

# DAI 575 Design of Virtual Worlds

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## Info Sheet: Setting Up Your Student Project Site

READING: The entire "Publish" section of the AXEL online Help included with the software, especially the "Webpages and AXEL Content" section.

### CLASS WEB SITE

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<http://userwww.sfsu.edu/~jkv4edu>

#### Your Student Site Directory

To get a SFSU internet account for email/Web site, go to: <http://www.sfsu.edu/~doit/account.htm>

Your SFSU Web page url will be [http://userwww.sfsu.edu/~name\\_of\\_account](http://userwww.sfsu.edu/~name_of_account)

If you do not already have basic Web authoring skills, take the DOIT Dreamweaver-I course, for schedule, see:

<http://www.sfsu.edu/~doit/train.htm>

#### Access to Site to Upload Files

You can use Fetch (Mac), WS\_FTP (WIN) or any other program to transfer files from a local computer to your Web site. Free FTP software is available for download from the SFSU Division of Information Technology web site:

<http://www.sfsu.edu/~doit/sw.html>

### STRUCTURING YOUR WEB SITE FOLDER

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Your web site folder needs to have an easily understandable structure. NOTE: This is the same structure in which you will be required for turning in your files for final grading at the end of the semester, so save time later by setting it up properly now. Please structure your web site folder as follows:

Example:

Account Directory (where VWs site is the only content)

Files: index.html (main menu containing links to .html files in the subfolders)

Subfolder: ex\_1

Files: jvex1.html, jvex1.axs

Subfolder: ex\_2

Files: jvex2.html, jvex2.axs

Subfolder: proj\_1

Files: jvproj1.html, jvproj1.axs

OR

Account Directory (where VWs site is only one area of content)

Files: index.html (pre-existing main menu linking to vws/vws.html)

Folder – vws

Files: vws.html (main vws menu containing links to .html files in the subfolders)

Subfolder: ex\_1

Files: jvex1.html, jvex1.axs

Subfolder: ex\_2

Files: jvex2.html, jvex2.axs

Subfolder: proj\_1

Files: jvproj1.html, jvproj1.axs

#### a. Sub-Folders:

Create a sub-folder for each separate exercise or project. Each folder will contain all the html pages, stream files, and any other linked files such as .jpgs required to run that particular web page. Note that large digital video .mov or .avi files can be kept external to the AXEL stream file so if you do so, you must upload those as well. Use Dreamweaver or FTP software such as Fetch (Mac) or WTS (WIN) to create and name sub-folders in your class web site folder.

#### **b. File and Folder Naming Conventions:**

Sub-folders: ex\_1, ex\_2, etc., and proj\_1, proj\_2, proj\_3, etc.

MAIN (first seen) HTML page: *yourInitialsex#.html*, *yourInitialsproj#.html*

Examples: jvex1.html, jvproj1.html, jvproj2.html

NOTE: Use the .html suffix, not the .htm suffix.

MAIN (first seen) AXEL stream file: *yourInitialsex#.axs*, *yourInitialsproj#.axs*

Example: jvex1.axs, jvex2.axs, jvproj1.axs

For posting multiple versions of your projects I suggest adding "a", "b", etc., to the ends of the files. The final version should always end without the version letter.

If you have subsidiary html and stream files that are linked to from within a stream file or the main html file, you can name them anything, but please make them no longer than 8 characters and all lowercase. NOTE: If one of your projects has a particularly complex structure and you want to propose an alternative naming convention, please consult me about it.

### **PROCESS (read the AXEL online Help section on Publishing)**

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**0. VITAL:** Make sure NO file names on your web site have SPACES in them!

Use "\_" characters for separators.

#### **1. SET NAME FOR FILES TO BE PUBLISHED (.axs and .html)**

By default, AXEL will give the published .html file and the .axs stream files the same name as the AXEL authoring .axel file. That default can be unchecked under Publish Settings in the Project Manager window.

Set the names for the files to be published in Publish Settings in the Project Manager window. For the basic version of one stream file per single web page file, make both names the same. Set the names for the AXEL .axs stream file and the .html file in which the stream file is embedded. Make these names all lowercase and no more than 8 characters long, no punctuation marks, no spaces, underscore is OK, etc.

Example: See Naming Conventions, above.

You may rename the html files after publishing (assuming none of your stream files link to it), but DO NOT rename the .axs file once it's published or the embedding won't work when the web page file is called up (giving you a "Loading: 0.0 %" message). If you need to change this file name, go back into the AXEL authoring file and change the names in Publish Settings and re-publish.

If you are using the Hyperlink Reaction from within AXEL to switch to other .html pages with other .axs files embedded, then you should take care not to change any of the destination .html page names. Likewise, if you are using the AXEL Stream File Reaction from within AXEL to stream in other .axs stream files, you should take care not to change those destination names. Also, when doing this typing of linking from within the AXEL stream file, ALWAYS USE "DOCUMENT RELATIVE" LINKING, not absolute links where you enter the entire url.

