL] URL of customized user profile page. It should contain "{username}" which will be substituted with the username when loaded. This attribute will only be present if a customized user profile location is required.
<code>target</code>	[OPTIONAL] Target of the browser window to pop up the user profile page.
<code>changepassword</code>	[true   false] – Allows change of password via edit profile window.
<code>minwidth</code>	Minimum width of user profile form [pixels]
<code>fieldwidth</code>	Width of fields in user profile form [pixels]

### Profile Fields

The following elements are designated under the `<user-profile>` tag and define each field in the user profile.

Element	Description
<code>textfield</code>	Single line text string input

Attribute	Description
<code>name</code>	Name of field (for database)
<code>label</code>	Label of field (displayed in form)
<code>restrict</code>	[OPTIONAL] Character set allowed e.g. "0-9a-z"
<code>tooltip</code>	[OPTIONAL] Tooltip when mouse hovers over this field
<code>password</code>	[OPTIONAL] [true   false] – Masks input with "*" if TRUE. Defaults to FALSE.
<code>width</code>	Width of field in pixels
<code>maxlength</code>	[OPTIONAL] Maximum allowed number of characters

---

radiobutton Radio button group, for fields with a fixed selection of choices

Attribute	Description
name	Name of field (for database)
label	Label of field (displayed in form)
maxwidth	Maximum width in pixels to display this group of radio buttons. When the width exceeds this value, the options wrap to the next line.
tooltip	[OPTIONAL] Tooltip when mouse hovers over this field

The options of the radio button group are set via sub-elements under <radiobutton> as <option> with attributes as defined below.

<option> Attributes

Attribute	Description
value	Value representing this choice/option
label	Label of option/choice (displayed in form)
checked	[OPTIONAL] Default status of this option. FALSE if not stated. If more than one option is checked, only the last checked option will be checked.

---

checkbox Check box, for fields with only TRUE or FALSE state

Attribute	Description
name	Name of field (for database)
label	Label of field (displayed in form)
valueon	
valueoff	
tooltip	[OPTIONAL] Tooltip when mouse hovers over this field
checked	Default status of this checkbox. FALSE if not stated.

---

avatarselector Avatar selector, based on the list of avatars defined in <avatars>

Attribute	Description
name	Name of field (for database)
label	Label of field (displayed in form)
maxwidth	Maximum width of the field in pixels.

---

colorpicker Color field that pops up a color picker when clicked. Its value is always a decimal numeric value based on the 0xRRGGBB hexadecimal color representation.

Attribute	Description
name	Name of field (for database)
label	Label of field (displayed in form)
tooltip	[OPTIONAL] Tooltip when mouse hovers over this field

### Example

```
<user-profile enabled="true"
  url="profile.php?username={username}"
  target="_blank">
  <textfield name="real" label="Real Name" maxlength="100" />
  <avatarselector name="avatar" label="Avatar" maxwidth="300" />
  <radiobutton name="gender" label="Gender">
    <option value="M" label="Male" />
    <option value="F" label="Female" />
  </radiobutton>
</user-profile>
```

### Importing User Profile

Importing of the user's profile is possible by adding the `<import>` tag under `<user-profile>`. This is possible by generating config.xml with a server script such as PHP/ASP. Under the `<import>` tag, each field will be presented as an individual tag with its imported value. Upon successful login, these values will be imported and saved into the user's profile. An example is illustrated below.

### Example

```
<user-profile ...>
  ...
  <import>
    <real>Mark Harrison</real>
    <gender>M</gender>
  </import>
</user-profile>
```

## <preferences> <ignore> </preferences>

This tag allows users to manage a list of ignored users.

Attribute	Description
enabled	[true   false] – Allows a panel to manage the list of users who are ignored. Ignoring a user will prevent AV views and whispers from the specified user. All chats from that user will also be hidden.

## <contacts-list>

This tag describes the contacts list panel, primarily for ChatBlazer contacts as well as public IM contacts.

Attribute	Description
enabled	[true   false] – Enables the contacts list
loginload	[true   false] – Opens the contacts list window upon successful login

The following tag will be found under <contacts-list>

Tag	Description				
window	Defines properties of the contacts list window. Refer to <a href="#">&lt;chat-window&gt;</a> for its attributes.				
chat-window	Defines properties of all IM chat windows. Refer to <a href="#">&lt;chat-window&gt;</a> for its attributes.				
cbe	Display properties for ChatBlazer contacts <table><thead><tr><th>Attribute</th><th>Description</th></tr></thead><tbody><tr><td>bgcolor</td><td>Color of header</td></tr></tbody></table>	Attribute	Description	bgcolor	Color of header
Attribute	Description				
bgcolor	Color of header				
msn	Display properties for MSN Messenger contacts <table><thead><tr><th>Attribute</th><th>Description</th></tr></thead><tbody><tr><td>bgcolor</td><td>Color of header</td></tr></tbody></table>	Attribute	Description	bgcolor	Color of header
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bgcolor	Color of header				
icq	Display properties for ICQ contacts <table><thead><tr><th>Attribute</th><th>Description</th></tr></thead><tbody><tr><td>bgcolor</td><td>Color of header</td></tr></tbody></table>	Attribute	Description	bgcolor	Color of header
Attribute	Description				
bgcolor	Color of header				
yim	Display properties for Yahoo Instant Messenger contacts <table><thead><tr><th>Attribute</th><th>Description</th></tr></thead><tbody><tr><td>bgcolor</td><td>Color of header</td></tr></tbody></table>	Attribute	Description	bgcolor	Color of header
Attribute	Description				
bgcolor	Color of header				

