

# Filling the Browser Window Using the `<FRAMESET>` Tag

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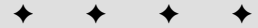
*by Colin Moock*

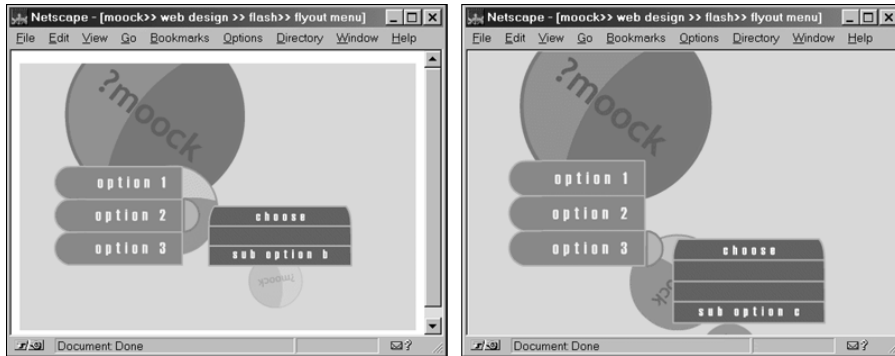
Perhaps one of Colin's most famous (and often read) tutorials is this `<FRAMESET>` technique that forces the Flash movie to fill nearly all of the browser window.

## Filling the Gap

Many Flash designers have experienced the problem that Flash movies don't default to fill the entire viewing space of a browser window. This results in wasted screen space, or, what's worse, an unsightly gutter, or gap, between the edge of the Flash movie and the edges of the browser.

In the following figure (see BT6-1), the browser on the left sports an unsightly white gutter around a Flash Movie. On the right, the same movie is displayed with a minimal gutter around a framed Flash Movie. For designers who prefer the effect shown on the right, two options work with most browsers. One solution depends on the use of frames, and is therefore limited to frames-capable browsers. The other solution requires that the Flash Player plug-in be detected before serving pages built with this method — so it's not appropriate for a splash page.





**Figure BT6-1:** A Flash movie with default display in a browser window (left), and filling the frame (right)

## Single-frame frameset

With the attributes in a frameset set correctly, framed Flash content can stretch to within one or two pixels (depending on the browser) of the edge of the browser window. To do this, first make the page (yourmovie.html) in which your movie is embedded. Then when embedding the movie, set the width, height, and scale for the desired effect. The SCALE parameter has three options:

- ◆ **HEIGHT="100%" WIDTH="100%" SCALE="EXACTFIT"**: This combination forces every edge of your movie to the edge of the browser, and distorts your movie to fit the aspect ratio (proportion of height to width) of the browser.
- ◆ **HEIGHT="100%" WIDTH="100%" SCALE="SHOWALL"**: This combination fits the width or height of your movie to the smaller of either the width or height of the browser. Your movie is not cropped or skewed to fit the browser window, so there are borders on either the top and bottom or right and left of your movie.
- ◆ **HEIGHT="100%" WIDTH="100%" SCALE="NOBORDER"**: This combination adjusts either the height or width of your movie to the larger of either the width or height of the browser. When the dimensions of your movie do not match the dimensions of the browser, your movie is matted with additional background space on either the vertical or horizontal axis.

Your embedded movie code will look something like this. (The ~ symbol indicates a continuation of the same line of code. Do not insert this character in your actual code.)

```
<OBJECT
CLASSID="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000"
CODEBASE="http://download.macromedia.com/pub/ù
  shockwave/cabs/flash/swflash.cab#version=5,0,0,0"
WIDTH="100%"
HEIGHT="100%">
<PARAM NAME="MOVIE" VALUE="moviname.swf">
<PARAM NAME="PLAY" VALUE="true">
<PARAM NAME="LOOP" VALUE="true">
<PARAM NAME="QUALITY" VALUE="high">
<PARAM NAME="SCALE" VALUE="SHOWALL">
```

```

<EMBED SRC="yourmovie.swf"
        WIDTH="100%"
        HEIGHT="100%"
        PLAY="true"
        LOOP="true"
        QUALITY="high"
        SCALE="SHOWALL"
        PLUGINSOURCE="http://www.macromedia.com/shockwave/
        download/index.cgi?P1_Prod_Version=ShockwaveFlash">
</EMBED>
</OBJECT>
    
```

