



Viewpoint Corporation

# Viewpoint MTX 2 HTML User Guide



Viewpoint Experience Technology Documentation  
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# Viewpoint MTX 2 HTML User GUIDE

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## Overview

The MTX 2 HTML application is a utility to quickly create an HTML (.html) page from an XML Viewpoint Media File (.mtx/.mtz). This application provides a fast and convenient way for Viewpoint Experience Technology (VET) content creators to visualize an Viewpoint Experience Technology (VET) scene and animations within a Web page using the Viewpoint Media Player.

Users specify the Viewpoint broadcast key, the width and height of the Viewpoint Media Player transparent window, and the VET source.mtx/.mtz file. The application then generates an HTML page with an VET embed tag referencing the source .mtx/.mtz file. The application will also automatically generate buttons to trigger any animation tags that have been specified within the Viewpoint Media file (.mtx/.mtz).

## MTX 2 HTML System Requirements

### Windows

- 200 MHz Pentium Processor
- Windows 95, 98, 2000 or NT
- 32 MB System RAM
- 10 MB free hard disk space
- Color Display (24-bit recommended)
- 1024 by 768 monitor resolution (recommended)

## Viewpoint Media Player System Requirements

### Windows

- Pentium 166 or faster (Pentium II recommended)
- Windows 95, 98, 2000 or NT
- Netscape Navigator 4.07 or later
- Microsoft Internet Explorer 4.x or later
- 256 color display (24-bit recommended)
- 28.8Kbps modem
- 5 MB free disk space
- 32MB RAM (64MB recommended)

## Required Software

- Viewpoint Scene Builder
- Viewpoint Media Player
- Netscape Navigator 4.07 or later or Microsoft Internet Explorer 4.x or later

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### Supported Features: MTX 2 HTML

- Basic HTML page generation from an Viewpoint Media file (.mtx/.mtz)
- Automated VET embed tag including Viewpoint broadcast key text file
- User-defined Viewpoint Media Player window size in pixels
- Automatically creates buttons to trigger animation tags

### Guidelines

- Use all lowercase letters with no spaces when creating files for an VET scene. This includes all image, .mtx/.mtz, .mts, .html and text files.

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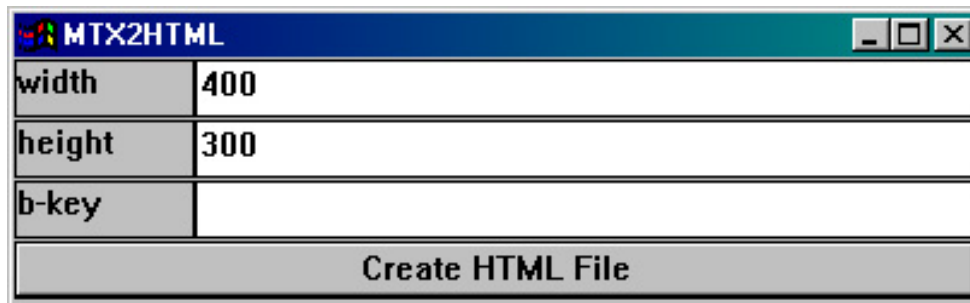
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### Viewpoint MTX 2 HTML User Guide

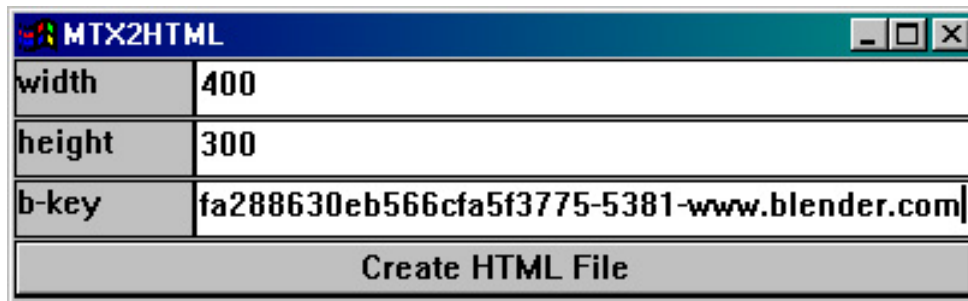
#### MTX 2 HTML Instructions

- Double click the **MTX 2 HTML.exe** to launch the application.



