



## **CoreIWEB.WORLD Help Contents**

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## CorelWEB.WORLD settings dialog box

Use the Settings dialog box to set the following:

### **Fast 3D Space Images Loading**

Speeds up the time it takes to open WEB.WORLD files by creating uncompressed copies of the image files in the same directory as the image. These files have the same filename with a .V## extension. If you run low on hard drive space, delete these files. When you edit an image using the True Image window, and have this option enabled, you must re-paste the image to view the changes. Enabling this selection is not recommended if you have limited space on your hard drive.

### **Fast Decorator Thumbnails Loading**

Speeds up the time it takes to display wallpapers, pictures, and movies in the Decorator window by creating thumbnail image files in the same directory as the image. These files have the same filename with a .S## extension.

### **Play Background MIDI Music Upon Startup**

Plays the background music attached to the file each time it is loaded.

### **Keep Aspect Ratio While Resizing Picture**

Resized pictures maintain their original proportions.

### **Enable Collider Movement Mode**

Prevents the camera from moving through walls and faces. If you select this option and then get the Pinocchio tool stuck somewhere, select Build, Pinocchio, and double-click somewhere on the Plane Builder window.

### **Initial Sky Color Change**

Allows you to change the color of the sky in the 3D Space window. Changes affect the sky color for all new worlds you create. Changes do not affect the current world or any existing files.

### **Initial Sky Color Default**

Resets the sky color in the 3D Space window to blue. Changes affect the sky color for all new worlds you create. Changes do not affect the current world or any existing files.

### **Initial Ground Color Change**

Allows you to change the color of the ground in the 3D Space window. Changes affect the ground color for all new worlds you create. Changes do not affect the current world or any existing files.

### **Initial Ground Color Default**

Resets the ground color in the 3D Space window to green. Changes affect the ground color for all new worlds you create. Changes do not affect the current world or any existing files.

### **Enable Log File**

Creates a log file each time CorelWEB.WORLD loads a file containing a list of the decorator files (like pictures, or movies) that the program could not find during the loading process. The log file appears in the same directory as the .MUS file.

### **OK**

Closes the dialog box and saves the changes you have made.

### **Cancel**

Closes the dialog box without saving any changes you have made.

### **Help**

Opens the help topic related to this dialog box.



## **Select Destination Path dialog box**

Use this dialog box to specify the directory into which you want to copy all the files associated with your world (all attached pictures, movies, etc.).

### **Directories**

Lists the directories in the selected drive. To see what's inside a folder, double-click it.

### **Drives**

Lists the available drives.

### **OK**

Closes the dialog box and saves all files to the specified directory.

### **Cancel**

Closes the dialog box without saving any changes you have made.

### **Help**

Opens the help topic related to this dialog box.

### **Alias Editor**

Displays the Alias Editor dialog box, which allows you to specify file aliases for .MUS files. It is unlikely that you will ever have to change a file alias (path and filename).

### **Copy the Viewer**

Copies the CorelWEB.WORLD viewer into your file so that anyone who downloads your file will be able to view your world as you created it.

## Select Destination Path and File Name dialog box

Use this dialog box to specify the filename and directory into which you want to copy all of the files associated with your world (all attached pictures, movies, etc.).

### File Name

Provides a space for you to type the name of the file you want to load. You can use \* as a wildcard. For example, you can type \*.\* to see a list of all files. You can also type the full path name of a file.

### Directories

Lists the directories in the selected drive. To see what's inside a folder, double-click it.

### Drives

Lists the available drives.

### OK

Opens the file with the name, file type ,and location you specified.

### Cancel

Closes the dialog box without saving any changes you have made.

### Network

Opens a Windows Map Network Drive dialog box.

### Help

Opens the help topic related to this dialog box.

### Alias Editor

Displays the Alias Editor dialog box, which allows you to specify file aliases for .MUS files. It is unlikely that you will ever have to change a file alias (path and filename).

### Copy the Viewer

Copies the CorelWEB.WORLD viewer into your file so that anyone who downloads your file will be able to view your world as you created it.

## **Open 3D Space File dialog box**

Use the Open 3D Space File Dialog Box to select and load a WEB.WORLD file.

### **Enable Walking Show**

Runs the walking show once after the file loads.

### **Repeating Walking Show**

Runs the walking show continuously after the file loads, until you move the camera with the walker buttons or keyboard controls. To enable the repeating walking show, enable the Enable Walking Show check box and then enable the Repeating Walking Show check box.

### **File Name**

Provides a space for you to type the name of the file you want to load. You can use \* as a wildcard. For example, you can type \*.\* to see a list of all files. You can also type the full path name of a file. Always load the Core|WEB.WORLD file with a .MUS extension.

### **Directories**

Lists the directories in the selected drive. To see what's inside a folder, double-click it.

### **Drives**

Lists the available drives.

### **OK**

Opens the file with the name, file type and location you specified.

### **Cancel**

Closes the dialog box without saving any changes you have made.

### **Network**

Opens a Windows Map Network Drive dialog box.

### **Help**

Opens the help topic related to this dialog box.

### **3D Space Info**

Displays the file location, date of last modification, number of attached objects, and any text that you attached when you saved the file (using the 3D Space Attached Text Box).

## **Save 3D Space File dialog box**

Use the Save 3D Space File dialog box to enter the file name and location to which you want to save your WEB.WORLD file.

### **File Name**

Provides a space for you to type the name of the file you want to load. You can use \* as a wildcard. For example, you can type \*.\* to see a list of all files. You can also type the full path name of a file.

### **Directories**

Lists the directories in the selected drive. To see what's inside a folder, double-click it.

### **Drives**

Lists the available drives.

### **OK**

Opens the file with the name, file type, and location you specified.

### **Cancel**

Closes the dialog box without saving any changes you have made.

### **Network**

Opens a Windows Map Network Drive dialog box.

### **Help**

Opens the help topic related to this dialog box.

### **Alias Editor**

Displays the Alias Editor dialog box, which allows you to specify file aliases (useful for publishing your web world). This button is only visible when you have used multimedia files in your WEB.WORLD.

### **3D Space Info**

Displays the file location, date of last modification, number of attached objects, and any text that you attached when you saved the file (using the 3D Space Attached Text Box).

### **3D Space attached text box**

Allows you to enter text describing the WEB.WORLD file you are saving.

## **Alias Editor dialog box**

Use the Alias Editor dialog box to specify the directory and path names of pictures, wallpapers, movies, etc. used in your world. When publishing a .MUS file on a network, you may have to change the path names of the multimedia files used in your world because some servers require full references. If you encounter problems publishing your world on your network, consult your server administrator about the types of references your network requires.

### **Texture File Names**

Lists the paths and file names of all pictures, movies, etc. used in your world. Double-click on a file in the Texture File Names list box to display the image.

### **Alias**

Displays the file highlighted in the Texture File Names list box. If you change the alias (path) for a file, (by clicking Correct Alias for Selected Textures), this dialog box displays the file's corrected alias.

### **Alias Prefix**

Displays the path prefix you want added to files.

### **Full File access mode**

Includes the full path and filename, including the drive.

### **Absolute file access mode**

Includes the path and filename, without the drive. Absolute is the recommended setting.

### **Relative file access mode**

Includes only the filename.

### **Correct alias for selected textures**

Changes the path for the file displayed in the Alias dialog box.

### **OK**

Closes the dialog box and saves any changes you have made.

### **Cancel**

Closes the dialog box without saving any changes you have made.

### **Help**

Opens the help topic related to this dialog box.



## **Select Walking Show Mode dialog box**

Use the Select Walking Show Mode dialog box to choose how you want the walking show to run.

### **One Time Walking Show Mode**

Runs the walking show once.

### **Repeating Walking Show**

Runs the walking show continuously until you move the camera.

### **OK**

Closes the dialog box and saves any changes you have made.

### **Cancel**

Closes the dialog box without saving any changes you have made.

### **Help**

Opens the help topic related to this dialog box.

## **Viewing your world**

[Viewing the Plane Builder window](#)

[Viewing the 3D Space window](#)

[Configuring your workspace](#)

[Viewing your finished WEB.WORLD file](#)

## Viewing the Plane Builder window

The Plane Builder window displays the floor plan of your world, and is the window in which you build. CorelWEB.WORLD provides you several ways of viewing this window:

### Scroll bars

Let you move over the Plane Builder window horizontally and vertically.

### Zoom tool

Lets you magnify the window to move closer to an object, or zoom out to view the entire building surface. Click View, Zoom Floor Plan, and select a zoom action.

### Display levels

Lets you display all drawing levels or only the current level, and is very useful if you build multiple levels. Click Build, Builder Settings, Show Only Current Level to display the objects between the minimum and maximum heights (number boxes of the Height Control tool). Click Build, Builder Settings, Show All Levels to display all objects in the Plane Builder window.

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### See also

[Viewing the 3D Space window](#)

[Configuring your workspace](#)

## **Viewing the 3D Space window**


The 3D Space window displays the objects you create in three dimensions. CorelWEB.WORLD provides you with several ways of viewing your world.

[Pinocchio tool](#)

[Walker buttons](#)

[Camera control tool](#)

## Pinocchio tool

The Pinocchio tool (  ), located in the Plane Builder window, represents the camera's position and view. Moving the tool around the window correspondingly changes the view displayed in the 3D Space window.

The Pinocchio tool consists of a body (the large black circle) and a nose (the protruding segment). The body represents the position of the camera; the nose indicates which way the camera is facing.



Drag the Pinocchio tool around the space builder window to move the camera. The Pinocchio tool moves freely through walls, doors, and windows.



Drag the body of the Pinocchio tool to move the camera without changing the direction it is facing.



Drag the end of the segment to rotate the camera or to trail it around the window (like a toy wagon).

Double-click the mouse anywhere in the Plane Builder window to move the tool to that position. The view displayed in the 3D space window always reflects the position of the pinocchio tool in the Plane Builder window.

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









### See also

[Walker buttons](#)

[Camera control tool](#)

## Walker bar buttons

Click the following Walker bar buttons (click View, Walker Bar) to move around the 3D Space window:

-  Rotate left
-  Move forward
-  Rotate right
-  Move left
-  Move backward
-  Move right
-  Tilt camera downward
-  Restore camera angle
-  Tilt camera upward
-  Raise camera height
-  Restore camera height
-  Lower camera height
-  Zoom in
-  Restore zoom
-  Zoom out

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### See also

[Pinocchio tool](#)

[Camera control tool](#)

## Camera control tool

The Camera Control tool (click View, Camera Control) allows you to zoom in, zoom out, and change the angle and height of the camera.

### **Zooming in**

Click the Tele button to zoom in.

### **Zooming out**

Click the Wide button to zoom out.

### **Tilting the camera**

To tilt the camera, click and drag the handle up and down.

### **Raising and lowering the camera**

To raise and lower the camera, click and drag the white ball at the base of the camera up and down. If the camera is not showing, click the middle of the light gray area of the window and drag the cursor up or down to bring it back into view.

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### **See also**

[Pinocchio tool](#)

[Walker buttons](#)

## Configuring your workspace

The three windows of the main screen can be re-sized and moved to create a personalized workspace.

### Locking your workspace

To lock your workspace so that the windows cannot be re-sized, click File, Workspace, Lock. To unlock your workspace, click File, Workspace, and deselect Lock.

### Restoring your workspace

To restore your workspace to the default settings, click File, Workspace, Restore. Once you save a personalized workspace, you cannot restore the default settings.

### Saving your workspace

To save a personalized workspace so that it will load automatically whenever you open the program, click File, Workspace, Save.

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### See also

[Viewing the Plane Builder window](#)

[Viewing the 3D Space window](#)



## **Decorating your world**

[The basics](#)

[Airbrush colors](#)

[Wallpapers](#)

[Pictures](#)

[Albums](#)

[Movies](#)

[Attachments](#)

[Walking show](#)

[Background MIDI music](#)

## **Decorating: the basics**

CorelWEB.WORLD provides you with many ways of adding interest to your VRML (3D world). Airbrush and wallpaper the walls, ceilings or floors. Then, decorate the walls with pictures, albums and movies. You can attach text, sound clips, and functions to the images, which visitors activate by double-clicking on the image. Add background music as a finishing touch, and then record a walking show to guide visitors through your world.

The Decorator window displays thumbnail images of the airbrush colors, wallpapers, pictures, and movies you can use to decorate your world. To display a different type of decoration in the Decorator window, click View, Decorator, and choose a decorator option. Or, you can switch between decorator windows by clicking the right mouse button and clicking a different decorator option (airbrush, wallpapers, pictures, movies).

Decorate your world with any of the thousands of images included with CorelWEB.SUITE. You can use the True Image window to view and adjust image attributes. Or, include your own images and sound clips to personalize your VRML. WEB.WORLD supports files in the most common formats.

## Airbrush colors

You can add interest and variation to your world by dragging and dropping airbrush colors to any wall, ceiling, or floor. You can change the color of the ground and sky. CoreIWEB.WORLD provides you with a 256-color palette.

### To change the color of a surface

1. Click View, Decorator, Airbrush to display the color palette in the Decorator window.
2. Click and drag a color to the surface.
3. Release the mouse button.

### Tip

- Another way to apply an airbrush color to any surface is to click a color and click the surface you want to color. Right-Click the right mouse button and click Apply Color. You can also use the right mouse button flyout menu to change the decorator images displayed in the Decorator window.

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### See also

[Decorating, the basics](#)

# Wallpapers

[The basics](#)

[Pasting wallpaper](#)

[Setting tile size](#)

[Creating moving wallpaper](#)

[Matching wallpaper patterns on adjacent walls](#)

## Wallpapers: the basics

You can decorate any wall, floor, or ceiling with wallpaper. Like pictures, wallpapers are digital images. CorelWEB.WORLD supports most popular image file formats.

Wallpapers are tiled images. You can add depth and interest to your world by pasting wallpaper on any wall, floor, or ceiling in your world. Use any of the thousands of images that come with CorelWEB.SUITE, or create your own wallpapers for a personal look. CorelWEB.WORLD supports image files with the following extensions:

- .BMP
- .DCX
- .DIB
- .EPS
- .GIF
- .JPG
- .PCT
- .PCX
- .RLE
- .TGA
- .TIF

CorelWEB.WORLD allows you to change the size of wallpaper tiles, paste a single tile to cover a surface, create moving wallpaper, and adjust the offset so that you can match up patterns on adjacent walls. Use the Wallpaper Detail dialog box to adjust wallpaper settings.

### To display the Wallpaper Detail dialog box

1. Click View, Decorator, Wallpaper to display thumbnail images of wallpapers in the Decorator window.
2. Click View, Decorator, Detail.

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### See also

[Decorating, the basics](#)

[Wallpaper Detail dialog box](#)

## Wallpaper Detail dialog box

Use the Wallpaper Detail dialog box to adjust wallpaper tile size, offset, slide direction and background of the wallpapers displayed in the Decorator window.

### Tile check box

Enable the check box to cover a wall surface with tiled wallpaper images. Disable the check box if you want one image to fill the entire surface.