aim	Display properties for AOL Instant Messenger contacts											
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Attribute	Description											
bgcolor	Color of header											
group	Defines look and feel of groups in contact list.											
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textcolor	Color of text (e.g. #000000)											
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italic	[true   false] Italics text											
height	Height of item in pixels											
contact	Defines look and feel of contacts in the contact list.											
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Attribute	Description											
fontsize	Size of text											
textcolor	Color of text (e.g. #000000)											
bold	[true   false] Bold text											
italic	[true   false] Italics text											
height	Height of item in pixels											

### Example

```
<contacts-list enabled="true" loginload="true">
  <window width="250" height="300" maximized="false"
allowclose="true" allowminimise="true" allowresize="true"
minwidth="200" minheight="180" />
  <chat-window width="350" height="350" maximized="false"
allowclose="true" allowminimise="true" allowresize="true"
minwidth="200" minheight="150" />
  <cbe bgcolor="#002288" />
  <msn bgcolor="#016CAA" />
  <icq bgcolor="#00911D" />
  <yim bgcolor="#92A200" />
  <aim bgcolor="#A20000" />
  <group fontsize="12" textcolor="#000000" bold="true" italic="false"
height="20" />
  <contact fontsize="12" textcolor="#000000" bold="false"
italic="false" height="20" />
</contacts-list>
```

## <avatars>

This tag describes the avatars, which are custom pictures appearing beside usernames in the user list. This tag lists all available avatars in the chat.

Attribute	Description
enabled	[true   false] – When disabled, there will be no avatars displayed in the userlist.
filebase	Directory containing the avatar images.
defaultid	Default avatar ID when no avatar is specified for a user
maxwidth	Maximum width of avatar in pixels
maxheight	Maximum height of avatar in pixels

Each avatar is listed as an element under <avatars> as <avatar>.

### <avatar> Attributes

Attribute	Description
id	ID of the avatar. Only non-negative numbers are valid.
name	Name of avatar
file	Path of the image file (JPG or SWF)
skinref	Flash Identifier in the skin file for this avatar. If defined, this will take precedence over "file".

### <custom-avatar> Attributes

Custom avatars are avatars uploaded by users.

Attribute	Description
enabled	[true   false] – Enables user avatar uploads
script	Path of the avatar upload script. Default "avatar.php"
maxsize	Maximum allowed filesize for uploaded avatars

### Example

```
<avatars enabled="true" filebase="avatars/" defaultid="12"
maxwidth="40" maxheight="40" >
  <custom-avatar enabled="true" script="avatar.php" maxsize="30720"
/>
  <avatar file="a01.jpg" name="Goofy" id="0" />
  <avatar skinref="DefaultAvatar" id="12" />
</avatars>
```

## <audioevents>

This tag describes the audio events used in the application.

Attribute	Description
enabled	[true   false] – When disabled, the Audio Event button in the user input panel will not be available.
filebase	Directory where the audio emoticon files are located

Each audio file is listed as sub-elements under <audio>.

Element	Description
audioevent	Audio clips that play during particular events.

Attribute	Description
id	ID of the audio event clip
file	Path of the audio file (MP3)
name	Name of event

The following events are available.

Name	Description
contactLogin	A ChatBlazer contact/buddy logs in
whisperMessage	A whisper is received
roomEntered	A user entered a room
roomLeft	A user left a room
roomMessage	Received message in a room
privateChatRequest	Private chat request received
privateChatStarted	Private chat started
privateChatLeft	A user left a private chat
privateChatMessage	Received message in a private chat
userKicked	A user kicked from a room
imMessage	Received message in IM chat
modReceived	New message added to moderator panel
speakerReceived	New message added to speaker panel

### Example

```
<audioevents enabled="true" filebase="audio/">
  <audioevent id="21" file="enter.mp3" name="roomEntered" />
  <audioevent id="22" file="leave.mp3" name="roomLeft" />
</audioevents>
```

## <js-events>

This tag allows the use of Javascript to be invoked upon particular events in the chat application. The respective Javascript functions should be defined in chatblazer.js.

Attribute	Description
Enabled	[true   false] – Enables Javascript events

Each event is listed under the tag <js-event>.

### <js-event> Attributes

Attribute	Description
name	Name of event. Predefined and listed in table below.
js	Name of Javascript function together with parameters

The following events have been defined in the chat application.