MTX2HTML	
width	400
height	300
b-key	
Create HTML File	

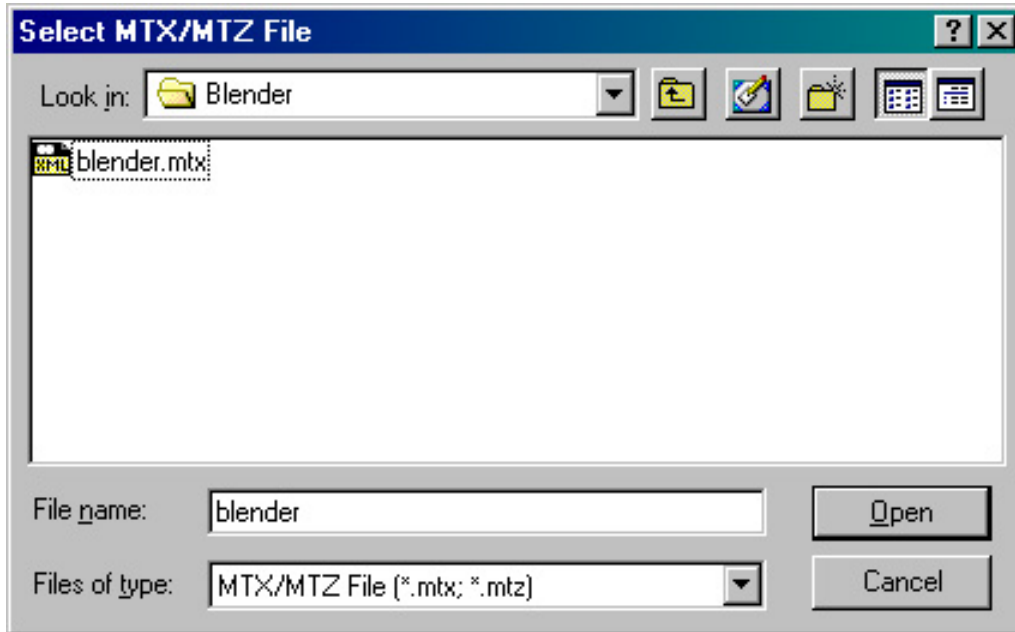
- Specify the **width** (in pixels) of the Viewpoint Media Player window.
- Specify the **height** (in pixels) of the Viewpoint Media Player window.
- Type or cut and paste the **Viewpoint broadcast key** for the URL from which you will be broadcasting VET content into the b-key dialogue.



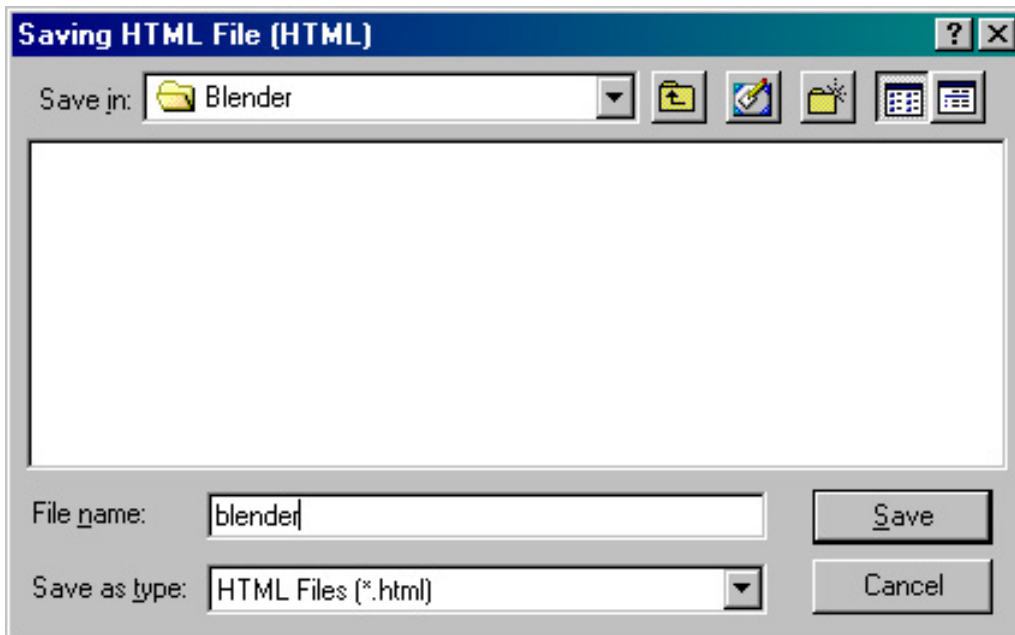
MTX2HTML	
width	400
height	300
b-key	fa288630eb566cfa5f3775-5381-www.blender.com
Create HTML File	

- Select the **Create HTML File** button to specify the .mtx/.mtz file for which you want to create an HTML page. You can also **Drag and Drop** an.mtx/.mtz file onto the MTX 2 HTML application.