Correct: myhouse.html or /houses/myhouse.html

Incorrect: www.userwww.sfsu.edu/~jdoe/myhouse.html or ....~jdoe/houses/myhouse.html

#### **2. SET OTHER PUBLISH SETTINGS**

The maximum size for your AXEL .axs stream files is 900 x 550 which will work for a 17" monitor and use the full browser window, allowing for a title bar (a 12 pixel tall table) only. *If you want your work to be viewable on smaller monitors or different browsers with varying header displays, you must set a smaller size.* You can embed multiple

AXEL stream files into a given web page but the performance typically suffers unless they are very simple. See below for CUSTOMIZING YOUR WEB PAGES.

### 3. PUBLISH YOUR FILES

Publish your project in AXEL using Publish Settings or the Publish menu. (Consult the online AXEL help for settings and details on publishing). You can publish both .axs and .html files simultaneously, or only one or the other at any given time.

### 4. CREATE YOUR MENU PAGE (index.html)

You must create a main menu web page file named index.html in your directory or in your vws folder.

This page MUST include the following information:

“DAI 575.5 Design of Virtual Worlds”, your name, a mailto link to your email address, and links (open in new window or use the “\_blank” target setting in Dreamweaver) to each of your exercises and projects. In addition, you may include any other material, e.g. self-introduction, or other comments, images, etc. This page can be as elaborate or simple as your skill, time, and taste permit.

This page is where you create links to the other pages that embed your work. **YOU MUST USE DOCUMENT-RELATIVE LINKS ONLY, NOT ABSOLUTE LINKS.** For each project due date, set up this link and upload your project page and stream file, so the whole class can interact with it. You can also have links to multiple versions of your projects as you develop them.

### 5. UPLOAD YOUR PUBLISHED PROJECTS (.axs and .html)

NOTE: Free FTP software is available for download from the SFSU Division of Information Technology web site: <http://www.sfsu.edu/~doit/sw.html>

Use Dreamweaver or FTP software such as Fetch (Mac) or WS\_FTP (WIN) to put your published files in your directory.

### 6. TESTING YOUR UPLOADS

Be sure to test your uploaded files and make sure they work properly before the project due date. For accurate repeated testing, you may need to force Internet Explorer to play your webpage with a cleared cache so it is only showing the new content. To do so, hold the Shift Key while pressing the Reload button.

### 7. CUSTOMIZING YOUR WEB PAGES

#### a. Customizing your web page using BBedit or Dreamweaver

The default project page, *projectname.html* = grey background, center-top Axel stream file, and grey bar says “AXEL Host Web Page”

You can insert a different title by modifying the title in Dreamweaver or by directly editing the HTML code and changing the line that contains: `<title>AXEL Host Web Page</title>`

To produce a custom page that embeds your AXEL project stream file, copy the source code from the AXEL-produced *projectname.html* and paste in to the webpage code where you want your AXEL stream window to appear.

Note: Using Dreamweaver, it may seem as if you can just drop the AXEL stream file into the page and it may work on your Mac system, but it will NOT necessarily work on other systems or PCs.

Below is how the embedding code looks:

```

<!-- Beginning of AXEL content -->
<p><object id="door" classid="CLSID:68A2C3BD-7809-11D3-8ACF-0050046F2F9A"
codebase="http://www.mindavenue.com/Downloads/AXELPlayerAX_Win32.cab#vers
ion=1,5,109,0"
width="500" height="375">
  <param name="Src" value="door.axs">
  <param name="HardwareAccel" value="0">
  <param name="Windowless" value="0">
  <embed src="door.axs" name="door"

pluginspage="http://www.mindavenue.com/Downloads/AXELPlayerNPInstall.html
"
  type="application/x-MindAvenueAXELStream"
  width=500 height=375 HardwareAccel=true Windowless=false>
  </embed>
</object>

```

### **b. Referencing an existing host web page in AXELedge**

If you are customizing the web page embedding the AXEL stream file, adding other text, pictures, etc., and you want to see that in AXEL and test it all together, you can reference an EXISTING "Host webpage file" in your Publish>Stream File settings and see that in your webcam viewport around your AXEL content and when you preview.

Once you have set up this custom HTML page and embedded the named .axs stream file as above:

- Go to the Publish > Stream File parameter and uncheck the AXEL Publish feature for "Generate webpage file" (so it doesn't overwrite your custom page)
- Then set the "Host webpage file" field to your customized page
- You should now see the customized page in your WebCam viewport behind the stream file. If not, RM click in that viewport and Enable Host Webpage.

### **c. Embedding AXEL stream files in tables**

Read the section on using tables in the Online Help "Webpages and AXEL Content" section. Here are the basic sequence of actions, using Dreamweaver:

1. In AXEL, publish your basic, default .html file and its embedded .axs file.
2. In Dreamweaver, open the .html file.
3. Switch to Code View (to see the html code)
4. Select the AXEL content (but not the beginning and ending comments in <>'s) and Edit>Copy.
5. In Dreamweaver, open or create a custom webpage containing a table.
6. Click in the cell into which you want to insert the AXEL window.
7. Switch to Code View
8. Edit/Paste in the code from the other .html file
9. Switch back to Design View
10. Preview the page to see and interact with the stream file inserted into the table.