### Tile Width

Sets the width of the tiles. The default setting is 1. A value of 2 doubles the width of the tiles.

### Tile Height

Sets the height of the tiles. The default setting is 1. A value of 2 doubles the width of the tiles.

### Tile W Offset

Horizontally shifts the image of the first tile placed in the lower left corner of a surface. A value of .5 means the first tile is displayed from its middle. All subsequent tiles are offset to continue the pattern. Use this feature to line up wallpaper patterns on adjacent walls.

### Tile H Offset

Vertically shifts the image of the first tile placed in the lower left corner of a surface. A value of .5 means the first tile is displayed from its middle. All subsequent tiles are offset to continue the pattern. Use this feature to line up wallpaper patterns on adjacent walls.

### Slide Direction

Select to create moving wallpaper.

### Slide direction indicator

Also used to set the direction in which wallpaper will slide. Click the circle to set the direction. The direction the red bar points indicates which direction the wallpaper will slide. The length of the red bar indicates how fast the wallpaper will slide. To display the indicator, enable the Slide Direction check box.

### Horizontal number box

Displays the horizontal direction that wallpaper will tile. Values range from -100 to 100 and correspond to the direction the red slide indicator is pointing. To display this box, enable the Slide Direction check box.

### Vertical number box

Displays the vertical direction that wallpaper will tile. Values range from -100 to 100 and correspond to the direction the red slide indicator is pointing. To display this box, enable the Slide Direction check box.

### Transparent Background

Select to incorporate the existing airbrush color as the background color for the wallpaper. This option will not work for all wallpapers.

### OK

Closes the dialog box and saves any changes you have made.

### Cancel

Closes the dialog box without saving any changes you have made.

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### See also

[Decorating, the basics](#)

## Pasting wallpaper

### To paste wallpaper to a wall, floor, or ceiling

1. Click View, Decorator, Wallpaper to display thumbnail images of wallpapers in the Decorator window (click View, Decorator, Directory to change directories).
2. Click and drag a wallpaper to the surface that you want to wallpaper.
3. Release the mouse button.

### Notes

- When you add a wallpaper to your world, CorelWEB.WORLD places a pointer, or link, to the directory in which the wallpaper image is stored. If you move the original image (for instance, if you are using wallpapers from a CD, and then remove the CD from your drive the next time you open your file), the link breaks, leaving a black spot where the wallpaper used to be.
- When links break, CorelWEB.WORLD creates a log file in the same directory as your .MUS file that lists any problems that occurred while your file was loading. The log filename is the same as your WEB.WORLD file with a .LOG extension.
- To avoid this problem, copy the wallpaper to your hard drive (where you are sure you won't move it) before you add it to your world. Or, use the Publish to VRML command to save all of your files to one directory and update the pointers each time you close your file.

### Tip

- To change wallpaper attributes such as tile size and offset, click View, Decorator, Details and make your adjustments before pasting.
- Another way to apply a wallpaper is to click the wallpaper in the Decorator window, and click the surface you want to wallpaper. Click the right mouse button and click Apply Wallpaper. You can also use the right mouse button flyout menu to change the type of decorator images displayed in the Decorator window.

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### See also

[Decorating, the basics](#)

[Wallpaper Detail dialog box](#)

## Setting tile size

### To set the wallpaper tile size

1. Click View, Decorator, Wallpaper to display thumbnail images of wallpapers in the Decorator window (click View, Decorator, Directory to change directories).
2. Click View, Decorator, Detail to open the Wallpaper Detail dialog box.
3. Enter new values in the Tile Width and Tile Height number boxes.
4. Click OK.
5. Click and drag the wallpaper to any wall, ceiling, or floor.

### Note

- Set the tile size before you paste the wallpaper to a surface. If you adjust the tile size after, you have to re-paste the wallpaper to display the new settings.

### Tip

- To paste a single tile that fills the entire surface, open the Wallpaper Dialog box and disable the Tile check box.

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### See also

[Decorating, the basics](#)

[Wallpaper Detail dialog box](#)



## Creating moving wallpaper

### To paste wallpaper that appears to move across the wall

1. Click View, Decorator, Wallpaper to display thumbnail images of wallpapers in the Decorator window (click View, Decorator, Directory to change directories).
2. Click View, Decorator, Detail to open the Wallpaper Detail dialog box.
3. Enable the Slide Direction check box.
4. Click the circle to set the sliding direction and speed.  
The direction of the red bar indicates the direction; the length of the bar indicates the speed (the longer the faster).
5. Click OK.
6. Click and drag the wallpaper to any wall, ceiling, or floor.

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### See also

[Decorating, the basics](#)

[Wallpaper Detail dialog box](#)

## Matching wallpaper patterns on adjacent walls

### To match wallpaper patterns on adjacent walls

1. Paste the wallpaper on both walls, noting how well the two patterns meet at the corner.
2. Click View, Decorator, Detail to open the Wallpaper Detail dialog box.
3. Enter new values in the Tile W Offset and Tile H Offset number boxes. (Try adjusting only the Tile W Offset first.)
4. Click OK.
5. Click and drag the wallpaper to the wall to the right of the corner.

### Note

- To get wallpaper to line up properly, you may have to adjust the offset and re-paste the wallpaper on the adjacent wall more than once to get the best possible fit.

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### See also

[Decorating, the basics](#)

[Wallpaper Detail dialog box](#)

# Pictures

[The basics](#)

[Hanging a picture](#)

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[Re-sizing a picture](#)

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## Pictures: the basics

You can add depth and interest to your world by dragging and dropping pictures to any wall in your world. Use any of the thousands of images that come with CorelWEB.SUITE, or use your own images to create a more personal look. CorelWEB.WORLD supports image files with the following extensions:

- .BMP
- .DCX
- .DIB
- .EPS
- .GIF
- .JPG
- .PCT
- .PCX
- .RLE
- .TGA
- .TIF

CorelWEB.WORLD allows you to move, resize, and, change the attributes of any image. You can also attach text, sound or functions to pictures that visitors to your world activate when they double-click on the image.

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### See also

[Decorating, the basics](#)

## Hanging a picture

### To hang a picture

1. Click View, Decorator, Pictures to display thumbnail images of the pictures in the Decorator window (click View, Decorator, Directory to change directories).
2. Click and drag an image to the wall in the on which you want to hang the picture.
3. Release the mouse button.

### Note

- When you add a picture to your world, CorelWEB.WORLD places a pointer, or link, to the directory in which the image is stored. If you move the original image (for instance, if you are using pictures from a CD, and then remove the CD from your drive the next time you open your file), the link breaks, leaving a black spot where the image used to be.
- When links break, CorelWEB.WORLD creates a log file in the same directory as your .MUS file that lists any problems that occurred while your file was loading. The log filename is the same as your WEB.WORLD file with a .LOG extension.
- To avoid this problem, copy the image to your hard drive (where you are sure you won't move it) before you paste the image. Or, use the Publish to VRML command to save all of your files to one directory and update the pointers each time you close your file.

### Tip

- Another way to hang a picture is to click the picture in the Decorator window, and click the wall where you want to hang the picture. Click the right mouse button and click Apply Picture. You can also use the right mouse button flyout menu to change the type of decorator images displayed in the Decorator window.

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### See also

[Pictures, the basics](#)

## Moving a picture

### To move a picture

1. Click the picture to select it.
2. Click Edit, Move/Resize.
3. Click the middle of the image and drag the cursor to the new position.
4. Release the mouse button.

### Tip

- Another way to move a picture is to select the picture, click the right mouse button, and click Move/Resize. Click and drag the picture to the new position.

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### See also

[Pictures, the basics](#)

## Resizing a picture

### To resize a picture

1. Click the picture to select it.
2. Click Edit, Move/Resize.
3. Click the upper right corner of the image and drag the cursor in any direction.
4. Release the mouse button.

### Notes

- The re-sizing handle for images is quite small. Make sure you are as close to the picture as possible, or you may have trouble grabbing the handle.
- The default setting for re-sizing allows you to change the size and shape of an image without maintaining the aspect ratio (proportions). To maintain the aspect ratio of an image, click File, Settings, and enable the Keep Aspect Ratio While Resizing Picture check box.

### Tip

- Another way to resize a picture is to select the picture, click the right mouse button, and click Move/Resize. Click the upper right corner of the image and drag the cursor in any direction. Release the mouse button.

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### See also

[Pictures, the basics](#)

## Deleting a picture

### To delete a picture

1. Click the picture to select it.
2. Click Edit, Delete.

### Tip

- Another way to delete a picture is to select the picture, click the right mouse button, and click Delete.

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### See also

[Pictures, the basics](#)



## Viewing a picture

CorelWEB.WORLD provides you with two ways of viewing an image.

### To move directly in front of an image

1. Click the image to select it.
2. Click Explore, Direct View.

#### Tip

- Another way to move directly in front of an image is to select the image, click the right mouse button, and click Direct View.

### To view an image in its original size and proportions

1. Click the image to select it.
2. Click Explore, True Image.

#### Tip

- Another way to view an image in its original size and proportions is to select the image, click the right mouse button, and click True Image.

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#### See also

[Pictures, the basics](#)

[True Image window.](#)

## True Image window

Use the True Image window to view an image up close, change its size, and adjust its brightness, contrast, and gamma factor. To open the True Image window, select the image, and click Explore, True Image. The True Image window contains the following icons:



Closes the window.



Opens the Save image file dialog box so that you can save any changes under a new filename.



Increases the size of an image.



Decreases the size of an image.



Resets the image to its original size.



Opens the Image Attributes dialog box so that you can adjust the brightness, contrast, and gamma factor.

### Notes

- If you save any changes under a new filename in the same directory, press F5 to refresh the Decorator window to view the new thumbnail of the image.
- Gamma adjusts the middle and grayscale values (mid-tones) of an image. Adjusting the gamma factor does not affect shadow areas (darkest black areas) or highlight areas (lightest white areas).
- If you edit an image, save it under the same filename, and have the Fast 3D Space Images Loading option enabled, you must re-paste the image to view the changes.

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### See also

[Pictures, the basics](#)

## Changing image attributes

CoreIWEB.WORLD allows you to change the, brightness, contrast, and gamma factor of images.

### To change image attributes

1. Click the image to select it.
2. Click Explore, True Image.
3. Click the attributes icon.
4. Use the scroll bars to adjust brightness, contrast and the gamma factor of the image.
5. Click OK.
6. Click the save icon and give the image a new filename in the same directory.
7. Click the exit icon.
8. Press F5 to refresh the thumbnail images to display the new image.

### Note

- Gamma adjusts the middle and grayscale values (mid-tones) of an image. Adjusting the gamma factor does not affect shadow areas (darkest black areas) or highlight areas (lightest white areas).
- If you edit an image, save it under the same filename, and have the Fast 3D Space Images Loading option enabled, you must re-paste the image to the wall to view the changes.

### See also

[Pictures, the basics](#)

[True Image window](#)

# Albums

[The basics](#)

[Creating an album](#)

[Moving an album](#)

[Re-sizing an album](#)

[Deleting an album](#)

[Viewing an album](#)

[Setting the first picture in an album](#)

## Albums: the basics

An album is a stack of two or more pictures. On any wall, you can drag and drop pictures on top of each other to create albums that visitors to your world can page through. Use any of the thousands of images that come with CorelWEB.SUITE, or use your own images to create a more personal look. CorelWEB.WORLD supports image files with the following extensions:

- .BMP
- .DCX
- .DIB
- .EPS
- .GIF
- .JPG
- .PCT
- .PCX
- .RLE
- .TGA
- .TIF

CorelWEB.WORLD allows you to move, resize, change the attributes of any image, and set which picture in the album appears on top. You can also attach text, sound or functions to pictures that visitors to your world activate when they double-click an image in the album.

---

### See also

[Decorating, the basics](#)

## Creating an album

### To create an album

1. Click View, Decorator, Pictures to display thumbnail images of the pictures in the Decorator window (click View, Decorator, Directory to change directories).
2. Click and drag an image to the wall on which you want to hang the picture.
3. Release the mouse button.
4. Repeat steps 2 and 3, stacking images on top of one another.

---

### See also

[Albums, the basics](#)

## Moving an album

### To move an album

1. Click the album to select it.
2. Click Edit, Move/Resize.
3. Click the middle of the image and drag the cursor to the new position.
4. Release the mouse button.

### Tip

- Another way to move an album is to select the album, click the right mouse button, and click Move/Resize. Click and drag the album to the new position.

---

### See also

[Albums, the basics](#)

## Re-sizing an album

### To resize an album

1. Click the album to select it.
2. Click Edit, Move/Resize.
3. Click the upper right corner of the image and drag the cursor in any direction.
4. Release the mouse button.

### Notes

- The re-sizing handle for images is quite small. Make sure you are as close to the picture as possible, or you may have trouble grabbing the handle.
- The default setting for re-sizing allows you to change the size and shape of an image without maintaining the aspect ratio (proportions). To maintain the aspect ratio of an image, click File, Settings, and enable the Keep Aspect Ratio While Resizing Picture check box.

### Tip

- Another way to resize an album is to select the album, click the right mouse button, and click Move/Resize. Click the upper right corner of the image and drag the cursor in any direction. Release the mouse button.

---

### See also

[Albums, the basics](#)



## Deleting an album

### To delete a picture from an album

1. Click the album to select it.
2. Click Edit, Delete.

### Note

- To delete an album, you need to delete every picture.

### Tip

- Another way to delete an album is to select the album, click the right mouse button, and click Delete.

---

### See also

[Albums, the basics](#)

## Viewing an album

### To move directly in front of an image

1. Click the image to select it.
2. Click Explore, Direct View.

#### Tip

- Another way to move directly in front of an image is to select the image, click the right mouse button, and click Direct View.

### To view an image in its original size and proportions

1. Click the image to select it.
2. Click Explore, True Image.

#### Tip

- Another way to view an image in its original size and proportions is to select the image, click the right mouse button, and click True Image.

### To view the next picture in an album

1. Click the album to select it.
2. Click Explore, List Album.

#### Tip

- Another way to view the next picture in an album to select the image, click the right mouse button, and click List Album.

---

#### See also

[Albums, the basics](#)

[True Image window](#).

## Setting the first picture in an album

### To set an image as the first picture in an album

1. Click the image to select it.
2. Click Edit, Attachment, and enable the Show as first picture check box.

---

### See also

[Albums, the basics](#)

# Movies

[The basics](#)

[Movie Detail Dialog Box](#)

[Adding a movie](#)

[Moving a movie](#)

[Re-sizing a movie](#)

[Deleting a movie](#)

[Setting frame direction](#)

[Setting frame exposure time](#)

## Movies: the basics

A movie is a sequence of two or more image files in the same directory that have file names with the same beginning characters followed by a sequence number. For example, the following image files represent a four-frame movie:

- myflik01.bmp
- myflik02.bmp
- myflik03.bmp
- myflik04.bmp

You can create movies of your own using any paint program. Save slightly modified versions of the original image, naming the images with the same beginning characters followed by a sequence number. Or, create movies using an animation program (such as CorelWEB.MOVE) which saves your versions to individual files with a numeric extension.