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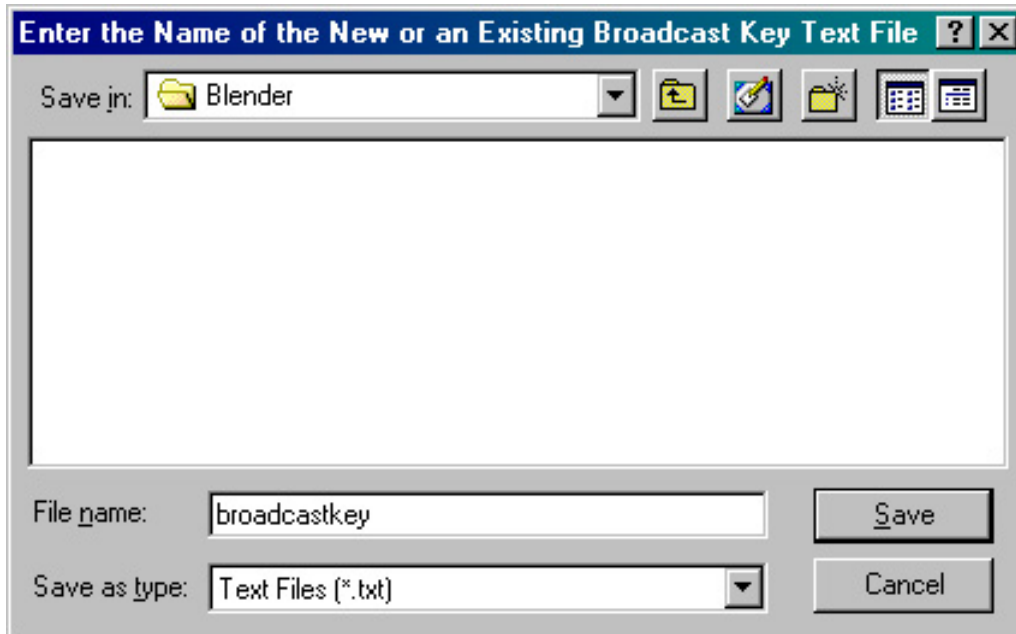


- Select the .mtx/.mtz file for which you want to create an HTML page and then click > **Open**.

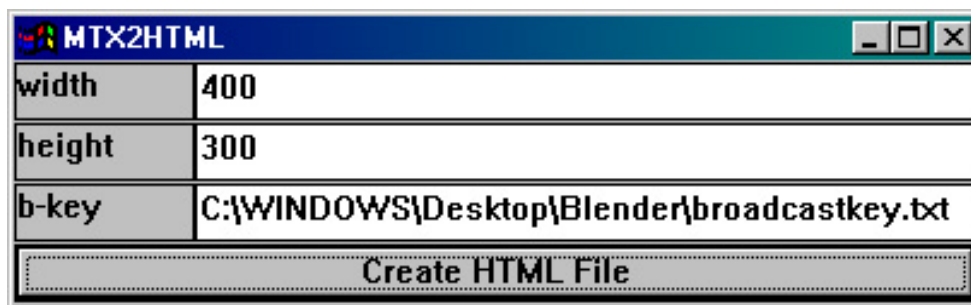


- Type a name for the HTML page into the **File name:** field.
- Click > **Save**.

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- **Because the broadcast key text file will be referenced by the Viewpoint Experience Technology (VET) embed tag, it is very important to save the file in a common directory, the path of which will not change.**
- Type dialogue in the **File name** field.
- Click > **Save**.



- The MTX 2 HTML application will remember the last stored path of a broadcast key text file. If you want to create a broadcast key text file for a new URL, paste the new broadcast key into the b-key dialogue and repeat the steps above.

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### Viewpoint Experience Technology (VET) Embed Tag

**Example of an VET embed tag :** Highlighted areas are specified in MTX 2 HTML.

```
<object id="MetaStreamCtl"
  classid="CLSID:03F998B2-0E00-11D3-A498-00104B6EB52E"
  width=400
  height=300
  codebase="http://components.metastream.com/MTSInstallers/MetaStream3.c
  ab#Version=3,0,2,47">
  <embed component="ISceneComponent"
    componentfilename="SceneComponent.mtc"
    source="blender.mtx" type="application/x-mtx"
    width=400 height=300 border="true" script="true"
    name="MetaStreamCtl" BroadcastKeyFileURL="broadcastkey.txt">
  </embed>
  <param name="Source" value="blender.mtx">
  <param name="Component" value="ISceneComponent">
  <param name="ComponentFileName" value="SceneComponent.mtc">
  <param name="BroadcastKeyFileURL" value="broadcastkey.txt">
</object>
```