Tag	Description
roomMessage	Called on every message received in room except from yourself, and whispers. <i>roomMessage('{roomname}','{username}','{message}')</i>
whisperMessage	Called on every whisper message received in room <i>whisperMessage('{roomname}','{username}','{message}')</i>
pcMessage	Called on every private chat message received <i>pcMessage('{username}','{message}')</i>
imMessage	Called on every instant messaging message received, {im} will be CBE, MSN, ICQ, YIM, AIM <i>imMessage('{im}','{userid}','{username}','{message}')</i>
broadcastMessage	Called on every broadcast message received <i>broadcastMessage('{room}','{message}')</i>
roomInvite	Called on every room invitation received <i>roomInvite('{username}','{room}')</i>
chatRequest	Called on every private chat request received <i>chatRequest('{username}')</i>
onLogin	Called when user logs in successfully <i>onLogin('{username}')</i>
onLogout	Called when user logs out <i>onLogout('{username}')</i>

### Example

```
<js-events enabled="true">  
  <js-event name="chatRequest" js="chatRequest('{username}')" />  
</js-events>
```

## <shortcuts>

This tag allows keyboard shortcuts to be defined for specific events to be triggered.

Each event is listed under the tag <key>.

### <key> Attributes

Attribute	Description
enabled	[true   false] – Enables current key
control	[true   false] – Requires CONTROL key to be held down
shift	[true   false] – Requires SHIFT key to be held down
code	[true   false] – Code of key. E.g. ESC, TAB, SPACE, etc
action	Action to perform when shortcut is detected. Refer to the table below.

The following events can be triggered via shortcuts.

Tag	Description
switchWindow	Switches active windows
openRoomsList	Open the rooms list window
openPreferences	Opens the preferences window
openContactList	Opens the contacts list window
showDesktop	Minimizes all windows to reveal the desktop

### Example

```
<shortcuts>
  <key enabled="true" control="true" code="TAB"
    action="switchWindow" />
  <key enabled="true" control="true" code="R"
    action="openRoomsList" />
  <key enabled="true" control="true" shift="true" code="P"
    action="openPreferences" />
  <key enabled="true" control="true" code="C"
    action="openContactList" />
  <key enabled="true" control="true" code="D"
    action="showDesktop" />
</shortcuts>
```

## <widgets>

This tag defines the widgets that can be used in the chat application.

Attribute	Description
Enabled	[true   false] – Enables widgets

Each event is listed under the tag <widget>.

### <widget> Attributes

Attribute	Description
id	ID of the widget. Defined in Admin client.
name	Name of the widget to be shown in the chat client.
path	Path to the widget SWF, relative to the chat application
type	[ desktop   channel ] – Type of widget desktop: Activated via the desktop context menu channel: Automatically activated in a room, configured in Admin client.
autoload	[true   false] – Automatically loads the widget on successful login. Applies to desktop widgets only.

The following tags can be defined under each widget tag.

Tag	Description
param	Parameters that can be passed into the widget

Attribute	Description
key	ID of the audio event clip

*The value within the tag shall be the value of the parameter.*

window	Defines properties of the window that loads the widget. Refer to <a href="#">&lt;chat-window&gt;</a> for its attributes.
--------	--

### RSS Reader Widget

The RSS Reader widget automatically loads a designated RSS feed and lists the entries from that feed that can be hyperlinked.

Parameter	Description
feed	URL of the RSS Feed e.g. <a href="http://rss.news.yahoo.com/rss/topstories">http://rss.news.yahoo.com/rss/topstories</a>

## Notepad Widget

The notepad widget is a simple text editor that allows the user to save its contents the server as well.

## Weather Widget

The weather widget shows the weather forecast for a designated city.

Parameter	Description
city	Name of the city to display for the weather forecast
scale	[ c   f ] To display the temperature in Celcius or Farenheit

## Avatar Chat Widget

The avatar chat is a **channel** widget that allows users to control a sumo wrestler character in a virtual room and chat at the same time.

### Example

```
<widgets enabled="true">
  <widget id="4" name="RSS Reader" path="widget_rssreader.swf"
  type="desktop">
    <param
    key="feed">http://rss.news.yahoo.com/rss/topstories</param>
    <window width="200" height="200" maximized="false"
    allowclose="true" allowminimise="true" allowresize="true"
    minwidth="160" minheight="140" />
  </widget>
  <widget id="2" name="Notepad" path="widget_notepad.swf"
  type="desktop">
    <window width="200" height="200" maximized="false"
    allowclose="true" allowminimise="true" allowresize="true"
    minwidth="160" minheight="140" />
  </widget>
  <widget id="3" name="Weather" path="widget_weather.swf"
  type="desktop" autoload="true">
    <param key="city">Singapore</param>
    <param key="scale">c</param>
    <window innerwidth="360" innerheight="100" maximized="false"
    allowclose="true" allowminimise="true" allowresize="false"
    minwidth="100" minheight="50" />
  </widget>
  <widget id="1" name="Avatar Chat" path="widget_avatarchat.swf"
  type="channel" />
</widgets>
```