

How to use VRXplorer - Player 2.0

What is VRXplorer Player

VRX Player is a MultiMedia Toolbook 3.0 application that enables you to play 360 degree virtual views previously created using VRX Author.

VRX Player is just a basic module that can be fully customized and modified to fit your needs. Please read the LICENCE.WRI file to know how to get the free password to access to its scripts. The following instructions assume that you have already access to these scripts.

The objects in VRX Player

VRX Player is composed by the following basic objects:

Group "VRXPlayer"

This group contains all the scripts necessary to load a VRX file from disk and display the images of a view. Scripts are present either in stage "VRXPlayer" and in the group itself. Objects of this group resize automatically to the size of the displayed image.

Field "ClipText"

This field is used to display the general captions of the images. Do not remove it unless you remove also all references to it contained in the group "VRXPlayer" and at page level.

Field "SpotText"

This field is used to display the hotspots captions of the images. Do not remove it unless you remove also all references to it contained in the group "VRXPlayer" and at page level.

Field "SpotAction"

This field is used to display the Toolbook openscript statement associated to each hotspot. Its purpose is for demonstration only. You can remove it together with the references to it in the group "VRXPlayer" and at page level.

Compass objects

Compass arrows are 8 separate groups of two objects each and are normally hidden. Do not remove them unless you remove also all references to them contained in the group "VRXPlayer" and at page level.

Cursor resources

The Player incorporates 8 cursor resources that are also supplied as separate files, too. Remember to import them as cursor resources if you are going to copy and paste the VRX Player objects in a new book. Check the handler `importVRXcursors` in the group "VRXPlayer" to import them automatically.

Page scripts

The page contains the necessary scripts to handle the mouse events. You may need to modify them according to your particular needs.

How to control the VRX Player

You can easily control the way views are displayed in the Player using the following three Toolbook user defined messages:

setView parameterList

This message sent to stage "VRXPlayer" configures the group "VRXPlayer" to display the view according to your needs. The syntax is the following:

```
send setView "use360views , useHotSpots , useHotSpotsCaptions ,  
useImageCaptions , useFeedback , useCompass , currentDirection " to  
stage "VRXPlayer"
```

where:

use360views is TRUE if you want to enable 360 degree scrolling

useHotSpots is TRUE is you want to enable hotspots use

useHotSpotCaptions is TRUE if you want to display hotspots captions

useImageCaptions is TRUE if you want to enable general image captions

useFeedback is TRUE if you want to enable the blue colored border feedback

useCompass is TRUE if you want to enable compass use

currentDirection is a number representing the starting point direction:

(1=N; 2=NE; 3=E; 4=SE; 5=S; 6=SW; 7=W; 8=NW)

i.e. send setView "TRUE,FALSE,FALSE,TRUE,TRUE,TRUE,2" to stage "VRXPlayer"

playView parameterList

This message sent to stage "VRXPlayer" starts playing a view. The syntax is as follows:

```
send playView "VRXImagePath,startImage" to stage "VRXPlayer"
```

where:

VRXImagePath is the VRX file name with its full path

startImage is the name of the desired starting image

i.e. send playView "C:\IMAGES\START.VRX,FIRST.GIF" to stage "VRXPlayer"

resetVRXPlayer

This message sent to stage "VRXPlayer" resets the Player, closes the current displayed image and clears the fields containing the image captions . The syntax is the following:

```
send resetVRXPlayer to stage "VRXPlayer"
```

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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