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### MTX 2 HTML & VET Animation Tags

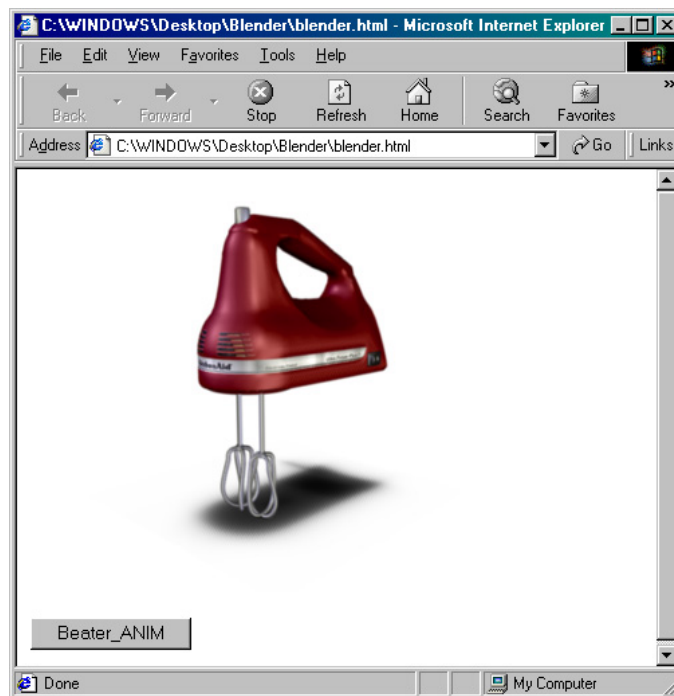
The MTX 2 HTML application will look for any VET OnClick tags in the .mtx/.mtz file and automatically generate buttons in the HTML page to trigger those animations using JavaScript.

#### Example of an VET animation tag in an .mtx file:

```
<OnClick Action="Trigger" ID="0" Target=" Beater_ANIM "/>
```

```
<MTSTimeElem Type="Keyframe" Name="Beater_ANIM" On="0" >
```

#### Example of an HTML page created by MTX 2 HTML:



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### Example of JavaScript and form tags created in an HTML page:

```
<script language="JavaScript">
<!--
var isIE4 = navigator.appName == "Microsoft Internet Explorer" &&
parseInt(navigator.appVersion.substring(0,1)) >= 4;
function mtspluginfunction()
{
    var argstr;
    argstr      = mtspluginfunction.arguments[0] + "(" + arguments[1] + ")";
    if (isIE4)  document.all.MetaStreamCtl.PluginCommand(argstr, 0, 0);
    else       document.MetaStreamCtl.DoCommand(argstr);
}
function triggeranimation() {mtspluginfunction ("TriggerAnimation",
arguments[0]);}
function reverseanimation () {mtspluginfunction ("ReverseAnimation ",
arguments[0]);}
function stopanimation ()   {mtspluginfunction ("StopAnimation ", arguments[0]);}
function startanimation ()  {mtspluginfunction ("StartAnimation ", arguments[0]);}
function resetanimation ()  {mtspluginfunction ("ResetAnimation ", arguments[0]);}
function togglecollapsed()  {mtspluginfunction ("ToggleCollapsed",
arguments[0]);}
function togglevisible()   {mtspluginfunction ("ToggleVisible", arguments[0]);}
function togglepano()      {mtspluginfunction ("TogglePano", arguments[0]);}
function resetcamera()     {mtspluginfunction ("ResetCamera", arguments[0]);}
function removeobject()    {mtspluginfunction ("RemoveObject", arguments[0]);}
function clearscene()      {mtspluginfunction ("ClearScene", arguments[0]);}
function loadmtx()         {mtspluginfunction ("LoadMTX", arguments[0]);}
//-->
</script>

<form>
<input name="Beater_ANIM" type=button value="Beater_ANIM"
onclick="triggeranimation('Beater_ANIM')">
</form>
```

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### Glossary

- **MTS file**  
This file has an .mts extension (it's an Viewpoint Media File), and contains a compressed collection of all resources required by the XML examples (such as geometry, light maps, and texture maps) for the creation of a scene.
- **MTX file**  
This file has an .mtx extension (it's an XML-based Viewpoint Media File), and contains the hierarchical relationships between objects and other elements in the scene. This file is the script for "staging" the scene elements.
- **MTZ file**  
This file has an .mtz extension. This file is a compressed form of the MTX (.mtx) file and is the preferred format for web enabled VET content. Sometimes animations in the MTX file may become very large and extensive, thus making the MTX file large as well. Compressing large .mtx files enables fast downloading of VET scenes.