

How to use VRXplorer - Author 2.0

What is VRXplorer Author

VRX Author is a MultiMedia Toolbook 3.0 application aimed at the development of 360 degree virtual views. This release allows you to create sensitive areas on your views, that can be associated to any Toolbook Openscript statement.

In this way it is possible to link several views together, play a movie or a sound, retrieve an URL (using MultiMedia WWW PC specs) and more, with single clicks on these hotspots.

Getting started with VRXplorer Author

A 360 degree view is composed by several GIF images (up to 32 for each view), that is you can imagine to divide horizontally the view in 8 slices of 45 degree each and vertically up to 4 different levels.

It will be assumed here that you have already provided to capture the necessary images using a video board or a scanner.

Choose the command `Author Mode` in the `Change To . . .` menu to start your view editing, and follow these steps:

Set a working directory

The working directory is the place where all images that compose a view are collected. It is a good habit to set for each view a separate directory.

Do not change the working directory while editing a view.

Choose the New View command

This command clears the current view and resets the authoring page.

Drag & drop your images into the view

Find out your images on the hard disk, click on their file name to get a preview, drag them from the file list and drop them in the below view. You can trash them in the same way, as well as you can move freely the images from stage to stage.

It is not necessary to fill all the stages. Note, however, that a 360 degree view requires always 8 images horizontally.

Assign a caption to the images

Double click an image with the left mouse button to pop up a dialog box where you can insert a general caption for your image (max. 50 chars).

Introduce hotspots into your images

Double click an image with the right mouse button to enter the hotspot editing page. Hotspots are sensitive areas to which you can assign a caption and a Toolbook statement.

To draw a hotspot, press the right mouse button on the image and stretch the rectangle to the desired size. Once you release the button, a pop up dialog box will appear. Insert here a caption for the hotspot (max 50 chars.) and a valid related Toolbook statement (i.e. `send displayClip`), that you will be going to implement later.

You can modify the hotspots information double clicking on them with the left mouse button at any time. Drag & drop the hotspots to the trash can to delete them. In the whole view you can recognize the images containing hotspots because they are bordered in red.

Save the view on disk

Information about the view structure is saved on disk, in the current working directory, as a unique

plain text file with VRX suffix. Do not move this file away in other directories.

Retrieve a view from disk

Choose the `Open VRX files` command and drag and drop the file name anywhere in the view area. This operation sets the source directory as the new working directory.

Play a view

To preview your 360 degree view, double click with the left mouse button on the desired starting image and check the proper button. Choose then the `Play View` menu item. This operation will start the VRX Player application using DDE protocol (be sure to have closed all other Toolbook instances before launching the preview session), and will create a temporary file called `_@PREV@_ .VRX` in your current working directory (feel free to remove this file after the preview session). Detailed instructions about the VRX Player are contained in the file `PLAYER2.WRI`.

WARNING: VRX files created with VRXplorer v. 1.0 are NOT compatible with this release.

For more information, comments, special requirements on VRX, feel free to contact the author:

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