You can drag and drop movies on any wall in your world. Use the movies included with CorelWEB.WORLD, or create your own movies for a more personal look. CorelWEB.WORLD supports image files with the following extensions:

- .BMP
- .DCX
- .DIB
- .EPS
- .GIF
- .JPG
- .PCT
- .PCX
- .RLE
- .TGA
- .TIF

CorelWEB.WORLD allows you to move, resize, and change the attributes of any image. You can also attach text, sound or functions to movies that visitors to your world activate when they double-click the image.

Use the Movie Detail dialog box to adjust movie settings.

### To display the Movie Detail dialog box

1. Click View, Decorator, Movies to display thumbnail images of movies in the Decorator window.
2. Click View, Decorator, Detail.

---

### See also

[Decorating, the basics](#)

[Movie Detail dialog box](#)

## Movie Detail dialog box

Use the Movie Detail dialog box to adjust the frame direction and exposure time, and to set the tile size, offset, slide direction and background of movies if you choose to paste them as wallpaper.

### Frame Direction Forward

Plays the movie forward.

### Frame Direction Reverse

Plays the movie in the opposite direction.

### Frame Direction Ping Pong

Alternates between playing a movie forward and in reverse.

### Paste as Picture

Pastes one image of the movie on the wall.

### Paste as Wallpaper

Tiles multiple images of the movie to fill the entire wall (like wallpaper).

### Frame Exposure Time

Sets how long each frame is displayed. This display time is related to the speed of your computer. Increase the number to slow down the movie.

### Tile check box

Enable the check box to cover a wall surface with tiled wallpaper images. Disable the check box if you want one image to fill the entire surface.

### Tile Width

Sets the width of the tiles. The default setting is 1. A value of 2 doubles the width of the tiles.

### Tile Height

Set the height of the tiles. The default setting is 1. A value of 2 doubles the width of the tiles.

### Tile W Offset

Horizontally shifts the image of the first tile placed in the lower left corner of a surface. A value of .5 means the first tile is displayed from its middle. All subsequent tiles are offset to continue the pattern. Use this feature to line up wallpaper patterns on adjacent walls.

### Tile H Offset

Vertically shifts the image of the first tile placed in the lower left corner of a surface. A value of .5 means the first tile is displayed from its middle. All subsequent tiles are offset to continue the pattern. Use this feature to line up wallpaper patterns on adjacent walls.

### Slide Direction

Select to create moving wallpaper.

### Slide direction indicator

Also used to set the direction in which wallpaper will slide. Click the circle to set the direction. The direction the red bar points indicates which direction the wallpaper will slide. The length of the red bar indicates how fast the wallpaper will slide. To display the indicator, enable the Slide Direction check box.

### Horizontal number box

Displays the horizontal direction that wallpaper will tile. Values range from -100 to 100 and correspond to the direction the red slide indicator is pointing. To display this box, enable the Slide Direction check box.

**Vertical number box**

Displays the vertical direction that wallpaper will tile. Values range from -100 to 100 and correspond to the direction the red slide indicator is pointing. To display this box, enable the Slide Direction check box.

**Stop Mode**

Stops the movie from playing and displays only the movie as an album.

**Transparent Background**

Select to be able to incorporate the existing background color or pattern into movie background. This option does not work for all movies. You may have trouble resizing movies with transparent backgrounds because the resizing handles are also transparent.

**OK**

Closes the dialog box and saves any changes you have made.

**Cancel**

Closes the dialog box without saving any changes you have made.

## Adding a movie

### To add a movie to a wall

1. Click View, Decorator, Movies to display thumbnail images of the first frame of the movies in the Decorator window (click View, Decorator, Directory to change directories).
2. Click and drag an image to the wall on which you want to paste the movie.
3. Release the mouse button.

### Note

- When you add a movies to your world, CorelWEB.WORLD places a pointer, or link, to the directory in which the movie is stored. If you move the original movie (for instance, if you are using movies from a CD, and then remove the CD from your drive the next time you open your file), the link breaks, leaving a black spot where the movie used to be.
- When links break, CorelWEB.WORLD creates a log file in the same directory as your .MUS file that lists any problems that occurred while your file was loading. The log filename is the same as your WEB.WORLD file with a .LOG extension.
- To avoid this problem, copy the movie to your hard drive (where you are sure you won't move it) before you add it to your world. Or, use the Publish to VRML command to save all of your files to one directory and update the pointers each time you close your file.

### Tip

- To change wallpaper attributes such as tile size and offset, click View, Decorator, Details and make your adjustments before pasting.
- Another way to add a movie is to click the picture in the Decorator window, and click the wall where you want to add the movie. Click the right mouse button and click Apply Movie. You can also use the right mouse button flyout menu to change the type of decorator images displayed in the Decorator window.

---

### See also

[Movies, the basics](#)



## Moving a movie

### To move a movie

1. Click the movie to select it.
2. Click Edit, Move/Resize.
3. Click the middle of the image and drag the cursor to the new position.
4. Release the mouse button.

### Tip

- Another way to move a movie is to select the movie, click the right mouse button, and click Move/Resize. Click and drag the movie to the new position.

---

### See also

[Movies, the basics](#)

## Re-sizing a movie

### To resize a movie

1. Click the album to select it.
2. Click Edit, Move/Resize.
3. Click the upper right corner of the image and drag the cursor in any direction.
4. Release the mouse button.

### Notes

- The re-sizing handle for images is quite small. Make sure you are as close to the movie as possible, or you may have trouble grabbing the handle. The resizing handle for a movie with a transparent background is also transparent.
- The default setting for re-sizing allows you to change the size and shape of an image without maintaining its aspect ratio. To maintain the aspect ratio of an image, click File, Settings, and enable the Keep Aspect Ratio While Resizing Picture check box.

### Tip

- Another way to resize a movie is to select the movie, click the right mouse button, and click Move/Resize. Click the upper right corner of the image and drag the cursor in any direction. Release the mouse button.

---

### See also

[Movies, the basics](#)

## Deleting a movie

### To delete a movie

1. Click the movie to select it.
2. Click Edit, Delete.

### Tip

- Another way to delete a movie is to select the movie, click the right mouse button, and click Delete.

---

### See also

[Movies, the basics](#)

## Setting frame direction

CoreIWEB.WORLD allows you to play movies forward, in reverse, or in ping pong fashion which alternates between playing a movie forward and in reverse. The default setting for frame direction is forward.

### To change the frame direction of a movie before pasting it on a wall

1. Click View, Decorator, Movies to display thumbnail images of the first frame of the movies in the Decorator window (click View, Decorator, Directory to change directories).
2. Click View, Decorator, Detail and click the appropriate frame direction button.
3. Click OK.

### Note

- You cannot change the frame direction of a movie after you have pasted it on a wall.

---

### See also

[Movies, the basics](#)

## Setting frame exposure time

The default setting for frame exposure time is 0 seconds. To slow down a movie, you can increase the number of seconds that each frame is displayed.

### To change the frame exposure time of a movie before you paste it to a wall

1. If you haven't done so already, click View, Decorator, Movies to display thumbnail images of the first frame of the movies in the Decorator window (click View, Decorator, Directory to change directories).
2. Click View, Decorator, Detail and enter a value in the Frame Exposure Time number box.
3. Click OK.

### Tip

- To change the frame exposure time of a movie you have already added to your world, select the movie, click Edit, Attachment, and enter a new value in the Frame Exposure Time number box.

---

### See also

[Movies, the basics](#)

# Attachments

[The basics](#)

[Attaching text](#)

[Attaching sounds](#)

[Recording sound clips](#)

[Attaching a single function](#)

[Attaching multiple functions](#)

## Attachments: the basics

You can attach text, sounds, and functions (for example, a link to another URL) to any picture, album, or movie in your world. Visitors can identify images with attachments when the cursor changes to a hand. Double-clicking on the image displays the text, plays the sound clip, or activates the attached function.

You can attach any .WAV file as a sound clip, although due to their large size, sound clips should not exceed 30 seconds. If you have a compatible sound card and microphone, you can use CorelWEB.WORLD to record your own sound clips.

Attached functions range from a link to another URL, starting a walking show, or loading another program or document. Attach one function, or a series of functions. Click the following list to display the types of functions that are available:

[Function list for pictures](#)

[Function list for albums](#)

[Function list for movies](#)

Use the Attachment Editor dialog boxes to attach text, sounds and functions. Use the Multifunction Editor dialog box to attach more than one function to an image. To open the Attachment Editor dialog box, click the image to select it, and click Edit, Attachment. Or, select the image, click the right mouse button and click Edit Attachment.

### Note

The only function that works if you publish the VRML copy of your file (.WRL) is Link to URL. The other functions work with the .MUS copy of your file.

---

### See also

[Decorating, the basics](#)

## Attaching text

### To attach text to an image

1. Click the image to select it.
2. Click Edit, Attachment.
3. Type text into the text box in which the cursor is flashing. Use the ENTER key to begin a new line.
4. Click OK.

### Tip

- You can copy text onto the clipboard before opening the Attachment Editor dialog box and then use CTRL+V to paste the text into the text box.
- To display attached text, click the image to select it, click the right mouse button, and click Display Attached Text.

---

### See also

[Attachments, the basics](#)



## Attaching sounds

### To attach a previously recorded sound clip

1. Click the image to select it.
2. Click Edit, Attachment.
3. Click the Browse button and use the Select Sound File Dialog box to locate and select the sound clip.
4. Click OK.
5. Click OK again.

### Tip

- To play an attached sound, click the image to select it, click the right mouse button, and click Play Attached Sound.

---

### See also

[Attachments, the basics](#)

## Recording sound clips

**To record a sound clip if you have a compatible sound card and microphone**

1. Click the image to select it.
2. Click Edit, Attachment.
3. Click Record, and use the microphone to record the clip.
4. Click Stop to stop recording.
5. Click OK.

### **Tip**

- Click Play to listen to a sound clip. Click Delete to remove the attached sound clip.

---

### **See also**

[Attachments, the basics](#)

## Attaching a single function

### To attach a single function to an image

1. Click the image to select it.
2. Click Edit, Attachment.
3. Click the down arrow of the Function list box and click a function.
4. Click OK.

---

### See also

[Attachments, the basics](#)

[Function list for pictures](#)

[Function list for albums](#)

[Function list for movies](#)

## Attaching multiple functions

### To attach multiple functions to an image

1. Click the image to select it.
2. Click Edit, Attachment.
3. Select Multifunction from the Function list box.
4. Select a function from the Available Functions list box.
5. Click Add Function to List.
6. Repeat steps 4 and 5, until your list is complete.
7. Click OK
8. Click OK again.

### Note

- The last function you select must always be Multifunction Stop Executing. If you close the Multifunction Editor dialog box without adding this last function, CorelWEB.WORLD prompts you to add the function. Click Yes.

### Tip

- By placing the Multifunction Stop Executing function in the middle of your list, you can create a series of multiple function lists. Each time you double-click on the image, you activate the next multifunction list.

---

### See also

[Attachments, the basics](#)

[Function list for pictures](#)

[Function list for albums](#)

[Function list for movies](#)

## Function list for pictures

When you attach a function to a picture, visitors to your world can double-click on the image to activate the function. You can attach the following functions to a picture:

### **None**

No attached functions.

### **Activate Publish to VRML Dialog**

Opens the Select Destination Path dialog box used to save all of the files in a world to a single directory. This function does not work once you publish your world.

### **Activate Open 3D Space Dialog**

Loads another CorelWEB.WORLD file using the Open 3D Space dialog box.

### **Activate Save 3D Space Dialog**

Saves the file using the Save 3D Space dialog box. This function does not work once you publish your world.

### **Activate True Image Window**

Displays the selected image in its original size, proportion, and colors.

### **Exit: Conditional**

Quits the program with a prompt.

### **Exit: Unconditional**

Quits the program with no prompt.

### **Link to URL**

Activates the link to another URL.

### **Load 3D Space File**

Closes the current file and opens the specified CorelWEB.WORLD file.

### **Load Any Document**

Loads a specified document.

### **Load Any Program**

Loads a specified program using any parameters entered in the Parameters dialog box.

### **MIDI List: Start Playing**

Starts the background MIDI music play list.

### **MIDI List: Stop Playing**

Stops playing the background MIDI music play list.

### **Multifunction**

Opens the Multifunction Editor dialog box that allows you to attach a list of functions to the image.

### **Multifunction: Delay Executing**

Allows you to delay (in seconds) the execution of a multifunction list.

### **New 3D Space**

Opens a new CorelWEB.WORLD file.

### **Play AVI or FLI files**

Allows you to attach any standard movie files (.AVI, .FLI and .FLC) to the image. In order to view these files, you (and any visitors to your world) need to have a multimedia player installed on your computer.

**Sound: Play**

Plays the sound file attached to the picture.

**Sound: Stop**

Stops playing the sound file displayed in the Sound File dialog box.

**Start Walking Show**

Plays the walking show.

---

**See also**

[Attachments, the basics](#)

## Function list for albums

When you attach a function to an album, users who visit your world can double-click on the image to activate the function. You can attach the following functions to an album:

### **None**

No attached functions.

### **Activate Publish to VRML Dialog**

Opens the Select Destination Path dialog box used to save all of the files in a world to a single directory. This function does not work once you publish your world.

### **Activate Open 3D Space Dialog**

Loads another CorelWEB.WORLD file using the Open 3D Space dialog box.

### **Activate Save 3D Space Dialog**

Saves the file using the Save 3D Space dialog box. This function does not work once you publish your world.

### **Activate True Image Window**

Displays the selected image in its original size, proportion, and colors.

### **Album: List**

Displays all of the pictures in an album, one after another.

### **Album: Show as Movie**

Displays the selected album as a movie (running list of pictures).

### **Album: Show Last Picture**

Displays the last image in the album.

### **Album: Show Next Picture**

Displays the next image in the album.

### **Exit: Conditional**

Quits the program with a prompt.

### **Exit: Unconditional**

Quits the program with no prompt.

### **Link to URL**

Activates the link to another URL.

### **Load 3D Space File**

Closes the current file and opens the specified CorelWEB.WORLD file.

### **Load Any Document**

Loads a specified document.

### **Load Any Program**

Loads a specified program using any parameters entered in the Parameters dialog box.

### **MIDI List: Start Playing**

Starts the background MIDI music play list.

### **MIDI List: Stop Playing**

Stops playing the background MIDI music play list.

**Multifunction**

Opens the Multifunction Editor dialog box that allows you to attach a list of functions to the image.

**Multifunction: Delay Executing**

Allows you to delay (in seconds) the execution of a multifunction list.

**New 3D Space**

Opens a new CoreIWEB.WORLD file.

**Play AVI or FLI files**

Allows you to attach any standard movie files (.AVI, .FLI and .FLC) to the image. In order to view these files, you (and any visitors to your world) need to have a multimedia player installed on your computer.

**Sound: Play**

Plays the sound file attached to the album.

**Sound: Stop**

Stops playing the sound file displayed in the Sound File dialog box.

