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# PredWeb TUTORIALS



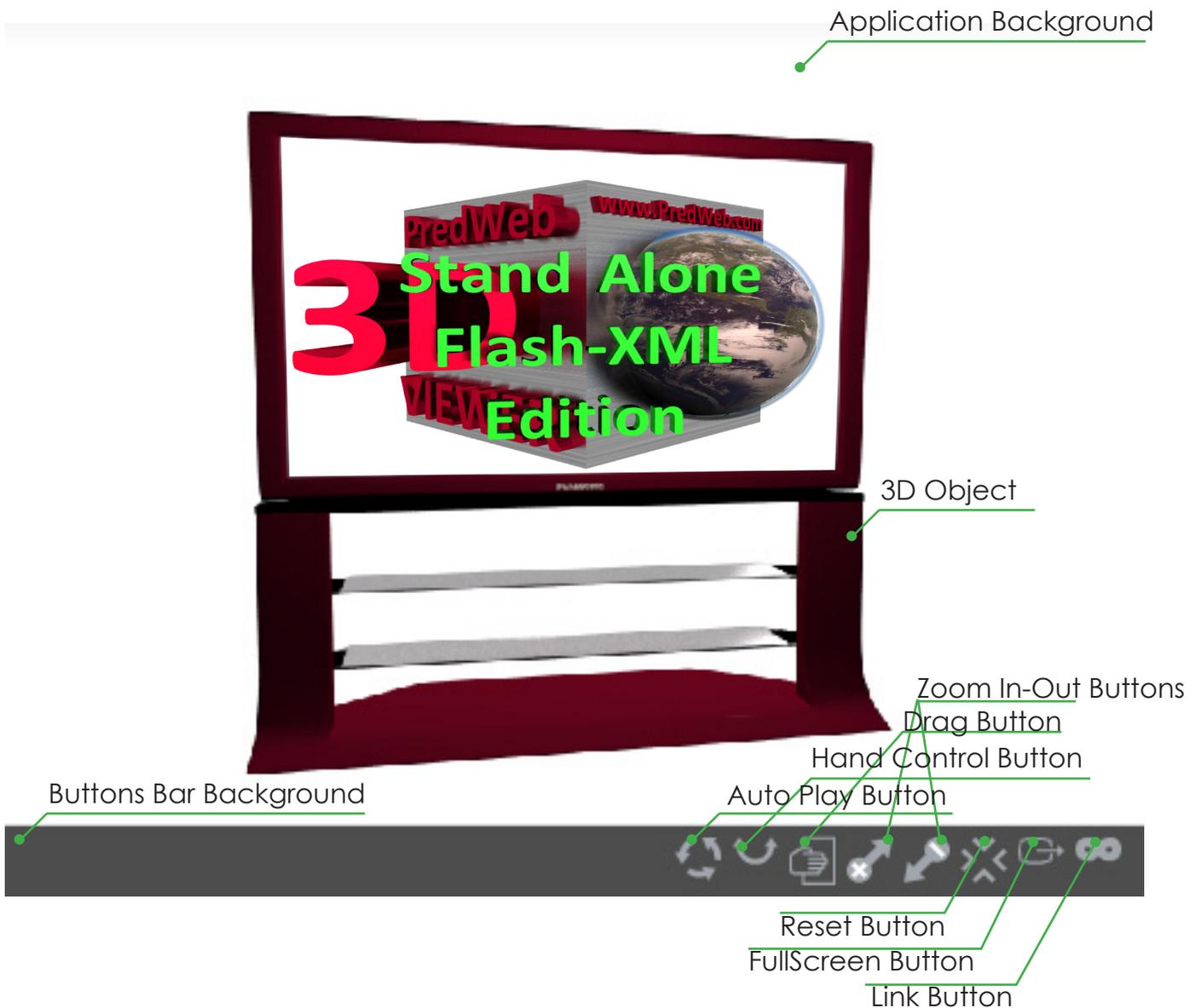
PredWeb  
3D VIEWER  
XML Edition

# What is PredWeb 3D VIEWER XML Edition and what it do.

PredWeb 3D VIEWER XML Edition is an application that allows you to use an image sequence as a 3D object. This kind of applications are also known as a Degree viewers. The basic idea is that if you have an images of a single object from all its sides, you can use this image sequence to build a 3D representation of the object. Using this module you can spectacularly present your products, giving your customers the possibility to examine it from all its sides. Also you can use this module for your web site logo or to enrich your web site content.

## User Features:

1. Auto rotating
2. Hand Control over the object.
3. Dragging the object
4. ZoomIn and ZoomOut
5. Restoring the object in its start position
6. Full Screen preview
7. Link to choosed URL



## **Administrator Features:**

1. You can choose how the module will start - with static or rotation object
3. You can use floatable or static buttons bar
3. You can choose to show or hide each of the buttons - this means that you can disable or enable each of the functions of the Viewer.
4. Set the link URL
5. Choose where the link will open - in the same window or in new one.
6. You can set the buttons roll over alpha
7. You can set the buttons roll out alpha
8. You can set the buttons width /the buttons height will be calculated automatically to keep the proportions/.
9. You can set the frame rate of the applications.
10. You can set the colour of the preloader.
11. You can set the background colour
12. You can set the background transparency
13. You can set the buttons bar background colour.
14. You can set the buttons bar background transparency.
15. You can set background colour for the Full Screen mode.
16. You just have to set the images folder and they will be identified automatically
17. You can set the viewer width and height in percents or pixels
