



System Requirements

NodeSaVR 1.0 requires a Macintosh or compatible PowerPC computer system running MacOS 8 or higher. Minimum system requirements are 5 MB of available RAM and 5 MB of free hard disk space. Recommended system configuration is 16 MB of available RAM and 50 MB of free hard disk space. NodeSaVR requires QuickTime 3.0 or higher to be installed (version 4.1 recommended), and requires System 8 or higher. To view the output created by NodeSaVR, QuickTime 3.0 or higher is also required.

Quick Start

- 1) Launch NodeSaVR**
 - 2) Adjust settings**
 - Select an HTML template
 - Specify single or multiple HTML file output
 - 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 to choose a destination for the split movies
 - (Recommended) Use the "New Folder" to create a new folder
 - Enter the base file name for the output movies
 - Click "Save".
-

The Menu Bar

There are three active menu bar items in NodeSaVR: **File**, **Edit**, and **Options**.

The File menu has one active item: "**Quit**"
The "**Quit**" menu item will quit the application.

The Edit menu has the standard items: "**Cut**", "**Copy**", "**Paste**", "**Clear**", "**Select All**"
These items are available when working with the "Absolute Path" field.

The Options menu has one active item: "**Add Extra Zeros to Export Name**"
When this menu item **is not** check marked node file names will always be exported as "1, 2".
When this menu item **is** check marked node file names will be exported as "01, 02", **if** more than 9 nodes.

The NodeSaVR Settings Window

When NodeSaVR is launched the "Settings Window" is opened. This window has three main group panels, the "Custom HTML Template" panel, the "Multiple HTML Files" panel and the "Absolute path" panel. The settings window also contains buttons to register the application (if not registered), quit the application, and to process the source movie into single nodes.

The **non registered version** of NodeSaVR will separate multinode movies, but all URL links will point to a page on our website. This allows users to test their movies before they purchase NodeSaVR.

Once the application has been registered, the "Register..." button will no longer be visible, and URL links will no longer point to our website.

Custom HTML Template Check Box.

This group panel contains controls that select the HTML file to be used as a template.

When this box is **not** checked, the default template will be used.

When this box **is** checked, the "Choose..." button will be available and custom templates can be selected. If no template is selected, the default template will be used. Template files are text files that contain HTML information that is used to create the output HTML files. More information on custom HTML templates is covered later in this document.

Template Name Field

This field displays the file name of the selected HTML template.

"Choose..." Button

This button opens a dialog that allows the user to select a file to be used as the HTML template.

Multiple HTML Files Check Box

This group panel contains the controls that specify options used in the export process used when outputting HTML files.

When this box is **not** checked, a single HTML file named "index.html" is generated using the selected template. A single nodes will load in place into this single HTML page. This method will not allow templates to take advantage of dynamically substituted content discussed in the "HTML File Templates" section.

When this box **is** checked, HTML files will be generated for every node in the multinode source movie. Additionally, an "index.html" file is created to automatically jump to the default node (as specified in the original multinode). All output HTML files can be easily edited in any text or HTML editor for customization or additions.

For Each Hotspot Check Box

If this checkbox is **not** selected, hotspots link into the default view as specified for each node.

If this checkbox **is** selected, an HTML file will be generated for each hotspot. This permits the pan, tilt and zoom specified for each hotspot to be preserved.

Link In Embed Tag Check Box

If this checkbox is **not** selected, node link information will be stored embedded within the output movies.

If this checkbox **is** selected, node link information will be stored in the corresponding HTML files. As this information is stored in the QuickTime Embed tag, this permits easy editing and customization. Note that QuickTime 4.1 has a bug that prevents links contained within the Embed Tag to work correctly. ([See Apple TIL 60694](#)).

Absolute Path Check Box

This group panel sets the path to the location where the output files will reside.

If this checkbox **is** selected, all URL links will be preceded with the path entered in the path name field. This enables a single node that has been saved to a hard drive to link back to the original HTML files on a Web site.

When this checkbox is **not**, only the base file name will be used in the URL link. Thus, all links will be relative.

Path Name Field

The text in this field will precede the base file name of the output files. Both URL and hard drive path names are supported. If an output movie is viewed in QT Player and the **Multiple HTML Files** check box was **not** selected then the linked nodes will load into the QuickTime Player window and the users default browser will not be opened.

"Process Movie..." Button

Clicking this button will bring up an open file dialog asking to select a movie to be split up into separate nodes. Once a movie has been selected, a save dialog will prompt the user to provide the location and base file name to be used to output the files. The current settings in the Settings Window will be used for all movie that are exported, so settings should be adjusted before clicking on this button.

Quit Button

Clicking this button will quit the application.

Zoom Box

Clicking this title bar box button will reduce or enlarge the window size.

Register... Button

This button will only be visible when the application is not registered. Clicking this button will open a window with information on how to purchase and register the application.

HTML File Templates

This feature of NodeSaVR exists for three reasons: To reduce the effort involved to switch from a multinode web tour to a single node based web tour, To allow easy selection from a pre-defined library of layouts when creating new single node QTVR web tours, And to allow information about the each node to be dynamically inserted into HTML files.

The included HTML templates are meant to serve as examples to help users design and create customized templates specific to their application. Note that if an example template uses additional media, such as linked images or files, these files must be manually copied into the same directory as the output movies.

