



What is the point of this demo?

To show how JavaScript can be used in conjunction with NodeSaVR to easily automate the process of providing separate node descriptions for every node in a web based network of singlenode movies. This is accomplished by storing the node descriptions in their own separate "HTML" files.

Not only does this technique make the creation of such a site much easier, it also makes corrections and updates much easier because a web based series of single nodes could require hundreds of HTML files to maintain link views. If an update to a node description is required it is not necessary to update several files for each node requiring editing.

What you need to try this demo:

Required:

NodeSaVR 1.0 (<http://www.smgVR.com/nodesavr/nsVR.sit>)

A multinode QTVR panorama movie with at least 5 nodes

The HTML Template "Advanced" that came with this ReadMe

The "images" folder that came with this ReadMe

The "descriptions" folder that came with this ReadMe

Optional:

The HTML file, "A_LaunchLink.html"

NodeSaVR Registration Key

What the components are for:

NodeSaVR 1.0

Splits up multinode panoramas into single nodes and generates HTML files for node links.

Multinode QTVR Panorama Movie

For use as the source file from which the single nodes will be created.

"Advanced" HTML Template

This file determines the layout of all the NodeSaVR generated HTML files.

"images" folder

All the images required for the demo are stored here. There are enough icons for 10 nodes. If you have less than 10 nodes in the multinode you use, then clickable icons that point to higher numbered nodes than are present will produce an error message by the browser when clicked on.

"descriptions" folder

All the node specific HTML information is stored here except for the image data. There are enough descriptions for 10 nodes and any images used by the description files are stored in the "images" folder.

Each description file contains a series of "document . write" JavaScript commands that dynamically generate a portion of your HTML layout. Although some of the description examples in this demo are quite elaborate and include additional javascript code designed to show the flexibility of this system, the code can be as simple as:

```
document . write ("This is a great looking node and I had fun making it! <BR><BR>")  
document . write ("<center> <B> Wow, this is cool! </B> </center>")
```

"A_LaunchLink.html"

Netscape has a problem with dynamic HTML in that if the window is re-sized or a toolbar is displayed or hidden, then the DHTML portion will disappear until the page is reloaded. This file provides a link that opens a JavaScript window that can not be resized in any way. You may have to modify it if your pano is extra wide.

Internet Explorer does not have this problem and behaves very well.

Registration Key

You don't need a registered copy of NodeSaVR to test this demo with your own panos, but you will not be able to jump to new nodes using the panorama hotspots. The unregistered version causes all hotspot links to point to a page on our website.

Try the demo!

1) Launch NodeSaVR

2) Adjust settings

Select the "Advanced" HTML template.
 Select the "Multiple HTML Files" checkbox.
 Select the "For Each Hotspot" checkbox.
 Un-check "Extra Zeros" from the "Options" menu.

3) Select a multinode source movie

Click the "Process Movie" button.
 Select a QTVR movie file from the dialog window.
 Click "Open".

4) Select a destination for the output movies

Use the save dialogue box that opens to choose a destination for the single nodes.
Recommended: Use the "New Folder" button to create a new folder.
 Type "Node" as the base file name, or "Prefix" for the output movies.
 Click "Save". **Description links will not work if you don't use "Node".**

4) View the output!

Copy both the "images" & "descriptions" folders to the folder with the single nodes.
 If you wish, copy the "A_LaunchLink.html" file to the folder with the single nodes.
 Make sure **JavaScript is enabled** in your browser preferences.
 Drop either the "index.html" file or "A_LaunchLink.html" into your browser window.
 Check out your new ready to go QTVR website.

How does it work?

NodeSaVR templates use what we call %%Terms to determine specific information for each copy of the HTML template it generates such as the node number.

JavaScript has the ability to reference a set of code handlers by file name.

By using a line in the template that reads:

```
src = "descriptions/description%%NodeNumber%%.txt"
```

we end up with a set of output HTML files that use the correct description file names for each node.

The HTML file for node 1 gets saved out with the code `src = "descriptions/description1.txt"`

The HTML file for node 2 gets saved out with the code `src = "descriptions/description2.txt"`

The HTML file for node 3 gets saved out with the code `src = "descriptions/description3.txt"`

and so on...

Getting Fancy With Descriptions

The description files in this demo also use additional JavaScript to perform image rollovers and form generation. If you want to do this you must replace any required quotation marks with a variable. For example:

```
quote = String.fromCharCode(34)
```

```
document . write ("<input type=hidden name=" + quote + "text_color" + quote + " value=" + quote + "#000000" + quote + ">")
```