**Start Walking Show**

Plays the walking show.

---

**See also**

[Attachments, the basics](#)



## Function list for movies

When you attach a function to a movie, users who visit your world can double-click on the image to activate the function. You can attach the following functions to a movie:

### **None**

No attached functions.

### **Activate Publish to VRML Dialog**

Opens the Select Destination Path dialog box used to save all the files in a world to a single directory. This function does not work once you publish your world.

### **Activate Open 3D Space Dialog**

Loads another CorelWEB.WORLD file using the Open 3D Space dialog box.

### **Activate Save 3D Space Dialog**

Saves the file using the Save 3D Space dialog box. This function does not work once you publish your world.

### **Activate True Image Window**

Displays the selected image in its original size, proportion, and colors.

### **Exit: Conditional**

Quits the program with a prompt.

### **Exit: Unconditional**

Quits the program with no prompt.

### **Link to URL**

Activates the link to another URL.

### **Load 3D Space File**

Closes the current file and opens the specified CorelWEB.WORLD file.

### **Load Any Document**

Loads a specified document.

### **Load Any Program**

Loads a specified program using any parameters entered in the Parameters dialog box.

### **MIDI List: Start Playing**

Starts the background MIDI music play list.

### **MIDI List: Stop Playing**

Stops playing the background MIDI music play list.

### **Multifunction**

Opens the Multifunction Editor dialog box that allows you to attach a list of functions to the image.

### **Multifunction: Delay Executing**

Allows you to delay (in seconds) the execution of a multifunction list.

### **New 3D Space**

Opens a new CorelWEB.WORLD file.

### **Play AVI or FLI files**

Allows you to attach any standard movie files (.AVI, .FLI and .FLC) to the image. In order to view these files, you (and any visitors to your world) need to have a multimedia player installed on your computer.

**Reverse Movie**

Plays the movie frames in the opposite direction.

**Sound: Play**

Plays the sound file displayed in the Sound File dialog box.

**Sound: Stop**

Stops playing the sound file displayed in the Sound File dialog box.

**Start Walking Show**

Plays the walking show.

**Stop Movie**

Stops playing the movie.

---

**See also**

[Attachments, the basics](#)

## **Walking show**

[The basics](#)

[Recording a walking show](#)

[Playing a walking show](#)

[Playing a walking show at startup](#)

## Walking show: the basics

Take visitors on a guided tour through your world by creating a walking show. A walking show is a tour through your world that you record, and play at any time. Using the walker buttons, or the keyboard controls to move through your world, you can flip through albums, or display attached text, sounds, or functions by double-clicking on the images as you approach them.

The walking show records all of your movements and actions. You can record a tour of any length and set it to play once or continuously. You can set the walking show to play automatically when the file opens. The walking show is an excellent way to show off your world.

CorelWEB.WORLD saves walking shows with the same filename as your WEB.WORLD file, but with a .WLK extension.

---

### See also

[Decorating, the basics](#)

## Recording a walking show

### To record a walking show

1. Click Edit, Record Walking Show.
2. Using the walker buttons, or keyboard controls, move through your world.
3. Click Edit, Stop Recording.

### Tip

- The walking show records all your actions, including double-clicking to activate functions, flipping through albums, etc.

---

### See also

[Walking show, the basics](#)

## Playing a walking show

### To play a walking show

1. Click Explore, Walking Show
2. Click a walking show mode.
3. Click OK.

### Note

- To stop a walking show at any time, click any of the walker buttons.

---

### See also

[Walking show, the basics](#)

[Recording a walking show](#)

## Playing a walking show at startup

### To automatically start a walking show when a file opens

1. Click File, Open.
2. Enter the filename in the File Name dialog box.
3. Enable the Enable Walking Show check box or the Repeating Walking Show check box.
4. Click OK.

#### Note

- To enable the Repeating Walking Show check box, you must first enable the Enable Walking Show check box.

---

#### See also

[Walking show, the basics](#)

[Recording a walking show](#)

## **Background MIDI music**

[The basics](#)

[Creating a MIDI music play list](#)

[Playing background MIDI music](#)

[Playing background music at startup](#)



## Background MIDI music: the basics

You can add sound to your world by adding background MIDI music. Create a play list of one or more .MID sound files that CoreIWEB.WORLD will play continuously as visitors explore your world. You can create a play list and play background music any time, or have CoreIWEB.WORLD play your list automatically at startup.

Use the Select MIDI File dialog box (Edit, MIDI Player) to create your personal play list.

### **Note**

In order to play and hear background MIDI music, you must have a sound card installed on your computer with a driver that supports MIDI files. Visitors to your world also need an appropriate sound card in order to hear MIDI music files.

---

### **See also**

[Decorating, the basics](#)

[Select MIDI File dialog box](#)

## Select MIDI file dialog box

Use this dialog box to create a play list of MIDI files that you can attach as background music. You can play a single file over and over, or compile a play list of multiple files.

### **Play list**

Lists the MIDI files in your play list, in the order in which they play.

### **Add**

Adds the MIDI file highlighted in the File Name list to the play list.

### **Clear**

Deletes the play list.

### **Remove**

Deletes the highlighted file from the play list.

### **File Name**

Lists the files in the selected directory.

### **Directories**

Lists the directories in the selected drive. To see what's inside a folder, double-click it.

### **Drive**

Lists the available drives.

### **List Files of Type**

Lists the type of files to display. This is useful for narrowing the list of files displayed to only those files you're interested in.

### **Start List**

Closes the dialog box and starts the play list. The play list repeats until you quit the program, or re-open the dialog box and click stop.

### **Close**

Closes the dialog box and returns you to the main screen.

### **Network**

Opens a Windows Map Network Drive dialog box.

### **Play**

Plays the MIDI file highlighted in the Play List or File Name list box.

### **Stop**

Stops playing a MIDI file.

---

### **See also**

[Background MIDI music, the basics](#)

## Creating a MIDI music play list

### To create a MIDI music play list

1. Click Edit, MIDI Player.
2. Use the Select MIDI File to locate the .MID file you want to add to the play list.
3. Highlight the file in the File Name list box.
4. Click Add.
5. Repeat steps 2 through 4 to add files to your list.
6. Click Close to save the list and close the dialog box.

### Tip

- To close the dialog box and begin playing the list, click Start List instead of Close for step 6.
- When composing the list, click Play to listen to a file. Click Stop to stop playing a file. Click Clear to delete the entire play list. Click Remove to remove a selected file from the play list.

---

### See also

[Background MIDI music, the basics](#)

## Playing background MIDI music

### To play background MIDI music

1. Click Edit, MIDI Player.
2. Click Start List.

### Note

- To stop playing background music, click Edit, MIDI Player and click Stop. To play background music, you must first create a play list.

---

### See also

[Background MIDI music, the basics](#)

[Creating a MIDI music play list](#)

## Playing background music at startup

### To play background music at startup

1. Click File, Settings.
2. Enable the Play Background MIDI Music Upon Startup check box.

#### Note

- To play background music upon startup, you must first create a play list.

---

#### See also

[Background MIDI music, the basics](#)

[Creating a MIDI music play list](#)

## **Glossary**

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WAV file

web page

World Wide Web (WWW)

WRL file

**3D plug-in**

A plug-in is an attachment to an Internet browser that enables the browser to display file formats other than HTML. To view and navigate through a WEB.WORLD file, visitors must have a 3D plug-in or the WEB.WORLD viewer. The type of viewer needed depends on whether you are publishing the .MUS copy of your file or the .WRL copy of your file. WRL files conform to the VRML 1.0 standard and therefore can be viewed with most VRML plug-ins.



**Aspect ratio**

Defines how the width and length of an image are related (proportions).

**AVI**

A form of digital video file (movies, animations, etc.) that works with a multimedia viewer. If you have a multimedia viewer installed on your computer, CorelWEB.WORLD supports this file format (files with a .AVI extension).

**BMP**

An image composed of a series of pixels or dots. CorelWEB.WORLD supports this image file format (files with a .BMP extension).

**Brightness**

Controls the amount of black in a picture. Increasing the brightness decreases the amount of black.

**Browser**

A software program used for navigating the Internet and viewing web pages.

**Contrast**

Adjusts the visual difference between the dark and light tones of an image.

**DCX**

A type of PCX file used by fax software supporting multiple pages. CorelWEB.WORLD supports only the first page of this file format (files with a .DCX extension).

**DIB**

Stands for Device-Independent Bitmap. CorelWEB.WORLD supports this image file format (files with a .DIB extension).



**EPS**

Stands for Encapsulated PostScript. CorelWEB.WORLD supports this image file format (files with a .EPS extension).

**FLC**

A form of digital video file (movies, animations, etc.) that works with a multimedia viewer. If you have a multimedia viewer installed on your computer, CorelWEB.WORLD supports this file format (files with a .FLC extension).

**FLI**

A form of digital video file used by (movies, animations, etc.) that works with a multimedia viewer. If you have a multimedia viewer installed on your computer, CorelWEB.WORLD supports this file format (files with a .FLI extension).

**Gamma**

Adjusts the middle and grayscale values (mid-tones) of an image. Adjusting the gamma factor does not affect shadow areas (darkest black areas) or highlight areas (lightest white areas).

**GIF**

Stands for Graphics Interchange Format and is the filename extension for files in a compressed bitmap format that is commonly used to store digitized color photographs. Most browsers support this image file format. CoreIWEB.WORLD supports this image file format.

**Hypertext**

Any text that contains a link to another places within a document, another document, or another web page. This text is often displayed in green or another color. To activate a hypertext link, click the text.

**Hypertext Markup Language (HTML)**

A type of programming language used to create Internet web pages. Web browsers display these pages. With HTML, you surround a block of text with codes that indicate how it should appear. Additionally, in HTML you can specify that a block of text, or a word, is linked to another file on the Internet (hypertext).

**Internet**

The vast collection of over 60,000 independent, inter-connected computer networks.



**JPEG**

Stands for Joint Photographic Experts Group which is an international standard for image compression that offers compression with almost no losses at ratios up to 20 to 1. CorelWEB.WORLD supports this image file format (files with a .JPG extension).

**MIDI file**

Stands for Musical Instrument Digital Interface, a serial interface standard specifying how music and sound files are coded and stored. CorelWEB.WORLD supports sound files with a .MID extension. To hear these files, you must have a sound card with a driver that supports MIDI files installed on your computer.

**Mosaic**

A Web browser originally developed by the National Center for Supercomputer Application (NCSA) which now includes a number of commercially licensed products.

**MUS files**

Are standard CorelWEB.WORLD files that, in combination with the CorelWEB.WORLD viewer, allow visitors to experience all of the features of your world, such as attached text and sound, walking shows, moving wallpaper, movies, etc.

**Netscape Navigator (TM)**

An Internet browser. The Netscape (TM) browser was originally based on the Mosaic program developed at the National Center for Supercomputing Applications (NCSA). Netscape has grown in features rapidly and is widely recognized as one of the best and most popular web browsers.

**PCT**


The filename extension for vector graphics files used by Macintosh computers. CorelWEB.WORLD supports this image file format (files with a .PCT extension).

**PCX**

The filename extension for bitmap files created by paint programs such as PC Paintbrush. CorelWEB.WORLD supports this image file format.

## Pinocchio



The Pinocchio tool (  ), located in the Plane Builder window, represents the camera's position and view. Moving the tool around the window correspondingly changes the view displayed in the 3D Space window. The Pinocchio tool consists of a body (the large black circle) and a nose (the protruding segment). The body represents the position of the camera; the nose indicates which way the camera is facing.



**Resizing handle**

The small square that appears on the top right corner of a picture when it is selected. Use the square handle to resize an image.

**RLE**

Stands for Run-Length Encoding, a type of compressed bitmap. CorelWEB.WORLD supports this image file format (files with a .RLE extension).

**TGA**

The filename extension for files in Targa format which is a bitmap format commonly used to store digitized color photographs. CorelWEB.WORLD supports this image file format.

**TIFF**

Stands for Tagged Image File Format. CorelWEB.WORLD supports this image file format (files with a .TIF extension).

**Thumbnail**

A small picture of an image. The Decorator window displays these small pictures of images in a selected directory, which you can drag and drop to place on any wall in your world.

**URL (Universal Resource Locator)**

The unique address of a resource on the Internet. The URL for Corel is: <http://www.corel.com>.

**VRML**

Stands for Virtual Reality Modeling Language. VRML is a programming language used to create files (web pages) that appear three-dimensional.

**Walking show**

A walking show is a tour through your world that you record, and can play at any time. The walking show records all of your movements and actions. You can flip through albums, or display attached text, sounds, or functions by double-clicking on the images as you approach them. CorelWEB.WORLD saves walking shows with the same filename as your WEB.WORLD file, but with a .WLK extension.



**WAV file**

Stands for Waveform Audio, a type of sound file. CorelWEB.WORLD supports this file format (files with a .WAV extension).

**Web page**

An HTML-based document that can be viewed with a Web browser. Typically these pages combine text, images, and multimedia features, including hypertext links that jump to other Web pages. The most common Web page is the home page which acts as an entry point to a local Web.

**World Wide Web (WWW)**

The collection of computer network servers that support files that allow text, graphics, sound files, etc. to be combined to create web pages.

**WRL files**

Conform to the VRML 1.0 standard used by the most popular browsers (such as Netscape 2.0) that have a 3D plug-in. Viewing .WRL files through a browser allows visitors to navigate through your world viewing all of the paints, wallpapers, pictures, and links to URLs. Standard viewers do not support the ability to view albums, attached text, sounds, walking shows, background MIDI music or moving wallpaper. The only function supported by the VRML standard is Link to URL. The background color for your world becomes the sky color.

## What is CorelWEB.WORLD?

CorelWEB.WORLD can turn your Web site into an exciting three-dimensional world that users can enter and explore. And, you can do it without knowing anything about the Virtual Reality Modeling Language (VRML) used on the Internet.

Use WEB.WORLD to create buildings with windows, doors, and separate rooms. You can even build more than one level. Decorate the walls, floors and ceilings by airbrushing, or wallpapering, and hang pictures, albums, and movies on the walls. You can attach text, sounds and functions, such as jumps to other sites. You can even record a walking show to guide visitors through your world.

Use CorelWEB.WORLD to:

- create three-dimensional home pages decorated with pictures, text, sound, and video clips that visitors can view when they download the CorelWEB.WORLD viewer.
- create three-dimensional home pages compliant with the VRML 1.0 standard that most popular [browsers](#) use.
- build three-dimensional Web Organizers to create your own unique view of the World Wide Web.
- create personal multimedia galleries, including family albums, exhibitions, presentations, school projects, and tutorials

WEB.WORLD is ideal for creating virtual reality environments for the Internet. However, you can also use it to create more complex environments for limited distribution—for example, on a Local Area Network (LAN) or CD-ROM.

CorelWEB.WORLD uses technology from ParaGraph International, Inc.