To convert an existing web page that already displays a QTVR multinode movie:

- 1) Duplicate the original HTML file
- 2) Open the file in your HTML editor
- 3) Change the name of the Embed SRC= tag from *myMovie.mov* to `%%NodeFileName%%`
- 4) Change the name of the Embed HEIGHT= tag from the *current value* to `%%NodeHeight%%`
- 5) Change the name of the Embed WIDTH= tag from the *current value* to `%%NodeWidth%%`
- 6) Add the term `%%HotSpots%%` to the EMBED tag.
- 7) Save the file and use it as the template for splitting the multinode apart.

For example, the following HTML code:

```
EMBED SRC="myMultiNode.mov" WIDTH="420" HEIGHT="240" CACHE="TRUE"
```

should be converted to:

```
EMBED SRC="%%NodeFileName%%" WIDTH="%%NodeWidth%%" HEIGHT="%%NodeHeight%%" %%Hotspots%% CACHE="TRUE"
```

The double percent characters tell NodeSaVR that information specific to the current node should be inserted at the location in the HTML file. Note that:

- All text in the format of `%%xyz%%` will be removed from the HTML file.
- If the text between the `%%` characters refers to node information, then the corresponding text will be inserted.
- If the **Multiple HTML Files** check box is **not** selected then node specific information will not be inserted. (All flags except for "original source movie".)

By using templates, different layouts and navigation features can be implemented. This permits easy creation of different layouts and the ability to take advantage of automatic page customization specific to each node in the multinode.

Tips:

Name your source movies appropriately, for example: "**MacDonald's Corporate Headquarters**"

Name your nodes descriptively, for example: "**the Accounting Division**", "**the CEO's Office**", "**Board Room # 5**", "**Storage room**".

This permits sentences to be generated that integrate information from each node:

"**This is the CEO's Office at MacDonald's Corporate Headquarters.**"

If your multinode does not have node names you can add them with VRTools' "**conVRter**", or you could use numbers:

"**This is Room 6 at MacDonald's Corporate Headquarters.**"

With no prior planning you will probably end up with something like:

"**This is Node 6 at MacD HQ.mov.**"

These special %% terms can be inserted into any part of the HTML template so you can do really creative things like:

```
<img SRC="/images/nodeLogo%%NodeNumber%%.gif" BORDER=0 align=LEFT>
```

This would load a different image into each node page when "Multiple HTML Files" is selected.

You can also use the %% terms in the title and meta tags:

```
<head>
```

```
<title> This is a QuickTime Virtual Reality Tour of %%MultiNodeFileName%%</title>
```

```
</head>
```

NodeSaVR Movie Terms Table

	REQUIRED Term must always be included in template.	
	Can only be used when the "Multiple HTML Files" checkbox is selected.	
	Can only be used when the "For Each Hotspot" checkbox is selected.	
File name of source movie:	%%MultiNodeFileName%%	
File name of node:	%%NodeFileName%%	 
File name without extension:	%%NodeFileNameNoExt%%	
Number of the node:	%%NodeNumber%%	
Text name of node in source movie:	%%NodeName%%	
ID of node in source movie:	%%NodeID%%	
Width of the node in pixels:	%%NodeWidth%%	 
Height of the node in pixels:	%%NodeHeight%%	 
Number of Hotspots:	%%NodeHotspotCount%%	
Pan angle used to enter node:	%%NodeEnterPan%%	 
Tilt angle used to enter node:	%%NodeEnterTilt%%	 
Zoom angle used to enter node:	%%NodeEnterFOV%%	 
Link, Pan, Tilt, Zoom infor for PlugIn:	%%HotSpots%%	

There are sample HTML templates in the "HTML Templates" folder to get you started. You should definitely plan out your template if you are using NodeSaVR to create HTML files for each Hotspot in every node, in order to maintain link views. Without proper planning you may end up with a big editing job, since a 10 node movie with 10 hotspots in each node will generate 111 HTML files.

Try out the "Number Fun" template with the "Multiple HTML" files checked and the "For Each Hotspot" checked for a good example of how to reduce your workload and maximize automation.

Advanced techniques are demonstrated using the "JavaScript Fun" template. (A javascript capable browser is required.)

Remember that NodeSaVR can only modify "%%" terms, and does not actually add any HTML code.

Known Issues

Movies that were not authored by tools that conform to [Apple's QTVR format specification](#) are not supported by NodeSaVR.

NodeSaVR does not currently preserve tracks that it does not understand. This includes graphics tracks and wired sprites made with Third Party authoring tools such as LiveStage. The only extra tracks supported in version 1.0 are MapSaVR, SoundSaVR and RevolVR tracks. Support of additional track types may be addressed in subsequent versions. If you are interested in having a specific track type supported, please contact dev@smgVR.com.

If you have problems with a particular movie file, please send it to SMG for testing. The E-Mail address for test movies is CustomerProbMovies@smgVR.com. You should send the original movie before it has been run through NodeSaVR, along with a detailed description of the problem.

Reporting problems

If you believe that you have found a bug in NodeSaVR, please ensure that you can reproduce it, and check if it still occurs when starting up with only the required Apple extensions. Also make sure that all source movies and sounds play correctly in the QuickTime Player before they are brought into NodeSaVR.

If problems persist, please e-mail a detailed description of the problem, how it is triggered, and if possible an example source movie, as well as the name of the program the movie was authored with, to CustomerProbMovies@smgVR.com.

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