
8 Incorporating Scenes into a Web Site

This chapter tells you how to reference your WebAnimator scenes from your Web site's HTML files.

WebAnimator allows you to create animated scenes to add to your existing Web site. In order to include WebAnimator scenes in your Web site, you must first prepare your scenes and make some changes to your HTML files.

About the WebAnimator Plug-in



The WebAnimator Plug-in allows you and your users to play WebAnimator scenes from inside Netscape Plug-in-compatible browsers such as Netscape Navigator and Microsoft Internet Explorer (See Figure 8-1).

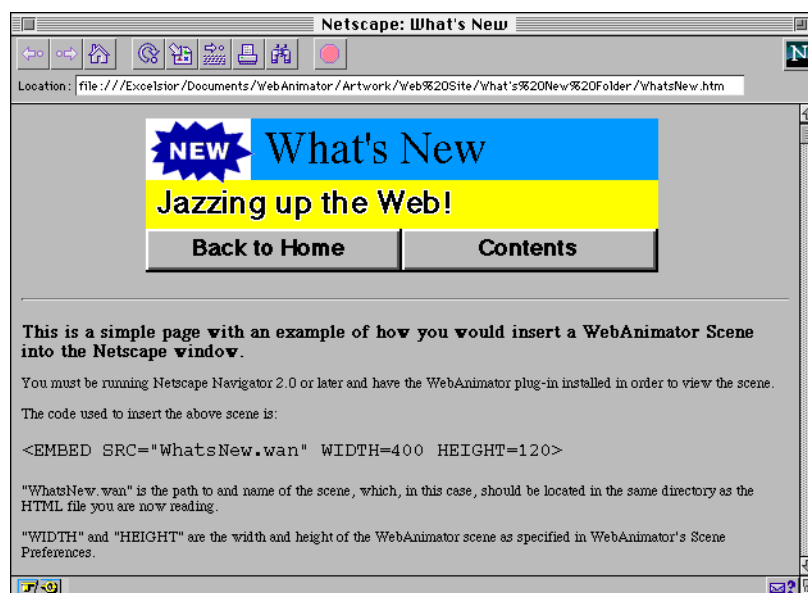


Figure 8-1. A WebAnimator scene in the Netscape Window

The WebAnimator Plug-in can be freely distributed. That is, if you need your users to have access to WebAnimator scenes, you can provide them with the plug-in, free of charge. It may be more convenient for you to direct your users to the DeltaPoint Web site at <http://www.deltapoint.com>, where they can download it (also free of charge).

For Netscape Navigator and most Netscape Plug-in-compatible browsers, installing the WebAnimator Plug-in is a simple matter of placing the WebAnimator Plug-in file in the browser's "Plug-ins" folder.

The WebAnimator setup program automatically installs the WebAnimator plug-in for Windows users. Windows users who have not purchased the WebAnimator authoring tool must download and run the Windows WebAnimator Plug-In Setup program to install the WebAnimator Plug-in.

When the WebAnimator Plug-in is properly installed, and a browser encounters special HTML code (described later in this chapter) that references a ".wan" file, the browser asks the Web server where the file is located so the browser can view it. The entire scene file is downloaded, decompressed, and played inside the browser window.

You and your users can then click on the interactive features of the scene to branch to other Web pages, interact with presentations, and more.

Preparing your scene files

WebAnimator is designed to make your scenes as small as possible for use over the Internet's World Wide Web. It does so by using compression technology.

Before making your scenes available on the Web, you should compress them. Compressing your scene should be the last thing you do, once you have prepared your scene. Always keep a copy of your original, uncompressed scene. You should always edit the original scene instead of the compressed version. This is because the sound compression the WebAnimator uses is "lossy." That is, when the sound is compressed, it loses some of its original quality. If you continue opening and re-compressing a sound, its quality will degrade further each time you compress it.

In addition, you need to make sure that your scene's dimensions (as set in Scene preferences) will fit inside the browser window in most people's monitors. The guaranteed largest monitor size is 640 X 480 pixels. That means the biggest size you should typically make a scene is about 600 x 400 pixels. You should plan all of your scenes from the very beginning to fit on most people's screens.