## Reference

[CoreIWEB.WORLD windows](#)

[CoreIWEB.WORLD buttons and cursors](#)

[CoreIWEB.WORLD decorating objects](#)

[Keyboard controls](#)

[CoreIWEB.WORLD export files format](#)

[Using URLs \(universal resource locators\)](#)

[Running CoreIWEB.WORLD](#)

[CoreIWEB.WORLD and the Internet](#)

## **CorelWEB.WORLD windows.**

The main screen of CorelWEB.WORLD contains three windows:

[3D Space window](#)

[Plane Builder window](#)

[Decorator window](#)

## 3D Space window

The 3D Space window displays your world in three dimensions, as through the lens of a camera. The view displayed in the window depends on the position of the Pinocchio tool in the Plane Builder window.

Use the walker buttons, the Camera Control tool, keyboard controls, or the Pinocchio tool to move through your world. Click and drag paint, wallpaper, pictures, movies, and albums from the Decorator window to apply them to walls, ceilings, and floors. Decorate your world by dragging and dropping images from the Decorator window to surfaces in the 3D Space window.

Click on pictures, albums or movies to select them, and then attach text or sound clips.

---

### See also

[Plane Builder window](#)

[Decorator window](#)



## Plane Builder window

The Plane Builder window contains the floor plan, or work area, where you build your worlds. The drawing area of the window can be configured to suit your building needs. Click Build, Builder Settings to set the grid units, wall width, and number of levels displayed. Click Edit, Grid to set the Snap to Grid function.

When building, you'll want to use the [height control tool](#) (click View, Height Control) to adjust the height of your buildings, and to cut away room interiors, doors, and windows. Click View, Height Control to view the height control tool. Click the right mouse button to deselect any building tool.

---

### See also

[3D Space window](#)

[Decorator window](#)

## Decorator window

The Decorator window shows thumbnail images of the airbrush colors, pictures, wallpapers, and movies you can use to decorate your world.

To paint, click View, Decorator, Airbrush. Then, click and drag the color to a wall, ceiling, or floor.

To wallpaper, click View, Decorator, Wallpaper. Then, click and drag the wallpaper to a wall, ceiling, or floor. To edit the wallpaper click View, Decorator, Detail. When you edit the wallpaper, you must re-apply it to see the changes.

To hang a picture, click View, Decorator, Picture. Then, click and drag a picture from the decorator window to a wall. Create an album by dragging two or more pictures to the same place.

To add a movie, click View, Decorator, Movie. Then, click and drag the movie to a wall. To edit the movie before placing it on a wall, click View, Decorator, Detail.

To refresh thumbnail images in the decorator window, press F5.

CorelWEB.WORLD saves the paths to the directories last used for Pictures, Wallpapers and Movies, and restores the paths at start up.

---

### See also

[3D Space window](#)

[Plane Builder window](#)

## **CoreIWEB.WORLD cursors and buttons**

CoreIWEB.WORLD displays the following buttons and cursors:

[Tool buttons](#)

[Walker buttons](#)

[Image cursors](#)

## Toolbar buttons

The following buttons appear on the toolbar:

-  Create a new file
-  Open an existing file
-  Save current file
-  Undo last operation
-  Undo to last saved version of file
-  Zoom in plane builder window
-  Zoom out plane builder window
-  Restore plane builder window zoom
-  Show grid
-  Show height control scale
-  Show camera
-  Apply airbrush
-  Apply wallpaper
-  Apply picture
-  Apply movie
-  See details for wallpaper or movie
-  Choose directory
-  Pinocchio tool
-  Add a box
-  Cut out box
-  Add a wall
-  Draw a face
-  Erase a face
-  View true dimensions of image
-  Direct view of image
-  List (display) images in album
-  Play attached sound
-  Add attachment

---
















### See also

[Walker buttons](#)

[Image cursors](#)

## Walker buttons

Click the following Walker bar buttons (click View, Walker Bar) to move around and view the 3D Space window:

-  Rotate left
-  Move forward
-  Rotate right
-  Move left
-  Move backward
-  Move right
-  Tilt camera downward
-  Restore camera angle
-  Tilt camera upward
-  Raise camera height
-  Restore camera height
-  Lower camera height
-  Zoom in
-  Restore zoom
-  Zoom out

---

### See also

[Tool buttons](#)

[Image cursors](#)

## Image cursors



appears when you drag a picture



appears when you drag a movie



appears when you drag wallpaper



appears when you move or re-size a picture, album or movie



appears when you copy an object in the 3D Space window



appears when you paste a copied object in the 3D Space window

---

### See also

[Tool buttons](#)

[Walker buttons](#)

## **CorelWEB.WORLD decorating objects**

You can decorate your world with the following:

[Pictures](#)

[Albums](#)

[Wallpapers](#)

[Movies](#)

[Attached text](#)

[Attached sound](#)

[Background MIDI music](#)



## Pictures

CorelWEB.WORLD allows you to decorate your world with digital images in the following formats: BMP, GIF, PCX, JPG, TGA, DCX, EPS, and PCT. You can decorate any wall with pictures.

To display thumbnail images of pictures in the Decorator window, click View, Decorator, Pictures. Drag and drop pictures from the Decorator window to the 3D Space window to hang them on a wall.

To resize a picture, select the image in the 3D Space window and click Edit, Move/Resize. Grab the upper right corner of the image and drag the cursor. To move a picture, click Edit, Move/Resize, and then click the middle of the image and drag it to the new location.

To delete a picture, select the image and click Edit, Delete.

Click Explore, True Image to view a picture with its original size and palette.

You can attach text or sound to pictures by clicking Edit, Attachment.

---

### See also

[Decorating, the basics](#)

## Albums

An album is two or more pictures placed on top of each other.

CorelWEB.WORLD allows you to decorate your world with digital images in the following formats: BMP, GIF, PCX, JPG, TGA, DCX, EPS, and PCT. You can decorate any wall with albums.

To display thumbnail images of pictures to place in an album, click View, Decorator, Pictures. Drag and drop pictures to hang them on a wall.

To resize an album, select the image and click Edit, Move/Resize. Grab the upper right corner of the image and drag the cursor. To move an album, click the middle of the image and drag it to the new location.

To delete a picture in an album, select the image and click Edit, Delete.

To see the individual pictures in an album, select the album and click Explore, List Album.

Click Explore, True Image to view a picture with its original size and palette.

You can attach text or sound to albums.

---

### See also

[Decorating, the basics](#)

## Wallpaper

You can decorate any wall, floor, or ceiling with wallpaper. Like pictures, wallpapers are digital images. CorelWEB.WORLD supports most popular image file formats, including BMP, GIF, PCX, JPG, TGA, DCX, EPS, and PCT.

To display thumbnail images of wallpapers in the Decorator window, click View, Decorator, Wallpapers. To choose a different directory, click View, Decorator, Directory. To apply wallpaper, click and drag the wallpaper to a wall, ceiling, or floor.

To change some of the features of wallpaper before applying it to a surface, click View, Decorator, Detail. To paste one tile on the entire surface, disable the Tile check box.

To attach the individual frames of a movie as wallpaper, click View, Decorator, Wallpapers, and then open the movie directory. Click and drag the frames to apply them.

---

### See also

[Decorating, the basics](#)

## Movies

A Movie is a sequence of two or more image files (BMP, GIF, PCX, JPG, TGA, DCX, EPS, and PCT) in the same directory that have file names with the same beginning characters followed by a sequence number. For example, the following image files represent a four-frame movie:

myflik01.bmp; myflik02.bmp; myflik03.bmp; myflik04

When played as a movie, CorelWEB.WORLD displays each image file in sequence, beginning with myflik01.bmp, then myflik02.bmp, then myflik03.bmp and so on, repeating the sequence over and over.

To display a thumbnail image of the first frame of a movie, click View, Decorator, Movies. Drag and drop movies to hang them on a wall.

To resize a movie, select the movie (click on the movie to select it) and click Edit, Move/Resize. Grab the upper right corner of the image and drag the cursor. To move a movie, click the middle of the image and drag it to the new location.

To change some of the features of a movie before pasting (e.g., frame direction, speed), select the image and click View, Decorator, Detail. To delete a movie, select the image and click Edit, Delete.

You can attach text, sounds, and functions to movies.

To attach the individual frames of a movie as wallpaper, click View, Decorator, Wallpapers, and then open the movie directory. Click and drag the frames to apply them.

---

### See also

[Decorating, the basics](#)

## Attached text

You can attach text to pictures, movies, and albums. By attaching text to images, visitors to your site will be able to read about the image. You can attach descriptions, personal details about photos, poems, or stories.

To attach or read attached text, select the image and click Edit, Attachment, and enter the text in the Attachment Editor dialog box. To display the first line of attached text, run the cursor over the image. The first line of the text appears in the status line.

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### See also

[Decorating, the basics](#)

## Attached sound

You can attach sound clips to pictures, movies, and albums.

Attached sounds are Windows .WAV files. To attach sound to an image, select the image and click Edit, Attachment. Select the sound clip using the Attachment Editor dialog box. To play an attached sound, select the image and click Explore, Play Sound.

Using a microphone connected to a sound blaster, you can record your own sound clips. Sound clips get large very quickly, so they should not exceed 30 seconds.

---

### See also

[Decorating, the basics](#)

## Background MIDI music

MIDI (Musical Instrument Digital Interface) is a standard for electrically connecting instruments to a computer and for storing music in computer files. You can use MIDI files to add background music that plays automatically whenever someone enters your world.

By creating a play list, your background music can be a series of two or more MIDI files. Use the Select MIDI File dialog box to create and listen to your play list (click Edit, MIDI Player).

To play background music each time the file opens, click File, Settings, and enable the Play Background MIDI Music Upon Startup check box.

---

### See also

[Decorating, the basics](#)

## **Keyboard controls**

[Movement control](#)

[Hot keys](#)

[Shortcuts](#)



## Movement control

Manipulate the camera using the following key combinations:

Keypad	Keyboard	Movement
7+	Home	Rotate left
9+	Page Up	Rotate right
8+	Up arrow	Move forward
2+	Down arrow	Move back
4 +	Left Arrow	Move left
6+	Right Arrow	Move right
Plus (+)		Raise camera
Minus (-)		Lower camera
INS		Tilt camera upward
DEL		Tilt camera downward

Press CTRL with any other key to double the speed.

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### See also

[Hot keys](#)

[Shortcuts](#)

## Hot keys

### **CTRL**

Press with any of the keyboard or walker controls to double the speed.

### **CTRL+Click**

Copies the selected object (picture, album, movie or wallpaper) into internal clipboard.

### **SHIFT+Click**

Pastes an object (picture, album, movie, or wallpaper) from the internal clipboard.

### **CTRL+INS**

Copies the view of the 3D Space Window to the Windows clipboard.

---

### **See also**

[Movement control](#)

[Shortcuts](#)

## Shortcuts

### **F5**

Refreshes the Decorator window.

### **BACKSPACE**

Undoes the last operation.

### **ALT+S**

Creates a bitmapped screen shot of the 3D Space window. The filename is the same as the current file, with a .BMP extension.

---

### **See also**

[Movement control](#)

[Hot keys](#)

## Export files format

CoreIWEB.WORLD saves files in two formats:

- .MUS files (can be loaded by the WEB.WORLD viewer)
- .WRL files (can be loaded by any VRML [browser](#) compliant with the VRML 1.0 standard)

---

### See also

[Saving and publishing, the basics](#)

## Using URLs (universal resource locators)

You can attach links to other sites to pictures, albums, or movies. To attach URLs, select the picture, movie, or album, and click Edit, Attachment. CorelWEB.WORLD 1.0 works well with Netscape Navigator, version 1.1 or later. For tips on linking to URLs, see [Linking to URLs](#).

---

### See also

[Attachments, the basics](#)

## **Running CorelWEB.WORLD**

[Technical requirements](#)

[CorelWEB.WORLD in the Windows environment](#)

## Technical requirements

To successfully run CorelWEB.WORLD, you should have at least a 386/33 computer with 4 MB RAM and a 256-color VGA monitor. An SVGA video card is recommended. A mouse is also strongly recommended.

You will have better results if you use one of the well-known Windows accelerators, such as #9, Diamond Stealth, Orchid Kelvin etc.

CorelWEB.WORLD can be used without a sound card, however you will need one to use attached sounds, or to play background MIDI Music. To play background music, your sound card must support the MIDI interface.

CorelWEB.WORLD 1.0 runs on Windows 3.1, 3.11, Windows 95, and Windows NT.

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### See also

[CorelWEB.WORLD in the Windows environment](#)

## **CorelWEB.WORLD in the Windows environment**

CorelWEB.WORLD uses its own 256-color palette. If you start CorelWEB.WORLD while Windows is in High Color or True Color modes, the colors in other applications will not be changed. If Windows is running in 256 Color mode, starting CorelWEB.WORLD will cause insignificant color changes in other applications. Original colors are restored when you exit CorelWEB.WORLD. Running CorelWEB.WORLD while simultaneously running other programs, such as picture editors, is not recommended.

CorelWEB.WORLD automatically associates MUS files with WEBWORLD.EXE in Windows. After starting CorelWEB.WORLD once, you can double-click on any MUS file icon to load that file. If you move WEBWORLD.EXE to another location, the association only becomes available after you start CorelWEB.WORLD from the new directory.

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### **See also**

[Technical requirements](#)



## **CorelWEB.WORLD and the Internet**

CorelWEB.WORLD can save any world you create in VRML format, which can be viewed by anyone with a VRML [browser](#), such as WebSpace, WorldView, WebFX and others. CorelWEB.WORLD outputs files fully compatible with the VRML 1.0 standard (.WRL).

To publish the .WRL copy of your world, click File, Publish to VRML to copy all images, files, etc. into one directory. If you compress your files into a self-extracting archive, visitors to your site will be able to more quickly download the file.

To publish the .MUS copy of your file, be sure to include the viewer with your file so that anyone can view your world with all of its rich colors, textures, and attachments.

Finally, put the prepared archive on your Web server and reference it on your home page.

---

### **See also**

[Saving your web world](#)

[Saving and publishing, the basics](#)

## Saving

You can save your web world file using Save or Save As.

When designing your world, you can use pictures, wallpapers, attached files, etc. located anywhere on your computer or network. If you are sure that all these resources will be available the next time you load the file, click File, Save to save your file. All pictures, wallpapers, etc., maintain an absolute reference to their directories. Therefore, the file is not portable to any other computer, or location.

Use the Publish to Designer and Publish to VRML commands when you are ready to add your WEB.WORLD file to your home page.

---

### See also

[Core|WEB.WORLD and the Internet](#)

[Saving and publishing, the basics](#)

## Tips and tricks

[Think small and plan ahead](#)

[Save your work](#)

[Leave space for the ceiling and floor](#)

[Carving is better than adding boxes](#)

[Creating a table in your room](#)

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[Avoid having black spots in your world \(broken image links\)](#)

[Choose the appropriate tile size for textures](#)

[Use brightness to create realistic lighting effects](#)

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[Linking to URLs](#)

[Convert images to compressed formats](#)

[Texture rendering in VRML browsers](#)

[Publishing your world on the Web](#)

[Using online audio](#)

**Think small and plan ahead**

Don't try to build a city as your first project. Think small and build simple rooms, varying the placement of doors and windows. Once you have created a structure, practice navigating through it and then experiment with painting and wallpapering the walls. Gain confidence with the basics, and then add pictures, sounds, movies and links to other sites. Gradually, you can move to creating multilevel, complex structures.