Now you're ready to make the single-frame frameset. Actually, it's a two-frame frameset, but you only use one of the frames for displaying your page. The first frame is allotted 100 percent of the browser area, and the second frame is allotted "\*" (meaning whatever is left, which is nothing). The SRC of the first frame of the frameset will be the page (yourmovie.html) with your Flash Movie, while the SRC of the second frame will be an empty HTML page with a matching BGCOLOR. The real trick is to specify the attributes of the frameset and frames so that the Flash movie will extend to the edges of the browser. Here's an example of code with the correct settings:

```

<HTML><HEAD><TITLE>Your Flash Movie Title</TITLE></HEAD>

<FRAMESET ROWS="100%,*"
           FRAMESPACING="0"
           FRAMEBORDER="NO"
           BORDER="0">

  <FRAME NAME="top"
         SRC="yourmovie.html"
         FRAMEBORDER="0"
         BORDER="0"
         MARGINWIDTH="0"
         MARGINHEIGHT="0"
         SCROLLING="NO">

  <FRAME NAME="hidden"
         SRC="empty.html"
         FRAMEBORDER="0"
         BORDER="0"
         MARGINWIDTH="0"
         MARGINHEIGHT="0"
         SCROLLING="NO">

</FRAMESET>
</HTML>
    
```

Now let's look at some of the code in detail:

- ♦ As an attribute of <FRAMESET>, FRAMEBORDER is either true or false, but as an attribute of <FRAME>, FRAMEBORDER is a pixel value for setting the width of the space between the browser edge and the page content.
- ♦ On <FRAMESET>, BORDER refers to the number of pixels between frames, while on <FRAME>, BORDER is simply a now-obsolete version of FRAMEBORDER.

- ◆ The `SCROLLING` attribute must be set to `NO`, otherwise, if the content is not larger than the browser window, a gap will appear on the right and bottom of the frame where the scroll bars would normally appear.

As a final option, to reduce the gutter as much as possible in Internet Explorer 4 (or higher) and Netscape Communicator 4 (or higher), you can set the margin values on the movie page (yourmovie.html). To accomplish this, Netscape 4 or higher uses `MARGINHEIGHT` and `MARGINWIDTH`, while Internet Explorer 4 or higher uses `TOPMARGIN`, `BOTTOMMARGIN`, `LEFTMARGIN`, and `RIGHTMARGIN`. So, to accommodate both browsers, use these values:

```
<BODY MARGINWIDTH="0" MARGINHEIGHT="0" LEFTMARGIN="0" RIGHTMARGIN="0"
TOPMARGIN="0" BOTTOMMARGIN="0">
```

## Directly linking to the Flash movie (SWF file)

An alternate method to the single-frame frameset described previously is to link directly to the Flash movie and let the browser display it inline. So, if your movie `mymovie.swf` is normally embedded in `mymovie.html`, then

```
<A HREF="mymovie.html">View my movie</A>
```

would be changed to

```
<A HREF="mymovie.swf">View my movie</A>
```

This method is easier to implement than the frames method, but should only be used after Flash has been successfully detected, because the browser won't have access to any of the HTML instructions that would normally tell it where to get the plug-in if the plug-in is not present. Thus, this method should not be used for a splash page.

If you use the Direct Link method, it's also important to remember to set the `QUALITY` of your movie to "high" from inside your movie using the Toggle High Quality action (Flash 3+ only). To do this, select your first keyframe, open the Actions panel (in Normal Mode), and then add a `toggleHighQuality` action.