PERCEPTION SYSTEM
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X-Cart Module
Banner Pro — Version 0.1

Table of Contents

About BannerPro

BannerPro Module has been designed to provided dynamic banner on store front-end and is visible on homepage.

Multiple effects and facilities has been alloted in this module — which are quite easily managed from back-end, for making this module more and more user-friendly.

Demo Details

Front-end URL: http://x-cart.perceptionsystem.com/

Banner Features

Various features are involved in BannerPro Module are listed below.

All the features are listed in module setting.

Animation Configuration

1. **Animation Effects:** Displays 8 different animation effects like fade, slide, kick, transfer, shuffle, explode, turn over and chew-bars.

2. **Animation Time:** Displays the duration of animation in (ms) to blend the slides.

3. **Animation Parts:** Defines the amount of parts into which each slide is sliced. It works for shuffle, explode, turn over and chew-bars effects which involves fragments.

4. **Animation Show Time:** Defines time in (ms) - how long a single slide is shown, before the animation of the next slide starts. It works when auto-play behavior is turn enabled.

5. **Animation Slide Next Direction:** Displays the direction for Next slider.

6. **Animation Slide Previous Direction:** Displays the direction for Previous slider.

Animation Behavior

1. **Enable Auto Play:** Enable auto-play if the banners should slide auto.

2. **Enable Pause On Hover:** Helps to pause the slide when mouse hovers the banner. Disable if you want to continue auto-play even on mouse hover.

Animation Caption

1. **Show Caption:** Defines when the caption should be displayed. The caption is the dynamic text that you can display on banner. Also, note that the banner caption are banner specific.

2. **Caption Position:** Allows you to display the caption at six different locations — Top Left, Top Right, Bottom Left, Bottom Right, Center Left and Center Right. By Default the caption is positioned to be Top Left.

3. **Caption Fade Time:** Displays the fading time for all captions.

4. **Caption Opacity:** Defines the caption opacity.

Animation Controls

1. **Change Bullets:** Defines when the bullets effects should be changed. ex. if the bullet(slider number displayed on center) effect should be changed after the slider slides the next slider or before the slider slides the next slider.

2. **Control Mouse Wheel:** Enables or disables the mouse wheel control to slide the banner.

3. **Control Key Board Navigation:** Enables or disables the key control to slide the banner. The key used for previous slider is '←' and for next slider is '→'.

4. **Control Play Pause:** Enables or disables the Play Pause control on front-end. Enabling the control will work in case of auto-play slider.

5. **Control Previous Next:** Enables or disables the Previous Next control on front-end.

6. **Text For Next Button:** Defines the text for Next Button. Default is **"Next".**

7. **Text For Previous Button:** Defines the text for Previous Button. Default is **"Prev".**

8. **Text For Play Button:** Defines the text for Play Button. Default is **"Play".**

9. **Text For Pause Button:** Defines the text for Pause Button. Default is **"Pause".**

10. **Show Bullets On:** Defines when the bullets should be shown — on hover, always or never.

11. **Show Controls On:** Defines when the controls should be shown — on hover, always or never.

NOTE: Bullets are the number of sliders that exists and controls are the Next Previous and Play Pause button.

BannerPro Work Flow

In order to use the BannerPro module, we first need to enable the module.