18. You can change all buttons with buttons that fit to your web site template. For buttons you can use any .jpg, .png, .gif or .swf files.

### **1. Can I use this application on non PHP server.**

Yes, this edition of PredWeb 3D Viewer is made to be used just with plane HTML and you can use it even if your server do not support PHP.

### **2. What kind of images can be used.**

You can use any .jpg, .gif, .png, or .swf files. Also you can use mix of this file types in same sequence. For example half of the images can be in .jpg format and the other one in .png. The only Important thing is to use images with same dimensions.

### **3. How can you make usable image sequence.**

Generally there are two ways to make image sequence that you can use:

\* The first way is by using 3D program like 3D Studio Max or Maya. You can create 3D object and than render image sequence that you can use.

\* Second way is by shooting the object with your digital camera. Good advice here will be to keep your camera static and rotate the object instead of walk around it. You can use handy things like rotating piano chair or table with rotating board.

### **4. Where to store your images.**

You can organize your images in folder, but all images or folders with images have to be in the same folder where the XML\_PW3DViewer.swf file is. Same rule is available for the buttons.

### **5. Where to set the application width and height.**

This application have fluid width and height. This means that everything will be adjusted automatically depending of your HTML embedding code. So, for example, if you embed it with width of 500 px and height of 300 px, the application will adjust everything to this dimensions.

### **6. What all settings in the XML file means.**

To use all the features and adjust all the setting, you must edit the XML\_PW3DViewer.xml file. You can edit it with any plane text editor like NotePad. Please, do not use word processors like MS Word. My favourite XML editor is NotePad++ / <http://notepad-plus.sourceforge.net/uk/site.htm> / - it is free.