Before building your first structure, plan how you'd like it to look. Making a few mental notes, or sketching out your project on paper will help you decide the best sequence of building steps, and help you to keep track of your end goal as you experiment with the program.

**Save your work**

Don't forget to save your work periodically. Later, when your 3D Space is complete, save the file using the Publish to DESIGNER or Publish to VRML commands. These commands save your file and all the media files used in your WEB.WORLD file, to the same directory, keeping the links intact.

**Leave space for the ceiling and floor**

When building a simple room, don't forget to leave space for the ceiling and floor. Follow these three steps:

1. Click Build, Add Box, and draw a box in the Plane Builder window.
  2. Click View, Height Control to display the height control tool, and adjust the laths of the height scale to leave space for the ceiling and floor.
  3. Click Build, Cutout Box, and draw a smaller box inside the first one.
- If you skip step 2, you will end up with a hollow box, with no floor or ceiling.

**Carving is better than adding boxes**

Drawing a box and then cutting out its centre (allowing for a ceiling and floor) is the easiest way to create a room-much easier than placing four adjacent walls. If you forget to leave space for the floor and/or ceiling of the room, it is easier to click Edit, Undo, and repeat your work, than it is trying to add boxes for the floor and ceiling.

## **Creating a table in your room**

### **To create a table in your room**

1. Draw a box of the appropriate height.
2. Adjust the top lath of the height scale downward to leave space for the top of the table.
3. Cut out two crosswise boxes from the centre of the original box.

This creates a table with legs aligned to the corners.

To make slimmer legs that aren't flush with the edge of the table, cut out three small boxes in an L-shape around the outside of the legs.



## **Building a multilevel structure**

### **To add a level to your building**

1. Click View, Height control to display the height scale.
2. Click on a wall in the 3D space window.  
The two red height indicators appear on the scale, showing the height of the top and bottom edges of the wall.  
(You may have to increase the length of the scale by adjusting the maximum and minimum number boxes and re-select the object if both height indicators don't appear the first time.)
3. Move the upper lath upward to the appropriate height for the next level. Move the lower lath up to touch the upper lath.
4. In the Plane Builder window, draw another box over top of the original.

**Avoid having black spots in your world (broken image links)**

When you add a decoration to your world, (wallpaper, picture, movie, etc.), CorelWEB.WORLD places a pointer, or link, to the directory in which the decorating image is stored. If you move the original image (for instance, if you are using wallpapers from a CD, and then remove the CD from your drive the next time you open your file), the link breaks, leaving a black spot where the wallpaper used to be.

When links break, CorelWEB.WORLD creates a log file in the same directory as your .MUS file that lists any problems that occurred while your file was loading. The log filename is the same as your WEB.WORLD file with a .LOG extension.

To avoid this problem, copy the image to your hard drive (where you are sure you won't move it) before you add it to your world. Or, use the Publish to VRML command to save all of your files to one directory and update the pointers each time you close your file.

To fix the problem, move the images back to their original location (for instance, re-insert the CD), open your file, and use the Publish to VRML command to save all of your files to one directory and update the pointers.

### **Choosing the appropriate tile size for wallpaper**

By default, wallpapers are tiled with the tile size of 1 unit (relative to the scale used to build the wall). For some wallpapers with geometric decor, this tile size might be too small for your needs.

#### **To change the tile size**

1. Click View, Decorator, Detail.
  2. Adjust the tile height and width of the tile size.
- To have one tile cover the entire space, disable the Tile check box.


#### **Note**

- Change the tile size before applying the wallpaper to the wall.

### **Using brightness to create realistic lighting effects**

To create a more realistic atmosphere in a room, experiment with the brightness of the wallpapers on adjacent walls.

#### **To change the brightness of wallpaper**

1. Click View, Decorator, Pictures.
2. Click Decorator, Directory , and choose the directory containing the appropriate wallpaper.
3. Click and drag the wallpaper to the wall.
4. Click Explore, True Image, and click the brightness icon (  ).
5. Adjust the brightness of the picture, and save it under a new filename. You now have two copies of the same wallpaper with different brightness.
6. Click View, Decorator, Wallpaper to reload the image as wallpaper. Press F5 to refresh the Decorator window. Apply the two versions of the wallpaper to adjacent walls to view the effects.

**Resizing pictures**

To resize a picture, you have to grab it by the upper right corner and pull diagonally. If you are too far from the picture, your target may be too small, making resizing difficult. Select the image and click Explore, Direct View to move close to the picture before resizing.

By default, pictures do not keep their aspect ratio during resizing. To enable the Keep Aspect Ratio option, click File, Settings, and enable the Keep Aspect Ratio check box.

**Speeding up the preview of images**

If you decorate your world with a lot of wallpapers and/or pictures, it takes more time for your computer to display images. To speed up the display process, click File, Settings, and enable the Fast 3D Spaces Images Loading check box.

**Note**

- This option uses additional space on your hard drive.

**Dragging and dropping pictures**

You can drag and drop pictures not only from the Decorator windows, but also directly from the File Manager or Windows 95 file folders.

**Copying wallpapers, pictures, and colors**

- Point the cursor on a wall in the 3D Space window and press CTRL. The basket icon appears, indicating that the copy is made. Holding CTRL, click the appropriate picture or wallpaper. Move the cursor to the new position, press SHIFT, and click to paste the object.



### **Linking to URLs**

To check a URL to see if it works, you can activate the link by double-clicking the picture, album, or movie to which the link is attached. Most [browsers](#) open automatically, however the browser may be minimized, or the browser window may be open, but below the current window.

With Netscape 1.1, the browser window opens as the top window and displays the linked Web page. With Netscape 2.0, the browser window appears under the CorelWEB.WORLD window, unless it was previously minimized. In this case, it remains minimized.

If you are using Windows 3.1, 3.11, or 95, you don't need to launch Netscape before you link to the URL. Windows NT users must first launch their browser before linking to another URL.

If you include the Link to URL function in a Multifunction list attached to a picture, linking to the URL occurs automatically. The Multifunction list still executes even if the link is not successful.

**Converting images to compressed formats**

When building your world in VRML format, remember that some VRML [browsers](#) understand only GIF and JPEG formats, so make sure that you save all wallpapers, paints, and pictures used in your world in these formats before you export to VRML.

By using compressed graphics formats, such as JPEG, you save space on the server and decrease downloading time for your Web visitors.

**Displaying wallpaper with other VRML browsers**

Some popular VRML [browsers](#) have problems displaying wallpapers. If wallpapers appear distorted, the problem is likely with the browser, not the VRML export (.WRL copy of your world).

If the height of your wallpaper exceeds its width, some VRML browsers consider this an indication that the wallpaper is animated, and may result in the unexpected "blinking" of wallpapers. One way to deal with this is to resize the wallpaper so that the tile is square. Or, you can give visitors the WEB.WORLD browser with the .MUS file.

## **Publishing your world on the web**

You can publish your WEB.WORLD on the Web in VRML format (.WRL) or in MUS format.

### **To publish in VRML format**

1. Create a new directory.
2. Click File, Publish to VRML to save your file and all its media files into the new directory.
3. Upload the whole directory to your Web site (HTTP server).

If a VRML [browser](#) points to your .WRL file, it downloads it with wallpapers, paints and pictures, but will not understand any other media files, so your albums, movies, video and sound files cannot be accessed (however, you can retain sound by using RealAudio; see [Using online audio](#)). Most attachments, including text, are not supported by the VRML 1.0 standard.

By publishing in the MUS format, you can provide a compressed file for your visitors to download and view scenes with a standalone viewer.

### **To publish a compressed file**

1. Create a new directory.
2. Use Publish to VRML to save your file and all its media files into the new directory.
3. Compress all files in the directory into a single file; a self-extracting file is best.
4. Upload the file to a Web site.

If you add the CorelWEB.WORLD viewer to your site so that visitors can download it, or attach it to your compressed file, when a non-VRML Web browser downloads the file, double-clicking the compressed file launches the CorelWEB.WORLD viewer, and loads the MUS file.

The WEB.WORLD .MUS file allows viewers to see and hear:

- movies and albums
- animated wallpaper
- MIDI background music
- WAV files attached to pictures and movies
- functions attached to pictures and movies
- text attached to pictures and movies

### **Using online audio**

Unlike WAV sound files that can be recorded and played by CorelWEB.WORLD 1.0, online audio formats such as RealAudio(TM), TrueSpeech(R), ToolVox, and IWave are useful for:

- decreasing bandwidth requirements
- adding sound to VRML web pages

To attach an audio file that exists at another web site, you need to use the Link to URL function to jump to the sound clip. This way, you don't need to transfer audio files with the Distribution Copy of your WEB.WORLD.

To play the sound clip, you need to install the audio player from the corresponding Web site. Some popular sites are:

<http://www.realaudio.com> - RealAudio

<http://www.dspg.com/allplyr.htm> - TrueSpeech

<http://www.voxware.com/download.htm> - ToolVox

<http://www.vocaltec.com> - IWave,

Double clicking a picture with the attached URL of an online audio file launches the Player and plays the "streamed" sound file. WAV files are very large and have to be downloaded completely.

To convert your own .WAV files to online audio formats, you have to download and install the corresponding audio recorder. In order for your RealAudio files to be visible on the Web, you have to load them in the domain of a RealAudio Server. Currently, this server is not free.

# Building

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## **Building: the basics**

To construct rooms and buildings in your world, use the building tools and the Plane Builder window. Constructing buildings and rooms typically involves the following steps:

- adjusting the builder settings and grid
- adding a box
- cutting out centre of the box
- cutting out doors and windows
- adding walls and faces

Once you have the basic structure built, you can move on to decorating the walls, ceilings, and floors with colors, wallpapers, pictures, movies, and albums.

## **Tools**

[Building tools](#)

[Height control tool](#)



## Building tools

CoreIWEB.WORLD provides you with the following building tools:

### **Add Box tool**

The Add Box tool is the basic building block of the program. Use the Add Box tool (Build, Add Box) to create solid boxes of all sizes and shapes.

### **Cutout box tool**

Use the Cutout box tool (Build, Cutout Box) to cut away the interior of boxes to create rooms, and to cut out doors and windows.

### **Add wall tool**

Use the Add Wall tool (Build, Add Wall) to draw walls along the X and Y axis. You can create walls inside rooms or by themselves.

### **Draw face tool**

Faces are similar to walls, except that they are paper-thin and can be drawn at any angle. You can create faces (Build, Face, Draw Face) inside rooms or by themselves. Do not create criss-crossing faces.

### **Erase face tool**

Use the Erase Face tool (Build, Face, Erase face) to delete faces, and any other object in your world.

### **Pinocchio tool**

To deselect any of the building tools, click Build, Pinocchio. Drag the pinocchio tool around the Plane Builder window to view your world in the 3D Space window.

### **Tip**

- Click the right mouse button to deselect any building tool.

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### **See also**

[Height control tool](#)

[Building, the basics](#)

## Height control tool

The Height control tool allows you to control the height of objects you create. To display the Height control tool, click View, Height Control.

The Height control tool contains a scale with laths (the two black bars on the scale), height indicators, a maximum height number box at the top of the window, and a minimum height number box at the bottom. The red bars on the left side of the scale are the height indicators. The numbers at the top and bottom of the scale reflect the heights of the laths.

If you click on any object in the 3D Space window, the height indicators display the top and bottom heights of the object. If you click on an object and both height indicators do not appear, increase the length of the scale by adjusting the minimum and maximum heights and then re-select the object.

To set the height of an object you are about to create, click and drag the laths up or down. To change the height of the scale, scroll the number box arrow keys, or enter the value manually.

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### See also

[Building tools](#)

[Building, the basics](#)

## Adjusting the builder settings

The builder settings allow you to control the spacing of the grid, the number of levels displayed in the Plane Builder window, and set the wall width.

### Changing the grid spacing

The default setting for the grid spacing is isotropic (1 to 1)

#### To change the grid spacing

1. Click Build, Builder Settings.
2. Disable Isotropic check box.
3. Enter the new values for X and Y.
4. Click OK.

### Changing the number of levels displayed in the Plane Builder window

By default, the Plane Builder window displays all levels of buildings. However, if you are building one level on top of another, you may want to display only the level on which you are working. The number of levels displayed works in conjunction with the maximum and minimum height control settings. To display only the current level:

1. Click View, Height Control, to display the height control settings.
2. Adjust the minimum and maximum height settings (the number boxes located at the bottom and top of the Height Control window) to reflect the level you want displayed.
3. Click Build, Builder Settings and click the Show Only Current Level button.

#### Note

- Changing the number of levels displayed in the Plane Builder window does not affect the 3D Space window, which always displays all levels.

### Changing the wall width

The default setting for wall width is .25 units.

#### To change the wall width

1. Click Build, Builder Settings
2. Enter the new value in the Wall Width number box.
3. Click OK.

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#### See also

[Building the basics](#)

[Setting the grid](#)

## Setting the grid

### Hiding/displaying the grid

By default, the Plane Builder window displays a drawing grid. To hide the grid, click Edit, Grid, and deselect Show Grid. Click Edit, Grid, Show Grid to redisplay the grid.

### Snap to Grid

The snap to grid function forces objects being drawn to draw along the closest grid line, allowing you to easily line up objects as you create them. By default, the snap to grid function is enabled.

The snap to grid can be set to one (default), 1/2, 1/4, or 1/10. To disable the snap to grid, click Edit, Grid, Snap Off. To enable the snap to grid, click Edit, Grid, and choose the desired snap to grid setting.

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### See also

[Building the basics](#)

[Adjusting the builder settings](#)

## Drawing a box

The box is CorelWEB.WORLD's basic building block.

### To create a box

1. Click View, Height Control to display the height control settings.
2. Adjust the maximum and minimum height settings (use the scroll arrows or type the numbers into the number boxes).
3. Move the laths of the height control scale to set the top and bottom heights of the box.
4. Click Build, Add Box.
5. In the Plane Builder window, position the cursor where you want one corner of the box to appear.
6. Click and drag the cursor up or down and off to one side.
7. Release the mouse button and then click again.

### Note

- All of the boxes you create are solid. To make a room, you have to cut out its centre.

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### See also

[Buildidng, the basics](#)

[Cutting out the centre of a box to make a room](#)

[Cutting out doors and windows](#)

## Cutting out the centre of a box to make a room

It is easiest to create a room by cutting out the centre of the box directly after creating it; the laths of the height control scale will already be set to reflect the top and bottom heights of the box.