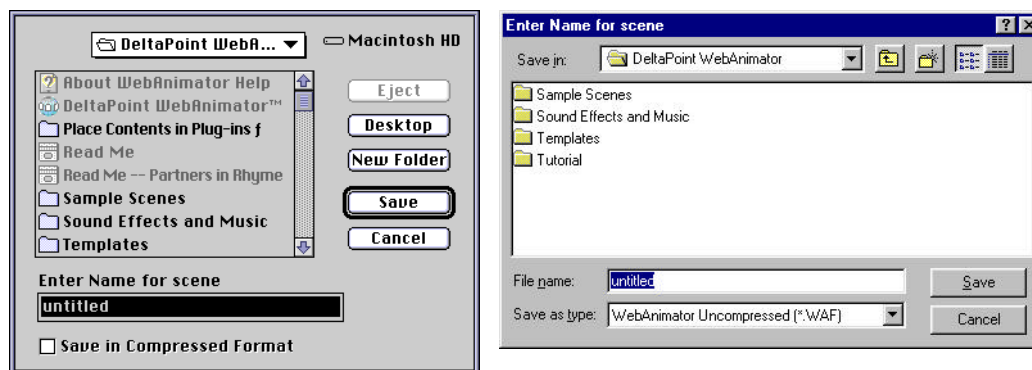
To compress a scene:

1. Create a scene and save it in uncompressed format.

This ensures that you have an original copy, should you decide to make changes to your scene later.

2. Open the uncompressed scene and choose "Save As..." from the File menu.

The "Save As" dialog appears:



3. (Macintosh) Turn on the "Save in Compressed Format" option.

(Windows) Choose "WebAnimator Compressed (*.WAN)" from the "Save As Type:" drop-down list box.

4. Specify a name with a ".wan" extension and location for your compressed scene, and click "Save."

To make it easier to integrate the scene into your HTML page, place it in the same directory in which your HTML page is located.

The "*.wan" file extension is necessary so the Web browser knows which Plug-in player to use when it encounters the reference to your WebAnimator scene file.

When you click "Save," your scene will be saved in compressed format, saving your users important download time when accessing your scenes. The sound compression used will depend on the compression preferences you have specified.

Your file is now ready to be referenced in an HTML file.

To learn more about **refer to**

Setting scene and compression preferences

"Setting Preferences," on page 1-5

Modifying your HTML files

To add scenes to your HTML file:

1. **Create your animated scene and save it in compressed format.**
2. **Open your Web site HTML file and insert commands for the WebAnimator files.**
You can use SimpleText, another text editor, or a dedicated HTML editor to modify your HTML files.

Find the location in the HTML file where you want to insert the graphic. Type the following line of HTML code:

```
<EMBED SRC="filename.wan" WIDTH=XXXX HEIGHT=YYYY>
```

If you would like to center the scene, place it inside a table and center the table, as shown below. This also allows you to place a raised border around your scene when it appears in the browser.

```
<CENTER>
<P><A name="Top"></A><TABLE BORDER=5><TR><TH>
<EMBED SRC="filename.wan" WIDTH=XXXX HEIGHT=YYYY>
</TH></TR>
</TABLE></P>
</CENTER>
```

XXXX is the width of the graphic and **YYYY** is the height. These dimensions can be found in the Scene preferences for the WebAnimator scene file. Choose "Preferences" from the File menu and select "Scene..." from the cascading menu. Replace **filename.wan** with the name of your WebAnimator *.wan scene file. If the file is *not* in the same folder as the HTML file, you can use the following formats to list the location as well as the filename.

parallel directory:

```
<EMBED SRC="../folder/filename.wan" WIDTH=400 HEIGHT=120>
```

subdirectory:

```
<EMBED SRC="/folder/filename.wan" WIDTH=400 HEIGHT=120>
```

Replace **folder** with the name of the directory in which the WebAnimator scene file is located. Separate folder names with a forward slash (/) if the file is contained within several folders.

Note: You can reference as many WebAnimator scenes in an HTML file as you like, but be aware that each scene you play requires additional memory and processor time. If your users have relatively little memory and

relatively slow hardware, they may not be able to properly load and play all the scenes. In general, use common sense when placing multiple scenes in one HTML page.

3. **Save changes to your HTML file.**
4. **Place the HTML file and the WebAnimator scene file in their proper locations on your Web server.**

You may wish to test your scene file locally before publishing it on the Web.

5. **Launch Netscape Plug-in-compatible browser (such as Netscape Navigator or Microsoft Internet Explorer).**

Make sure that the WebAnimator Plug-in is properly installed in your browser's "Plug-ins" folder.

6. **Open the HTML file.**

Your scene is downloaded. When it is finished downloading, it plays inside your browser window. Congratulations!

To learn more about	refer to
Creating scenes	Chapters 5 through 7
Creating interactive buttons	"Creating an advanced interactive button," on page 3-21 and "Creating a scripted button," on page 7-22
Creating HTML Files	DeltaPoint QuickSite; your local bookseller