After enabling **"BannerPro"** module will be appended in the top navigation as shows in the below screen-shot.
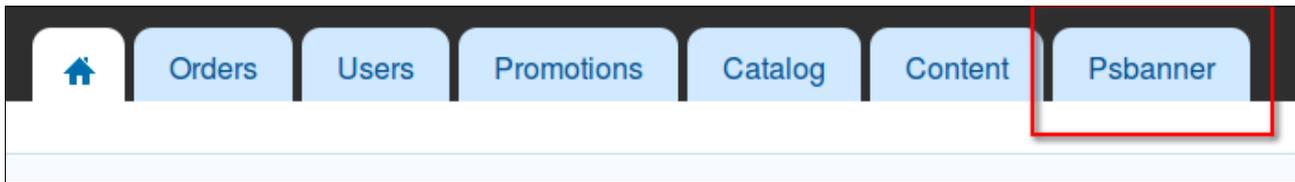
On clicking Banner sub-menu, you will be redirected to the banner listing page. The list page describes the details of all banners currently available. Attached is a screen-shot for reference.
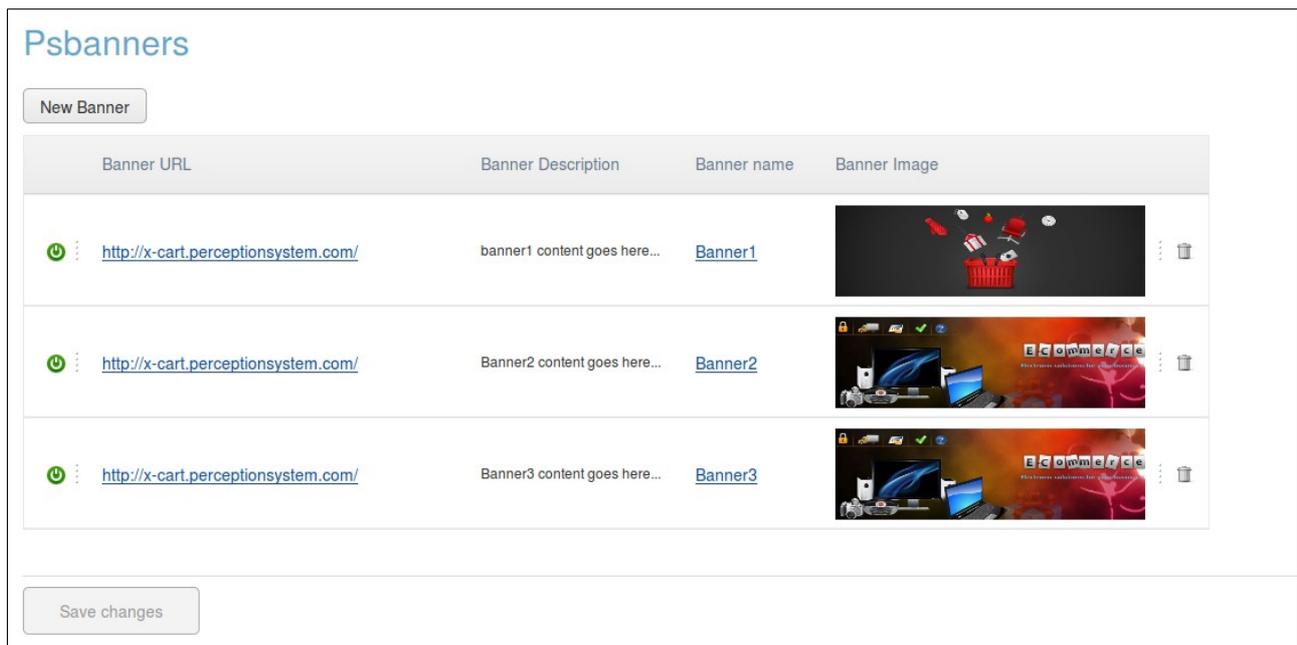
In order to upload new banner, click on the 'New Banner' button.
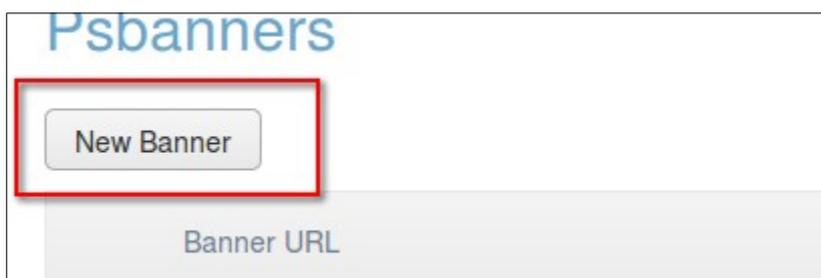
New Banner requires few details which are described as below.

Fill all the details as required and click 'Create' button. Once the banner is created, you will get a success message at top of screen as shown below.

Once the banner is created, you can edit the banner to upload banner image. For this click on banner title and you will be redirected to its edit page. A sample screen-shot for banner upload is attached below.

Upload the banner and click 'Update' button and your banner will be added to store front-end.