### To cut out the centre of a box

1. Click on the box you are going to cut and click View, Height Control to display the height control settings.
2. Drag the top lath of the height control scale downward (below the top red bar on the left of the scale) to allow space for the ceiling.
3. Drag the bottom lath off the height control scale upward (above the bottom red bar on the left of the scale) to allow space for the floor.
4. Click Build, Cutout Box.
5. In the Plane Builder window, position the cursor inside the borders of the box you want cut.
6. Click and drag the cursor to draw a smaller box within the original box.
7. Release the mouse button and then click again.

### Note

The difference between the size of the original box and the size of the box you cut out determines the thickness of the walls. Also, you won't be able to see inside the room until you cut out a door or window.

If you have changed the minimum and maximum height control settings between the time you created the box and when you go to cut out its centre, you will have to determine the height of the object and then set the laths of the height control scale to fit.

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### See also

[Buildng, the basics](#)

[Determining the top and bottom heights of a box](#) .

[Cutting out doors and windows](#)

## Cutting out doors and windows

It is easiest to cut out doors and windows directly after creating a room, since the height control indicators will already display the top and bottom heights of the box.

### To cut out a door or window

1. If you haven't done so already, click the box you are going to cut and click View, Height Control to display the height control settings.
2. Drag the top lath of the height control scale downward (below the top red bar on the left of the scale) to leave some space between the ceiling and the top of the door or window.
3. Drag the bottom lath off the height control scale upward (above the bottom red bar on the left of the scale) to allow space between the floor and the bottom of the door or window.
4. Click Build, Cutout Box.
5. Position the cursor beside the border of the room.
6. Click and drag the cursor to draw a box covering the entire thickness of part of the border.
7. Release the mouse button and then click again.

### Notes

You can cut windows and doors out of boxes, rooms, and walls; faces are not designed to have parts of them cut away.

Make sure the box you draw extends through the entire thickness of the border, otherwise, you will not cut completely through the wall.

If you have changed the minimum and maximum height control settings between the time you created the room and when you decided to cut out the doors and windows, the red height indicators of the height control scale may not be showing. If they aren't, you will have to determine the height of the object and then set the laths of the height control scale to fit.

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### See also

[Building, the basics](#)

[Determining the top and bottom heights of a box.](#)

## Determining the top and bottom heights of a box

### To determine the top and bottom heights of a box

1. Click View, Height Control to display the height control settings.
2. Click on the box in the 3D Space window.

Two thin red bars appear on the left of the height control scale. They indicate the top and bottom heights of the box. If the bars do not appear:

1. Enter a value of zero in the bottom height control number box.
2. Raise the value in the top height control number box.
3. Click on the box in the 3D Space window.

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### See also

[Buildng, the basics](#)

[Height control tool](#)



## Adding walls

### To draw a wall

1. Click View, Height Control to display the height control settings.
2. Adjust the top lath of the height control scale to set the top height of the wall.
3. Adjust the bottom lath off the height control scale to set the bottom height of the wall.
4. Click Build, Add Wall.
5. In the Plane Builder window, position the cursor where you want the wall to appear.
6. Click and drag the cursor to draw a line.
7. Double-click to end the wall.

### Note

- To create corners in a wall, click the mouse and drag the cursor in another direction. Walls are created along the X and Y axis, so corners are all 90 degrees.

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### See also

[Buildng, the basics](#)

## Drawing faces

Faces are similar to walls, except that they are paper thin, and can be drawn at any angle.

### To draw a face

1. Click View, Height Control to display the height control settings.
2. Adjust the top lath of the height control scale to set the top height of the face.
3. Adjust the bottom lath off the height control scale to set the bottom height of the face.
4. Click Build, Face, Draw Face.
5. Position the cursor where you want the face to appear.
6. Click and drag the cursor to draw a line.
7. Double-click to end the face.

### Note

- Faces are a special building tool used to add extra interest to your world. They should not be used as a primary building tool. Also, do not criss-cross faces.

### Tip

- To create corners in a face, click the mouse and drag the cursor in another direction.

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### See also

[Building, the basics](#)

## Deleting objects

### To delete using the Undo function

To delete an object you have just created, click Edit, Undo.

### To delete a face

1. Click Build, Face, Erase Face.
2. In the Plane Builder window, position the cursor outside one corner of the object.
3. Click and drag the cursor to draw a box around the entire object.
4. Release the mouse button and then click again.

#### Note

- You can also use the Erase Face tool to delete boxes and walls.

### To delete a box or wall (or any part)

1. Click Build, Cutout Box.
2. In the Plane Builder window, position the cursor outside one corner of the object.
3. Click and drag the cursor to draw a box around the entire object (or the section that you want to delete).
4. Release the mouse button and then click again.

#### Note

You may have to adjust the laths of the height control scale to completely delete an object using the Cutout Box tool.

Do not use the Cutout Box tool to delete faces. Always use the Erase Face tool to delete faces.

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#### See also

[Buildng, the basics](#)

## Building a multi-level structure

Building multiple levels involves building one box on top of another.

### To build one box on top of another

1. Click View, Height Control to display the height control settings.
2. Click on the box in the 3D window to display the height indicators (thin red bars) on the left of the height control scale.
3. Move the upper lath upward to the appropriate height for the next level.
4. Move the lower lath up to meet the top height indicator.
5. Click Build, Add Box.
6. Draw another box over the top of the original.

### Tip

- Another way to create a multi-level structure is to build both levels simultaneously. When cutting out the centre to create a room, adjust the lath to cut out the bottom half of the room. Then, move the laths up to allow for the middle floor/ceiling, and cut out the top half of the room.

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### See also

[Building the basics](#)

[Determining the top and bottom heights of a box.](#)

# **Saving and publishing your VRML**

[The basics](#)

[Publishing to the Internet](#)

[Publishing locally](#)

[Saving your WEB.WORLD file](#)

[Opening your WEB.WORLD file](#)

[Viewing your finished WEB.WORLD file](#)

[Publishing to WEB.DESIGNER](#)

[Using the Publish to VRML command](#)

[Publishing a compressed, self-extracting copy of your file](#)

[Browsers and 3D Plug-Ins](#)

## **Saving and publishing: the basics**

### **Saving your file**

As you create your VRML world, you will need to save it from time to time. Use the Save or Save As commands to save your world without publishing it. CorelWEB.WORLD automatically saves each file in both .MUS and .WRL formats. However, it is always the .MUS file that you open and work on. It is a good idea to use the Publish to VRML command to save your file each time you close it in order to avoid problems with broken links which can occur if you move images you have pasted in your world from their original directories. Publish to VRML saves a copy of all of the images (pictures, movies, wallpapers) in your world, to one directory, and updates the pointers to the file.

### **MUS files**

MUS files are standard CorelWEB.WORLD files that, in combination with the CorelWEB.WORLD viewer, allow visitors to experience all of the features of your world, such as attached text and sound, walking shows, moving wallpaper, etc.

### **WRL files**

WRL files conform to the VRML 1.0 standard used by the most popular viewers (such as Netscape 2.0) that have a 3D plug-in. Viewing .WRL files through a [browser](#) allows visitors to navigate through your world viewing all of the paints, wallpapers, pictures, and links to URLs. Standard viewers do not support the ability to view albums, attached text, sounds, walking shows, background MIDI music or moving wallpaper. The only function supported by the VRML standard is Link to URL. The sky color for your world becomes the background color.

### **Publishing your file**

You can publish your world locally or on the Internet. Most Internet browsers with VRML viewers support files compatible with the VRML 1.0 standard. Since .WRL files are created with this standard, in order to allow the greatest number of visitors access to your world, you should publish the .WRL copy of your file.

You can publish the .MUS file on the Internet and download the WEB.WORLD viewer; however, because of the extra features included with the .MUS copy of your file (sound clips, movies, background music, etc.), they can take a long time to download. If your world contains numerous sound clips, movies, and wallpaper textures, use the .MUS file when you publish to a LAN, where visitors aren't constrained by the speed of their modem and the traffic on their provider.

### **MIME Types**

When you publish your file, you will probably have to provide your server administrator (web master) with WEB.WORLDS MIME types. MIME (Multipurpose Internet Mail Extensions) is the standard for how to send multipart, multimedia and binary data using the world wide Internet mail system. MIME types define file types supported by your server and browser. If necessary, provide your server administrator with the following information:

#### **For VRML files:**

MIME type: x-world/x-vrml  
extensions:wrl

#### **For MUS files**

MIME type: x-world/x-d96  
extensions: d96, mus

For your Browser to display the appropriate file type, you may have to add the MIME types to your browser. Consult Corel's Internet site at

<http://www.corel.com/corelweb/webgraphics/viewers>

The Internet site contains instructions for downloading the correct plug-ins or viewer.

### **File Reference Considerations**

All the features that you have added to your world (pictures, wallpapers, movies) are separate files that are referenced by CorelWEB.WORLD. As you build your world, you may be gathering images from many places within your computer or network. When you use the Save or Save As commands, CorelWEB.WORLD references these files with a pointer to the full path and filename where the image is stored.

When you publish your WEB.WORLD file, your Internet provider needs both a copy of your WEB.WORLD file and a

copy of all of these other files that are referenced. Since all these referenced files will no longer be located all over your hard drive or network, all of the pointers within the WEB.WORLD file need to be updated to point to the new location of the files.

### **Publish to WEB.DESIGNER and Publish to VRML commands**

CorelWEB.WORLD's Publish to WEB.DESIGNER and Publish to VRML commands allow you to publish your files quickly and easily by automatically copying your WEB.WORLD file with a copy of all of the other files that are referenced within your file (pictures, wallpapers, movies, etc.) to a single directory. Both the .MUS and .WRL copies are placed within this directory.

These two commands automatically update the pointers within the WEB.WORLD file, so that none of your links are broken. If you are publishing your file to your network, and are having trouble with your file references, consult your server administrator as to the type of references your network requires, and use the Alias Editor dialog box to update your file path names.

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### **See also**

[Alias Editor dialog box](#)

[3D plug-ins](#)

## Publishing to the Internet

There are several ways for you to publish your WEB.WORLD file on the Internet. Visitors to your world require a 3D (VRML) [browser](#) or VRML plug-in to view these files. Since some visitors won't have the viewer, we recommend noting this fact on your page, and including instructions for accessing and downloading an appropriate viewer.

A plug-in is an attachment to an Internet browser that enables the browser to display file formats other than HTML. To view and navigate through a WEB.WORLD file, visitors must have a 3D plug-in (VRML viewer) The type of viewer needed depends on whether you are publishing the .MUS copy of your file or the .WRL copy of your file.

### Publishing the .WRL copy of your world

More than likely, you will be adding your world to the home page you create in WEB.DESIGNER. The Publish to WEB.DESIGNER command pastes a picture of your world directly onto your home page. Visitors to your page can enter this picture and explore your world. The world your visitors enter is as large on the screen as the picture on the page. To use the Publish to WEB.DESIGNER command, you need to launch WEB.WORLD from within WEB.DESIGNER (from the Tools menu).

If you want visitors to enter your world with a full-screen view, you can create a hypertext link from your home page that visitors can double-click to load and navigate through your world with a full-screen display. Use the Publish to VRML command to save your file. Switch to WEB.DESIGNER and create a hypertext link to the file. To view any VRML file (.WRL), visitors to your page must have a 3D (VRML) plug-in installed with their browser.

#### Note

The .WRL copy of the your file conforms to the VRML 1.0 standard. Most browsers (with a VRML plug-in) can view these files.

### Publishing the .MUS copy of your world

If you are going to publish the .MUS copy of your file to the Internet, you will need to provide your visitors with a WEB.WORLD viewer or plug-in for .MUS files that displays all of the extra features (attachments, movies, etc.). To do so, you have two choices.

#### Include a copy of the viewer when you save the file for publishing

The WEB.WORLD viewer is freely distributable, and you can easily include a copy of it when you prepare your file for publishing. Use the Publish to VRML command to save the file, and enable the Copy the Viewer box. WEB.WORLD places a copy of the viewer in the directory with your .MUS file. [Compress this directory into a self-extracting file](#), and create a hypertext link from your [web page](#) to the compressed file. When visitors download the file, they will automatically get a copy of the viewer.

#### Create a link so that visitors can download the WEB.WORLD viewer or plug-in themselves

If you do not include a copy of the viewer when you save your file for publishing, you will need to instruct visitors as to how they can access and download a either the CorelWEB.WORLD viewer or a plug-in that displays .MUS files. Use the Publish to VRML command to save the file. On your web page, create two links: one to the Corel Internet site (at [www.corel.com/corelweb](http://www.corel.com/corelweb)), and the second to your .MUS file. At the Corel Internet site, visitors can download the WEB.WORLD viewer, which is freely distributable, or a plug-in for Netscape (TM) that displays .MUS files. Make sure you provide visitors with proper instructions on downloading the viewer and your file.

#### MIME Types

When you publish your file, you will probably have to provide your server administrator (web master) with WEB.WORLDs MIME types. MIME (Multipurpose Internet Mail Extensions) is the standard for how to send multipart, multimedia and binary data using the world wide Internet mail system. MIME types define, file types supported by your server and browser. If necessary, provide your server administrator with the following information:

##### For VRML files:

MIME type: x-world/x-vrml  
extensions:wrl

##### For MUS files



MIME type: x-world/x-d96

extensions: d96, mus

For your Browser to display the appropriate file type, you may have to add the MIME types to your browser. Consult Corel's Internet site at

<http://www.corel.com/corelweb/webgraphics/viewers>

The Internet site contains instructions for downloading the correct plug-ins or viewer.

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**See also**

[Saving and publishing, the basics](#)

[Publishing locally](#)

[Publishing a compressed, self-extracting copy of your file](#)

[3D plug-ins](#)

## Publishing locally

LANs and personal computer hard drives can handle the large size of .MUS multimedia attachments (movies, attached sounds, etc.) much more efficiently than the Internet. Therefore, when publishing your CorelWEB.WORLD files locally, you can publish the .MUS file and provide your visitors with the full version of your world, complete with attached text, sounds, movies, etc.

Use the Publish to VRML command to save your file to a single directory. It is a good idea to include a copy of the viewer. Both the .MUS and .WRL files can be viewed by anyone with access to the directory. Visitors who access the directory can double-click to load the viewer and then click Open and select the file.

If visitors want to view your file through a [browser](#), they can use the browser Open command and enter the filename. The browser must have the appropriate [VRML plug-in](#) to view the file.

### MIME Types

When you publish your file, you will probably have to provide your server administrator with WEB.WORLDS MIME types. MIME (Multipurpose Internet Mail Extensions) is the standard for how to send multipart, multimedia and binary data using the world wide Internet mail system. MIME types define, file types supported by your server and browser. If necessary, provide your server administrator with the following information:

#### For VRML files:

MIME type: x-world/x-vrml

extensions:wrl

#### For MUS files

MIME type: x-world/x-d96

extensions: d96, mus

For your Browser to display the appropriate file type, you may have to add the MIME types to your browser. Consult Corel's Internet site at

<http://www.corel.com/corelweb/webgraphics/viewers>

The Internet site contains instructions for downloading the correct plug-ins or viewer.