After you open the XML file you will see this /I will explain every line next to it in green colour/:

```

<?xml version="1.0" encoding="utf-8"?>
<main>
  <setup
    preloaderColor='0x000000' - this is the colour code for the preloader
    autoStartOnLoad='1' - set this to 1 if you want the application to start with the moving object or 0 to
start with the first image.
    floatableMenu='0' - set this to 1 if you want floating menu or 0 for static menu
    showDrag='1' - set this to 1 if you want to enable the drag button or 0 to disable it
    showAutoplay='1' - set this to 1 if you want to enable the auto play button or 0 to disable it
    showZoom='1' - set this to 1 if you want to enable the zoom buttons or 0 to disable it
    showHandControl='1' - set this to 1 if you want to enable the hand control button or 0 to disable it
    showFullScreen='1' - set this to 1 if you want to enable the full screen button or 0 to disable it
    showReset='1' - set this to 1 if you want to enable the reset button or 0 to disable it
    Show_linkBtn='1' - set this to 1 if you want to enable the link button or 0 to disable it
    linkTarget='_blanc' - here you set where the site will open when user click on link button. Use '_blanc'
to open in new window or '_self' to open in same window.
    linkURL='http://www.predweb.com' - this is the URL for the link button
    btnWidth='20' - set the buttons width in pixels. Height will be auto calculated to keep the proportions
    framerate='30' - here you set the frame rate for the application
    bgColor='0x000000' - here you set the background colour for the application
    bgAlpha='1' - here you set the background opacity. Choose number between 0 and 1 /0.5 for example/.
0 means transparent, 1 means opaque.
    menuBgColor='0x000000' - here you set the background colour for the buttons bar
    menuBgAlpha='1' - here you set the background opacity for the buttons bar. Choose number between 0
and 1 /0.5 for example/. 0 means transparent, 1 means opaque.
    dragBtnPath='buttons/drag.swf' - from here you can change the Drag button
    autoplayBtnPath='buttons/autoplay.swf' - from here you can change the Autoplay button
    zoomInBtnPath='buttons/zoomIn.swf' - from here you can change the Zoom in button
    zoomOutBtnPath='buttons/zoomOut.swf' - from here you can change the Zoom out button
    handControlBtnPath='buttons/handControl.swf' - here you can change the Hand control button
    fullScreenBtnPath='buttons/fullScreen.swf' - from here you can change the Full screen button
    resetBtnPath='buttons/reset.swf' - from here you can change the Reset button
    linkBtnPath='buttons/link.swf' - from here you can change the Link button
    btnRollOver='0.5' - from here you can change buttons opacity when user roll over the buttons
    btnRollOut='1' - from here you can change buttons opacity when user roll out the buttons
  />
  <images>
    <img path='path to your image' /> - here you have to fill the path to your image. Keep in
mind that your images or images folder have to be in the same folder where the XML_PW3DViewer.swf file is.
So, for example, if your images are in myImg folder with file names img0001.png, img0002.png, img0003.png,
img0004.png ... img0100.png, than your tags should look like this:
    <img path='myImg/ img0001.png' />
    <img path='myImg/ img0002.png' />
    <img path='myImg/ img0003.png' />
    <img path='myImg/ img0004.png' />
    .....
    <img path='myImg/ img0100.png' />
  </images>
</main>

```

## **7. What frame rate to use?**

The best frame rate depends of how many images you want to use. For example if you use 50 images and you use 10 frames per second, your object will be fully rotated in 5 seconds... so frame rate means how many images will be show in one second. Biggest amount of images you use and biggest frame rate you set means smooth rotation and more realistic preview. Good example is - 50 images in 15 frames per second or 100 images in 30 frames per second. Maybe you have to experiment to find your best frame rate for your case.

## **8. Why we have different settings for background colour and full screen background colour?**

For example, If you choose 0 for your background alpha, this means that your web site background will be the background of your application, but when you go full screen your web site background will not be visible, so we need colour for this case, or cases when you have semitransparent for the background.

## **9. Why the buttons do not change after I add new button?**

Browsers often cache the images and swf files to speed up the sites loading. You have to clear the browser cache to view the new buttons.

## **10. How to remove all buttons and the buttons bar?**

Just go to the XML, disable all the buttons by adding 0 and set the buttons bar background alpha to 0.

**Please, respect our hard work. You can buy this application on price of couple of cigarette boxes on [www.PredWeb.com](http://www.PredWeb.com)**