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### See also

[Saving and publishing, the basics](#)

[Publishing to the Internet](#)

[Publishing a compressed, self-extracting copy of your file](#)

[3D plug-ins](#)

## Saving your WEB.WORLD file

### To save your WEB.WORLD file

1. Click File, Save.
2. Enter a filename with a .MUS extension in the File Name dialog box.
3. Click OK.

### Note

- After saving your file once, every time you use the Save command, CorelWEB.WORLD resaves the file under the same name. Use the Save As command to save under a different file name.

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### See also

[Saving and publishing, the basics](#)

## Opening your WEB.WORLD file

### To open an existing WEB.WORLD file

1. Click File, Open.
2. Use the Directory and Drives dialog boxes to locate the correct directory.
3. Enter the File Name in the File Name dialog box.
4. Click OK.

### Note

- Even though WEB.WORLD always saves your file in both .WRL and .MUS formats, always open and work on the .MUS file.

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### See also

[Saving and publishing, the basics](#)

## Viewing your finished WEB.WORLD file

You can use the WEB.WORLD viewer to view the .MUS copy of your finished WEB.WORLD file. The information in this topic is contained in a text file located in the WEB.WORLD programs folder on your WEB.GRAPHICS Suite CD. If you distribute the viewer with your WEB.WORLD file, you may want to provide visitors with some, or all of these instructions.

### CorelWEB.WORLD viewer

The CorelWEB.WORLD viewer displays .MUS files. The viewer allows you to view, not modify the file. The viewer allows you to move through your world, change camera views, activate sounds, movies, and links to other URLs. The WEB.WORLD viewer is located in the Programs folder and is automatically installed when you install WEB.WORLD. To open the viewer, double-click the Wrlldview.exe file.

### What you see

When you start the CorelWEB.WORLD viewer, the Open 3D Space dialog box opens. Select the .MUS file you want to view and click Open. The viewer loads and opens the file. The file appears in a window along with movement and camera controls (Walker buttons).

### Moving around

You can move or jump through your world the same way as the WEB.WORLD program, using the keyboard controls and the Walker buttons. Use Direct View to move directly in front of an image (click Explore, Direct View). One easy way to move around is using the arrow buttons on the keyboard.

### Manipulating the camera

You can change the camera's height, tilt, and zoom using the Walker buttons, or the following keyboard controls:

Keypad	Keyboard	Movement
7+	Home	Rotate left
9+	Page Up	Rotate right
8+	Up arrow	Move forward
2+	Down arrow	Move back
4 +	Left Arrow	Move left
6+	Right Arrow	Move right
Plus (+)		Raise camera
Minus (-)		Lower camera
INS		Tilt camera upward
DEL		Tilt camera downward

Press CTRL with any other key to double the speed.

### Viewing pictures

If pictures have attached text, sound, links to other URLs, or functions, the cursor changes to a hand while over the image. The first line of attached text appears as you move the cursor over the image. Double-click the image to view the entire text.

If sounds are attached, the Attached Sound indicator appears in the bottom left corner of the window. Right-click the picture and select Play Attached Sound.

If the image is part of an album, the Album indicator appears in the bottom left corner of the window. To flip to the next picture, right-click the image and select List Album. To view an image in its original size and proportions, right-click the image and select True Image.

### Walking Show

If your space has a walking show (an automated tour through your WEB.WORLD file), select Walking Show from the menu. To stop a walking show, press any arrow key.

## **Publishing to WEB.DESIGNER**

### **To publish directly to WEB.DESIGNER**

1. Open your [web page](#) in DESIGNER and move the cursor to where you want to paste your WEB.WORLD file.
2. Launch CorelWEB.WORLD from within DESIGNER (from the Tools menu).
3. In CorelWEB.WORLD, open the file that you want to publish.
4. Move the camera so that the 3D Space window displays the starting point for your world (where you want visitors to enter).
5. Click File, Publish to WEB.DESIGNER.

### **Note**

- The Publish to DESIGNER option is only available if you launch WEB.WORLD from within DESIGNER.

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### **See also**

[Saving and publishing, the basics](#)

[Publishing to the Internet](#)

[3D plug-ins](#)

## Using the Publish to VRML command

### To prepare your file for publishing using the Publish to VRML command

1. In Windows, create a new directory.
2. In CorelWEB.WORLD, open the file that you want to publish.
3. Move the camera so that the 3D Space window displays the starting point for your world (where you want visitors to enter).
4. Click File, Publish to VRML.

#### Note

- Publish to VRML saves both the .WRL and .MUS versions of your world.

#### Tip

- When you add a decoration to your world, (wallpaper, picture, movie, etc.), CorelWEB.WORLD places a pointer, or link, to the directory in which the decorating image is stored. If you move the original image (for instance, if you are using wallpapers from a CD, and then remove the CD from your drive the next time you open your file), the link breaks, leaving a black spot where the wallpaper used to be. To avoid this problem, copy the image to your hard drive (where you are sure you won't move it) before you add it to your world. Or, use the Publish to VRML command to save all of your files to one directory and update the pointers each time you close your file.

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#### See also

[Saving and publishing, the basics](#)

[Publishing to the Internet](#)

[Publishing a compressed, self-extracting copy of your file](#)

[3D plug-ins](#)

## **Publishing a compressed, self-extracting copy of your file**

### **To publish a compressed, self-extracting copy of your file**

1. Click File, Publish to VRML, and enable the Copy the viewer box to copy the WEB.WORLD viewer, your world file, and all the attached images, sound files, etc. into a single directory.
2. Use a compression program that creates self-extracting files to compress this directory into a single file.
3. In your web page, create a hypertext link to the file.
4. Instruct your visitors to activate the link (which extracts the files), double-click on the viewer to run it, and use the viewer's Open command to select the WEB.WORLD file.

### **Note**

If your compression program does not create self-extracting files, but includes a freely distributable decompression utility, compress your directory into a single file, and create one link from your web page to the compressed file, and a second link to the decompression utility. Always provide visitors with proper instructions on how to decompress and run the file. Instructions for decompressing should include extracting the file to one directory, running the viewer, and opening the WEB.WORLD file.

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### **See also**

[Saving and publishing, the basics](#)

[Publishing to the Internet](#)

[3D plug-ins](#)



## Browsers and 3D plug-ins

A plug-in is an attachment to an Internet [browser](#) that enables the browser to display file formats other than HTML. To view and navigate through a WEB.WORLD file, visitors must have a 3D plug-in or the WEB.WORLD viewer. The type of viewer needed depends on whether you are publishing the .MUS copy of your file or the .WRL copy of your file. WRL files conform to the VRML 1.0 standard and therefore can be viewed with most VRML plug-ins.

When you publish your file, you can direct visitors to the following sites to download the appropriate VRML viewer.

### MUS files

MUS files are standard CorelWEB.WORLD files that, in combination with the CorelWEB.WORLD viewer, allow visitors to experience all of the features of your world, such as attached text and sound, walking shows, moving wallpaper, etc.

#### If you publish the .MUS copy of your file

You can direct visitors to the Corel Internet site at:

<http://www.corel.com/corelweb/webgraphics/viewers>

At the Corel Internet site, visitors can download the CorelWEB.WORLD viewer or a Netscape plug-in for Windows 95 (TM) and Windows NT (TM) users. Both of these give visitors to your world the ability to view .MUS files with all of their special features, such as attached text, sound, moving wallpaper, etc.

Instruct visitors to follow the Corel Internet site links to CorelWEB.GRAPHICS SUITE and CorelWEB.WORLD.

Once there, visitors can download either of the viewers.

#### Note

- To avoid having to direct visitors to another site to download a plug-in or viewer, you can include a copy of the WEB.WORLD viewer, which is freely distributable, with the .MUS copy of your file. Enable the Copy the Viewer box when you Publish to VRML. This includes a copy of the WEB.WORLD viewer in the directory to which all of your other files are saved. [Compress the directory into a self-extracting file](#) and then create a single hypertext link from your page to the WEB.WORLD file.

### WRL files

WRL files conform to the VRML 1.0 standard used by the most popular viewers (such as Netscape 2.0) that have a 3D plug-in. Viewing .WRL files through a browser allows visitors to navigate through your world viewing all of the paints, wallpapers, pictures, and links to URLs. Standard viewers do not support the ability to view albums, attached text, sounds, walking shows, background MIDI music or moving wallpaper. The only function supported by the VRML standard is Link to URL. The background color for your world becomes the sky color.

#### If you publish the .WRL copy of your file

You can direct visitors to the Netscape Internet site to download Netscape's VRML plug-in for Netscape 2.0, Live3D. The current URL is:

[http://home.netscape.com/comprod/mirror/navcomponents\\_download.html](http://home.netscape.com/comprod/mirror/navcomponents_download.html)

You can also go to the site (<http://home.netscape.com>) and follow the links to the 3D plug-ins.

Live3D is built in to Netscape 3.0, so visitors to your site who have this version do not need to download anything.

The Internet Explorer 2.0 plug-in is available at the following site:

<http://www.microsoft.com/ie/addon/vrml.htm>

You can also go to the site (<http://www.microsoft.com>) and follow the links to the software library and Internet Explorer.

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#### See also

[Saving and publishing, the basics](#)

[Publishing to the Internet](#)

[Publishing a compressed, self-extracting copy of your file](#)

## **Picture Attachment Editor dialog box**

This dialog box contains the following fields used to attach text, sound, or functions to a picture:

### **File**

Displays the image filename.

### **Attached Text Box**

Allows you to enter text that you want displayed when the user right-clicks on the image and selects View Attached Text.

### **Thumbnail Image**

Displays a thumbnail image of the picture.

### **Sound Play**

Plays the selected sound file (.WAV file).

### **Sound Stop**

Stops playing or recording the selected sound file.

### **Sound Record**

Begins recording a sound clip, provided you have a compatible sound card and microphone. Due to their large size, sound clips should not exceed 30 seconds.

### **Sound Delete**

Removes the attached sound file.

### **Sound Browse**

Displays the Select Sound File that allows you to select a sound file to attach to the image.

### **Sound File**

Displays the path and filename of the selected sound clip.

### **Sound Record Time**

Displays the recording time in seconds.

### **Function**

Displays the list of functions that you can attach to the picture.

### **Parameters**

Displays the parameters passed to the program when a selected function begins.

### **Comment**

Text area where you can comment about an attached function.

### **OK**

Closes the dialog box and saves the changes you have made.

### **Cancel**

Closes the dialog box without saving any changes you have made.

### **Help**

Opens the help topic related to this dialog box.



## **Multifunction Editor dialog box**

Use the Multifunction Editor dialog box to attach more than one function to a picture, movie, or album.

### **Selected Functions**

Lists the attached functions in the order in which they will execute.

### **Available Functions**

Lists the functions you can attach to the image.

### **Clear**

Clears all of the functions from the Selected Functions list.

### **Del**

Removes the selected function from the Selected Functions list.

### **Up**

Moves the selected function up one level in the Selected Functions list.

### **Down**

Moves the selected function down one level in the Selected Functions list.

### **Copy**

Copies the Selected Functions list to WEB.WORLD's internal clipboard.

### **Paste**

Pastes the copied functions from WEB.WORLD's internal clipboard to the Selected Functions list.

### **Add Function to List**

Adds the selected function to the Selected Functions list.

### **Function Name**

Displays the name of the function highlighted in the Selected Functions list.

### **Function Parameters**

Displays the path and filename of the program or document you have attached using the Load Any Document or Load Any Program functions.

### **Function Comments**

Allows you to comment on the attached function.

### **Edit**

Allows you to change the attached program or document.

### **OK**

Closes the dialog box and saves the changes you have made.

### **Cancel**

Closes the dialog box without saving any changes you have made.

## **Album Attachment Editor dialog box**

This dialog box contains the following fields used to attach text, sound, or functions to an album:

### **File**

Displays the image filename.

### **Attached Text box**

Allows you to enter text that you want displayed when the user right-clicks on the image and chooses View Attached Text.

### **Thumbnail Image**

Displays a thumbnail image of the album.

### **Show as First Picture check box**

Displays the selected image as the first image in the album.

### **Sound Play**

Plays the selected sound file (.WAV file).

### **Sound Stop**

Stops playing or recording the selected sound file.

### **Sound Record**

Begins recording a sound clip, provided you have a compatible sound card and microphone. Due to their large size, sound clips should not exceed 30 seconds.

### **Sound Delete**

Removes the attached sound file.

### **Sound Browse**

Displays the Select Sound File that allows you to select a sound file to attach to the image.

### **Sound File**

Displays the path and filename of the selected sound clip.

### **Sound Record Time**

Displays the recording time in seconds.

### **Function**

Displays the list of functions that you can attach to the album.

### **Parameters**

Displays the parameters passed to the program when a selected function begins.

### **Comment**

Text area where you can comment about an attached function.

### **OK**

Closes the dialog box and saves the changes you have made.

### **Cancel**

Closes the dialog box without saving any changes you have made.

**Help**

Opens the help topic related to this dialog box.

## **Movie Attachment Editor dialog box**

This dialog box contains the following fields used to edit the frame exposure time, and attach text, sound, or functions to a movie:

### **File**

Displays the image filename.

### **Attached Text Box**

Allows you to enter text that you want displayed when the user right-clicks on the image and selects View Attached Text.

### **Thumbnail Image**

Displays a thumbnail image of the movie.

### **Frame Exposure Time**

Sets the number of seconds each frame of the movie is displayed.

### **Number of Frames**

Displays the number of frames (individual images) in the movie.

### **Sound Play**

Plays the selected sound file (.WAV file).

### **Sound Stop**

Stops playing or recording the selected sound file.

### **Sound Record**

Begins recording a sound clip, provided you have a compatible sound card and microphone. Due to their large size, sound clips should not exceed 30 seconds.

### **Sound Delete**

Removes the attached sound file.

### **Sound Browse**

Displays the Select Sound File that allows you to select a sound file to attach to the image.

### **Sound File**

Displays the path and filename of the selected sound clip.

### **Sound Record Time**

Displays the recording time in seconds.

### **Function**

Displays the list of functions you can attach to the movie.

### **Parameters**

Displays the parameters passed to the program when a selected function begins.

### **Comment**

Text area where you can comment about an attached function.

### **OK**

Closes the dialog box and saves the changes you have made.



**Cancel**

Closes the dialog box without saving any changes you have made.

**Help**

Opens the help topic related to this dialog box.

## **Builder Settings dialog box**

Use this dialog box to set grid spacing, levels displayed, and wall width. Input units in decimal form.

### **Grid X**

Sets the spacing for the grid.

### **Grid Y**

Sets the spacing for the grid.

### **Isotropic**

Sets the spacing for grid Y to the same value set for grid X.

### **Show All Levels**

Displays all objects in your world.

### **Show Only Current Level**

Displays only the objects between the heights specified by the maximum and minimum height number boxes of the Height control tool.

### **Wall Width**

Sets the width of walls, in grid units, drawn using the Add Wall tool.

### **OK**

Closes the dialog box and saves any changes you have made.

### **Cancel**

Closes the dialog box without saving any changes you have made.

### **Help**

Opens the help topic related to this dialog box.

